

Against Tsathogga



By Skeeter Green



Swords
& Wizardry



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Table of Contents

Introduction	p. 4
Adventure	p. 4
Appendix.....	p. 10
Legal Appendix	p. 11

Against Tsathogga

By Skeeter Green

Introduction

Against Tsathogga is a short, high level adventure designed to allow the Referee to use the massive **Tsathogga** miniature from **Center Stage Miniatures**. That's it. We had no real meta-world need for such a ridiculous adventure module, but how often do you really have a high-level party needing an adventure module that gives you an excuse to hit the table with two pounds of resin frog?

This adventure is "suitable" for 4–6 characters of level 12+. Don't kid yourself; the characters have NO chance against Tsathogga if he is summoned. If your party is larger or of higher level, adjust the numbers of tsathar clerics and scourges available in the final encounter. The tsathar don't need to win the combat, they just need to delay the party long enough for the Ranan to finish his summoning. The party shouldn't be able to stop the summoning, but if they do, that is up to you as a Referee how to proceed. You got this module to use Tsathogga, so you might as well fudge to let the players see it! They know it's coming; give it to them.

History

Deep in the heart of a lost marshland, the tsathar gather in horrid rites to their Great Lord, the dread Tsathogga, Demon Frog-God and Devourer of Life. Only in such a loathsome and wretched den can the tsathar properly venerate a being so totally devoted to destruction.

For ages, the tsathar have gathered here to lay their devotions at the base of this High Altar of Tsathogga. Calling their unholy abode the Ranan Tumulus in honor of their great but absent lord, the tsathar are single-mindedly devoted to bringing forth the Great Devourer to feed upon the world.

Try as they might, never has the demon Frog-God answered their unholy beseeching.

Sacrifices and horrendous rites aside, the Devourer of Life has been silent to his batrachian subjects.

Until now.

Recently, the tsathar unearthed a great treasure in a remote area of the swamp. Guided by visions, the tsathar filth-priests uncovered what they initially thought was a powerful artifact of Tsathogga, an oracular statue of massive proportions. Planning to use the relic as their formal altar in the Unholy Cesspool, the tsathar priests marched out of the Tumulus under dead of night to liberate their prize from the concealing morass.

Drawn to the idol by an irresistible pull at their very core, the tsathar priests spared none of their minions, neither the scourges nor their frog-beasts from the intense labor of drawing the idol from the sucking marsh. Three times the height of any of the tsathar, the stone-like idol dripped viscous marsh-fluid as it was drawn forth from the bog's embrace. Now freed of the earthly prison, the idol was transported to the seat of Tsathogga's clergy in an attempt to divine what they had discovered. When the idol was finally placed in proximity to the Unholy Cesspool, the pool began to churn with spastic and jerking movements, as if fitfully awakening from a long slumber.

The idol, too, began to shudder. With a great creaking and a final titanic convulsion, the calcified shell surrounding the being was sundered. No

earthly stone, but some form of ichor or slime had hardened to protect the still-living being that had hibernated so long. Viewing the newly hatched emissary in its full glory, and understanding what it actually was, struck the tsathar priests like a thunderclap, and nearly drove the scourges and burden-frogs mad with hideous ecstasy. The creature revealed to the tsathar that which they had forgotten—long, long in their collective past, the tsathar understood that they now beheld one of the progenitors of their entire race, a dread and horrible Ranan!

Falling in supplication, all the tsathar pleaded with the Ranan not to destroy them outright, to lead them in bringing their master to this plane and allowing him the opportunity to devour the world. Rearing up to its full height and towering over the tsathar, the Ranan flicked out its unwholesome tongue and devoured several of the scourges, indifferent to their fate. The priests croaked in abject terror that they had offended their lord, but then the Ranan stopped, temporarily sated. Retiring to squat at the edge of the Cesspool, it began croaking deep, ancient chants of unfathomable destruction.

The Ranan has been chanting for nearly three years now, and his devotion to bringing forth his dread master is nearly complete!

If the characters are to save the world from the loathsome demon frog-god, they must penetrate the Ranan Tumulus, bypass the horrid natural conditions, deal with the tsathar and their frog servants, and finally stop the Ranan from summoning the great Tsathogga.

The Approach

Against Tsathogga is designed to be placed in any remote swampland setting. The only requirements are that it should be far from civilized lands, be in a deep and scary marshland, and be physically difficult for normal (non-amphibious) bipeds to get through. At the suggested level of play, normal travel shouldn't be a problem for the characters. They will have many magic items, and teleportation is probably a daily mode for transportation for most magic-users. The trouble isn't getting to the Tumulus; it's getting out intact.

