



Kopfy's Swamp of Doom - Part III

Temple of the Hag

A Kopfy's Pedkrole Adventure



Temple of the Hag

by Tom K Loney

A 4th to 5th level scenario for T&T the 7th Plus edition, specifically for Trollish Delver Games™

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I Hope You Don't Think We Won't Jump

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Swamp of Doom III: Temple of the Hag

By Tom K. Loney

Abstract:

This scenario is set in Scott Malthouse's Peakvale campaign setting. While it can be incorporated into any other T&T world, such as Troll-world™ or Elder™, we recommend that you check out Trollish Delver Games for details first. The delvers (player characters) should either have Combat Adds of 50 or more or be able to cast at least a couple of 3rd level spells.

It should be noted that while this scenario is designed for T&T 7 and 7.5, it can easily be adjusted to any edition. Treasure information may be found in the room descriptions. Additional booty is listed in the random treasure tables provided in Swamp of Doom, Part I: No Fences to Mend.

In this scenario, I am going to experiment with "Spirit Combat," using the T&T Attributes as a basis but slightly altering them to enter a new area of role-playing.

As always, this scenario can be modified by the GM to work into his or her specific campaign.

Tom K Loney
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Spirit Combat “T&T Style”

Every spirit, fiend, or ghost has a SPOOK rating. This is the MR of that being. Player characters encountering them must combine their own Wizardry, Charisma, and Luck stats to develop their own SPOOK rating. Both sides then roll 2d, remembering DARO, and compare the results. The higher result wins. The lower result is then subtracted from the higher, and the loser subtracts that many points from its SPOOK rating. At zero points, the spirit is dissipated or the character’s body is open to possession by the spirit that it is battling.

To expand on this bodily possession, the inhabiting spirit must expend its remaining SPOOK rating points by allocating them into all eight of the possessed character’s attributes. For each turn during which the body is inhabited, a WIZ point is spent. Once the WIZ rating is exhausted, the possession is over.

The physical being recovers the stats that make up its SPOOK rating at a rate of one point for every ten minutes. The character is considered unconscious, meaning inactive, during the recovery. Once its SPOOK is recovered, the character can then engage in Spirit Combat to reclaim its body.

The spirit’s SPOOK rating recovers at a rate of one point per day. (On a side note, maybe related or maybe not, a spirit—almost every spirit—can travel only one mile per day. The one thing the dead know is that it is better to be alive.)

Featured Creatures

1. Skeeter

These mosquito-faced humanoids vary in size from that of the fairy kindred, complete with wings in that case, to human height. Like mosquitos, they hunger for blood, and especially that from sentient beings.

Fleet Skeeter

MR 5 and up (d6+3)

ST x 1/10, CON x 1/10, DX x 1/10, SP x 10, IN x 1/10, LK x 1/10, CH x 1/12, WIZ x 1/12, Ht. x 1/10, Wt. x 1/10

Notes: As opposed to single, one-on-one combat, these G.I. Joe doll-sized, mosquito-faced winged humanoids come in swarms, some 3d in number. The delvers must succeed on a 2nd level SR on DX to swat from a couple to a few, meaning that the attacked delver may do as much damage as his Combat Adds, with only a single point awarded for the weapons carried. The delver takes one point of damage per attacking skeeter. The GM can divide up attacks as he sees fit.

Doomsday Skeeter

MR 90 and up (10d+45)

ST x 1, CON x 1/2, DX x 1, SP x 1, IN x 1/10, LK x 1/10, CH x 1/12, WIZ x 1/12, Ht. x 1/10, Wt. x 1/10

Notes: Just a little smaller than an adult human, these mosquito-headed humanoids cannot be reasoned with until they've gorged themselves on as many CN points worth of blood as they have. Once sated, the Skeeter can teach one spell that a Rogue or Wizard can use with a 3rd level SR on IN. They only stay sated for half of a day; it takes one day for the creature to teach the spell.

2. Wango D' Strangle

This ghostly apparition isn't just a ghostly apparition. These are the ghosts of a select few serial killers who were smart enough to find sufficient sorcery, or were influenced by a greater dark force, to attain a half-life in the physical world after their deaths. They like to haunt the graveyards in which they were buried or have been captured by necromancers who use them as guards.

