

Against Tsathogga



By Skeeter Green



FROG GOD
GAMES

Against Tsathogga

Author
Skeeter Green

Producer
Bill Webb

Editors
Karen McDonald, Sarah Kelsey

5E Conversion
Patrick N. Pilgrim, Edwin Nagy

Layout and Graphic Design
Charles A. Wright

Front Cover Art
Lloyd Metcalf

Interior Art
Artem Shukaev, Michael Syrigos

FROG GOD GAMES IS

CEO
Bill Webb

Creative Director
Matthew J. Finch

Chief Operating Officer
Zach Glazar

Special Projects Director
Jim Wampler

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Charles A. Wright



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Against Tsathogga

Introduction

Against Tsathogga is a short, high level adventure designed to allow you 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 16+. 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 priests and scourges available in the final encounter. Don't add levels if you don't feel the need; it's a lot of work for nothing. The tsathar don't need to win the combat, they just need to delay the characters long enough for the Ranan to finish his summoning. The characters shouldn't be able to stop the summoning, but if they do, that is up to you how to proceed. You got this module to use Tsathogga, so you might as well fudge to let the characters 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 FrogGod 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 no scourge or frog-beast 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 ebbing, 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 and that this was his reprisal, 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.

Monsters and NPCs

Monster and NPC statistics for all creatures not found in the SRD are detailed fully in the Appendix.

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 wizards. The trouble isn't getting to the Tumulus; it's getting out intact.

Tsathoggan Bog Rot

Insects are the primary vector for this nasty, virulent disease that prevents an infected victim from healing naturally, seriously reduces the benefit gained from magical healing, and rapidly devours the victim's vitality. This condition lasts until the disease is cured.

When bitten by an insect that carries the Tsathoggan bog rot, or when it comes into contact with a creature already infected by the disease, the creature must succeed on a DC 17 Constitution saving throw or become infected.

It takes 2d12 hours for the Tsathoggan bog rot's symptoms to manifest in an infected creature. Symptoms include severe cramps, dehydration, and malaise. The creature regains no hit points from spending Hit Dice or from finishing a long rest and can gain only one-quarter benefit from magical healing.

At the end of each long rest, an infected creature must make a DC 17 Constitution saving throw. On a failed save, its hit point maximum is reduced by 16 (3d10) and gains one level of exhaustion. The target dies if the disease reduces its hit point maximum to 0, or if the target accumulates 6 levels of exhaustion. On a successful save, the creature's exhaustion level decreases by one level, but cannot be reduced below 1 (the creature will always have at least one level of exhaustion until the disease is cured).

Unlike normal diseases, Tsathoggan bog rot can only be cured by a good-aligned cleric that casts a *heal* spell. The disease returns one day after healing while the creature remains in the swamp. Each level of exhaustion can be reduced by completing a long rest once the disease is healed.

Ranan Tumulus Area Features

Difficulty Level: Tier 4

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

Atmosphere: Chaos, evil, and putrescence

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 evil and good* spell affecting all residents. Any beings of Lawful alignment also suffer from a *bane* effect. The effect can be mitigated with a successful DC 15 Wisdom saving throw each hour the character spends in the Tumulus.

Ceiling Height: The roof of the cavern complex varies in height from 20 feet up to 80 feet and is noted in each detailed room. The side caves average 10 to 15 feet high.

Shielding and Wards: The entire Ranan Tumulus is shielded and prevents any means of magical transport from functioning at all. This includes *dimension door*, *plane shift*, *teleport*, and other similar spells. The only exception is the Unholy Cesspool (Area 6), which is a gate to Tarterus.

Additionally, magical flight and *feather fall* effects are negated in Area 4, but natural flight is unaffected. This ensures this area is particularly deadly to those relying on magic, so it is advised that you are prepared (for players to die?).

None of these restrictions apply to the inhabitants of the Tumulus! If only Tsathogga's followers played fair...

Features: Fungus and lichen encrusts most surfaces, and most of the lichen luminesces. Roughly 10% of the fungus can be consumed by surface dwelling humanoids, while 50% is poisonous to the same group of creatures. A successful DC 15 Intelligence (Nature) or Wisdom (Survival) check allows the characters to determine which fungus is edible and which is poisonous.

If the poisoned fungus is consumed, the creature must succeed on a DC 15 Constitution saving throw or become poisoned until the condition is cured. For every hour elapsed, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The creature is no longer poisoned on a success. The target dies if the poison reduces its hit point maximum to 0. This reduction in the creature's hit point maximum lasts until the poison is cured and the creature completes a long rest.

Diseased water and slimy rivulets leak and drip all over the interior surfaces of the cavern, giving the entire place a humid, oppressive feel. Because filth and rot are highly concentrated in the interior of the cavern, characters that travel in the Tumulus are at very high risk of contracting malaria.

Malaria

Malaria is another mosquito-borne infectious disease that affects humanoids and beasts. When bitten by a mosquito carrying the parasites that cause Malaria, the creature must make a successful DC 13 Constitution saving throw or become infected with the disease. Symptoms will begin to manifest 1d10 + 6 days after infection and include fever, fatigue, vomiting, and headaches.

