

Level oB:

The Cloister of the Frog-God

Background

The Cloister of the Frog-God has stood on a desolate ridge overlooking vast swampland since time immemorial. Dedicated to the great and terrible demon lord Tsathogga, the original sanctuary was erected in a distant and forgotten past, long before the survivors of Tsar built their fell abode. While the cyclopean standing stones have been thrown down with the coming of Man, the underground sanctuaries and stone grottoes have survived. Eons ago, malignant men came to learn from the graven idols, and joined as brothers of the cloth. Fearful for their lives, innocents attended sermons and offered gifts. The barges of the frog-cult visited their villages with fire and sword. That was long ago, and the might of the order is no more. Yet still, half-broken evil lingers in the ruins of the cloister and its underground passages. The hopping masses hold their vigils in the remaining section as their ancestors have, guarding a nightmare that refuses to die. The cloister and grounds, as well as the under-levels, are shown on the “**Cloister of the Frog God**” maps.

Level oB

Equivalent Dungeon Level: 6

Entrances: Entry at **Area CL1** (Outer Cloister), Entry at **Area CL12** (Inner Cloister)

Exits: **Area CL7** to outside (Outer Cloister)

Detections: Faint evil everywhere.

Continuous Effects: The entire building as well as **Area DL1A** are under the effects of a permanent *protection from good* spell. **Area DL1A** gains the benefits of a permanent *bless* spell, only affecting worshippers of Tsathogga.

Standard Features: Unless otherwise noted, all doors are made of wood and all secret doors are made of stone.

The Green-Robed Men

Greatly diminished, the order of Tsathogga now counts **8 acolytes** (all heavily armed ruffians), and **4 under-clerics**, who in turn control **16 zombies** raised in the under-temple. The leader of the congregation is **Abbot Grosso**, a grossly obese, graying man with a tonsure, an unnaturally wide smile, and bulging eyes. The Abbot is awake day and night, concocting witching brews and performing unwholesome rituals beneath the ground.

Normally (during the daytime), the cultists aren't hostile. If a group of characters approaches their temple and don't display obvious holy symbols or signs typical of do-gooders, they are welcomed as pilgrims, and admitted if they agree to lay down their arms at the entrance and offer tokens of their goodwill. Significant material contributions (over 120 gp) earn a blessing and probably an audience with the Abbot.

A chaotic character may even accept Tsathogga as a patron and become his champion if proven worthy.

The “good” brothers sell unholy water for a mere 10 gp per vial, lethal poison for 1,500 gp (a bargain!) and *potions of foul water* for 60 gp (this non-magical concoction renders 1,000 cubic feet of water undrinkable and immediately desecrates a font of holy water). Worthy servants may gain additional gifts—mostly potions—for their services. Possible missions include recovering items from dangerous locales, furthering the cause of Tsathogga, assassinating undesirables or anything the Referee can think up.

During the night, there is a 50% chance a sermon is in progress. In this case, all doors to the temple are locked save the front one (where six zombies and an acolyte stand guard), and the whole congregation is down in **Area DL1A**. Visiting worshippers who wear dark, hooded robes may be admitted if they don't behave out of order (or don't look heavily armed!). Otherwise, it is assumed that half of the acolytes and under-clerics are asleep in their cells while the others hold vigil in the upper temple. Abbot Grosso and the zombies, of course, are ever vigilant: the former experiments in the laboratory (**Area DL1C**), and the latter stand by his door to make sure he isn't bothered.

In case of an assault, the acolytes and the under-clerics attack immediately, making a fighting retreat into the dungeons if their foes prove superior. Abbot Grosso is informed by an acolyte if he isn't present, and sends all zombies against the invaders. He only joins the fight from behind, and flees if things go badly, retreating through the catacombs to seek allies and vengeance against the defilers.