The nearest settlement to the Tumulus is a borderlands trade-town about 75 miles away. The terrain is trackless swamp. Movement on foot (assuming a Movement rate of 12) is 6 miles per day. If the characters travel on foot, it takes just under 2 weeks to reach the mound. None of the locals go that far out into the swamp; legends speak of enormous swamp bulettes, packs of roving lizardmen, giant alligators, families of black dragons and much, much worse (Referees should feel free to elaborate to build the knowledge this is a very bad place).

Encounters in the swamp are mercifully, but strangely, scarce. Few if any real predators are seen, and those scatter if any amount of noise is made by the characters (the native denizens know the top of the food pyramid are the tsathar, and don't attack bipeds). At the characters' level, random encounters with native swamp life are effortless, so they are not included here. If you want to add some encounters, feel free to roll up a few random swamp denizens to plague the characters. One item of concern is the bugs. Gnats, mosquitoes, and other no-see-ums are a constant irritation. If the characters spend time traveling the swamp and do not have some form of protection, every evening have all the characters roll a saving throw. Failure indicates contraction of a virulent strain of bog rot from bug bites, which may cause more trouble than it first seems. Additionally, spellcasters must make one saving throw each night or be unable to sleep through the constant buzzing and droning of the insects

AGAINST TSATHOGGA

(this effect is unique to the Ranan Tumulus marshlands).

Tsathoggan Bog Rot

Creatures afflicted with Tsathoggan bog rot lose 2d6 hit points of damage per day. In addition, they do not heal naturally and gain only one-quarter benefit from magical healing until the disease is cured. Unlike normal diseases, Tsathoggan bog rot continues until the victim receives a *remove disease* spell (cast by a 12th level or higher cleric of Lawful alignment) or similar magic. The disease returns one day after healing as long as the infected stays in the swamp. It cannot be permanently cured as long as the infected character remains in the swamp.

Ranan Tumulus

Deep in the swamp, the characters find a colossal mound of earth and debris, easily the highest point in the area. Surrounded by brackish and stagnant waters roughly 2 feet deep, the mound is approximately 1000 ft. in diameter and near half that in height. Viewed from the air, it looks like an enormous boil emerging from the landscape. Slick rivers of slime and polluted moisture cascade down its sides, making climbing difficult.

Climbing the mound is gut-churning at best. The thick, muddy surface sloughs away like a leper's skin. The entire area reeks of decay and filth, and any characters not actively doing something to take their minds off

the stink of the place must make a saving throw or suffer a -2 penalty to all rolls (even dwarves; it's that bad).

Circling the mound shows two obvious entrances: due south, the characters find the Maw of Tsathogga (**Area 1**), a huge yawning cavern offering easy, if intimidating, access just out of the stagnation, and they also discover the Fetid Pond (**Area 2**), a half-submerged tunnel leading into complete darkness in the northeastern slope at the waterline of the marsh.

Ebon Ooze: HD 8; AC 6 [13]; **Atk** strike (2d6 plus 2d6 acid); **Move** 9; **Save** 5; **AL** C; **CL/XP** 10/1400; **Special:** acid, immune to acid and disease. See *The Tome of Horrors IV* for more details.

Festering Lung: HD 15; AC 4 [15]; **Atk** swarm (save vs. disease); **Move** 0 (fly 6); **Save** 3; **AL** N; **CL/XP** 18/3800; **Special:** immune to mind effects and weapon damage, regenerates 1d6 hit points per round, vulnerable to cure disease. See *The Tome of Horrors IV* for more details.

Ooze Weird: HD 6; AC 6 [13]; **Atk** bite (2d6 plus sickened); **Move** 0 (swim 12); **Save** 11; **AL** C; **CL/XP** 9/1100; **Special:** healing, rejuvenation, transparent. See *The Tome of Horrors IV* for more details.

Phycomid: HD 4; AC 4[15]; **Atk** fluid globule (1d6 acid plus spore infection); **Move** 3; **Save** 13; **AL** N; **CL/XP** 5/240; **Special:** acid, spore infection. See *The Tome of Horrors Complete* for more details.

Shambling Mound (7HD): HD 7; AC 1[18]; **Atk** 2 fists (2d8);

Ranan Tumulus

Difficulty Level: 16+

Entrances: Maw of Tsathogga (**Area 1**) or Fetid Pond (**Area 2**)

Detections: Strong emanations of Chaos everywhere.

Continuous Effects: The entire Ranan Tumulus gains the benefits of a permanent *bless* spell, only affecting worshippers of Tsathogga. In addition, there is a permanent *protection from Good* spell affecting all inhabitants. Any beings of Lawful alignment also suffer a -2 penalty to all rolls in the Tumulus (a saving throw at -4 negates this effect for one hour; check each hour in the Tumulus).

Shielding: Once inside the confines of the Ranan Tumulus, teleportation and astral projection magic ceases to function. The only exception to this is the **Unholy Cesspool (Area 6)**, which is a gate to Tarterus. In addition, magical flight effects are negated in **Area 4**, although natural flight is unaffected. This causes that area to be particularly dangerous to those relying on magic, so the Referee is advised to be prepared.

