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Trollish  
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Kopfy's Swamp of Doom - Part IV

# Candlelight and Murky Water

A Peakvale Adventure



TROLLHALLA  
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A Peckviale Adventure



LAPLIER

# **Candlelight and Murky Water**

**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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## Swamp of Doom IV: Candlelight and Murky Water

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 Trollworld™ or Elder™, we recommend that you check out Trollish Delver Games ([www.trollishdelder.com](http://www.trollishdelder.com)) for details first.*

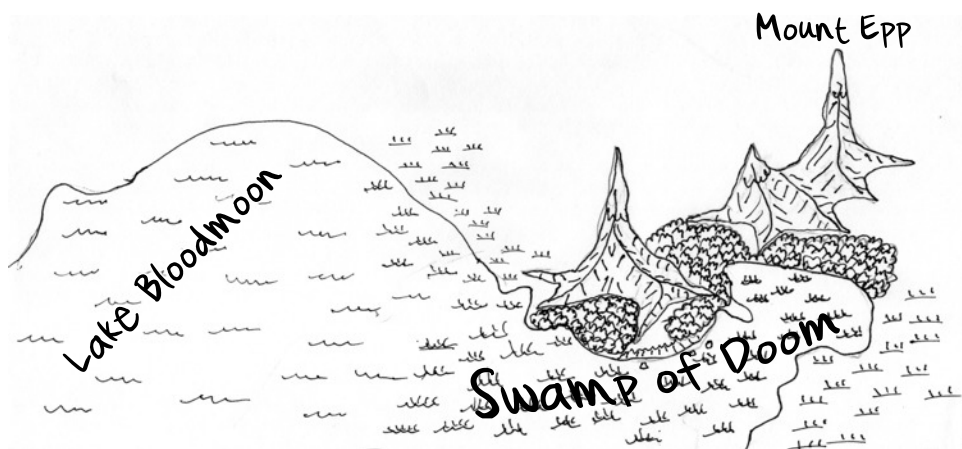
*This scenario is written to be run after characters have been through **"Swamp of Doom, Part I: No Fences to Mend"** and **"Swamp of Doom, Part III: The Temple of the Hag."** If the group hasn't played the mentioned adventures, the session can be adapted to whatever campaign the GM wants, though it'd be best if the characters had Combat Adds of about thirty-five or greater, or are able to cast a TTYF spell at around forty.*

*The scenario starts pretty much near the heart of a vast swamp bordering Lake Bloodmoon, known as the Swamp of Doom. The swamp is known for its particularly nasty flora known as Sword Tips, a razor-sharp grass that grows as tall as a man. Parts of the swamp are infested with humanoid mosquitoes, unaffectionately called "Skeeters." Both of these accompany the usual dangers of quicksand, crocodiles, leeches, and regular mosquitoes, and biting flies as well.*

*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 narrative. Additional booty is listed in the random treasure tables provided in **"Swamp of Doom, Part I: No Fences to Mend."***

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

Tom K. Loney  
March 2014



### Random Swamp of Doom Encounters

#### 2d6 Encounter

- 3 **Gusgun Shug** the shaman, d3 **Hisser** guards
- 4–6 **Sword Tips**, d3 level SR on DX to avoid taking 3d damage every ten paces for 2d6 x 10 paces
- 7–10 Nothing but biting flies and mosquitos, 1st level SR on CN not to become sick (3/4 ST, WZ, and CN)
- 11–12 2d **Skeeters**, MR 50–110, 1st level SR on CN to avoid becoming sick (3/4 ST, WZ, and CN) if injured at all
- 13+ **Ghost of the Swamp Hag**, WZ 120, can cast up to 3rd level spells and is looking for vengeance for her current demise. She is attired in various shades of yellow and brown.

## And Action: The Fishing Boat Graveyard

Characters are making their way through the swamp when they come across an area that can only be described as per the section's title, above. Over a dozen (2d3+12) derelict flatbed boats are partially submerged, as they all have been scuttled due to what appear to be large bites. For the opportunistic delver, there isn't anything worth pillaging. Near the center of this area is the hut of the half-crocodile/half-human swamp ogre known as Big Mouth.