Abbot Grosso, Cleric 9: HP 35; AC 6 [13]; Atk +1 flail (1d8+1); Move 9; Save 7; AL C; CL/XP 11/1700; Special: Rebuke/command undead, cleric spells (1st—*cause light wounds* x2, *protection from good*; 2nd—*hold person* x2, *silence 15-ft radius*; 3rd—*cause disease* x2, *prayer*; 4th—*cause serious wounds* x2; 5th—*dispel good*, *finger of death*). Gear: +1 flail, 6 doses of unholy water, *potion of healing*, bracers of AC 6 [13], dark green felt robes with face-covering cowl (richly embroidered), unholy symbol of Tsathogga, key ring (all doors), as well as any item found in the temple or below it.

Tsathoggan Under-Priests, Cleric 3 (4): HD 3; AC 9 [10]; Atk 1 heavy flail (1d8); Move 12; Save 13; AL C; CL/XP 4/120; Special: Rebuke/command undead, cleric spells (1st—*cause serious wounds* x2), fanatics (+2 to save vs. mind-affecting spells). Gear: Heavy flail, dark green felt robes with face-covering cowls, unholy symbol of Tsathogga, 3 doses of unholy water, key (cells; one also has a key to the entrances).

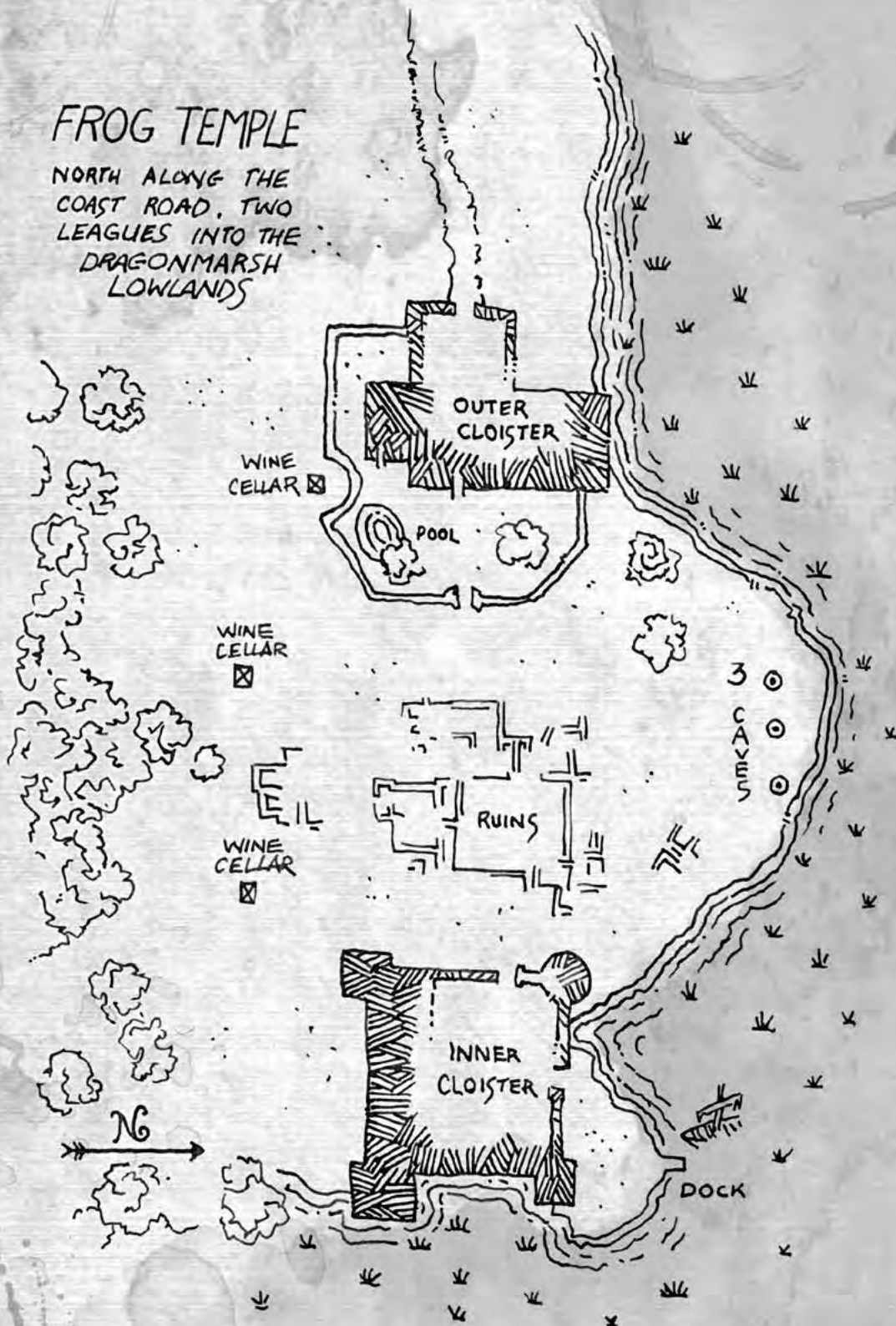
Acolytes of Tsathogga, Fighter 1 (8): HP 7; AC 9 [10]; Atk 1 weapon (by weapon); Move 12; Save 14; AL C; CL/XP 1/15; Special: +1 to Hit (Strength 13). Gear: Assorted weapons, dark green felt robes with face-covering cowls, unholy symbol of Tsathogga.

