

Against Tsathogga



By Skeeter Green

Pathfinder
ROLEPLAYING GAME COMPATIBLE



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Table of Contents

Introduction	p. 4
Adventure	p. 5
Appendix.....	p. II
Legal Appendix	p. I3

Against Tsathogga

By Skeeter Green

Introduction

Against Tsathogga is a short, high level adventure designed to allow the GM 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 PCs of level 16+. Don't kid yourself; the PCs 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 PCs long enough for the Ranan to finish his summoning. The PCs shouldn't be able to stop the summoning, but if they do, that is up to you as a GM how to proceed. You got this module to use Tsathogga, so you might as well fudge to let the PCs 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 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 surround 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 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 PCs 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 PCs. 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.

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 with a Move of 30 ft. is 6 miles per day (20 ft. move is 4 miles). If the PCs 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 lizardfolk, giant alligators, families of black dragons and much, much worse (GMs 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 PCs (the native denizens know the top of the food pyramid are the tsathar, and don't attack bipeds). At the PCs 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 PCs spend time traveling the swamp and do not have some form of protection, every evening have all the PCs roll a DC 20 Fortitude save. Failure indicates contraction of a virulent strain of bog rot from bug bites that may cause more trouble than it first seems. Additionally, spellcasters must make one DC 20 Will save each night or be unable to sleep through

AGAINST TSATHOGGA

the constant buzzing and droning of the insects (this effect is unique to the Ranan Tumulus marshlands).

TSATHOGGAN BOG ROT

Type disease, contact; **Save** Fortitude DC 20

Onset 1 day; **Frequency** 1/day

Effect 1d6 Str, Dex, Con, or Cha (determine randomly using 1d4) damage; **Cure** see below

Creatures afflicted with Tsathoggan bog rot 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 reaches Constitution 0 (and dies) or receives a remove disease spell (cast by a 16th level or higher cleric of good alignment) or similar magic. The disease returns one day after healing as long as the infected stays in the swamp. The save DC is Charisma-based.

Ranan Tumulus

Deep in the swamp the PCs 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 (DC 20 Climb check to ascend).

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 PC not actively doing something to take their mind off the stink of the place must make a DC 15 Fortitude save or gain the sickened condition (even dwarves and half-orcs; it's that bad).

Circling the mound shows two obvious entrances; due south PCs 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.

EBON OOZE **CR 6**

XP 2,400

hp 100 (*The Tome of Horrors IV* 176)

FETID SPORE MOUND **CR 9**

XP 6,400

hp 90 (*Pathfinder Adventure Path 46: Wake of the Watcher*; see the **Appendix**)

LIVING DISEASE FESTERING LUNG **CR 10**

XP 9,600

hp 52 (*The Tome of Horrors IV* 148)

OOZE WEIRD **CR 4**

XP 1,200

hp 51 (*The Tome of Horrors IV* 247)

PHYCOMID **CR 4**

XP 1,200

hp 25 (*The Tome of Horrors Complete* 476)

TENDRICULOS **CR 6**

XP 2,400

hp 76 (*Pathfinder Roleplaying Games Bestiary 2*)

Ranan Tumulus

Difficulty Level: 16+

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

Detections: Strong chaos and evil 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 Law* spell affecting all inhabitants. Any beings of Lawful alignment also suffer a *doom* effect (DC 20 Will save to negate, check each hour in the Tumulus).

Shielding: Once inside the confines of the Ranan Tumulus, teleportation and plane shifting 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 and *feather fall* 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 GM 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 or surface dwelling humanoids, while 50% is poisonous to the same (DC 20 Fortitude save or take 1d6 Con damage per round for 1d6 rounds). A DC 25 Knowledge (dungeoneering or nature) or Survival check allows PCs to determine which are edible. (Gnomes and other underground creatures gain a +2 bonus to their checks.) 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 PCs travel in the Tumulus, they must make a successful DC 18 Fortitude save or contract malaria.

MALARIA

Type disease, injury; **Save** Fortitude DC 18

Onset 1d3 days; **Frequency** 1/day

Effect 1d3 Str damage and 1d3 Con damage and target is fatigued; **Cure** 2 consecutive saves.

Pathfinder Chronicles: Heart of the Jungle. Copyright 2010, Paizo Publishing, LLC; Authors: Tim Hitchcock, Jason Nelson, Amber Scott, Chris Self, and Todd Stewart.

Wandering Monsters: While most intelligent, non-batrachian creatures avoid the Ranan Tumulus, a few native molds and plants have gained enough sentience through proximity to become a hazard to travelers. Roll a wandering monster check on 1d20 once per hour:

1 1d6 Shambling Mounds

2 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

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.). PCs 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

I. The Maw of Tsathogga

The main entrance to the Ranan Tumulus is a gigantic cavern, 50 ft. tall and 150 ft. wide. Leading up out of the slurping mud and filth of the swamp, the PCs 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 ft. from the entrance to the back edge of the cavern, low-light vision 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 PCs 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 (DC 15 Acrobatics check to move at full speed; +2 circumstance bonus if moving half-speed). 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 PCs may make a DC 20 Knowledge (dungeoneering) check to determine that the tunnel is following the perimeter of the mound, and descending sharply. After travelling roughly 1000 ft. (dwarves and other PCs with Knowledge [dungeoneering] may make a check at DC 20; if successful, the character determines they have descended approximately 250 ft. below the surface), the passage begins to widen, and eventually opens to a hideous spectacle.