Big Mouth is taller than a human and has a large, round head that has a bit of a protruding jaw. When he opens his mouth, very sharp crocodile teeth are seen. He dresses in human garb, but his skin is thick like a crocodile-kin's. He is busy pulling a manatee up by its tail with a rope and pulley. In the center of the hut is a large copper pot filled with boiling water that smells like gumbo seasoning.

The halfling is calling the manatee crude names and licking his foul lips. The characters hear the manatee speak to his abductor once, saying, "Oh, shut up already, you brute."

Hopefully this will prompt the delvers into attempting to save the manatee, if they haven't decided to do so already. If they do nothing, Big Mouth sniffs the air and stops what he is doing to hunt down even more meat for his gumbo: the characters themselves. He slips into the swamp brush behind his house and moves stealthily to the delver who is second closest to his location.

### Big Mouth

#### **Swamp Ogre, MR 500**

*Sneak and Bite:* 4th level SR vs. LK to sense this creature when he is waiting in ambush. 5d6 bite damage, with armor applicable, but that many points of damage to it permanently.

Big Mouth will not fight to the death—he will slip off when it is apparent that he is losing a fight. Any booty that the characters might be looking for is mostly the bitten-through armor of the other poor schmucks who did not win their fight with the half-crocodile ogre. There is the large pot of rice, fish, and okra simmering away, probably the hottest meal that adventurers in this series of adventures have had in front of them for a while. Oddly enough, the ogre has a complete set of matching bowls and soup spoons for up to eight people.

The manatee, a fourth level Wizard, will cast *Poor Baby* spells on any wounded PCs after an hour of rest if the characters free him and treat him with respect.

He introduces himself as Splashweth, the Ascendant, of the Fourth Order of the Guardians of Light. He explains that he and his order, mostly manatees, strive to keep the Swamp of Doom from falling entirely under the sway of darkness and evil. He offers the delvers a job that will benefit them “in various ways,” and goes on to explain that he was part of a procession of Guardians of Light entering the Swamp of Doom to perform the yearly Lightening. The manatee Guardians perform this ritual with a mermaid Guardian named Moon-Tide from the far-off Islands of Stragea. Splashweth and his fellows were ambushed by Big Mouth, his hisser cousins, and a powerful hisser shaman named Gusgun Shug. Of the manatees, only Splashweth both survived and escaped capture, but he saw Moon-Tide being carried away by the shaman’s bodyguards.

Splashweth explains that before the next new moon, Moon-Tide will have to perform her part of the Lightening, or the evil cultists of the Bat-Winged Fiend, including Gusgun Shug, will be able to cast their own ritual known as the Darkening. This would make the Swamp of Doom an even worse place to be, and it would not bode well for the surrounding areas, either. To further complicate things, the new moon is only two evenings away.

If pressed about what the payment will be to rescue her and ensure completion of the Lightening, Splashweth only indicates that they will be included in the Lightening, which “can only be understood by those who take part in it.” He then asks how many talking manatee Wizards the characters met before freeing him.

### **Lone-Wolf Splashweth** **Manatee, 4th level Wizard**

IN 49

DX 37

WZ 42

CH 25

CN 36

SP 60 when under water, but otherwise SP 10

Knows all 1st level spells

Splashweth will not accompany the party, as he “works better on his own.” He’s actually quite the loner when it comes to dangerous missions, and he only hangs out with other Guardians when it comes to the Lightening ritual. He assures the characters that he won’t be idle or hiding somewhere. And with that, he hands them a necklace with a crystal. He explains that the crystal will glow if they approach another necklace of the

same sort—worn by a Guardian of Light. Splashweth then slips into the water and begins his hunting.

If the GM has enough time to play with, all rolls the GM makes for the character holding the crystal that are not a 1, 5, or 6 can result in random encounters from the **Random Swamp of Doom Encounters** section of this scenario, above.

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WE DONT JUMP THE SHARK  
THE SHARK JUMPS US

## Part 2: Faint Flickerings

Following the crystal is very basic. When a character holding the crystal points himself in one direction, the GM rolls a single die. On a result of 5 or 6, the necklace glows. With each success, the glow increases in intensity. After four successes, the scene moves into Part 3.