Standard Features: In general, the roof of this cavern complex is anywhere from 20 to 80 ft. high, noted in each detailed room and in the side caves averaging 10 to 15 ft. Fungus and lichens encrust most surfaces on this level, and most of the lichen gives off a light luminescence (low-light conditions); 10% of the fungus is edible by humans and surface dwelling humanoids, while 50% is poisonous (save at -4 or take 1d6 points of damage per round for 1d6 rounds). A druid, ranger or dwarf can determine which are edible. Diseased water and slimy rivulets leak and drip over all the interior surfaces of the cavern, giving the entire place a humid, oppressive feel. Since filth and rot is so concentrated in the interior of the cavern, every hour the characters travel in the Tumulus they must make a successful saving throw at -4 or contract Tumulus Fever.

Tumulus Fever

Characters contracting Tumulus Fever become fatigued, contract shivers and convulsions, and often hallucinate. The characters suffer a -2 penalty to all rolls, move at half speed, and suffer 1d6 points of damage per hour. A spell cast by anyone with the fever has a 50% chance of failing, due to the caster's shivering spasms and congested throat.

Wandering Monsters: Most intelligent, non-batrachian creatures avoid the Ranan Tumulus. However, a few native molds and plants live in the area, and have gained a degree of sentience through proximity to it. This sentient vegetation can be a hazard to travelers. Roll a wandering monster check on 1d20 once per hour:

- 1 **1d6 Shambling Mounds** (roll 1d6: 1= 7HD; 2= 8HD; 3= 9HD; 4= 10HD; 5=11HD; 12=12HD)
- 2 **Festering Lung** (a living disease, see below); While the disease will not seek out batrachian worshippers of Tsathogga, they may be subject to the disease's attacks.
- 3 **1d4 Ooze Weirids**
- 4 **Ebon Ooze**
- 5 **4 Tendriculos**; these creatures have been trained by the scourge-masters, and will immediately cease any attacks on frog-like beings (frogs, tsathar, etc.). Characters may be able to use this to their advantage.
- 6 **4 Phycomids** slowly roaming the passages; they attack anything that moves.
- 7 **3 12HD Shambling Mounds**; these creatures are insane and attack any creatures on sight.

8-20 No encounter

AGAINST TSATHOGGA

Move 6; Save 9; AL N; CL/XP 10/1400; Special: damage immunities, enfold and suffocate victims.

Shambling Mound (8HD): HD 8; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 8; AL N; CL/XP 11/1700; Special: damage immunities, enfold and suffocate victims.

Shambling Mound (9HD): HD 9; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 6; AL N; CL/XP 12/2000; Special: damage immunities, enfold and suffocate victims.

Shambling Mound (10HD): HD 10; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 5; AL N; CL/XP 13/2300; Special: damage immunities, enfold and suffocate victims.

Shambling Mound (11HD): HD 11; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 4; AL N; CL/XP 14/2600; Special: damage immunities, enfold and suffocate victims.

Shambling Mound (12HD): HD 12; AC 1[18]; Atk 2 fists (2d8); Move 6; Save 3; AL N; CL/XP 15/2900; Special: damage immunities, enfold and suffocate victims.

Tendriculos: HD 8; AC 4[15]; Atk 2 tendrils (1d6), 1 bite (2d6); Move 9; Save 8; AL N; CL/XP 9/1100; Special: swallow whole. See *Monstrosities* for more details.

1. The Maw of Tsathogga

The main entrance to the Ranan Tumulus is a gigantic cavern, 50ft tall and 150ft wide. Leading up out of the slurping mud and filth of the swamp, the characters may see this area as a bit of salvation. This is only the beginning.

Relatively dry compared to the surrounding area outside the Tumulus, the air in the Maw feels instantly more humid and heavy than outside. Light streams in from outside, and various phosphorescent lichen illuminate the interior, giving a faint but not unwelcome glow to the interior of the cavern. Fully 200ft from the entrance to the back edge of the cavern, the characters can just barely make out details of the roof and walls. Massive stalactites grasp the ceiling, looking reminiscent of alligator jaws. Pools of moisture dot the floor, and the constant sound of dripping echoes on and on, fading into obscurity. The walls are slick with condensation, grime, and sludge, and the overall atmosphere conveys a powerful sense of decay and waste.

In the northwest portion of the cavern, what appears from a distance to be a slight depression in the floor is actually a smoothed out passage, leading into darkness (eventually to **Area 2**). Its placement in the cavern, in relation to the stalactite “teeth” above, gives the distinct impression of a gullet leading away from a devouring mouth.