Zombies (16): HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.



FROG TEMPLE

NORTH ALONG THE
COAST ROAD, TWO
LEAGUES INTO THE
DRAGONMARSH
LOWLANDS



The Cloister

CL1—CL7 Outer Cloister

CL1. Entrance

Leering, grotesque statuettes squat in small niches around the iron-reinforced oak portal. Even the metal bands are of a strange shape, and they seem to wriggle and twist at night. The door may be locked and barred from inside if the monks anticipate an attack.

CL2. Upper Temple

Aside from the frog motifs on the stone columns and the small soapstone idol opposite the entrance, this place could be the temple of any other deity. The interior is spacious and clean, and the scent of incense floats in the air. Stairs lead up to the belfry, and curtained exits lead to other parts of the cloister. Usually, there are **5 or 6 brothers** here in meditation, who greet travelers and administer to their needs.

On a closer examination, or at night, it becomes obvious that things are not as they seem. The **frogs** on the columns are animate—now and then, one can be seen moving (and at night, they leap down on intruders, going straight for the throat!). The incense is calming, a bit too calming. It dulls the mind and makes it susceptible to subtle enchantments (–2 penalty to save vs. mind-affecting spells). The flames of the candelabra on the two sides of the altar are unnaturally greenish and their radiance makes everyone look cadaverous. Should a hostile intruder go near them, the flames leap on them and burn like the flames of the Netherworld (attack as 6 HD monster, damage 1d6+5)!

The idol shows the bloated, perverted shape of the demonic frog-god. Even being near the figure awakes a sense of wrongness, and any lawful or neutral character touching it must roll a saving throw or contract a rotting disease. This disease will turn them to goo from the inside out, suffering 1d4 points of constitution damage per day until cured or until the character passes two daily saving throws in a row. Chaotic characters are unaffected by this filth. In fact, kissing the idol heals them as a *cure light wounds* spell would (once per day). At least 20 points of holy or fire damage or 40 points of regular damage destroys the idol, but in the case of fire damage, the resulting noxious vapors affect everyone in a 10 ft. radius just like its touch. If the idol is destroyed, the *protection from good* spell ceases to function in the temple area.

Tsathogga Under-Priest, Cleric 3: HD 3; AC 9 [10]; Atk 1 heavy flail (1d8); Move 12; Save 13; AL C; CL/XP 4/120; Special: Rebuke/command undead, cleric spells (1st—*cause serious wounds* x2), fanatics (+2 to save vs. mind-affecting spells). Gear: Heavy flail, dark green felt robes with face-covering cowls, unholy symbol of Tsathogga, 3 doses of unholy water, key (cells; one also has a key to the entrances).