If the PCs 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 ft. in height, and the pool is easily 300 ft. 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 PCs may have seen previously if they navigated around the exterior of the mound. The mouth of that cave is 30 ft. wide and 20 ft. tall, but is filled to a depth of 15 ft. with muck and sludge. It requires a DC 25 Swim 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 the GM chooses to throw a few encounters the PCs way, so be it!). The real danger is the pond, which the PCs must enter to proceed (the passage to **Area 3** is under 20 ft. of pond water, and requires a DC 30 Perception check to notice through the scum and brackish water). The pond is filled with disease; immediately upon entering the water, PCs must make a DC 25 Fortitude save or be struck with **Tarteran Virus**, a magical disease that affects any non-batrachian that touches the scummy pond.

TARTERAN VIRUS

Type disease, contact; **Save** Fortitude DC 25

Onset immediate; **Frequency** 1/6 hours

Effect 1d4 Cha, Con, and Int damage; target must make a second Fort save or 1 point of the damage each is drain instead; **Cure** 2 consecutive saves

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 1 ft. deep puddles of disgusting frog ichor. A DC 25 Acrobatics check is required for the PCs to keep their footing, and spells such as spider climb and the like do not seem to function in these particular areas. Any PC failing to keep their footing falls to the ground and slides into the puddles, becoming soaked with a **vile brew of poisonous frog excretions** (DC 26 Fortitude save negates) that drains the victim’s strength to the point of nothingness.