2. Noxious Amphitheatre and the Fetid Pond

Following the long and winding passage from the Maw above, the characters are further assaulted by the sensation of being swallowed in the narrow tunnel. Moisture and runoff from the upper cavern mixed with the natural condensation on the walls sluices through the tunnel, making even cautious travel uncertain. Natural light is absent in the passage, and the air is thick and stagnant, all freshness long since driven away; it feels as if such amenities are actively being blocked, but no source of suppression can be determined.

The passage follows a gentle curve, and dwarven characters may be able to determine that the tunnel is following the perimeter of the mound, descending sharply. After travelling roughly 1000 ft. (dwarven characters can determine they have descended approximately 250ft below the surface), the passage begins to widen, and eventually opens to a hideous spectacle.

If the characters enter the cavern, read or paraphrase the following:

A gargantuan cavern expands before you; a dim, sickly, green light illuminates the area from a huge underground pond. Stagnant, fetid water supports masses of pond-scum and luminescent fungus in the pool, some of which grows to the height of trees. The stench of the place is awful, a mixture of natural plant rot, bog-gasses, decomposing fish, and the like.

Barely holding back your bile, you begin to take in more of the surroundings. The cavern soars to nearly 150ft in height, and the pool is easily 300ft in diameter. To one corner in the south, dim light can be seen filtering into the cavern, suggesting some other entrance from the outside world.

Above the pool, a hazy fog lingers, issuing forth a low, droning buzz. After several moments, you can make out that the fog is actually a swarming mass of flies, mosquitoes, dragonflies and other marshlands pests. Occasionally a giant specimen flies through the cavern, dispersing the mass like vapor, which coalesces quickly again behind the giant.

Several shafts pierce the ceiling in this room, leading off into natural nooks and crannies used by the insects to breed or flee the voracious frogs below.

This amphitheater is used by the relatively few permanent inhabitants as a food storage area. The giant insects are a feast for the many giant frogs of the Tumulus, and even the tsathar are known to come down for an occasional bite.

The northern cave entrance is the semi-submerged entrance the characters may have seen previously, if they navigated around the exterior of the mound. The mouth of that cave is 30ft wide and 20ft tall, but is filled to a depth of 15ft with muck and sludge.

The Fetid Pond is surprisingly free of predators; the few giant insects are scarce, and are easily avoided by those on the banks (if the Referee chooses to throw a few encounters the characters’ way, so be it!). The real danger is the pond, which the characters must enter to proceed (the passage to **Area 3** is under 20ft of pond water). The pond is filled with disease; immediately upon entering the water, characters must make a saving throw at –2 or be struck with **Tarteran Virus**, a magical disease that affects any non-batrachian that touches the scummy pond.