A result of 1 leads to Toadstool the Leprechaun's hovel in the swamp. Toadstool is a second level Wizard who was trapped by the Hag of the Swamp (see the "**Temple of the Hag**" adventure) when she caught him stealing herbs from one of her many gardens of foul and evil-intended plants. If the Hag has been defeated or killed already, Toadstool is actually free to go wherever he'd like, but he doesn't know that yet.

He also isn't a very nice sort of guy. He'll *Wink-Wing* in by the adventurers and attempt to steal items from them. The GM determines which character Toadstool is targeting; that player must make a 3rd level SR on LK to spot the rascal sprite when he pops in. All other players will have to make a 5th level SR on LK to spot him at work.

### Toadstool the Leprechaun

#### 2nd level Wizard, MR 40

Knows 1st level spells and *Wink-Wing*

Inside Toadstool's little hut (it is built for someone about three feet tall at the most) is an assortment of clutter. Mostly it is worthless bits of stolen gear the leprechaun has been able to procure during his imprisonment in the swamp. But one piece, a clay crocodile (found with a 3rd level SR on LK if someone is actually inside the hut), is cold to the touch. The figure is very cheaply made, and a lot of it is falling apart. If the character who finds the piece breaks apart the clay, inside there is a wand.

The wand is cold to the touch and will release a spray of snow, for d6 worth of damage, when 3 WZ points are spent by the wielder. Now, if this wand is aimed at a cold-blooded creature, like a hisser, crocodile, or other such thing, it will do  $(3d+2d3) \times d6$  worth of damage. For lack of a better name, we'll call it a *Wand of Crocodile Slaying*. Unless wearing gloves, the user sustains d6 worth of damage per use.

### **Part 3: A Crowd 100 Miles from Anywhere**

Within a few dozen strides from the fourth successful check of the crystal, the characters stumble across something really interesting. About a bowshot in front of them is a bayou where a collection of three flatbed boats are being maneuvered through the swamp following a path known to the folks working the poles on the boats. This motley collection of humans, hobbs, goblins, and other humanoids is around nineteen to twenty-four in number. Many are dressed in the brown and yellow clothing similar to the Swamp Hag's wardrobe.

It should not take too much for the adventurers to figure out that these are the Bat-Winged Fiend's cultists. To make sure that it becomes clear, a 2nd level SR on IN will have an astute PC spot hissers in the water near the boats, acting as an escort. If the party decides to stealthily follow this gaggle of evil-minded pilgrims, each character will have to make a 2nd level SR on DX to do so without attracting attention.

**19–24 Dark Pilgrims, MR 40–60**  
**d6 Hissers, MR 70–130**

## Part 4: Hisser Haven

As the characters get closer to the spot the pack of hissers call their home, whether by following the cultists or on their own using the crystal, it becomes noticeably gloomier. Not just as in a little darker, but here and there the half-eaten corpses of various humanoids are floating in the water or caught in a patch of mud. Coming upon a larger, circular island surrounding a shallow pool, the group sees ramshackle huts of weed, scrap wood, and mud. In the center of the pool, rising out of the water, is a shrine to the Bat-Winged Fiend made out of black stone. The idol, though crudely done, resembles a demon with large bat-wings and red rubies for eyes, and dark, dank water is pouring out of its mouth.

Off to the side is a half-submerged cage. This is where the mermaid and d3 manatee Warriors are being held. They are, of course, slated to serve as special blood sacrifices when the night comes, if nothing happens to prevent the ceremony. Moon-Tide has a crocodile skull fixed over her head, which prevents her from casting any magic.

The number of protectors includes any cultists that arrive at the location, as well as 2d6 hissers and 3d3 crocodiles. Only the hissers and crocodiles are all that determined to protect the place; any sort of determined disturbance will send most of the cultists scampering in various directions.

What happens next, of course, is up to the players. If it's a straight-out battle and if Moon-Tide is freed and the skull removed, she can help out. Her manatee friends, of course, will be up for the fight to restore their honor and avenge their slain comrades.