POISONOUS FROG EXCREMENT

Type poison (contact); **Save** Fortitude DC 26

Frequency 1/round for 6 rounds

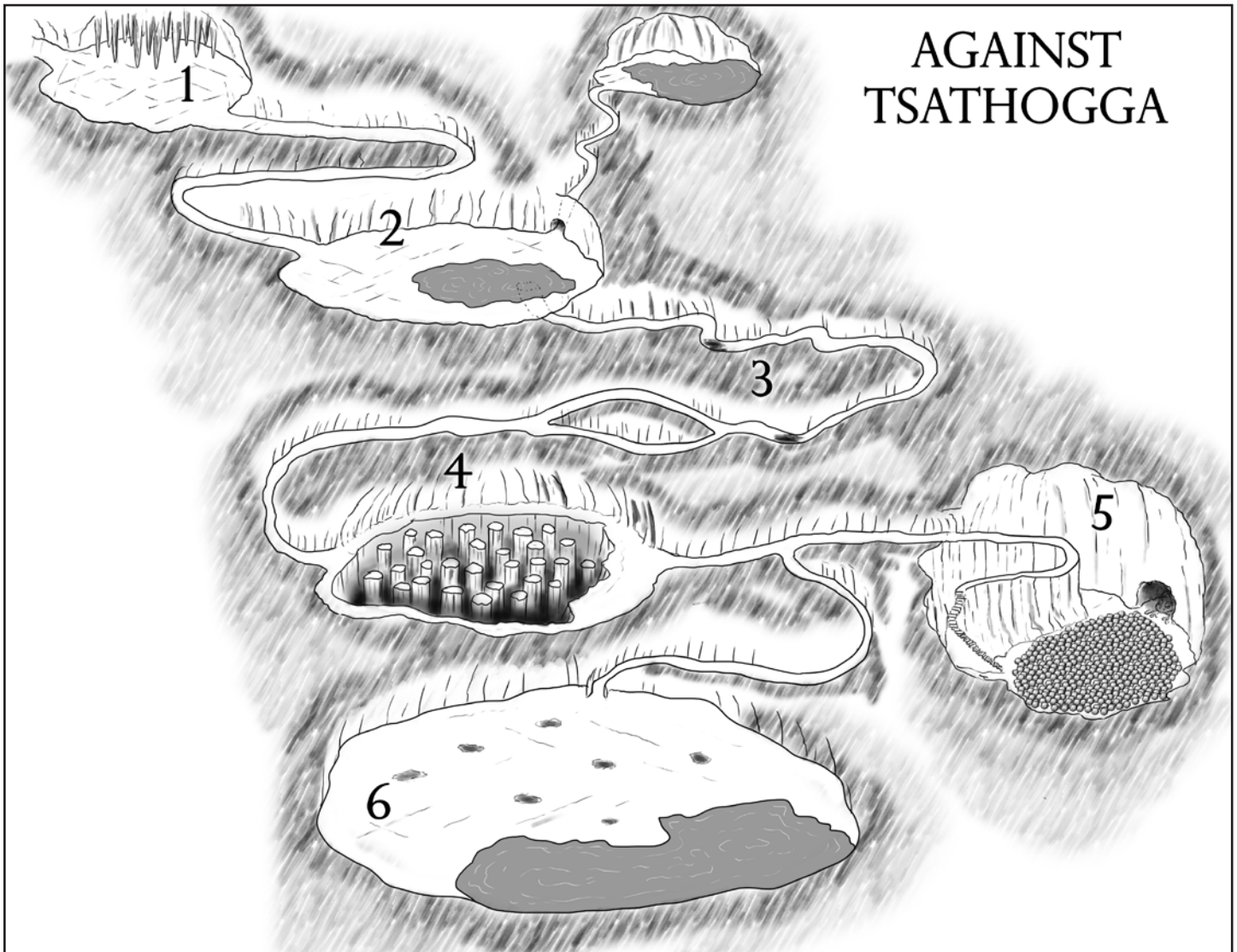
Effect 1d6 Str damage

4. A Hopping Bad Day

Entering this cavern, the PCs 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 ft., 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 (all magical light is reduced by 1 step in illumination).

Looking out across the vast scene, the PCs can make out what appears to be a 10 ft. diameter stone platform 20 ft. away. There is no bridge, or obvious means to reach the platform. PCs with low-light vision or 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 DC 25 Perception check allows the character to see other platforms beyond the first, in what seems to be a stepping-stone-like pathway over oblivion.

If the PCs 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; PCs must make a successful DC 20 Acrobatics check to maintain their balance while running (if they choose to make a running long jump) and then another successful DC 20 Acrobatics check to make the leap. Once the PCs reach the platform, they find out it is covered in slime, ooze and other disgusting filth. An additional DC 20 Acrobatics



AGAINST
TSATHOGGA

check 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 DC 30 Fortitude save or suffer a broken back, -12 to Dex, -6 to Str and Con, can only be cured by a heal spell or more powerful magic). If PCs do end up in the water at the bottom of the cavern, they must make a DC 20 Fortitude save each round, or the icy necromantic flow drains Strength at the rate of one point per minute, similar to the touch of a shadow.

The most direct path the PCs 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 (CR 16)

The first thing the PCs 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 ft 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. A narrow, winding natural staircase descends 100 ft. 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 200 ft. 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 PCs 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 extremely emaciated and in poor condition. Six of the decrepit creatures are working the pool area.

If the PCs 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.

TSATHAR SLAVES (6)

CR 3

XP 800

Male tsathar

The Tome of Horrors Complete 616

CE Medium monstrous humanoid (aquatic)

Init +1; **Senses** darkvision 90 ft., scent; **Perception** +6

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 7 (2d10-4)

Fort -2; **Ref** +4; **Will** +2

AGAINST TSATHOGGA

Weakness light blindness

Speed 30 ft., swim 30 ft.

Melee bite +1 (1d4-1) and 2 claws +1 (1d6-1)

Str 9, **Dex** 13, **Con** 6, **Int** 9, **Wis** 8, **Cha** 6

Base Atk +2; CMB +1; CMD 12

Feats Endurance, Skill Focus (Perception)

Skills Acrobatics +2 (+26 high jumping, +14 long jumping), Climb +3, Escape Artist +13, Perception +6, Stealth +5, Swim +12 (+16 to resist nonlethal damage from exhaustion)

Languages Abyssal, Tsathar

SQ amphibious, implant, slimy

CUSTODIAN OF TSATHOGGA

CR 15

XP 51,200

hp 231 (see the Appendix)

Tactics: The Custodian attempts to use its mental domination ability to enslave the PCs 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 to disable spellcasters. It fights to the death to protect the egg-mass.



+4 natural)

hp 97 (2d10+6 plus 9d8+27 plus 9)

Fort +11; **Ref** +9; **Will** +14

Resist cold 10

Weakness light blindness

6. The Unholy Cesspool (CR Varies, 20 or 30)

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 PCs fail to stop the summoning ritual. PCs 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 PCs in the room must make a DC 15 Fortitude save *each round*, or be sickened.

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.

TSATHAR FILTH-PRIESTS (2)

CR 10

XP 9,600

Male tsathar filth-priest of Tsathogga 9 (*The Tome of Horrors Complete* 616; see the Appendix)

CE Medium monstrous humanoid (aquatic)

Init +3; **Senses** darkvision 90 ft., scent; **Perception** +14

Aura evil

AC 23, touch 14, flat-footed 19 (+5 armor, +3 Dex, +1 dodge,

Speed 20 ft., swim 30 ft.