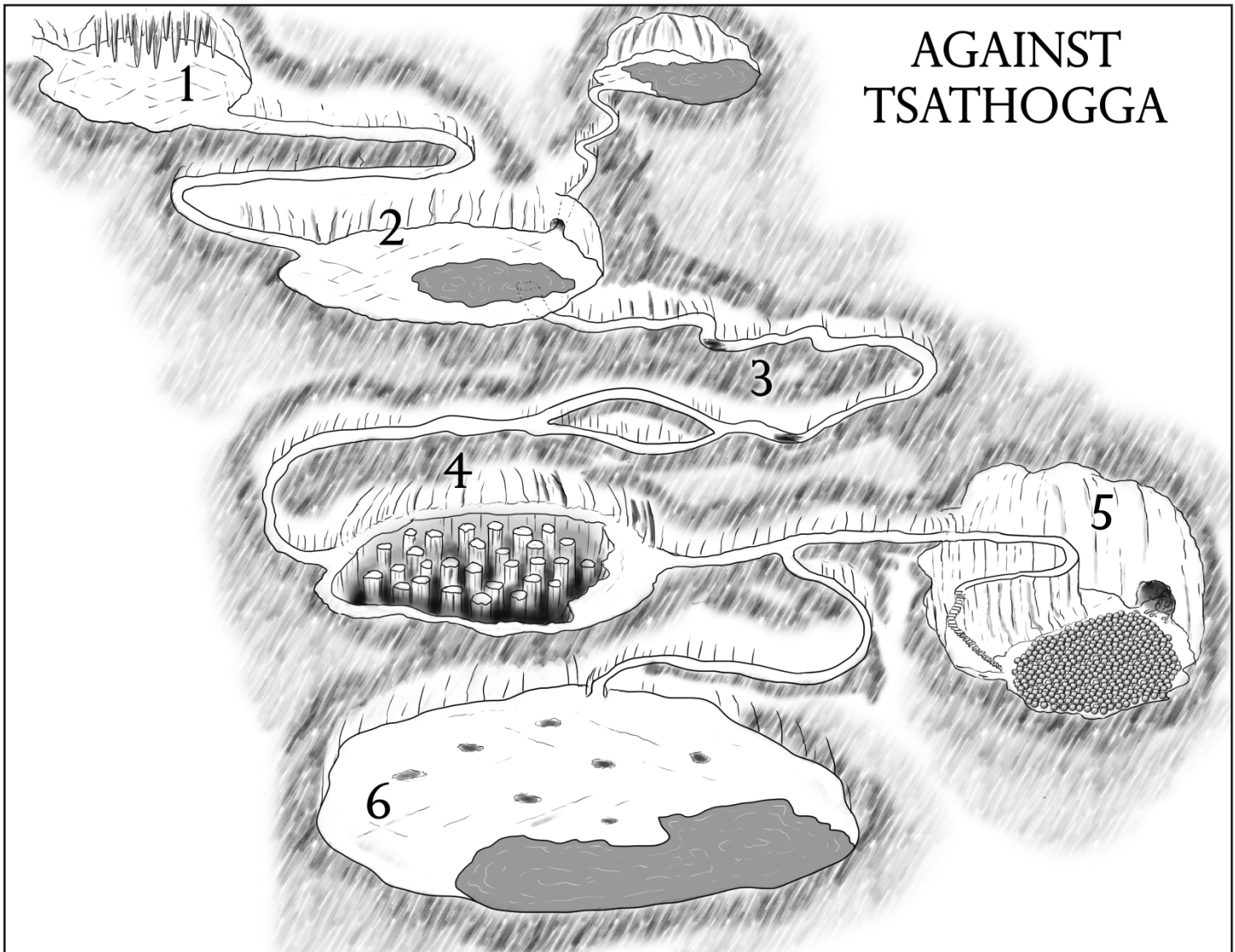
Tarteran Virus

Characters contracting Tarteran Virus become very sick with oozing pustules, dizzy and unable to put together coherent thoughts. The infected lose 1d6 points of damage per hour, and spellcasters have a 1–2 on 1d6 chance for any spells cast to fail. Tarteran Virus is especially difficult to cure; it requires 2 *cure disease* spells to remove it.

The sunken passage at A leads to **Area 3**.

3. Slopes and Dangers

All the locations designated as **Area 3** are particularly treacherous, above and beyond the normally adverse conditions. Each of these locations is a full 30 ft. stretch of terrain, containing steep, slimy slopes that end in 1ft deep puddles of disgusting frog ichor. A saving throw at –4 is required for the characters to keep their footing. Any character failing to keep their footing falls to the ground and slides into the puddles, becoming soaked with a **vile brew of poisonous frog excretions** that drains the victim’s strength to the point of nothingness (a saving throw at –2 negates the damage).



Poisonous Frog Excrement

The excrement of the poisonous frog is a noxious concoction filled with poison and filth. The unsavory mixture drains the strength of infected victims as well as causing 1d4 points of damage per hour. Any infected victim has their movement and carrying capacity reduced by half until a cure disease spell is cast.

4. A Hopping Bad Day

Entering this cavern, the characters are struck by the sheer magnitude of the area. This is easily the largest cavern yet discovered in the mound, stretching hundreds of feet across; the floor sinks away into abyssal darkness. At a distance of 100ft, no sight penetrates the darkness, although it continues on (possibly to the center of the earth). The air in this area is cool but stale and eerily quiet. There is no natural light, and even magical light has difficulty here (magical light lasts for 1 round per level of the spell caster, and sheds light in half the normal radius).

Looking out across the vast scene, the characters can make out what appears to be a 10ft diameter stone platform 20ft away. There is no bridge, or obvious means to reach the platform. Characters with darkvision (or a mobile light source of some kind) can see that the platform is actually the top of a pillar, its base plummeting into the inky darkness below. The party can see other platforms beyond the first, in what seems to be a stepping-

stone-like pathway over oblivion.

If the characters attempt to leap the distance (magical flight does not function in this room; see **Shielding** in the **Area Features**, above), note that the ground is quite slippery; characters must make a successful saving throw to maintain their balance while running (if they choose to make a running long jump) and then another successful saving throw to make the leap. Once the characters reach the platform, they find out it is covered in slime, ooze and other disgusting filth. An additional saving throw is required to stay on top of the column, or suffer the long fall into darkness (1500 ft. down to icy water; 20d6 falling damage, plus a saving throw at -6 or suffer a broken back; paralyzed, can only be cured by a *restoration* spell or more powerful magic). If characters do end up in the water at the bottom of the cavern, they must make a saving throw each round, or the icy, necromantic flow drains hit points at the rate of one point per round.

The most direct path the characters can make while leaping assures them of a minimum of 12 leaps. Natural flight is not affected in this cavern, and is by far the safest method of crossing. Gaining wings by any method is considered natural flight; a druid's change shape ability, *polymorph*, *shapechange*, etc.