Once symptoms manifest, the infected creature suffers one level of exhaustion. At the end of each long rest, an infected creature must make a DC 13 Constitution saving throw. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Wandering Monsters

1 1d6 shambling mounds

Living Disease (festering lung); any batrachian being in the Ranan Tumulus is immune to the Living Disease's lifesense ability. While the disease will not seek out batrachian worshippers of Tsathogga, they may be subject to the disease's attacks incidentally.

3 1d4 Ooze Weirds

4 Ebon Ooze

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 Fetid Spore Mounds; these creatures are insane and attack any creatures on sight.

8-20 No encounter

The nearest settlement to the Tumulus is a borderlands trade-town about 75 miles away. The terrain is trackless swamp, and additionally considered difficult terrain. Movement on foot would be at half the speed of a slow pace on the Travel Pace table in the System Reference Document (9 miles per day instead of the assumed 18 miles per day with simple terrain).

If the characters travel on foot, it takes just under 9 days to reach the mound. None of the locals go that far out into the swamp; legends speak of enormous swamp bulettes, packs of roving lizardfolk, giant alligators, families of black dragons and much, much worse (you should feel free to elaborate and to reinforce the notion that 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 futile, 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 DC 15 Constitution saving throw. Failure indicates contraction of a virulent strain of bug rot from bug bites that may cause more trouble than

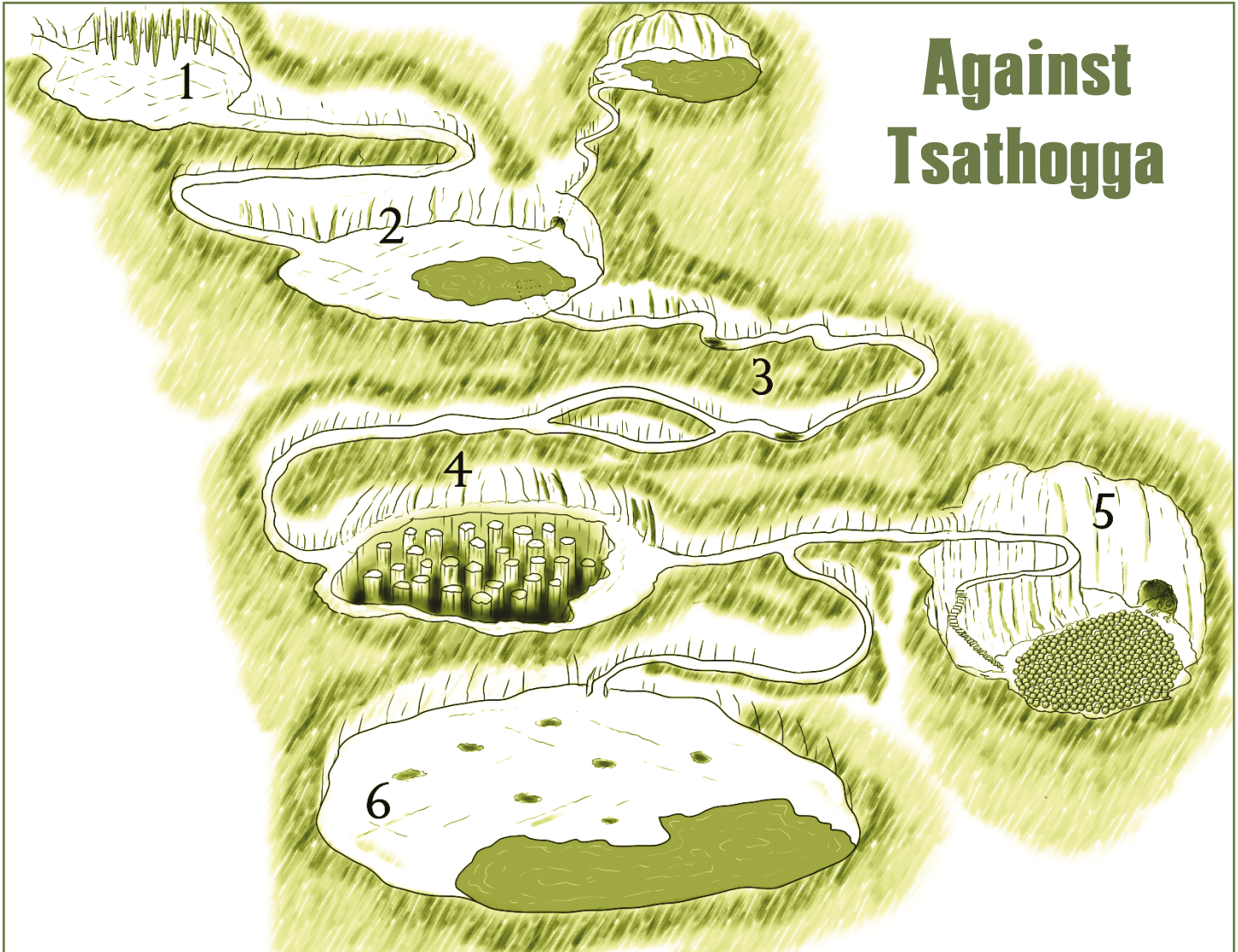
it first seems. Additionally, spellcasters must make one DC 15 Wisdom saving throw each night or be unable to sleep through the constant buzzing and droning of the insects (this effect is unique to the Ranan Tumulus marshlands).

