



**HOP  
HOP  
MY  
DEAD  
FROG**

An adventure module  
For  
The Hateful Place

By

Dave Mitchell

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ALSO AVAILABLE

THE HATEFUL PLACE CORE RULES

BOOK B

“3” (BEING THE THIRD BOOK OF THE HATEFUL PLACE)

NO RABBITS IN RABBIT WOOD

RIDERS OF THE BLACK SAGE

By Seann McAnally

FOR OSR  
SIRENSWAIL

The books are available for sale on Lulu.com  
At [www.exaltedfuneral.com](http://www.exaltedfuneral.com) webstore  
& Orcs Nest Gamestore, London, England

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“Hop, hop, my dead frog,  
From stone to stone,  
From log to log.

From hungry bird  
To hunting dog,  
Hop hop or be a dead frog,  
Hop fast, little frog”.

Old English children’s song  
Circa 1400.

## CREDITS

Technical Playtest: 19<sup>th</sup> February 2019.

Feedback & review:  
Many thanks to Seann McAnally

Frog image on page 3:  
A segment from Plate 5 (headed “MORS VLTIMA LINEA  
RERVVM”). Jacob Hoefnagel after Joris Hoefnagel.  
1592  
Engraving on paper.

## A BRIEF WORD

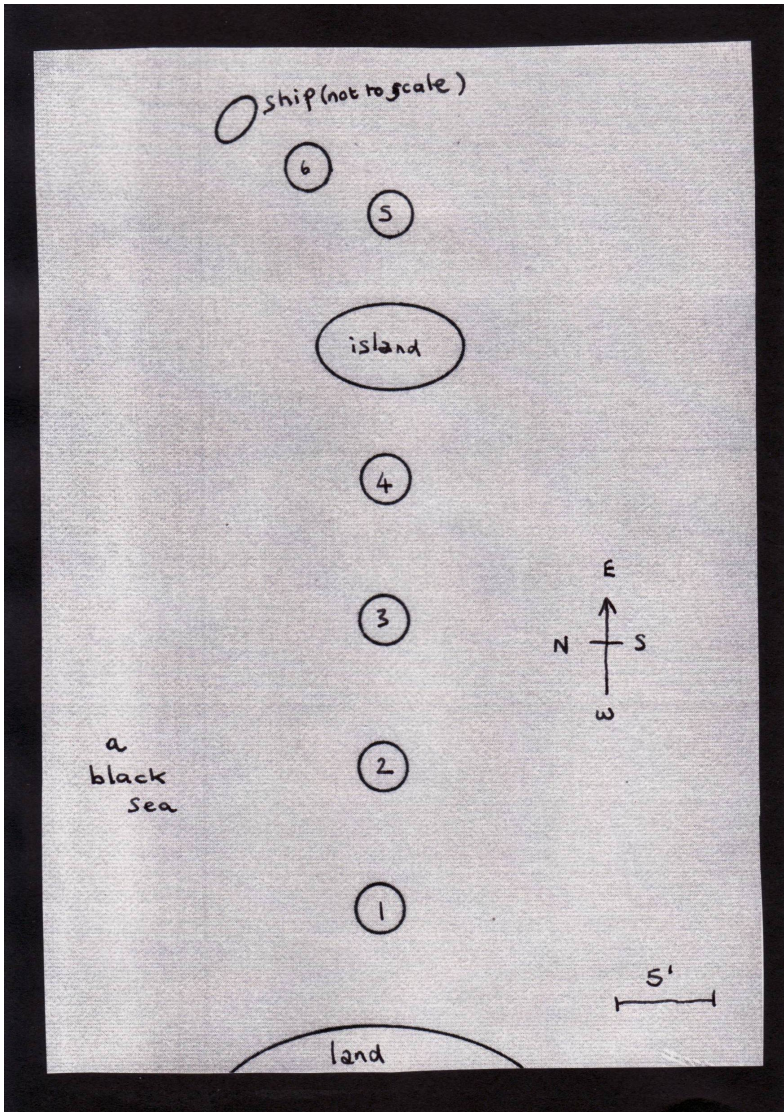


Doug McClure – “Satan’s Triangle” - 1975

There’s a long forgotten, cult TV movie from 1975 called “Satan’s Triangle” (AKA “Devil’s Triangle”)\*. It’s a cool, demonic piece set at sea in the Bermuda Triangle and starred Doug McClure and Kim Novak. It’s a film with a twist and it’s (SPOILER) that final look on the now-possessed McClure’s face, at the end of the film, which inspired this module.

\*As of 2019, “Satan’s Triangle” is only available on DVD import from France.