5. The Great Egg-Mass

The first thing the characters notice upon entering this mammoth cavern is an increase in the ambient temperature. A full 10 to 20 degrees warmer than the hallway, there is a heady, humid thickness to the interior air. The ceiling rises another 50 to 60ft above the entrance level, and moisture can be seen dripping to the cavern floor. In the northwest corner of the cavern,

AGAINST TSATHOGGA

a dark cave entrance can clearly be seen, but no details of its interior. A narrow, winding, natural staircase descends 100ft to the ground floor, where an awesome sight greets observers.

A colossal depression in the floor is covered in a luminescent green film in the center of the cavern, giving a dim, eerie, green glow to the entire area. Five feet down from the edge of the depression, which stretches to a diameter of 200ft or more, the film varies from light-green stripes to deep, dark, hunter green. From the height of the staircase, the mass has the appearance of a vast seaweed bed. The depression holds what must be thousands or millions of individual eggs. What manner of beings the eggs will become is impossible to determine.

The characters notice several figures moving slowly about the depression, performing various tasks, but in general looking as if they are tending the slime (dumping baskets of material in the pool, moving the mass with long-handled rakes, etc.). Characters at the top of the stairs that possess low-light vision can make out the forms as **tsathar**, but they are extremely emaciated and in poor condition. Six of the decrepit creatures are working the pool area.

If the characters descend the staircase, they are not molested in any way. The tsathar do not deviate from their tasks; indeed, they appear to work in a zombie-like fugue state (they are alive, however). If attacked, they will defend themselves, but do not appear aggressive towards the party in any way. They never attempt to *summon* hydrodaemons. The tsathar are mentally dominated by a **Custodian of Tsathogga**, a massive frog-being that emerges from the northwestern cavern should the party approach the slime-pool.



round, or suffer a -2 to hit, on damage, and on saving throws.

Tsathar Slaves (6): HD 2; HP 8, 5x2, 6, 4, 7; AC 3[16]; Atk 2 claws (1d6) and bite (1d4); Move 12 (swim 12); Save 16; AL C; CL/XP 3/60; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light blindness (-1 to hit in bright light), slimy.

Custodian of Tsathogga: HD 18; HP 82; AC 4[15]; Atk bite (2d6); Move 9 (swim 9); Save 3; AL C; CL/XP 24/5600; **Special:** amphibious, magical abilities (3/day—charm person, clairaudience; 1/day—suggestion), mental blast, mental domination, regeneration.

Tactics: The Custodian attempts to use its mental domination ability to enslave the characters immediately, before it leaves its cave and shows its true nature. Once it appears in the cavern outside the cave, it uses its mental blast to overwhelm those not enslaved. If forced into melee combat, the custodian attempts to grasp unarmored foes with its tongue and swallow them first. It fights to the death to protect the egg-mass.

6. The Unholy Cesspool

Before you yawns a vast cavern, fetid, stinking, and wet.

An unnatural luminescence reveals the cavern in its alien hideousness. Cool, greenish-yellow hues seem to ebb and flow along your eyesight, never fully revealing the entire area. Shadows appear to flicker and play about the perimeter, even though no light source is visible anywhere.

Grimy moisture drips from the towering ceiling, simultaneously free-falling as a putrid drizzling mist and pouring freely off the jagged and twisted stalactites. Rivulets of water oozes down the cyclopean walls, coalescing into liquefied sludge and pooling along the floor into ponds of utter filth.

The acrid stench of abysmal vapors assaults the eyes, nose and deeper primal senses. Breathing in this miasma is labored, and a primal urge to flee is almost irresistible.

This large cavern is the entrance to a planar conduit Tsathogga may use to enter the Prime Plane. An enormous pool of filth comprises the southeastern portion of the room, and it is from this location that the demonic Frog God will make his appearance if the party fails to stop the summoning ritual. The vile miasma adds another level of difficulty to the area; all characters in the room must make a saving throw at -2 each

Arrayed along the perimeter of the pool are 4 **tsathar filth-priests**, 10 **tsathar scourge-masters**, and 40 **giant poisonous hunting frogs**. On a raised dais overlooking the pool there squats a gigantic frog-being, easily three times the height of a man. This loathsome creature, with peeling, sloughing skin, looks to be a hybrid of giant, frog, and some other unknown, unwholesome beast. This creature, a **Degenerate Ranan**, is croaking deep intonations to the pool.

Tsathar Filth-Priests (Clr5) (3): HD 7; HP 40, 37, 22; AC 0[19]; Atk 2 claws (1d4) or +1 kukri (1d6+1) and bite (1d6); Move 12 (swim 12); Save 10; AL C; CL/XP 8/800; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light blindness (-1 to hit in bright light), slimy, spells (2/2).

Spells: 1st—protection from good (x2); 2nd—bless (x2).

Equipment: +1 leather armor, +1 kukri, ring of protection +1 (included above), potion of extra-healing, soapstone unholy symbol of Tsathogga.