Wangos D' Strangles, or Wangos for short, can engage in Spirit Combat and then throw into the mix some brute physical force. In game play this means that the player must decide whether his char-

acter will prepare for a mental attack or a physical attack. The wrong choice leaves the stricken character vulnerable to the complete attack without recourse. Wangos must exert a lot of energy toward the physical attacks, so they tend to choose Spirit Combat most often.

When a Wango goes into physical combat mode, it spends 5 points of its SPOOK rating to put all of the remaining points and 2d into a melee roll. If the opponent(s) is defending, armor and his Combat Adds are applicable.

Being in the Weeds of the Swamp of Doom

For every day spent in the swamp, the delvers must make a 1st level SR on CON to avoid catching Swamp Fever from the swamp airs. Once a PC has the Fever, he will lose one point of CON each day until a Healing Feeling spell is cast on him.

I am assuming that the players in this game have survived the events and encounters of the “No Fences to Mend” scenario. Below are two NPCs available to the players’ group, repeated here in case this scenario is being played on its own. Zarra is an important NPC, as the magic-casting part of her soul has been stolen by the hag who runs the temple.

Skally “Wag” Shortail

4th level ratling Rogue

MR 80 (9d+40)

Crucial Stats: IN 32, DX 47, LK 45, CH 49, WIZ 31

Talents: Roguery Talent +6, Sniff Halflings (were-forms) WIZ +4

Spells Learned: Knock, Knock; Lock Tight; Cat Eyes

Notes: This ratling not only survives in Hobbletoe’s Kingdom, he thrives within it. He’s been to every civilized part and knows almost every NPC the player-characters will run into.

Zarra Kamm Demm, nothing but trouble

4th level Wizard (see Notes below)

MR 100 (11d+50)

Crucial Stats: IN 32, DX 47, LK 45, CH 49, WIZ 31

Talents: Always Something in Her Bag LK +6, Magic Creature Recognition WIZ +4, Decipher Code and Magic Locks IN +5

Spells Learned: 1st through 4th level

Notes: A renowned wizard, Zarra has had to function as a handicapped Warrior, as a part of her soul has been snatched by the Mistress Hag of the Temple of the Hag. This part of her soul happens to be the magically capable part. Zarra is as tough as her reputation says she is. She is not devious, nor ruthless, but she is ambitious and hardened by the cutthroat politics of the Wizards' Guild in Thornguard.

And Action: Wet Feet No Excuse

Sure there is a map, but getting to the Temple of the Hag is not quite as simple as getting from point A to point B. One of the characteristics of the Swamp of Doom is the aura of mystery that surrounds it. Part of the mystery is how lost everyone who enters finds themselves. And our intrepid delvers will be no different.

Indeed, this is because of a curse cast over the swamplands by the various dark entities that use area keep their temples hidden. The Bat-Winged Fiend cultists use the Temple of the Hag as their unholyest of unholy places for their cult's dark holidays and special events, like weddings and BAT mitzvahs. So the PCs are going to have a particularly hard time finding the destination.

The GM will have each player roll 2d to determine encounters and whether or not they find the temple. After each player has rolled, he may just have the PCs stumble across it. Each roll is assumed to take place after half a day of marching.

Roll Result

3–5 *Clusters of Sword Blades*

Delvers must make a 3rd lvl SR on SP or an appropriate Talent to avoid taking 3d damage from the animated plants. All damage absorbed by armor actually damages the armor by that many points until it is repaired by an armorer.

6–9 *Quicksand*

Delvers must make a 2nd lvl SR on LK to avoid walking into the quagmire. 3rd lvl SR on SP each round for anyone in the muck to avoid sinking by a forearm in depth, starting at the character's waist. 4 fails and the PC is considered to be in over his head.

10–11 *Swamp Tiger MR 100 (11d+50)*

3rd lvl SR on LK or IN to avoid being ambushed. The PC with the lowest LK will suffer 75% of any damage from the ambush.

12 *Sword Blades and Quicksand*

See the notes above for each.

13–15 *2d Frog Goblins, MR 40 (5d+20) each*

Plain Old Pillage as treasure. Upon a successful 4th level SR on CH by a willing delver, one of the frog goblins will act as a guide to get them to the temple, if no fight occurs.

16 *3d Fleet Skeeters*

See writeup.