Melee +1 *unholy sickle* +12/+7 (1d6+4) or bite +11 (1d4+3) and 2 claws +11 (1d6+3)

Special Attacks aura of destruction +4 (9 rounds/day), channel negative energy 7/day (5d6, DC 16), destructive smite 8/day +4 (+4), summon hydrodaemon (1/day), touch of filth 9/day (DC 19)

Domain Spell-Like Abilities (CL 9th; ranged touch +11): 8/day—*icicle*

Spells Prepared (CL 9th; melee touch +11, ranged touch +11):

5th—*ice storm*^D, *mass cure light wounds*, *slay living* (DC 20)
4th—*aura of doom*, *blessing of fervor* (DC 19)*, *inflict critical wounds*^D (DC 19), *plague carrier* (DC 19)**

3rd—*cure serious wounds*, *invisibility purge*, *prayer*, *rage*^D, *remove blindness/deafness*

2nd—*bear's endurance*, *hold person* (DC 17), *resist energy*, *shatter*^D (DC 17), *silence* (DC 17), *spiritual weapon*

1st—*bane* (DC 16), *bless*, *divine favor*, *protection from good*, *obscuring mist*^D, *ray of sickening* (DC 16)** , *shield of faith*

0 (at will)—*bleed* (DC 15), *create water*, *detect magic*, *resistance*

D Domain Domains Destruction, Water

Str 16, **Dex** 17, **Con** 16, **Int** 12, **Wis** 20, **Cha** 14

Base Atk +8; **CMB** +11; **CMD** 25 (37 vs. grapple)

Feats Channel Smite, Combat Casting, Dodge, Extra Channel, Great Fortitude, Selective Channeling, Skill Focus (Knowledge [religion]), Skill Focus (Perception)

Skills Acrobatics +4 (+28 high jumping, +16 long jumping), Climb +1, Diplomacy +2 (+4 when dealing with frog-like outsiders), Escape Artist +14, Fly +1, Handle Animal +8 (+12 when dealing with frogs, toads and any frog-like animal.), Intimidate +9, Knowledge (arcana) +5, Knowledge (nature) +2, Knowledge (religion) +20, Perception +14, Ride +1, Sense Motive +9, Spellcraft +8, Stealth +1, Survival +9, Swim +17;

Racial Modifiers +12 Escape Artist

Languages Abyssal, Common, Tsathar

SQ amphibious, frog god's proxy, implant, slimy

Combat Gear *potion of barkskin* +3, *potion of cure moderate wounds*, *wand of unholy blight*, 2 *potions of*

AGAINST TSATHOGGA

foul water[&]; **Other Gear** +1 light fortification hide armor, +1 unholy sickle, ring of protection +2, soapstone unholy symbol of Tsathogga.

Frog God's Proxy (Su) All batrachian beings recognize the Filth-Priest as a conduit to the Frog God. At 3rd level Filth-Priests add a +4 bonus to Handle Animal checks made when dealing with frogs, toads, and any frog-like animal. The Filth-Priest further gains a +2 bonus to Diplomacy when dealing with frog-like outsiders (hydrodaemons, greuor demons, hezrous demons, etc.)

Touch of Filth (Su) At 9th level, once per day per level, the Filth-Priest may make a melee touch attack to deal 1d4 points of Charisma damage to a target (Fortitude save for half damage). If the target is reduced to 0 Charisma or less, they die, dissolving into a pile of retch and filth. The save DC is Wisdom-based. ^{*}*Pathfinder Roleplaying Game Advanced Player's Guide* ^{**}*Pathfinder Roleplaying Game Ultimate Magic* [&]Frog God Games Rappan Athuk

TSATHAR FILTH-PRIEST SKIRMISHER

CR 10

XP 9,600

Male tsathar filth-priest of Tsathogga 9 (*The Tome of Horrors Complete* 616; see the **Appendix**)

CE Medium monstrous humanoid (aquatic)

Init +7; **Senses** darkvision 90 ft., scent; **Perception** +15

Aura evil

AC 21, touch 13, flat-footed 18 (+4 armor, +3 Dex, +4 natural)

hp 107 (2d10+8 plus 9d8+36 plus 9)

Fort +10; **Ref** +9; **Will** +16

Resist cold 10

Weakness light blindness

Speed 30 ft., swim 30 ft.

Melee +1 keen sickle +12/+7 (1d6+4/19–20) or bite +11 (1d4+3) and 2 claws+11 (1d6+3)

Special Attacks aura of destruction +4 (9 rounds/day), channel negative energy 8/day (5d6, DC 19), destructive smite 8/day (+4), summon hydrodaemon (1/day), touch of filth 9/day (DC 19)

Domain Spell-Like Abilities (CL 9th; ranged touch +11): 8/day—*icicle*

Spells Prepared (CL 9th; melee touch +11, ranged touch +11):

5th—*ice storm*^D, *slay living* (DC 20), *wall of stone* (DC 20)

4th—*inflict critical wounds* (DC 19)^D, *spit venom*^{**} (DC 19), *terrible remorse*^{**} (DC 19), *unholy blight* (DC 19)

3rd—*blindness/deafness* (DC 18) x2, *invisibility purge*, *rage*^D, *summon monster III*

2nd—*dread bolt*^{**} (DC 17) x4, *fog cloud*^D, *hold person* (DC 17)

1st—*bane* (DC 16), *decompose corpse* (DC 16), *obscuring mist*^D, *ray of sickening* (DC 16), *summon monster I* x3