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 feet 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. If the characters attempt to ascend the mound, they must succeed on a DC 14 Strength (Athletics) check with disadvantage every 50 feet. If the characters employ climbing kits, they still must succeed on a DC 14 Strength (Athletics) check every 50 feet ascended, but they do not incur disadvantage.

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 character not actively doing something to take their mind off the

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stink of the place must make a DC 12 Constitution saving throw against poison, or begin retching and reeling (even dwarves and half-orcs; 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, or the Fetid Pond (**Area 2**), a half-submerged tunnel leading into complete darkness in the northeastern slope at the waterline of the marsh.

1. The Maw of Tsathogga

The main entrance to the Ranan Tumulus is a gigantic cavern that is 50 feet tall and 150 feet 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 Maw feels instantly more humid and heavy than the outside air. 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 200 feet from the entrance to the back edge of the cavern, darkvision can 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 to the point it is almost forgotten. The walls are slick with condensation, grime and sludge, reminiscent of an overused refuse can. The overall imagery is that 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 five foot by ten foot 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 (characters traveling at full speed must make succeed on a DC 10 Dexterity [Acrobatics] check or lose their footing; if a character moves at half their movement speed they gain advantage on the Dexterity [Acrobatics] check). 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 seems to follow a gentle curve, and characters may make a DC 15 Intelligence (Nature) or Wisdom (Survival) check to determine that the tunnel is following the perimeter of the mound, and descending sharply. After travelling roughly 1000 feet (dwarves have advantage on any checks to determine how far underground the party might be), a character can repeat the Intelligence (Nature) or Wisdom (Survival) check. If the check is successful, the character determines they have descended approximately 250 ft. below the surface. Beyond this point, the passage begins to widen, and eventually opens to a hideous spectacle.

Tarteran Virus

This horrid magical infection originates in Tarterus and is extremely deadly to all humanoids that come into contact with it. Aberrations, celestials, and fiends are immune to the virus.

A humanoid that comes into contact with water tainted by Tarteran virus must succeed on a DC 20 Constitution saving throw or become infected. An hour after infection, the infected's bones begin to turn brittle and decay within its body, and the infected gains one level of exhaustion. At the end of each additional hour after infection, the victim gains an additional level of exhaustion. The victim dies when they have gained 6 levels of exhaustion.

Tarteran virus can only be cured by magical means, and then only by a good-aligned cleric using a spell slot of 8th level or higher while casting a *heal* spell. Once the virus is cured, each level of exhaustion can be reduced by completing a long rest.

If the characters enter the cavern, read the following:

A gargantuan cavern expands before you, a dim, sickly green light illuminating the area from a huge underground pond. Stagnant, fetid water supports masses of pond-scum and luminescent fungus, some of which grow to the height of trees in the pool. 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 150 feet in height, and the pool is easily 300 feet 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. The treacherous banks of the pool do not support a walk over to find out.

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, only to coalesce quickly behind their larger brethren.

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 30 feet wide and 20 feet tall, but is filled to a depth of 15 feet with muck and sludge. It requires a DC 16 Strength (Athletics) check to wade through the filth.

The Fetid Pond is surprisingly free of predators; the few giant insects are scarce, and are easily avoided by those on the banks (if you choose 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 20 feet of pond water, and requires a DC 22 Wisdom [Perception] check to notice through the scum and brackish water). The pond is filled with disease; immediately upon entering the water, characters must make a DC 18 Constitution saving throw or be infected with Tarteran Virus, a magical disease that affects any non-batrachian that touches the scummy pond.

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 feet stretch of terrain, containing steep, slimy slopes that end in puddles of disgusting frog ichor that are between 1 and 3 feet deep. A successful DC 17 Dexterity (Acrobatics) check is required for the characters to keep their footing, and spells such as *spider climb* and the like do not seem to function in these particular areas. Any creature failing to keep their footing falls to the ground and slides into the puddles, becoming soaked with a vile brew of poisonous frog excretions, and must succeed on a DC 15 Constitution saving throw or be poisoned until the condition is cured. Every minute that elapses, the creature must repeat the saving throw, reducing its Strength score by 1d6 on a failure. The condition is cured on three consecutive successes. The creature dies if this reduces its Strength to 0. This reduction to the creature's Strength score lasts until the condition is cured.

4. A Hopping Bad Day

Entering this cavern, the characters are struck by the sheer magnitude of the area. 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 100 feet, 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 (the radius of magical bright and dim light is reduced by half).

Looking out across the vast scene, the characters can make out what appears to be a 10 foot diameter stone platform 20 feet 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. A successful DC 20 Wisdom (Perception) check allows a character to 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 and Wards** in the **Ranan Tumulus Area Features**, above), note that the ground is quite slippery; characters must make a successful DC 15 Dexterity (Acrobatics) check to maintain their balance while running (if they choose to make a running long jump) and then a successful DC 15 Strength (Athletics) check to make the leap. Once the characters reach the platform, they find out it is covered in slime, ooze and other disgusting filth. To stay on top of the slippery platform, a character must succeed on a DC 15 Dexterity (Acrobatics) check, or suffer the 1500 foot fall into darkness, resulting in 20d6 falling damage. Any creature that manages to survive the fall must succeed on a DC 25 Constitution saving throw or suffer a broken back. Chthonic horrors quickly swarm the broken creature and begin devouring it, inflicting 18 (4d8) piercing damage every turn. Hopefully the fall is fatal.