Giant Killer Frogs (18): HD 1+4; AC 7 [12]; Atk 2 claws (1d2), 1 bite (1d4+1); Move 3 (or 150 ft. leap); Save 17; AL N; CL/XP 2/30; Special: Leap.

CL3. Refectory

This barren room has a long wooden table and sixteen wooden stools. Acolytes and pilgrims consume their meals in silent contemplation, mostly simple porridge and stale bread with water. The northern staircase leads down to a hallway to **Areas DL1A and DL1B**.

CL4. Dormitories

This is where the brothers sleep and meditate when they are not on temple service. The smallest room belongs to the four under-priests, while the rest have simple beds for the acolytes, six per room. There are no other furnishings or items of comfort.

CL5. Anteroom

Cold air and stale dust fills this short corridor, cobwebs hang from the ceiling. The southern door is locked. To the east, an old wooden carving of a hooded priest, mostly worm-eaten, stares at visitors. Pilgrims who wish to see Abbot Grosso must kneel for at least half an hour in this uncomfortable hole before they are admitted before him. If danger is afoot, **4 zombies** are stationed here.

Zombies (4): HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

CL6. Bedroom

Not at all like the cold and damp dormitories, the room of the Abbot hints at a level of luxury. Rich carpets cover the floor and precious tapestries hang on the walls. To the south, by the sole window, is a small reading stand. A brazier filled with hot coals stands by the north wall, next to two bookshelves full of folios, codices and scroll cases. A lantern with colorful glass panes sheds a soft light on the scene in the evening.

Unless expecting visitors, the room is empty most of the time. Abbot Grosso occasionally reads the works in his library, but he never sleeps or rests, preferring to spend time in study and experimentation in his dungeon.

The bookshelves hold mundane works concerned with herbalism, metallurgy, alchemy and religious philosophy, with the occasional work on geometry and construction (worth 1,100 gp total). The northern bookshelf conceals a **secret door** leading down to **Area DL1C**. Both of the regular doors are locked at all times, and the one leading outside is barred as well.

CL7. Peaceful Pond

Water lilies float on the calm surface of this clear little pond in the shade of ancient trees; occasionally, concentric ripples break the surface as small frogs jump out to hunt their insect prey. Mossy stepping stones lead to the Abbot's room, and a stone bench in the shade offers a place to daydream and meditate. A lifelike, moss-covered statuette of a frog, sitting on a large boulder, feeds the pond with a steady stream of water. Its eyes are large gemstones of moss agate, fancy and valuable (160 gp for the pair).

Unless the party does something wrong, this place poses no risk. On the other hand, a character touching the eyes of the frog is affected by a *polymorph other* spell (save negates) which turns him into a mundane frog. In this case, the **15 killer frogs** lurking underwater emerge at once to drag the poor fellow down and tear him to shreds!

Giant Killer Frogs (18): HD 1+4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (12 swimming or 150 ft. leap); Save 17; AL N; CL/XP 2/30; Special: Leap.

CL8. Old Ruins

Here on the windswept plateau stood other buildings of the cloister. Razed by the superstitious village-folk and further ruined by time, only a few walls and the stump of a bell tower remain among the hardy shrubs. One of the ruined structures to the west, a small rectangular building, hides a barred shaft under a pile of planks. The shaft leads down to the catacombs at **Area DL1M**.