0 (at will)—*create water*, *detect magic*, *resistance*, *virtue*

D Domain Domains Destruction, Water

Str 16, **Dex** 17, **Con** 18, **Int** 14, **Wis** 21, **Cha** 16

Base Atk +8; **CMB** +11; **CMD** 24 (36 vs. grapple)

Feats Channel Smite, Extra Channel, Improved Channel, Improved Initiative, Iron Will, Selective Channeling, Skill Focus (Knowledge [religion]), Skill Focus (Perception)

Skills Acrobatics +9 (+33 high jumping, +21 long jumping), Climb +7, Diplomacy +3 (+5 when dealing with frog-like outsiders), Escape Artist +16, Handle Animal +8 (+12 when dealing with frogs, toads and any frog-like animal.), Intimidate +10, Knowledge (arcana) +8, Knowledge (dungeoneering) +4, Knowledge (nature) +3, Knowledge (planes) +8, Knowledge (religion) +16, Perception +15, Sense Motive +9, Spellcraft +15, Stealth +7, Swim +15; **Racial**

Modifiers +12 Escape Artist, the frog god's proxy

Languages Abyssal, Aquan, Common, Tsathar

SQ amphibious, frog god's proxy, implant, slimy

Combat Gear *potion of cure light wounds*, *wand of unholy blight*, 2 *potions of foul water*[&]; **Other Gear** +1 studded leather armor, +1 keen sickle, wooden unholy symbol of Tsathogga

Frog God's Proxy (Su): All batrachian beings recognize the Filth-Priest as a conduit to the Frog God. At 3rd level Filth-Priests add a +4 bonus to Handle Animal checks made when dealing with frogs, toads, and any frog-like animal. The Filth-Priest further gains a +2 bonus to Diplomacy when dealing with frog-like outsiders (hydrodaemons, greuor demons, hezrous demons, etc.)

Touch of Filth (Su) At 9th level, once per day per level, the Filth-Priest may make a melee touch attack to deal 1d4 points of Charisma damage to a target (Fortitude save for half damage). If the target is reduced to 0 Charisma or less, they die, dissolving into a pile of retch and filth. The save DC is Wisdom-based.

^{**}*Pathfinder Roleplaying Game Ultimate Magic*

[&]Frog God Games Rappan Athuk

TSATHAR FILTH PRIEST DISPELLER

CR 11

XP 12,800

Male tsathar filth-priest of Tsathogga 10 (*The Tome of Horrors Complete* 616; see the **Appendix**)

CE Medium monstrous humanoid (aquatic)

Init +8; **Senses** darkvision 90 ft., scent; **Perception** +15

Aura evil

AC 22, touch 14, flat-footed 18 (+4 armor, +4 Dex, +4 natural)

hp 104 (2d10+6 plus 10d8+60 plus 10)

Fort +10; **Ref** +10; **Will** +17

Resist cold 10

Weakness light blindness

Speed 30 ft., swim 30 ft.

Melee +1 keen sickle +11/+6 (1d6+2/19–20) and bite +10 (1d4+1) and 2 claws +10 (1d6+1)

Special Attacks aura of destruction +5 (10 rounds/day), channel negative energy 10/day (5d6, DC 22), destructive smite 8/day (+5), summon hydrodaemon (1/day), touch of filth (10/day) (DC 20)

Domain Spell-Like Abilities (CL 10th; ranged touch +13): 8/day—*icicle*

Spells Prepared (CL 10th; melee touch +10, ranged touch +13):

5th—*break enchantment* (DC 20) x2, *dispel good* (DC 20), *ice storm*^D

4th—*control summoned creature*^{**} (DC 19), *inflict critical wounds* (DC 19)^D, *freedom of movement*, *spell immunity* x2

3rd—*dispel magic* x4, *rage*^D

2nd—*calm emotions* (DC 17) x2, *darkness*, *fog cloud*^D, *dread bolt* (DC 17) x2

1st—*cure light wounds*, *obscuring mist*^D, *obscuring mist* x2, *protection from law*, *protection from good*, *sanctuary* (DC 16)

0 (at will)—*create water*, *detect magic*, *resistance*, *virtue*

D Domain Domains Destruction, Water

Str 12, **Dex** 18, **Con** 17, **Int** 15, **Wis** 20, **Cha** 20

Base Atk +9; **CMB** +10; **CMD** 24 (36 vs. grapple)

Feats Channel Smite, Extra Channel, Improved Channel, Improved Initiative, Iron Will, Selective Channeling, Skill Focus (Knowledge [religion]), Skill Focus (Perception)

Skills Acrobatics +10 (+34 high jumping, +22 long jumping), Climb +5, Diplomacy +5 (+7 when dealing with frog-like outsiders), Escape Artist +17, Handle Animal +10 (+14