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 wildshape ability, *polymorph*, *shapechange*, *alter self*, 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 60 feet above the entrance level, and moisture can be seen dripping to the cavern floor. In the northwest corner of the cavern, a dark cave entrance can clearly be seen, but no details of its interior are discernible. A narrow, winding natural staircase descends 100 feet 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

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area. Five feet down from the edge of the depression, which stretches to a diameter of 200 feet 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 darkvision can make out the forms as tsathar, but 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. 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.

Tactics. The Custodian uses *dominate person* to remove one of the characters from the fight 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 the remaining characters. If forced into melee combat, the custodian attempts to grasp spellcasters with its tongue and pull them close to it so it can remove them from combat by swallowing them. 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, created by what is unknown. 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 characters fail to stop the summoning ritual. The characters moving through this area are considered on difficult terrain and in dim light conditions. The vile miasma adds another level of difficulty to the area; all characters in the room must make a DC 12 Constitution saving throw each turn or be poisoned for 1 hour.

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, 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 an unknown, unwholesome beast. This creature, a **degenerate ranan**, is croaking deep intonations to the pool.

Tactics. The scourge-masters unleash their pets to mass-attack the party. They follow up closely behind the frogs, supported by the filth-priests. Two of the filth-priests use *bleed* and *enhance ability* to buoy the scourge-masters, while one priest focuses on dispelling the character's magic. The fourth priest focuses on silencing the casters in the party, careful to minimize the effect 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 200 hit points of 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!

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 40 feet 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 croak* (DC 24 Wisdom saving throw), affecting any hostile creatures within 300 feet. In the second round, Tsathogga summons numerous demons to battle the party, and uses its *seeping darkness* legendary action to conceal himself. In the third through fifth rounds, Tsathogga lashes out with its tongue and attempts to swallow a hostile creature and uses its *quake* legendary action. Should the party survive into the sixth round, Tsathogga makes use of its innate spellcasting abilities and its lair abilities and legendary actions.

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 40 hit points at the start of each of its turns. 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 power*, a *ring of elemental command*, a *hammer of thunderbolts*, a *rod of lordly might*, a *holy avenger*, a *vorpal greatsword*, an *iron flask*, and a *cubic gate*.

Appendix A: Bestiary

Custodian of Tsathogga

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.

Custodian of Tsathogga

Huge aberration, chaotic evil

Armor Class 17 (natural armor)

Hit Points 299 (26d12 + 130)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	20 (+5)	13 (+1)	20 (+5)

Saving Throws Con +9, Wis +5

Skills Perception +9, Stealth +5

Damage Resistances thunder

Damage Immunities acid, lightning

Senses darkvision 120 ft., passive Perception 19

Languages Abyssal, Aquan, telepathy 120 ft.

Challenge 11 (7,200 XP)

Amphibious. The custodian of Tsathogga can breathe air and water.

Regeneration. The custodian of Tsathogga regains 15 hit points at the start of its turn. If the custodian takes lightning or radiant damage, this trait doesn't function at the start of the custodian's next turn. The custodian of Tsathogga dies only if it starts its turn with 0 hit points and doesn't regenerate.

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Shock Sickness. Taking lightning damage causes the custodian of Tsathogga to go into a torpor, mimicking the effects of the *slow* spell. This effect lasts until the end of the custodian's next turn.

Innate Spellcasting (Psionics). The custodian of Tsathogga's innate spellcasting ability is Intelligence (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, suggestion*

3/day each: *charm person, dominate beast, dominate monster, dominate person*

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 19 (4d6 + 5) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the custodian, and takes 14 (4d6) acid damage at the start of each of the custodian's turns. A custodian of Tsathogga can have only one creature swallowed at a time.

If the custodian takes 30 damage or more on a single turn from the swallowed creature, the custodian must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the custodian. If the custodian of Tsathogga dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Tongue. The custodian of Tsathogga targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 17 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the custodian, and the custodian can make a bite attack against it as a bonus action.

Mental Blast (Recharge 5–6). The custodian of Tsathogga magically emits psychic energy in a 30-foot radius. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 23 (4d8 + 5) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fetid Spore Mound

A mass of tangled vines and dripping slime rises on two trunk-like legs, reeking of rot and freshly turned earth.

Fetid Spore Mound

Large plant, unaligned

Armor Class 15 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	5 (-3)	10 (+0)	5 (-3)

Skills Stealth +2

Damage Resistances cold, fire; bludgeoning and piercing from nonmagical attacks

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 8 (3,900 XP)

Compressible Form. The mound can move through a space

as small as 5-foot-wide without squeezing.

Lightning Absorption. Whenever the fetid spore mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Yellow Mold Spore Cloud. At the start of each of the mound's turns, each creature within 10 feet of it is caught in the yellow mold spore cloud takes 11 (2d10) poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. The creature takes an additional 5 (1d10) poison damage at the start of each of their turns and can repeat the saving throw at the end of each of their turns, ending the effect on itself on a successful save. A creature that touches the mound or hits it with a melee attack while within 10 feet of it takes 11 (2d10) poison damage.

Actions

Multiattack. The fetid spore mound makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 16), and the fetid spore mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 11 (2d10) poison damage and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. The creature takes an additional 5 (1d10) poison damage at the start of each of their turns and can repeat the saving throw at the end of each of their turns, ending the effect on itself on a successful save.