Tsathar Filth-Priest Skirmishers (Clr5): HD 7; HP 31; AC -1[20]; Atk 2 claws (1d4) or +1 kukri (1d6+1) and bite (1d6); Move 12 (swim 12); Save 11; AL C; CL/XP 8/800; **Special:** amphibious, darkvision 90 ft., 1/day—gate in hydrodaemon (40%), implant, light blindness (-1 to hit in bright light), slimy, spells (2/2).

Spells: 1st—cause light wounds (x2); 2nd—hold person (x2).

Equipment: +1 leather armor, +1 kukri, ring of protection +2 (included above), potion of extra-healing, soapstone unholy symbol of Tsathogga.

Tsathar Scourge-Masters (10): HD 6; AC 3[16]; Atk 2 claws (1d4+1) or serrated spear (1d8) and bite (1d6) or net (entangle); Move 12 (swim 12); Save 13; AL C; CL/XP 7/600; **Special:** amphibious, darkvision 90 ft., implant, light blindness (-1 to hit in bright light), slimy.

Equipment: leather armor (made from cured giant frog hide), serrated spear, net (entangle, -2 to hit and damage, -2 to saving throws, one quarter movement), silver unholy symbol of Tsathogga

Giant Poisonous Frogs (large) (20): HD 3; AC 7[12]; Atk tongue (grapple plus poison) or bite (1d8 plus poison); Move 3 (leap 100ft.); Save 14; AL N; CL/XP 4/120; **Special:** leap, poison drains 1d6 strength, swallow whole on natural 20.

AGAINST TSATHOGGA

Degenerate Ranan: HD 20; HP 141; AC -2[21]; Atk bite (4d6+4 plus swallow whole) and 2 claws (2d6+2); **Move** 9 (swim 12); **Save** 3; **AL** C; **CL/ XP** 25/5900; **Special:** amphibious, immune to acid, leap, rend, swallow whole.

Tactics: The scourge-masters initially loose their pets to mass-attack the party. They follow up closely behind the frogs, supported by the filth-priests. Three of the priests use *bleed* to buoy the scourge-masters, while the fourth priest focuses on attacking the party, careful to minimize damage to his own group. The last priest does not leave the area near the Ranan, no matter what the party does. He shifts tactics to defending the Ranan should that become necessary.

If the party can inflict 100hp damage to the Ranan before 3 rounds pass, they interrupt the summoning of **Tsathogga**, and the world is safe! However, should the party fail to inflict the necessary damage, the Ranan finishes his intonations, turns towards the party, and launches into a lumbering rush towards them!

Tsathogga, The Demon Frog-God, The Devourer of Life: HD 25; HP 130; AC -4[23]; Atk bite (3d6 plus 1d8 acid) or tongue (1d8 acid plus save or swallowed whole); **Move** 15; **Save** 3; **AL** C; **CL/ XP** 34/8600; **Special:** immune to acid and poison, magical powers (3/day—*blasphemous shriek* [as reversed *holy word*], *dark fog* [50ft radius x 50ft high; light spells of 5th level or less negated, 10 min. duration]; 1/day—*acid cone*, *darkness*, *dispel magic*, *ESP*, *polymorph self*, *water breathing*), magic resistance (80%), +3 or better weapon to hit, swallow whole (characters swallowed whole die), spells (5/5/5/5/4/4/2), *summon* 30 HD of oozes, tsathar, giant frogs, or froghearts each day, telepathy 100 ft.

Spells: 1st—*magic missile* (x2), *protection from good* (x2), *shield*; 2nd—*invisibility* (x2), *mirror image* (x2), *web*; 3rd—*fly*, *haste*, *lightning bolt* (x2), *protection from normal missiles*; 4th—*confusion*, *dimension door* (x2), *ice storm*, *wall of ice*; 5th—*feeblemind*, *telekinesis*, *teleport* (x2), *wall of stone*; 6th—*disintegrate* (x3), *repulsion*; 7th—*power word, stun* (x2).

Six rounds after the Ranan finishes its summoning, the pool lurches and sloshes over its edge, as a titanic form emerges from the slime. Fully

40ft tall, a creature resembling a colossally-bloated toad, drags half its body to the edge of the pool. Surveying the scene, the great Frog God lets out a *blasphemous shriek* affecting any non-chaotic characters near the entrance of the cavern. In the second round, Tsathogga *summons 1 frogemoth* to battle the party, and exudes his *dark fog* to conceal himself in the third round. On the fourth round, Tsathogga belches forth an *acid cone* (acid sprays in a cone-shape 90ft long and 30ft wide at the base, for 15d4 points of damage). If the party has not fled by this point, the Referee is encouraged to use the most devious tactics available.

Note: Tsathogga will not disintegrate Lawfully-aligned clerics or paladins, preferring to feast on their remains!

If anyone has the audacity to approach the Frog God, it waits until the attacker is within 40ft and then strikes with its tongue, drawing the hapless target into its foul maw and swallowing them whole. Once the offender is swallowed, Tsathogga will grab another snack, should one be in range.