AGAINST TSATHOGGA

when dealing with frogs, toads and any frog-like animal.), Intimidate +12, Knowledge (arcana) +8, Knowledge (dungeoneering) +4, Knowledge (nature) +3, Knowledge (planes) +8, Knowledge (religion) +21, Perception +15, Sense Motive +9, Spellcraft +17, Stealth +8, Swim +13; **Racial Modifiers** +12 Escape Artist, the frog god's proxy
Languages Abyssal, Aquan, Common, Tsathar
SQ amphibious, frog god's proxy, implant, slimy
Combat Gear *potion of cure light wounds, rod of negation, staff of size alteration, 2 potions of foul water*; **Other Gear** +1 *studded leather armor, +1 keen sickle, wooden unholy symbol of Tsathogga*

Frog God's Proxy (Su): All batrachian beings recognize the Filth-Priest as a conduit to the Frog God. At 3rd level Filth-Priests add a +4 bonus to Handle Animal checks made when dealing with frogs, toads, and any frog-like animal. The Filth-Priest further gains a +2 bonus to Diplomacy when dealing with frog-like outsiders (hydrodaemons, grevur demons, hezrous demons, etc.)

Touch of Filth (Su) At 9th level, once per day per level, the Filth-Priest may make a melee touch attack to deal 1d4 points of Charisma damage to a target (Fortitude save for half damage). If the target is reduced to 0 Charisma or less, they die, dissolving into a pile of retch and filth. The save DC is Wisdom-based.

**Pathfinder Roleplaying Game Ultimate Magic*
**Frog God Games Rappan Athuk*

TSATHAR SCOURGE-MASTERS (10; raging) CR 8 XP 4,800

Male tsathar scourge barbarian 6 (*The Tome of Horrors Complete* 617)

CE Medium monstrous humanoid (aquatic)

Init +7; **Senses** darkvision 90 ft., scent; **Perception** +15

AC 26, touch 15, flat-footed 23 (+4 armor, +2 deflection, +3 Dex, +7 natural)

hp 127 (6d12+30 plus 4d10+20 plus 16)

Fort +11; **Ref** +9; **Will** +8

Defensive Abilities improved uncanny dodge, slimy, trap sense +2

Weakness light blindness

Speed 40 ft., swim 30 ft.

Melee +1 *wounding sickle* +17/+12 (1d6+7) or bite +16 (1d4+6) and 2 claws +16 (1d6+6)

Special Attacks rage (25 rounds/day), rage powers (no escape, raging leaper +6, strength surge +6)

Str 22, **Dex** 16, **Con** 20, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +10; **CMB** +16; **CMD** 31 (43 vs. grapple)

Feats Diehard, Endurance, Extra Rage, Improved Initiative, Skill Focus (Perception), Toughness

Skills Acrobatics +16 (+40 high jumping, +28 long jumping, +22 to jump while raging, +20 jump), Climb +11, Escape Artist +31, Handle Animal +7 (+15 when handling amphibians), Intimidate +14, Perception +15, Stealth +9, Swim +21 (+25 to resist nonlethal damage from exhaustion); **Racial Modifiers** +12 Escape Artist

Languages Abyssal, Tsathar

SQ amphibious, fast movement +10, implant

Combat Gear 2 *potions of barkskin* +5, 3 *potions of bear's endurance*, 3 *potions of cure serious wounds*; **Other Gear** +1 *glamered, greater slick studded leather armor, +1 wounding sickle, amulet of natural armor* +3, *belt of physical might* (Str & Con +2; included above), *ring of protection* +2, silver unholy symbol of Tsathogga

GIANT POISONOUS FROGS (20)

N Large animal

Init +6; **Senses** low-light vision, scent; **Perception** +6

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 50 (4d8+28)

Fort +11; **Ref** +8; **Will** +2

Speed 40 ft., swim 40 ft.

Melee bite +8 (1d8+6 plus grab plus poison)

Ranged tongue +8 (grab and pull)

Space 10 ft.; **Reach** 10 ft.

Special Attacks poison (DC 19), pull, swallow whole (1d8+6, AC 12, 2 hp)

Str 23, **Dex** 15, **Con** 24, **Int** 1, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +10 (+14 to grapple); **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Lightning Reflexes

Skills Acrobatics +11 (+15 jumping), Fly +0, Perception +6, Swim +14; **Racial Modifiers** +4 Acrobatics

Poison (Ex) Bite—Injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.

RANAN, DEGENERATE CR 20

XP 307,200

hp 495 (see the Appendix)

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. Two of the priests use *bless* and *prayer* to buoy the scourge-masters, while one priest focuses on dispelling the PCs' magic. 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 200 hp 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 CR 30

XP 1,638,400

hp 861 (*The Tome of Horrors Complete* 190)

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 ft 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 deafening croak (*blasphemous croak*; DC 24 Will save, CL 30th), affecting any good PCs near the entrance of the cavern. In the second round, Tsathogga summons 4 frogmoths to battle the party, and exudes his *seeping darkness* to conceal himself. In the third–fifth rounds, the Frog God summons 1d4 mariliths, then 1d2 balors, and finally 3d4 grevuros to his aid, if needed. Should the party survive into the sixth round, Tsathogga makes use of *blasphemy* (at will, DC 24, CL 30th), *wail of the banshee* (1/day, DC 25, CL 20th), *horrid wilting* (1/day, DC 24, CL 20th), *acid fog* (1/day, CL 20th), *circle of death* (1/day, DC 22, CL 20th), *acid cone* (as *cone of cold* but acid damage, at will, DC 22, CL 20th) and *disintegrate* (1/day, DC 22, CL 20th). Tsathogga will not disintegrate good 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 40 ft 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 PCs 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 *greater teleport* to transfer itself to the egg-mass (Area 5). When fully encased in the egg-mass, Tsathogga gains fast healing 20. This act drains the tsathar in the egg-mass, but Tsathogga is above caring for such

insignificant creatures.