# MAP





## HOP HOP MY DEAD FROG

“Hop Hop My Dead Frog” is a one shot adventure for The Hateful Place. It could also be used as a stop off point if using with another module or as the start of an adventure in classic tHp style. Perhaps a “What if Clive Barker created Donkey Kong?” scenario?

### INTRO:

On the eastern coast of England, on a beach, a small series of stone pillars or platforms (each only 5' wide) stick out of the black sea, leading out from the shore for 40'. These platforms are large stepping-stones, 5' apart from each other that lead to a 10' wide sand bank, and then again on to two more pillars, then to a small ship moored. On the sand bank is a MONSTER. It calls the sand bank its island as it makes the monster feel important to have its own island.

The Monster attacked the passing ship, killed its crew, and captured the princess who is now held captive at 5.

### FOR THE PLAYERS:

Jump from pillar to pillar, defeat the monster, rescue the princess and sail away in her (well-stocked) ship. Easy! You hope.

To begin with:

Your PC group is currently running for their lives. You are being chased by a pack of monsters. They are one hour behind you and closing fast. You come upon a dying Monk on the shore, close to a series of stone pillars leading out to sea. A monster is visible 25' from the shore, a captive Princess on another pillar behind him, as well as a small ship anchored 15' away from the Monster.



The Monk is called ERASMUS and his time is almost done (it's too late to HEAL or anything similar). He was from the ship anchored nearby when the monster attacked, killing all of the crew and taking the Princess prisoner. His body has been pierced, as though by spikes, and the blood oozes from his dying body.

Erasmus will offer the PCs reasons to bother (NB: In his dying state, the monk is not thinking clearly and some or all of these may be delusions or simply untrue):

REASONS TO BOTHER
Dro until PCs convinced. Repeat = roll again.
1. There are plentiful provisions on board the ship (a ship that can sail without the wind).
2. The princess is from a family of wealth and power. They will reward you if you return her safely. (They will reward you more if you make their daughter disappear for good).
3. The princess is worth 2mCUR on the flesh market.
4. The ship will only sail for the princess. She also knows places of safety along the coast as well as caves in which to hide the ship.
5. She's a princess. What other reason do you need?
6. This is the first chance to escape. There are nearby islands.
7. It's four hours to the nearest town/village and the monsters will outpace you by that time and be on you in one.
8. There's only one monster. It could be worse.
9. The princess is seeking a husband with which to share her wealth.
10. On board the ship is an item of great, but terrible, magic. It is worth 5mCUR.

## FOR THE REFEREE:

Jumping from pillar/platform to pillar is possible. AR required. Success and the PC makes the jump. Fail AR and PC almost makes the jump, but needs a successful DR to grab hold of the pillar and pull themselves up to safety. Fail DR and PC falls into the black water (SEE: IN A BLACK SEA).

There are also ADDED RISKS. 1 in 6 and risk is real (see Added Risks table p11).

The Monster will stay waiting guard on its island, thus gaining INITIATIVE on any PC making the jump from pillar 4.

There is only space for a maximum of one PC to jump at a time. There is only space on a pillar for a maximum of two PCs at a time, but not enough space for both PCs to attack the Monster at the same time.

Allow 6 ROUNDS for PC to try and get back onto the pillar before the effects of the black water begin to kick in. That's 6 AR attempts.

## IN A BLACK SEA.

What happens when you fall into the black water? Each stage takes one round unless stated otherwise. It is a process of infection and disintegration. The Referee may choose to have the PC/NPC affected in the order presented, or roll dro and that is where your character begins when under black water. The PC has no more than 6 rounds to try and escape.

## BLACK WATER STAGES

- |   |
|---|
| 1. You have 1-6 rounds to get out. AR/Round required.               |
| 2. The black water begins to absorb into your skin. You can't move. |
| 3. The black water absorbs into your veins and arteries.            |
| 4. The black water absorbs into your blood stream.                  |
| 5. The black water reaches your heart.                              |
| 6. The black water is pumped around your body.                      |
| 7. The black water reaches your brain.                              |
| 8. The body paralysed, you fall into a coma like state.             |
| 9. The body begins to disintegrate.                                 |
| 10. The body liquefies into black water.                            |

### FINAL POINT FOR THE REFEREE:

The technical playtest showed that PCs fall into the black water quite a lot. This is why we allow them up to 6 rounds to try and get back onto the same pillar. No swimming towards the ship or island or another pillar, they just won't make it. That kind of effort allows the black water faster effect.

It can be done, jumping from pillar to pillar, because that's been tested and rolls can be lucky enough to make it. However, maybe smarter parties can find smarter answers?