17 *d3 Doomsday Skeeters*

See writeup.

18+ *Temple of the Hag, surrounded by Sword Blades*

See the Sword Blades entry above. And once past, the delvers can move to scene two.

Scene 2: And At the Temple

The characters will see a tall building, about a stone's throw high. It will indeed resemble a steeple. Made of finely cut red stone and mortar, it definitely doesn't look like any building usually found in the middle of a swamp. Along the sides are engravings of what would appear to be scenes of humanoid sacrifice to some sort of looming shadowy figure in the background. One scene in particular has humanoids wandering around with their arms outstretched and sad visages, with a female figure standing behind them with an open jar. Swirls of dust or smoke seem to move from the sad folks towards the opening of the jar.

The door of the temple is very tall and wide: three dwarves wide and two humans tall. It is made of dark wood that is cut very thick. There is a brass knob to the left side. Engraved on the door is a rather amorphous creature, with what appear to be bat-wings, looming over a swampy area. While the entrance door is not locked, it does take an effort to turn its knob.

A 2nd level SR on IN will tell an observant delver that there no hinges on the outside of the doorframe. A 4th level SR on LK to notice that there are hinges at the bottom of it. Anyone who does not make the save will have to dodge the door as it starts to fall on them, with a 3rd level SR on SP. Anyone who fails takes d6 damage. Armor will absorb only half of the force of the heavy, thick door crushing them into the soggy ground, as mud and swamp vileness seeps everywhere, into their nostrils, ears, and possibly mouths.

And with the sloppy sound of the door falling into the mud-soaked ground, the Temple of the Hag lies open unto the delvers.

Room 1: The Shrine

As the PCs move in the temple, they will see only one large open room. It is at least a bowshot long and ten strides wide, and very tall. There are pews arranged in typical church fashion, about six rows deep, leading up to an elevated, circular altar toward the

back third of the rectangular space. Every so often a drop of water will come from the ceiling and fall into a puddle around the altar of the Bat-Winged Fiend.

The altar has a large bronze statue, at least as high as a human male, of the Bat-Winged Fiend holding the sun within his hands. By the look upon the icon's face and the straining at his forearms, he appears to be trying to crush it. The statue is standing upon two orbs. One is a bit bigger, with a red dot painted upon its lower half. The other has a flat ring around it. The clever detective will note that this is indeed similar to Jupiter and Saturn-like planets in our own solar system.

Hanging over the statue is a bronze lightning-bolt sigil. Coming closer, the delvers will notice that the altar actually sits in a circular depression, barely a fingernail deep, which is filled with water. Directly behind the altar is a strange animal skin hanging from a peg on the back wall. It appears to be some sort of magically preserved walrus or sea lion skin. It is tailored so that it can be worn as a set of coveralls by a human or elf humanoid. A dwarf can tie the sleeves and foot sleeves off and fit into it as well. There are no other doors besides the now-open front door.

What might not be so noticeable is that by the big toes of the Bat-Winged Fiend's feet are, alternately, a "+" sign and a "-" sign (left and right respectively). This will require a 2nd level SR on IN to detect. The SR is allowed only if a character is intentionally looking for important details, because anyone entering the very shallow depression without first donning the walrus-skin suit, or some other GM-allowed protection against electrical shock, will be blasted across the room for 3d damage and will require a 1st level SR on CN to keep breathing unless assisted by others with a 3rd level SR on IN or a Healing Feeling spell, or a special Talent. The non-breathing character will lose d3 hits per turn during which he is not somehow helped.

Moving into the circle around the statue while protected against the electrical shock will allow a character to notice that the water is slowly draining somewhere below the statue's left foot, the one under the Jupiter-like painting. Upon closer inspection, the painting will be revealed to be a portal cover.

The statue will be too heavy to move, but a 2nd level SR on LK will have a lucky character find that one of the fingers of the Bat-Winged Fiend will press inward. This will cause the statue to pivot on its left foot, moving the right foot away from the hole-covering. At the same time, the secret door at the back of the temple will open slightly, showing the *Soul Pantry* (see below).

With a 6th level SR on LK, a character will think to check the bottom of the portal cover. There he will find the inscription, in Pykka (or the trade language of the GM's preference), stating, "The fortunes are both Good and Bad, and waiting."