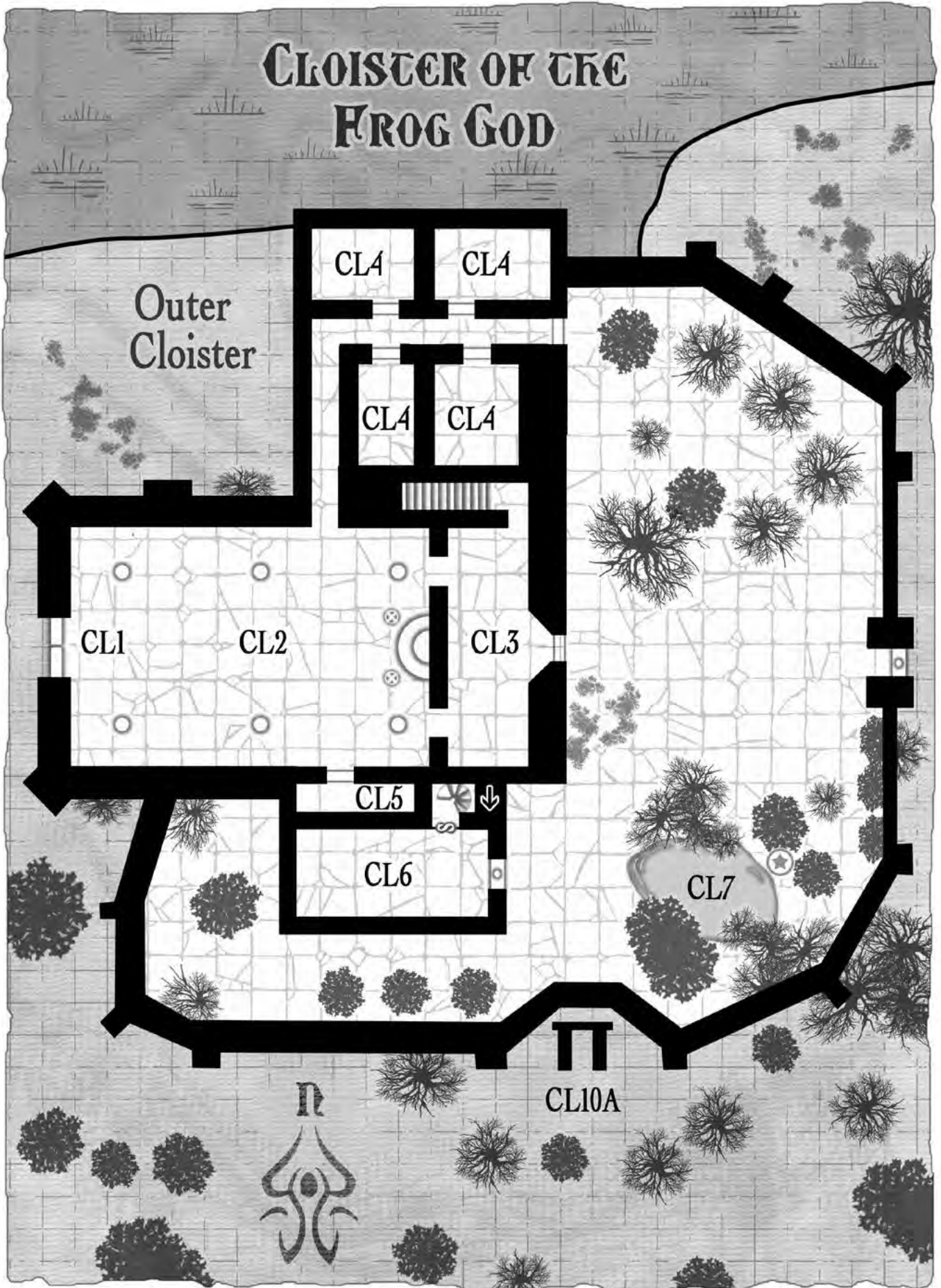
CL9. Cave Entrances

Three dark cave entrances at the base of the cliffs. The western entrance leads to the ogre lair at **Area DL2B** and the pool of the harpies at **Area DL2C**; the central one to the giant rats at **Area DL2G** and the third, which is always hazy with escaping steam, to the springs and sinkhole at **Area DL2H**.