Engulf. The fetid spore mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 16 Constitution saving throw at the start of each of the mound's turns or take 14 (2d8 + 5) bludgeoning damage plus 11 (2d10) poison damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Frog, Giant Poisonous Hunting

Giant Poisonous Hunting Frog

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	5 (-3)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Amphibious. The frog can breathe air and water.

Keen Smell. The frog has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The frog has advantage on an attack roll against a creature if at least one of the frog's allies is within 5 feet of the creature and the ally isn't incapacitated.

Standing Leap. The frog's long jump is up to 30 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The killer frog makes three attacks: one with its bite and two with its claws.

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Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage and 10 (3d6) poison damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Living Disease (Festering Lung)

A cloud rises before you like a dark smear in the air; the smell of death in its wake.

Festering Lung

Medium swarm, unaligned

Armor Class 15

Hit Points 72 (16d8)

Speed fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	10 (+0)	2 (-4)	10 (+0)	1 (-5)

Damage Vulnerabilities fire

Damage Resistances acid, cold, force, lightning, necrotic, poison, psychic, thunder; bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Detect Life. The living disease can magically sense the presence of living creatures up to 300 feet away that aren't undead or constructs. It knows the general direction they're in but not their exact location.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Actions

Festering Lung. The disease infects one creature in its space. The target must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured (undead and constructs automatically succeed). Every 4 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 10 (3d6) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Ooze, Ebon

The jet-black, loathsome mass is roughly spherical in shape. It slithers forward slowly with a wet slurping sound.

Ebon Ooze

Huge ooze, neutral evil

Armor Class 7

Hit Points 150 (12d12 + 72)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	7 (-2)	23 (+6)	8 (-1)	14 (+2)	3 (-4)

Damage Immunities acid, thunder

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft., passive Perception 12

Languages —

Challenge 6 (2,300 XP)

Amorphous. The ooze can move through a space as narrow as one inch without squeezing.

Negative Energy Affinity. An ebon ooze is healed by negative energy attacks and harmed by positive energy. When an ebon ooze is subjected to necrotic damage, instead of losing hit points, it heals a number of hit points equal to the damage dealt, up to its hit point maximum. Casting a healing spell on the ebon ooze inflicts an amount of damage equal to the number of hit points the spell would have healed.

Slimy Doom. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 10 (3d6) necrotic damage and must make a DC 15 Constitution saving throw. On a failure, the creature begins to bleed uncontrollably and has disadvantage on Constitution checks and Constitution saving throws. In addition, whenever the creature takes damage, it is stunned until the end of its next turn. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after three successful saving throws. The disease can also be cured by a *greater restoration* or *heal* spell.

Sunlight Sensitivity. While in sunlight, the ooze has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage and 18 (4d8) necrotic damage. The creature must succeed on a DC 15 Constitution saving throw or be infected with Slimy Doom (see above).

Phycomid

A small blob of decomposing matter covers the ground. Several small mushrooms sprout from the patch.

Phycomid

Small plant (fungus), unaligned

Armor Class 12 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	13 (+1)	2 (-4)	11 (+0)	1 (-5)

Skills Stealth +4

Damage Immunities fire, psychic

Condition Immunities frightened, prone, stunned, unconscious

Senses tremorsense 30 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Actions

Fluid Globule. *Ranged Weapon Attack:* +3 to hit, range 20 ft., one target. *Hit:* 7 (2d6) acid damage.

Debilitating Spores (3/Day). The phycomid ejects spores in a 10-foot radius. Each creature in this area must make a

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DC 13 Constitution saving throw. On a failure, the creature takes 10 (3d6) necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Ranan, Degenerate

A cross between a giant and a leprous toad, this beast lumbers forth, its lolling tongue searching for prey.

Degenerate Ranan

Huge monstrosity, chaotic evil

Armor Class 17

Hit Points 310 (20d12 + 180)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	6 (-2)	12 (+1)	25 (+7)

Saving Throws Dex +5, Int +3, Wis +6

Skills Acrobatics +5, Athletics +15, Perception +6

Damage Resistances cold, fire, thunder

Damage Immunities acid, lightning

Senses darkvision 120 ft., passive Perception 16

Languages Aquan, Ranan, telepathy 120 ft.

Challenge 16 (15,000 XP)

Amphibious. The ranan can breathe air and water.

Standing Leap. The ranan's long jump is up to 60 feet and its high jump is up to 30 feet, with or without a running start.

Actions

Multiattack. The ranan makes two attacks with its claws and one with its bite or its tongue.

Claws. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Bite. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the ranan, and takes 14 (4d6) acid damage at the start of each of the ranan's turns.

The ranan can swallow one creature at a time. If the ranan takes 60 damage or more during a single turn from a creature inside it, the ranan must succeed on a DC 19 Constitution saving throw at the end of its turn or disgorge all swallowed creatures, each of which falls prone within 20 feet of the ranan. If the ranan dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tongue. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage, and the target must succeed on a DC 23 Strength saving throw or be pulled up to 25 feet to an unoccupied space adjacent to the ranan. The ranan can make a bite attack against the creature as a bonus action.

Tendriculos

This plant's thick trunk is capped by a crown of wide leaves, whipping vines, mushrooms, and a ravenous purple maw.