If the PCs 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 PCs may recover the following items, should they take the time to investigate: a *staff of power*, a *ring of water elemental command*, a *hammer of thunderbolts*[#], a *greater quicken metamagic rod*, a *holy avenger*, a +3 *vorpal greatsword*, an *iron flask*, and a *cubic gate*.

[#] *Pathfinder Roleplaying Game Ultimate Equipment*

Appendix

New Archetype

Filth-Priest of Tsathogga (Archetype)

The Filth-Priests of Tsathogga has dedicated their life from their first moments in the slime infused muck to serving the Demon Frog God. They tend the secret breeding grounds of the various killer frogs species the tsathar set upon humankind and also work to raise the batrachian army that will someday rise up to destroy the world. The Filth-Priests are a highly zealous group, and will kill and devour clerics of other faiths, especially those of the goodly races.

Domains: The Fifth-Priests of Tsathogga must choose the Destruction and Water domains, exemplifying the stagnant sludge the Demon Frog lives in.

Bonus Feat (Ex): At 1st level the Filth-Priest gains Channel Smite as a bonus feat.

The Frog God's Proxy (Su): All batrachian beings recognize the Filth-Priest as a conduit to the Frog God. At 3rd level Filth-Priests add a +4 bonus to Handle Animal checks made when dealing with frogs, toads, and any frog-like animal. The Filth-Priest further gains a +2 bonus to Diplomacy when dealing with frog-like outsiders (hydrodaemons, greruor demons, hezrous demons, etc.)

Touch of Filth (Su): At 9th level, once per day per level, the Filth-Priest may make a melee touch attack to deal 1d4 points of Charisma damage to a target (Fortitude save for half damage). If the target is reduced to 0 Charisma or less, they die, dissolving into a pile of retch and filth. The save DC is Wisdom-based.

Summon Greruor Demon (Sp): At 11th level, once per day the Filth-Priest of Tsathogga may attempt to summon 1 greruor demon with a 60% chance of success. The demon is under no compulsion to obey the summoner, but is not immediately hostile. This ability is the equivalent of a 6th-level spell.

The filth-priest of Tsathogga originally appeared in **Frog God Games The Lost Lands: Stoneheart Valley**, and is reprinted here for convenience.

New Monsters

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
XP 51,200

CR 15

CE Huge aberration (chaotic, evil, extraplanar)
Init +1; **Senses** darkvision 60 ft.; **Perception** +36

AC 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)
hp 231 (22d8+132); regeneration (lightning)
Fort +12; **Ref** +10; **Will** +20
DR 10/good; **Immune** acid, lightning; **Resist** sonic 15

Speed 20 ft., swim 20 ft.

Melee bite +20 (2d6+6)

Ranged tongue +19 (1d6+3 plus grab)

Space 15 ft.; **Reach** 10 ft. (20 ft. with tongue)

Special Attacks mental blast (DC 26), mental domination (DC 26), swallow whole (2d6+7, AC 18, 23 hp)

Spell-Like Abilities (CL 20th):

3/day—*charm monster*, *charm person*, *dominate monster*, *dominate person*

Str 22, **Dex** 12, **Con** 20, **Int** 13, **Wis** 20, **Cha** 20

Base Atk +16; **CMB** +24 (+28 to grapple); **CMD** 35

Feats Blind-Fight, Cleave, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Perception), Skill Focus (Stealth), Toughness, Weapon Focus (tentacle), Weapon Focus (tongue)

Skills Acrobatics +14, Climb +19, Intimidate +30, Perception +36, Stealth +13, Survival +30, Swim +30

Languages Abyssal, Aquan; telepathy 100 ft.

SQ amphibious

Environment underground

Organization solitary

Treasure none

Mental Blast (Su) The custodian's mental blast extends out to a 100 ft. radius. Creatures in the area must make a DC 26 Will save or suffer one of the follow effects, determined randomly by rolling 1d6: 1-3, suffer permanent *insanity*, as the spell; 4-5, suffer 10-60 points of damage; 6, succeed on a DC 26 Fortitude save or target dies. The save DC is Charisma-based.

Mental Domination (Su) 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 DC 26 Will save, or fall under the beast's total control. Language is not a factor (due to the custodians telepathy), and the target creature follows any order absolutely.