Advise against magic use if it's likely to wipe out not just the monster, but the princess and the ship also. And the price may be just too high.

tHp

## ADDED RISKS

(D10 – roll again if repeat)

1. **SLIPPY SNAIL.** A small, snail like creature sticks to the top of the rocky pillar. DR to avoid slipping on it and falling into the black water.

2. **MOUTH OF CHARM (1).** Core Rules p54, No. 8.

3. **GUM WEED.** Foot stuck to rock for 1-6 rounds. Dissolves toes at a rate of 1 toe per round.

4. **TELEPORTATION STONE.** Step on pillar and immediately be teleported to next one.

5. **HIGH RISE SURPRISE.** As soon as you step onto the next pillar, it rises ten feet into the air and stays there.

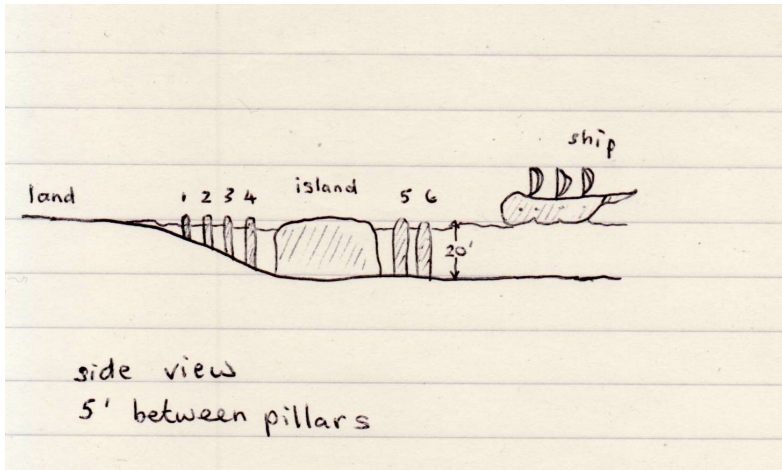
6. **SPIKES OF DOOM.** Sharp, stone spikes shoot up for 1-6 rounds. DR to avoid impalement. 4-40HP damage per round until spikes descend and body moved.

7. **BOUNCE BOUNCE.** Next pillar is bouncy like rubber and bounces you straight to the next pillar at speed. DR again to avoid being bounced at speed into the next stone pillar taking 4-40HP damage and needing another DR to avoid falling into the black water. PC has 6 rounds to be rescued.

8. **ANKLE CUTTER.** Feet sink into pillar past ankles. DR or feet cut off. Shock and blood loss results in 4-40HP damage per round until wounds bound and blood loss stopped.

9. **ILLUSION.** Pillar is actually 5' to the left of where it appears to be. DR or jump straight into the black water.

10. **DOWN DOWN.** Pillar begins descending 1' per Round until 6' beneath the black water.



**SIDE VIEW OF PILLARS, ISLAND, AND SHIP LOCATION.**  
(Ship is actually only 5' from pillar 6. It's another AR to jump and catch hold of the anchor chain or rope or whatever you need to get on board).

## THE PRINCESS

Princess Sarah is 22 years old and strikingly beautiful, an image of a good princess. Only once she has been rescued and is safely back on board her ship will it be revealed that she is a demon and possessed the hapless monster to do her bidding, appearing to be a captive of the vicious creature. The demon is actually after human flesh and the PC that fails to escape her clutches will become a possessed slave until the demon becomes bored enough to eat them.

100HP

5-50HP damage.

Demonic abilities:

**POSSESSION**

**FLIGHT**

If losing, "Sarah" will attempt to fly away, moving 10' per round, allowing PCs up to 30' (or 3 attacks, one per round) of attack space if using guns, arrows, spears etc.

## THE MONSTER

The Monster will attack if PCs reach its island or are using 3 or 4 as positions from which to fire at it. The Monster has rocks (1-20) to throw and gains a (+2/+2). It will aim to stay on the island in the hope that the Added Risks of the pillars take out any of the advancing party first.

NB: If taking hits or outnumbered, the monster will jump into the black water. It can swim unhurt beneath the surface and attack from below.

40 HP

4-40HP damage.

## THE SHIP

On board the small ship are enough provisions for up to six people for 1-6 weeks. It includes dried meat, dried fruit, rum, ale and various other items such as rice and oats. It also has gunpowder, guns, and other weapons of your choosing (within reason). There are hammocks/bunks for a crew of 20.

The Ship moves at a rate of 30' per round cruising. And at 60' per round full speed.

The ship can be sailed without wind purely by holding the wheel.

300HP damage required to sink the ship.  
It will take 1-6 hours to go down.

tHp



## DEAD PEOPLE

CHARACTERS AND HOW THEY DIED	
NAME	HOW DID THEY DIE?
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	