Room 2: The Soul Pantry

Little more than a large closet or a pantry in size, this room has shelves on three of its walls. The shelves contain various makes of jars with colored bits of cloth over their tops. Some of the jars are clay; others are crude glass. The cloth pieces are items like scarfs or parts of clothing torn away from larger clothing items. The piece of cloth on each of the jars is different than any other.

With a 3rd level SR on LK, the opening of the door will cause some wind movement, and the floor, which is little more than thin parchment, will move and make crinkling noises. If this does not occur, or if a character checks for traps before stepping into the closet, it will only require a 1st level SR on IN to notice the problem.

Below the false floor is a bowshot-deep pit with iron spikes and a nest of fire ants. A fall onto the spikes will cause 3d damage, armor applicable, and the ants will cause d2 worth of damage for each turn it takes to remove them from the character's clothing, through means determined by the players and GM.

Anybody uncovering one of the jars will release the soul of one of the victims of the hag. These folk might or might not still be alive, which could make for some interesting occurrences. There are 6d worth of jars in this room.

Jar O' Spirits Result

Roll 2d

- 3-5 Soul's body is still living. A wispy form smiles at the opener. Opener gains 1 LK permanently.
- 6 Soul's body is dead, but he's always been a happy-go-lucky sort. Opener gains 1 LK permanently.
- 7-8 Soul's body is dead, and he wants another body. Spirit Combat takes place (see Spirit Combat section). The Spirit's SPOOK score is 2d+15.
- 9-10 Soul is of a former Wizard who lost to the hag in Spirit Combat. With a successful 4th level SR on CH, he will teach the successful Rogue or Wizard a 4th level spell from the T&T rules book.
- 11-12 Contains a scroll with the ESP for the T&T rules book.
- 13 A Wango D' Strangle is summoned, MR 2d x 10.
- 14+ d3 Wango D' Strangles, MR 2d x 10 each.

Room 3: The Room of Cups

After removing the portal cover in the Shrine, the characters will see the water from the depression start pouring rather intensely down a descending shaft for a few minutes, before tapering off to a trickle. Along one of the walls are iron ladder rungs to facilitate climbing down. The walls themselves are earthen, with a layer of hardened clay plastered over them as a stabilizer. The rush of water has worn away significant parts of the clay plaster. Climbing down will require a 3rd level SR on LK to prevent any of the rungs from coming loose and causing a potentially harmful drop.

If one of the rungs gives out, the character will have to make another 3rd level SR, this time on SP, or fall 2d lengths (somewhere between a meter and a yard). The number of lengths of the drop will cause that many points of damage plus d6. At the bottom of the shaft, the group will find themselves in a rectangular room filled with oddly similar chalices. Each will be filled with water that has been coming from above, and most of that water will be oily.

Anybody who, for whatever reason, is willing to and does in fact drink from one of these cups will feel a tingling in their throat. A die roll will determine whether messing with the strange alchemy of the place will benefit or hurt the character(s) doing so. For each drinker, or group of characters gulping at the same time, the GM will roll a d6. If the result is odd, the drinkers each lose d6 CH. If the result is even, the drinkers gain 2d3 (remember DARO).

Room 4: The Tripod

In this roughly oval-shaped room is a series of tripods that form a jungle-gym of a passage through it. Characters can move around the structure to get to the other side of it (see last paragraph of this subsection for details). Alternatively, a rather agile (as in SPEEDy character) can indeed make his or her way through it. Moving through the assembly will require tumbles and backflips and jumps. The sticks making it up will be set at varied heights and angles, and the path through it will change each time another delver tries to pass through.

How this translates into game terms is that the GM will roll 2d3, remembering DARO, to see how many SP SRs are required for each character climbing through the setup. The level of each SR will be determined by a d6 roll, one for each SR roll. On every third stick is a blade that will swing down and swipe at the clumsy delver, doing a full 3d damage, though armor is applicable. But for every point of damage taken, the stricken delver's IN score will increase by a point permanently. Any character who is able to make it through the acrobatic maze without a failure will receive 100 AP

multiplied by the number of required SRs, as well as a 2d increase to the character's SP score.