Regeneration (Ex) A custodian of Tsathogga takes normal damage from lightning and Good-aligned weapons, and from spells or effects with the good descriptor.

Fetid Spore Mound

This large pile of moldy compost suddenly lurches up and attacks.

FETID SPORE MOUND
XP 6,400

CR 9

Advanced variant shambling mound (*Pathfinder Roleplaying Game Bestiary; Dungeon Denizens Revisited*)
N Large plant
Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +13

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size)
hp 90 (12d8+36)
Fort +11, **Ref** +6, **Will** +6
Defensive Abilities compressible form; **DR** 10/slashing;
Immune electricity, plant traits; **Resist** fire 10

Speed 20 ft., swim 20 ft.
Melee 2 slams +15 (2d6+6 plus grab)
Space 10 ft.; **Reach** 10 ft.
Special Attacks constrict (2d6+9), spore discharge

Str 22, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 8
Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 26
Feats Ability Focus (spore discharge), Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Skills Escape Artist +10 (+20 when squeezing through tight spaces), Perception +13, Stealth +9 (+17 in swamps or forest), Swim +14; **Racial Modifiers** +10 Escape Artist (+20 when squeezing through tight spaces), +4 Perception, +4 Stealth (+12 in swamps or forest)
Languages Common, Undercommon (cannot speak)
SQ electric fortitude

Environment temperate forest or marshes
Organization solitary
Treasure standard

Compressible Form (Ex) A fetid spore mound is difficult to harm with piercing and bludgeoning attacks, gaining DR 10/slashing and taking half damage from falls. It also never takes penalties for squeezing into a 5-foot-wide space and gains a +10 racial bonus on Escape Artist checks (+20 when squeezing through tight spaces).

Electric Fortitude (Ex) A fetid spore mound takes no damage from electricity. Instead, any electricity attack used against it temporarily increases its Constitution score by 1d4 points. The fetid spore mound loses these temporary points at the rate of 1 per hour.

Spore Discharge (Ex) If struck in combat, a fetid spore mound discharges a cloud of yellow mold spores in a 10-foot radius. Exposure to direct sunlight renders the spore mound's yellow mold dormant, and it does not discharge. Its spore discharge is suppressed for 1 round if the creature is struck by a fire attack that overcomes its fire resistance.

Yellow mold spores: inhaled; save Fort DC 17; frequency 1/round for 5 rounds; effect 1d3 Con damage; cure 1 save.

The fetid mound originally appears in *Pathfinder Adventure Path #46: Wake of the Watcher*. © 2011, Paizo Publishing, LLC; Author: Greg A. Vaughan.

Ranan, Degenerate

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

RANAN, DEGENERATE
XP 307,200

CR 20

CE Huge monstrous humanoid (aquatic)
Init +1; **Senses** darkvision 90 ft.; **Perception** +11

AC 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)
hp 495 (30d10+330); fast healing 5
Fort +20; **Ref** +18; **Will** +18
DR cold iron and good; **Immune** acid, lightning; **Resist** cold 20, fire 20, sonic 20; **SR** 30

Speed 10 ft., swim 40 ft.
Melee bite +38 (2d6+10/19-20) and 2 claws +38 (1d8+10/19-20)
Ranged tongue +24 (1d6+5 plus grab)
Space 10 ft.; **Reach** 10 ft. (15 ft. with tongue)
Special Attacks rend (2 claws, 1d8+15), swallow whole (2d6+10 plus 2d6 acid, AC 18, 46 hp)

Str 31, **Dex** 12, **Con** 30, **Int** 6, **Wis** 12, **Cha** 26
Base Atk +30; **CMB** +42 (+46 to grapple); **CMD** 53
Feats Awesome Blow, Blind-Fight, Cleave, Critical Focus, Deadly Finish[#], Diehard^B, Furious Focus^{*}, Greater Rending Fury[#], Heroic Recovery^{*}, Improved Bull Rush, Improved Critical (bite), Improved Critical (claw), Improved Rending Fury[#], Power Attack, Rending Fury[#], Toughness
Skills Acrobatics +11 (+31 long jumping, +26 high jumping), Climb +20, Intimidate +26, Knowledge (history) +21, Perception +11, Stealth +3, Survival +11, Swim +30; **Racial Modifiers** +8 Intimidate, +10 Knowledge (history), +10 Swim
Languages Aquan, Ranan; telepathy 100 ft.
SQ amphibious, leap

Leap (Ex) The degenerate ranan is an incredible jumper, able to leap up to 60 feet horizontally or 30 feet vertically. They have a +20 racial bonus on horizontal jumps, or +15 on vertical jumps, and they do not need to make a 10-foot minimum running start before jumping to avoid doubling the jumping DCs. The degenerate ranan can always take 10 when making an Acrobatics check to jump.

When a degenerate ranan begins its round by jumping next to an opponent it can make a full attack in the same round.

^{*}*Pathfinder Roleplaying Game Advanced Player's Guide*
[#]*Pathfinder Roleplaying Game Ultimate Combat*

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

AGAINST TSATHOGGA

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