**19–24 Dark Pilgrims, MR 40–60**

**2d6 Hissers, MR 70–130, Armor 6**

**d3 Crocodiles, MR 50–100, Armor 6**

**d3 Manatee Warriors, MR 100, Armor 12**

**Moon-Tide**

**Mermaid, 6th level Wizard**

IN 49

DX 37

WZ 44

CH 61

CN 36

SP 60 when under water, but otherwise SP 10

Knows all 1st–3rd level spells. Knows the *Song of Lightening*, which can close portals from the infernal realms in a specified area for 333 days if she makes an SR greater than 100 minus her Charm.

## Part 5: Everyone's Invited

If the characters lose the battle, Gusgun Shug shows up afterward.

If and when the battle starts to go in favor of the characters and their allies, say when three hisser are dead, the shaman Gusgun Shug appears in a cloud of red smoke and a loud explosion, complete with a sulfuric smell. This will rally any remaining cultists to stay and fight. He will vow that Moon-Tide and the Guardians of Light will not save the Swamp of Doom from his lord's presence this year. He will then start throwing some spells around at the least-magic characters to maximize his impact on the overall combat going on.

Whether or not the tide turns, d3 combat turns after the hisser shaman shows up, Splashweth appears in a dramatic and very swashbuckling manner, leaping like an agile dolphin into the fray and slinging his own spells to help out the party and, more importantly, the mermaid. If the hisser shaman senses that he is losing, he will grab ahold of the idol, and he and it will disappear in a *Blow-Me-To* Spell that will take him to the sewers of Low Hollow.

### Gusgun Shug

#### *Hisser, 4th level Shaman*

IN 39

DX 37

WZ 49

CH 61

CN 56

SP 60 when under water, but otherwise SP 10

Knows all 1st–3rd level spells. Knows the *Song of Darkening*, which can open portals from the infernal realms in a specified area for 333 nights if he makes an SR greater than 100 minus his Charm.

### Climax: Celebrations, Good or Bad

The Lightening can be performed by Moon-Tide alone, if need be. The more people who join into a circle around her, the easier her task will be, as each reduces the level of the Saving Roll by one from its original level of ten. She will sing a beautiful song, and a silvery aspect will start fill the air, whatever time of day it is, though the ceremony should be performed at sunset for optimal metaphysical potency. At the crescendo of the song, each participant rolls a d6 to find out the effect it has on them.

| <b>Roll</b> | <b>Effect</b> |
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| 1-4 | A random Stat increases by 2d3 x 6.                     |
| 5   | A spell is learned, regardless of type of character.    |
| 6   | d6 spells are learned, regardless of type of character. |

If the minions of the Bat-Winged Fiend win the day, any captured character will be presented as a blood sacrifice to said demonic entity. And of course The Darkening will take place. A purple mist will creep up as the shaman chants the black and foul words of his horrible song. Any character who is not captured but still within the swamp will have to roll for a side effect from being in the proximity of so much bad mojo.

| <b>Roll</b> | <b>Effect</b> |
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|-----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-3 | -2d CH                                                                                                                                                                                                                                                                            |
| 4   | A demon's hand replaces the character's left hand. A d6 level SR on IN is required to keep the malevolent appendage from randomly attacking the nearest living person, including the character himself if there is no one else nearby. The demon's hand is a 4d weapon by itself. |
| 5   | The character is marked with the tattoo of the Bat-Winged Fiend on the right side of the torso.                                                                                                                                                                                   |
| 6   | The character is possessed by a minor demon. A d3 level SR on CH is required each sunset for the afflicted to manage not to succumb to his alter ego, which is an MR 200 bloodthirsty fiend, to say the least.                                                                    |

## That's a Wrap

If Moon-Tide or any of the manatees survive, they will explain to the characters that they must now travel to the “Lands of Stragea,” in the south hemisphere of the planet, where they are sure the shaman is headed to try to perform his Darkening at the next full eclipse of all three of Elder’s moons. This is some nine months away. The party is more than welcome to make its way to the islands and aid the Guardians of Light. There are rewards for those who aid in their cause, but neither Moon-Tide nor the manatees, including Splashweth, will go into more detail.

100 AP for surviving the adventure.

1600 AP for stopping the Darkening.

700 AP for any spectacular stunts during the course of play.

1000 AP for making the whole group of players laugh at some time during the course of play.