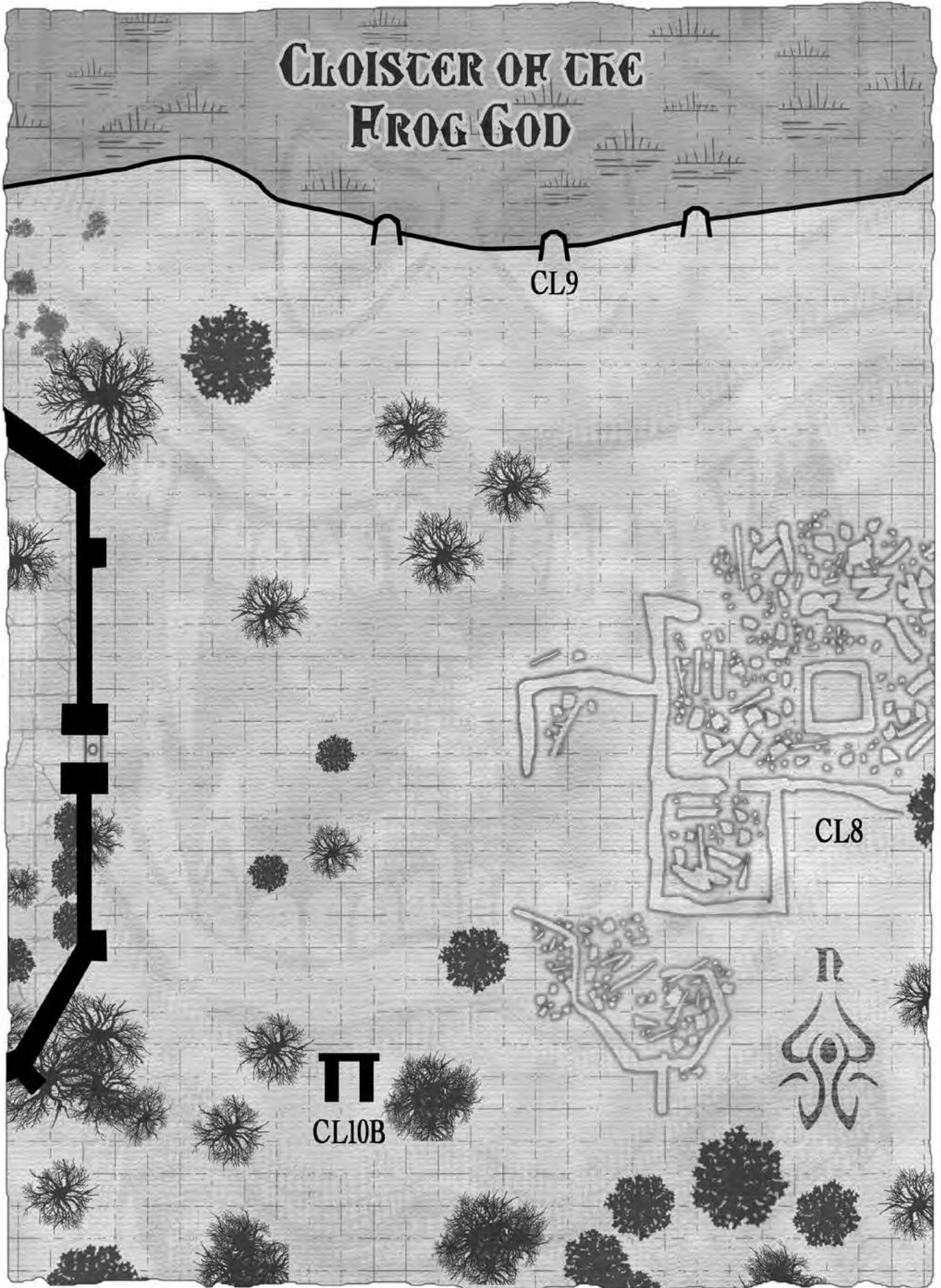
CL10A—C. Vineyards

The distended vineyards of the cloister are overgrown with briar and thistle; mossy, ancient trees grow stunted and monstrous. There are