Tendriculos

Huge plant, unaligned

Armor Class 13 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	18 (+4)	3 (-4)	8 (-1)	3 (-4)

Skills Perception +5, Stealth +5

Damage Immunities acid

Senses passive Perception 16

Languages understands Sylvan but cannot speak

Challenge 10 (5,900 XP)

Ambusher. In the first round of a combat, the tendriculos has advantage on attack rolls against any creature it has surprised.

False Appearance. While the tendriculos remains motionless, it is indistinguishable from a normal plant.

Siege Monster. The tendriculos deals double damage to objects and structures.

Surprise Attack. If the tendriculos surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Actions

Multiattack. The tendriculos makes three melee attacks: one with its bite and two with its tentacles.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside the tendriculos, and takes 14 (4d6) acid damage at the start of each of the tendriculos's turns.

The tendriculos can swallow one creature at a time. If the tendriculos takes 30 damage or more during a single turn from a creature inside it, the tendriculos must succeed on a DC 14 Constitution saving throw at the end of its turn or disgorge all swallowed creatures, each of which falls prone within 20 feet of the tendriculos. If the tendriculos dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage. If the target is Medium or smaller, it is grappled (escape DC 17) and restrained until the grapple ends. The tendriculos has two tentacles, each of which can grapple one target.

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Tsathar

This vile creature resembles an upright, humanoid frog with gray flesh and reddish-gold eyes. Its humanoid arms end in wicked claws.

Tsathar

Medium monstrosity, chaotic evil

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	10 (+0)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 11

Languages Abyssal, Tsathar

Challenge 1/2 (100 XP)

Amphibious. The tsathar can breathe air and water.

Keen Smell. The tsathar has advantage on Wisdom (Perception) checks that rely on smell.

Slimy. Tsathar continuously cover themselves with muck and slime. Creatures attempting to grapple a tsathar do so with disadvantage.

Standing Leap. The tsathar's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The tsathar makes two melee attacks: one with its bite and one with its claws, or one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be infected with a disease—a minuscule tsathar egg.

A humanoid host can carry only one tsathar egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a tsathar tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process.

If the disease is cured before the tadpole's emergence, the unborn tsathar is disintegrated.

Spear. *Melee Weapon Attack:* +3 to hit, reach 5 ft. or 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make the melee attack.

Tsathar Filth-Priest

Medium monstrosity, chaotic evil

Armor Class 18 (+2 studded leather)

Hit Points 165 (22d8 + 66)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	12 (+1)	20 (+5)	14 (+2)

Saving Throws Wis +9, Cha +6



Skills Acrobatics +7, Nature +5, Perception +9, Religion +9

Damage Resistances cold, poison

Senses darkvision 60 ft., passive Perception 19

Languages Abyssal, Common, Tsathar

Challenge 10 (7,200 XP)

Special Equipment. The tsathar filth-priest carries an unholy symbol of Tsathogga carved from soapstone, a +1 sickle, and wears +2 studded leather armor.

Amphibious. The tsathar can breathe air and water.

Fetid Shroud of the Frog God. The priest of Tsathogga is surrounded by a fetid, swirling shroud of foul corruption. At the start of each of the priest's turns, each creature within 5 feet of it takes 14 (4d6) poison damage. A creature that touches the priest or hits it with a melee attack while within 5 feet of it takes 14 (4d6) poison damage.

Fetid Strike. Once on each of the priest's turns when it hits a

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creature with a weapon attack, it can cause the attack to deal an extra 13 (3d8) poison damage to the target.

Frog God's Proxy. Tsathar filth-priests have advantage on Wisdom (Animal Handling) checks when dealing with frogs, toads, and other frog-like animals. Filth-priests also have advantage on Charisma checks when dealing with frog-like creatures of all types.

Keen Smell. The tsathar has advantage on Wisdom (Perception) checks that rely on smell.

Slimy. Tsathar continuously cover themselves with muck and slime. Creatures attempting to grapple the tsathar do so with disadvantage.

Standing Leap. The tsathar's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Spellcasting. The tsathar priest is a 9th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance, poison spray, resistance, thaumaturgy*

1st level (4 slots): *bane, bless, cure wounds, detect magic, inflict wounds, shield of faith*

2nd level (3 slots): *enhance ability, hold person, poison bolt*, silence*

3rd level (3 slots): *bestow curse, dispel magic, spirit guardians, stinking cloud*

4th level (3 slots): *death ward, freedom of movement, guardian of faith*

5th level (1 slot): *contagion, flame strike, insect plague*

Actions

Multiattack. The tsathar makes three attacks: one with its bite, one with its claws, and one with its sickle. It can make two attacks with its sickle instead of attacking with its claws.

+1 Sickle. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus 10 (3d6) poison damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with a disease—a minuscule tsathar egg.

A humanoid host can carry only one tsathar egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a tsathar tadpole. In the

24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn tsathar is disintegrated.

Tsathar Scourge-Master

Medium monstrosity, chaotic evil

Armor Class 17 (+1 studded leather, ring of protection)

Hit Points 171 (18d8 + 90)

Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Str +9, Con +9

Skills Acrobatics +6, Athletics +8, Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Abyssal, Tsathar

Challenge 11 (7,200 XP)

Special Equipment. The tsathar scourge-master carries an unholy symbol of Tsathogga carved from soapstone, a +2 scythe, and wears +1 studded leather armor and a ring of protection.