It will appear to the delvers that moving along the sides of the "tripod" structure should be easily accomplished. However, there does happen to be a pit trap along both possible routes. A 4th level SR on LK will detect a trapdoor's outline just in time and allow the character to try to leap over the pit rather than fall in (1st level SR on SP). Upon a missed check or leap, the unsuccessful delver will fall three reaches (roughly ten feet/ two meters). In trap A (see illustration), any fallen delvers will suffer d3 points of damage (regardless of armor), be covered in a bluish dust that will wash off only after d3 weeks, and find that their CH has been effectively halved. In trap B, the fallen will suffer d3 points of damage and become covered in a blackish powder that will wash off only d3 days later; during this time WIZ will be effectively halved. With a 2nd level LK roll, a character in either pit will find a large ruby on the floor. A character who tries to pick it up without examining it must make a 4th level SR on SP or be hit by a spring-loaded war-axe blade for 5d damage, armor applicable.

Room 5: The Cashier

While this room's wooden door has a simple latch that will only take a 2nd level SR on DX to open, it is the treasury of the temple. It is in here that decades' worth of "donations" and ill-gotten gains are stored. Gold, silver, and copper coins—mostly golden—are strewn about the place. Most are in large chests, but many more are spilling out of them into piles on the earthen floor. Try as the delvers might, they won't find any traps or guards for this room. GMs can take as much, or as little, time as they want, letting the party check out the room as carefully as they can.

When a coin is picked up and held in an ungloved hand, a second later a second coin will leap onto it. Another second later, another will jump in. With an increasing tempo, more and more coins

will start to join the others. If the holder closes his hand, the coins will stop coming.

If the coin is placed in any other container made of anything but flesh, the other coins in the room, all of them, some several tons, will start piling onto it. This occurs even in containers with magical qualities. Each quarter ton will require a 6th level SR on ST, or the character holding the coin or container will suffer 7d damage, armor applicable. There happens to be 14 tons' worth of coinage in this room. The coins will follow a coin-carrier out of the room as well, landing with a higher momentum causing d3 damage per coin.

The only way to carry money out of this room is to conceal it in flesh. The GM can determine how many coins a hand can contain. But the perceptive character who wants to carry more than a handful out might come to the realization that swallowing the booty may be a means to some profit in this situation.

For each two coins swallowed, the delver must make an SR multiplied by the number of coins already swallowed to be able to continue. The process is quite painful, and each failure will cost 1 CON point, which can be recovered as from a hit.

There are other ways to remove coins from the room, but this author won't go into them, instead leaving them for the GM and players to discuss. It tells one a lot about the cult and its worshipers here.

Room 6: The Temple to the Bat-Winged Fiend

In this triangular-shaped room, even the walls lean into each other, forming something of a pyramid. Benches are arranged in a semi-circular fashion, and in the far corner stands a slightly elevated stage upon which is a blackened brass statue of the Bat-Winged Fiend. Now, the delvers in this adventure might have had a chance to see other statues of this infernal figure. In comparison, this statue is much more abstract and expressionistic than detailed. Still the bat wings are a third of the whole damnable piece.

And wherever there is a bat-winged fiend, there is *the* Bat-Winged Fiend; that means there is some reason to despair. And the characters will start to feel this the moment that they walk into the room. Any NPCs entering with the group will suddenly become demure and decide to sit down on the bench closest to them—this includes Zarra Kamm Demm.

Those who remain standing will feel an oppressive force around them. The GM will roll 4d and multiply it by 9; this will be the statue's SPOOK. And the statue will enter into Spiritual Combat versus the group's collective SPOOK stats. The players should choose which one of them will roll during the conflict.

If the idol wins, all characters and NPCs lose d6 CH permanently.

If the delvers win, the statue will explode. Everyone will have to make a 2nd level SR on LK, no Roguery Talent, to avoid being struck by a piece of it for d6 points of damage, armor inapplicable. In the wreckage, the adventurers will find scrolls for the following spells: Dear Lord, Mind Pox, ESP, Mystic Visions, and Porta-Visions.

Room 7: Hags Never Sleep

By the time that the party is handling things in Room 6, the soul-stealing hag who runs this unholy temple will be awake and realizing that some bodies are coming toward her meaning her harm. This is her inner chamber, where her deepest secrets are kept. And this woman is not one to go out without a fight.