If at any time, the Frog God is somehow reduced to half its hit points, it fully emerges from the pool, and goes into a berserk fury at the party's insolence. Having spent eons in a lethargic torpor, Tsathogga takes a bit to get warmed up. It physically attacks the nearest creature, concentrating all attacks and then moving on. The Frog God does not pause in his utter annihilation of all living things in this room, tsathar and Ranan alike, should this occur. If the characters can maneuver any surviving tsathar in between them and the Frog God, they may yet survive!

If Tsathogga is reduced to one-quarter of its hit points, it finally understands the severity of the situation, and takes defensive measures. It uses *teleport* to transfer itself to the egg-mass (**Area 5**). When fully encased in the egg-mass, Tsathogga regenerates 20hp per round. This act drains the tsathar in the egg-mass, but Tsathogga is above caring for such insignificant creatures.

If the characters manage to drive Tsathogga back to Tarterus, defeating it on this plane, they have won a major battle in the great scheme of history. They should be proud; they have saved the world from a horrible fate at the webbed feet of the Frog God. For the survivors, the spoils of war are few, but powerful. Deep in the pool, the characters may recover the following items, should they take the time to investigate: a *staff of wizardry*, a *ring of djinni summoning*, a +4 *hammer*, a *wand of polymorph*, a *manual of golems*, an *amulet of demon control*, a *helm of teleportation*, +5 *plate mail*, and a *robe of feeblemindedness*.

Appendix

New Monsters

Custodian of Tsathogga

Hit Dice: 18

Armor Class: 4[15]

Attack: bite (2d6)

Saving Throw: 3

Special: amphibious, magical abilities (3/day—*charm person*, *clairaudience*; 1/day—*suggestion*), mental blast, mental domination, regeneration, telepathy

Move: 9 (swim 9)

Alignment: Chaos

Challenge Level/XP: 24/5600

This creature appears to be a gigantic pale yellow-green frog with large, luminous eyes. The creature's skull seems to be distended and bulbous, suggesting some sort of cranial mutation. The existence of the custodian is based on ensuring a Tsathoggan egg-mass is protected and nurtured. To that end, the custodian has a mental domination ability to enslave thralls to do its menial bidding. When a target creature approaches within 100 ft. of the custodian, it must make a saving throw at -4, or fall under the beast's total control (as a *charm monster* spell). Language is not a factor (due to the custodians telepathy), and the target creature follows any order absolutely. The custodian can use its considerable mental powers to attack as well. The custodian's mental blast extends out to a 100ft. radius. Creatures in the area must make a saving throw at -4 or suffer one of the follow effects, determined randomly by rolling 1d6: 1-3, suffer permanent *confusion*, as the spell; 4-5, suffer 1d6 x 5 points of damage; 6, succeed on a saving throw at -2 or target dies. The custodian regenerates 1hp per round, unless the damage comes from lightning.

Custodian of Tsathogga: HD 18; AC 4[15]; Atk bite (2d6);

Move 9 (swim 9); Save 3; AL C; CL/ XP 24/5600; **Special:** amphibious, magical abilities (3/day—*charm person*, *clairaudience*; 1/day—*suggestion*), mental blast, mental domination, regeneration.

Ranan, Degenerate

Hit Dice: 20

Armor Class: -2[21]

Attack: bite (4d6+4 plus swallow whole) and 2 claws (2d6+2)

Saving Throw: 3

Special: amphibious, immune to acid, leap, rend, swallow whole

Move: 9 (swim 12)

Alignment: Chaos

Challenge Level/XP: 25/5900

The degenerate Ranan looks like a cross between a giant and a leprous toad, its lolling tongue searching for prey. Degenerate Ranan are voracious eaters, devouring anything it determines is edible (which is nearly anything). It move about as a normal frog, but can stand upright on its powerful back legs to rend an opponent. If the Ranan hits with both claw attacks in a single round it does an additional 2d6 points of damage to the target. If the Ranan swallows an enemy (save at -2 or be swallowed), the victim suffers 2d6 points of damage plus 2d6 points of acid damage per round. If the Ranan is slain with an undigested victim in its gullet, the hapless morsel may be cut out of the beast. The degenerate Ranan is an incredible jumper, able to leap up to 60ft horizontally or 30 ft vertically. When a degenerate Ranan begins its round by jumping next to an opponent it can still make a full claw/claw/bite attack in the same round.

The Ranan culture, its history, and the details of the other Ranan races will be detailed in an upcoming **Frog God Games** product.

Degenerate Ranan: HD 20; AC -2[21]; Atk bite (4d6+4 plus swallow whole) and 2 claws (2d6+2); Move 9 (swim 12); Save 3; AL C; CL/ XP 25/5900; **Special:** amphibious, immune to acid, leap, rend, swallow whole.

AGAINST TSATHOGGA

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