Amphibious. The tsathar can breathe air and water.

Brute. A melee weapon deals one extra die of its damage when the tsathar hits with it (included in the attack).

Reckless. At the start of its turn, the tsathar scourge-master can gain advantage on all melee weapon attack rolls that turn but attack rolls against it have advantage until the start of its next turn.

Keen Smell. The tsathar has advantage on Wisdom (Perception) checks that rely on smell.

Slimy. Tsathar continuously cover themselves with muck and slime. Creatures attempting to grapple the tsathar do so with disadvantage.

Standing Leap. The tsathar's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The tsathar makes three attacks: one with its bite and two with its scythe. It can attack with its claws in place of attacking with its scythe.

+2 Scythe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (2d12 + 7) slashing damage plus 10 (3d6) poison damage.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be infected with a disease—a minuscule tsathar egg.

A humanoid host can carry only one tsathar egg to term at a time. Over three months, the egg moves to the chest cavity, gestates, and forms a tsathar tadpole. In the 24-hour period before giving birth, the host starts to feel unwell, its speed is halved, and it has disadvantage on attack rolls, ability checks, and saving throws. At birth, the tadpole chews its way through vital organs and out of the host's chest in 1 round, killing the host in the process. If the disease is cured before the tadpole's emergence, the unborn tsathar is disintegrated.

New Spell

Poison Bolt

2nd-level evocation

Casting Time: 1 action

Components: V, S

Duration: Instantaneous

You create three bolts of poison and hurl them at targets within range. You can hurl them at one target or several.

Make a ranged spell attack for each bolt. On a hit, the target takes 2d6 poison damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional bolt for each slot level above second.

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Tsathogga, the Frog God

This massive creature appears to be a gigantic frog no less than 60 feet long. Its body is covered with warts and sores, and each oozes putrid, yellowish mucus. Its eyes are red and glow with an inherent evil. The creature's massive mouth sports rows of sharpened teeth, each at least as long as a sword.

This foul frog-demon cares less about the machinations of men and power than he does about obliterating light and life with the slow oozing sickness and decay that he represents. He is the viscous dark evil bubbling up from beneath the surface, the foul corruption at the heart of the earth. Tsathogga makes his home on both Tarterus and the Abyss, spending equal amounts of time in both places. His lair is a vast swamp of filth deposited by the River Styx as it flows between the two planes.

Tsathogga's main form is of a colossally bloated humanoid frog with spindly, elongated limbs and fingers. His corpulent body exudes all manner of foul oils and fluids, which leak into the vile swamp in which he lies. He has positioned himself so that all of the slime and filth from the River Styx feeds into his gaping, toothy maw. He rarely moves and rarely speaks other than to emit an unintelligible shrieking. Tsathogga thoughtlessly commands a host of evil creatures, notably his own vile frog race, the tsathar.

Tsathogga is 60 feet long and 40 feet tall. He weighs about 200 tons. Tsathogga prefers to avoid direct combat simply because he usually has better things to do than waste time killing the latest group of would-be demon killers. If threatened or attacked, he usually summons his minions to battle his opponents. If Tsathogga does enter combat, he almost always begins by striking the nearest opponent with his tongue, pulling that foe in and swallowing him. If he is near the muck and filth that permeates his home plane, he likes to dive or bury himself underneath it so if a swallowed opponent does manage to cut his way out of Tsathogga's gullet, he usually drowns or suffocates before he sees daylight again.

Servants of Tsathogga

Followers of Tsathogga are the tsathar and some few evil and vile humans or giants. He has few other worshippers, though it is rumored that an evil cult of sahuagin worships him on the Material Plane. Devout followers of Tsathogga are called Lords of the Gaping Maw and must sign a pact of evil with Tsathogga.

Tsathogga

Gargantuan fiend (demon), chaotic evil

Armor Class 20 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	15 (+2)	28 (+9)	19 (+4)	18 (+4)	23 (+6)

Saving Throws Dex +12, Con +19, Wis +14, Cha +16

Skills Arcana +14, Insight +14, Perception +24, Survival +14

Damage Resistances cold, fire

Damage Immunities acid, lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 34

Languages Aquan, Abyssal, Common, Giant, Infernal, Terran, telepathy 120 ft.

Challenge 35 (330,000 XP)

Acidic Hide. A creature that touches Tsathogga or hits it with a melee attack while within 10 feet of it takes 35 (10d6) acid damage. Any nonmagical weapon made of metal or wood that hits Tsathogga instantly dissolves before dealing damage.

Amphibious. Tsathogga can breathe both water and air.

Innate Spellcasting. Tsathogga's innate spellcasting ability is Charisma (spell save DC 24, +16 to hit with spell attacks).

At will: *acid arrow* (as the 5th level spell), *bane*, *blindness/deafness*, *blight*, *command*, *detect magic*, *fog cloud*, *grease*, *inflict wounds* (as the 5th level spell)

7/day each: *antilife shell*, *circle of death*, *cloudkill*, *contagion*, *counterspell*, *dispel magic*, *dominate beast*, *dominate person*, *earthquake*

3/day each: *geas*, *harm*

1/day each: *control weather*, *power word kill*, *storm of vengeance*, *wish*

Legendary Resistance (3/Day). If Tsathogga fails a saving throw, it can choose to succeed instead.