Dame Hagges Spiried-Sukker

5th level human Wizard

ST 21 IN 46
 CON 21 WIZ 55
 DX 27 LK 17
 SP 21 CH 59

Combat Adds: +38

Spells: All 1st through 3rd level spells, Dum-Dum, Smog, Too-Bad Toxin, and ESP.

Special Abilities: Because of her demonic ties, she is able to transform into a giant mosquito when her CON score (her hits) is less than a quarter of what it should be. This will give her 14-point armor and the ability to fly anywhere she wants.

Now, the hag won't be interested in fighting to the death. She'll gladly change into her mega-mosquito form and drink one of her Blow Me To potions (she has six) to escape any sort of climactic fray. But she is not going to go down without a fight.

When the hag has been defeated, searching her quarters will reveal:

Roll 2d

- 3–6 Doorway to the Soul Factory (Room 8)
- 7–10 The doorway mentioned above, and the Book of Nefarious Necromancies.
- 11+ beyond The doorway to Room 8, the Book of Nefarious Necromancies, and a chest full of 6,000 silver pieces mixed in with 600 gold pieces from various nationalities.

The Book of Nefarious Necromancies

This crudely printed work appears almost worthless—barely more than a thousand pieces of parchment bound by two pieces of leather-covered wood. Unless, that is, you count the spells con-

tained within that allow the amoral Wizard to steal other people's essences and self-determination. For each spell learned, the reader must make a d6-level SR on IN or develop a deformity that reduces the character's CH by d3 each time.

Spells Inside

Dem Bones Gonna Rise

Protective Pentagram

Too-Bad Toxin

ESP

Mind Pox

Porta-Vision

Imafrawg

Zombie Zonk

Death Spell #9

Yerafrawg

Room 8: The Soul Factory

This room will look like the Soul Pantry (room 2). Zarra Kamm Demm will want to rush in right away, but the characters should want to stop her from doing so. With a 3rd level SR on IN, a perceptive delver will notice that the floor directly in front of the door is a pressure plate. Anybody stepping on it will trigger levers in the ceiling to release the stones overhead.

If Zarra Kamm Demm is the one to do so, she will be hit immediately for tragic effect and be fatally injured. Any character who does so must make a 4th level SR on Lk to avoid being struck by falling debris and taking 5d worth of damage, armor applicable.

Jar O' Spirits Result

Roll 2d

- 3 The demon Dapperbelly Ghoulberrykiss Wanton, MR 400. Knows all spells, but the GM must assign 50% of the MR to its physical attributes for it to attack the characters. Once physically defeated, it will be an MR 100 spirit.
- 4–5 Soul's body is still living. A wispy form smiles at the opener. Opener gains 1 LK permanently.
- 6 Soul's body is dead, but he's always been a happy-go-lucky sort. Opener gains 1 LK permanently.
- 7–8 Soul's body is dead, and he wants another body. Spirit Combat takes place (see Spirit Combat section). The spirit's SPOOK score is 2d+15.
- 9–10 Soul is of a former Wizard who lost to the hag in Spirit Combat. With a successful 4th level SR on CH, he will teach the successful Rogue or Wizard a 4th-level spell from the T&T rules book.
- 11–12 Contains a scroll with the ESP for the T&T rules book.
- 13 A Wango D' Strangle is summoned, MR 2d x 10.
- 14+ d3 Wango D' Strangles, MR 2d x 10.

As the stones fall, the jars will be shattered. For encounters during and after the ceiling's collapse, the GM will roll for d3 results on the table above for each delver in the party. After all this is sorted out, the spirit of Zarra Kamm Demm will appear and thank them for allowing her final peace.

If the ceiling does not fall, Zarra Kamm Demm will move immediately to her jar and unleash her soul, which will go back into her body. All the other jars will open and, with a spectacular laser light show, head out to where they need to go without bothering the



group, except to reward each of them with 2d in one of their Attributes, when all is said and done.

That's a Wrap

Once all the trapped souls have been released, the scenario is concluded. The characters are still in the middle of the Swamp of Doom, but if Zarra Kamm Demm is still alive she can now act as a Wizard, and a pretty good one at that. And she will want to get back to Lowhollow as quickly as possible. And of course there is always the next installment of the Swamp of Doom, "Still in the Weeds" to get through. See you there.

2,500 Adventure Points to all delvers surviving the adventure, plus the experience already earned.