Magic Resistance. Tsathogga has advantage on saving throws against spells and other magical effects.

Magic Weapons. Tsathogga's weapon attacks are magical.

Unholy Aura. An unholy aura surrounds Tsathogga out to a radius of 40 feet. A creature who enters or begins their turn in the area must make a DC 20 Wisdom saving throw. On a failed saving throw, the target is frightened for 1 minute. While frightened, they are paralyzed. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Actions

Multiattack. Tsathogga uses its Blasphemous Croak ability, then uses his tongue attack. If there is a creature within range, it can then use its bite attack and two claw attacks.

Bite. Up to three targets of Huge size or smaller within 10 feet of Tsathogga must make a DC 27 Dexterity saving throw. On a successful saving throw, they



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take 44 (10d6 + 9) piercing damage, plus 35 (10d6) acid damage, and is grappled. On a failed saving throw, the target is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside of Tsathogga, and it takes 56 (16d6) acid damage at the start of each of Tsathogga's turns. If Tsathogga takes 50 damage or more on a single turn from a creature inside it, Tsathogga must succeed on a DC 25 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space with 10 feet of Tsathogga. If Tsathogga dies, a swallowed creature is no longer restrained by it and can escape from the corpse using all of its movement.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 40 (9d6 + 9) slashing damage plus 35 (10d6) acid damage.

Tongue. Tsathogga chooses one creature that it can see within 40 feet of it. That target must make a DC 28 Dexterity saving throw. On a failed saving throw, the target takes 37 (8d6 + 9) bludgeoning damage plus 35 (10d6) acid damage and is grappled. Tsathogga can use a bonus action to pull a creature grappled by it up to 40 feet towards him.

Blasphemous Croak. Tsathogga utters a blasphemous croak audible to all creatures within 300 feet of it. The targets must make a DC 24 Wisdom saving throw. On a failed saving throw, the target takes 28 (8d6) necrotic damage and 28 (8d6) thunder damage and is stunned for 1 minute. On a successful saving throw, the target takes half damage and is not stunned. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Summon (1/Day). Tsathogga summons 2d6 **hezrous**, 2d4 **greuors**, 1 **nalfeshnee**, or 1 **balor**. The summoned demon appears in an unoccupied space within 60 feet of Tsathogga but can't summon other demons. It remains for 1 minute, until it or Tsathogga is slain, or until Tsathogga takes an action to dismiss it.

Teleport. Tsathogga magically teleports to the egg-mass (**Area 5**).

Legendary Actions

Tsathogga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Tsathogga regains spent legendary actions at the start of its turn.

Refract Tongue. Tsathogga can pull one creature grappled by its tongue attack 40 feet towards it.

Quake. Tsathogga causes the area around it to violently shake in a radius of 100 feet. Creatures in the area must make a DC 24 Dexterity saving throw or fall prone. Until Tsathogga's next turn, the ground continues shaking, and creatures must repeat the saving throw to rise from prone.

Seeping Darkness (Costs 2 Actions). Magical darkness fills the area surrounding Tsathogga out to a distance of 50 feet. The darkness spreads around corners, douses any nonmagical lights, and any light-producing spell of 6th level or lower is immediately dispelled. The magical darkness remains for 1 hour, or until Tsathogga uses an action to dismiss it.

Lair Actions

On initiative count 20 (losing initiative ties), Tsathogga takes a lair action to cause one of the following magical effects.

- Tsathogga chooses an area of swamp that it can see within 120 feet of it. The area can be no larger than a 30-foot cube. Creatures in the area must make a DC 24

Strength saving throw. On a failed saving throw, the target takes 21 (6d6) acid damage and is grappled (escape DC 24). On a successful saving throw, the target takes half damage and is not grappled. On the next initiative count 20, the target takes an additional 21 (6d6) acid damage if it is still grappled by this lair action.

- Tsathogga causes 7 (2d6) **insect swarms** to converge on an area of Tsathogga's choosing that it can see.
- Tsathogga causes swamp mist to rise. This acts as if Tsathogga had cast the *fog cloud* spell as a 9th level spell. Tsathogga does not need to maintain concentration on this effect.

Weird, Ooze

Ooze Weird

Large elemental, chaotic evil

Armor Class 14 (natural armor)

Hit Points 90 (12d10 + 24)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)	10 (+0)

Skills Perception +6, Stealth +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, poisoned, restrained, prone, unconscious

Senses darkvision 60 ft., passive Perception 16

Languages Aquan

Challenge 4 (1,100 XP)

Ambusher. In the first round of a combat, the weird has advantage on attack rolls against any creature it has surprised.

Regeneration. The weird regains 10 hit points at the start of its turn if it has at least 1 hit point and is touching mud, ooze, or water. If the weird takes fire or lightning damage, this trait doesn't function at the start of the weird's next turn.

Surprise Attack. If the weird surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Transparency The weird is completely invisible while fully submerged in mud, ooze, or water.

Actions

Multiattack. The weird makes two attacks: one with its bite and one to constrict

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute.

Constrict. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 14) and pulled 10 feet toward the weird. Until this grapple ends, the target is restrained, the weird tries to drown it, and the weird can't constrict another target.

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