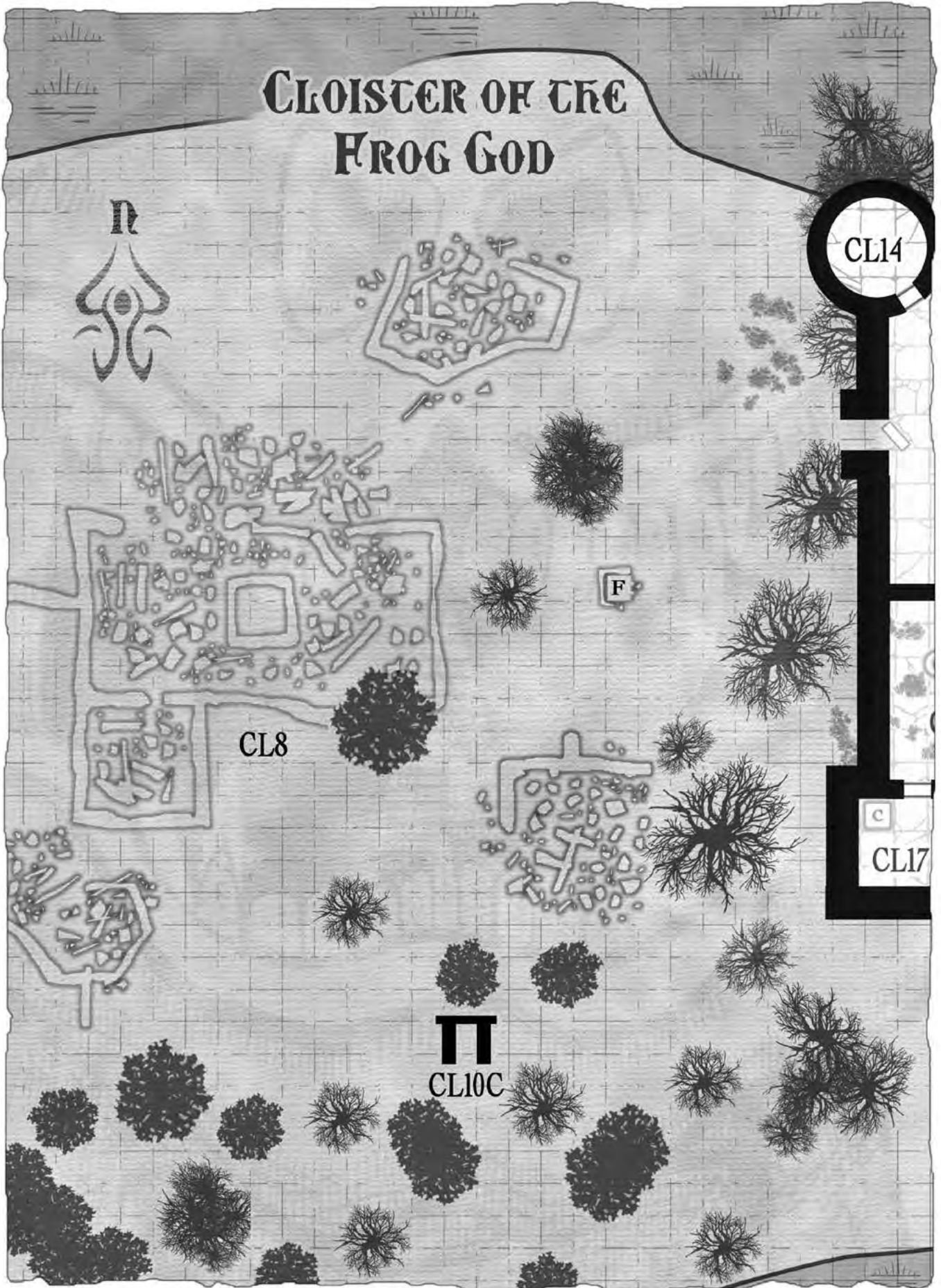
CLOISTER OF THE FROG GOD



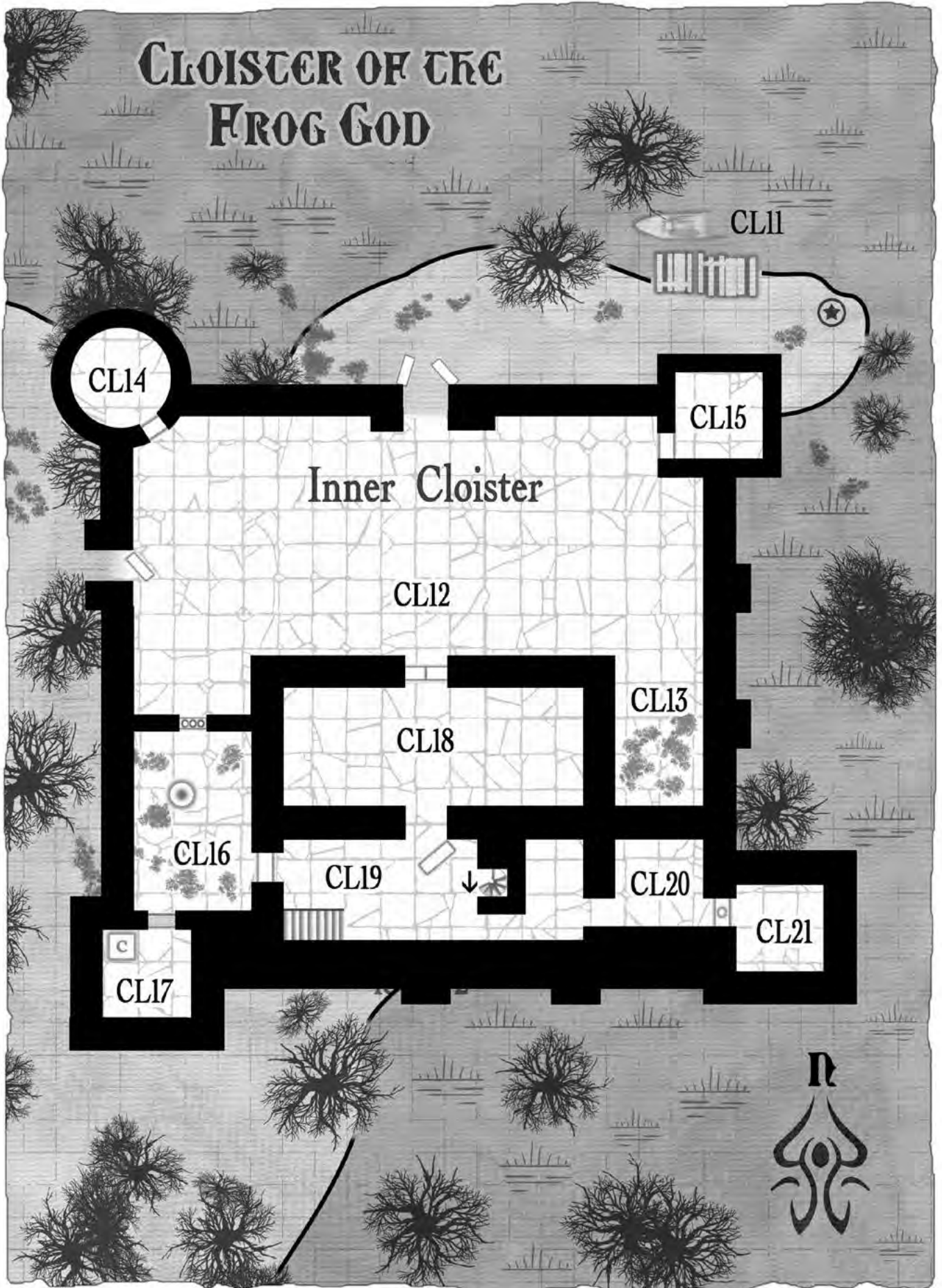
CLOISTER OF THE FROG GOD



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CLOISTER OF THE FROG GOD



LEVEL 0B

bunches of wild grapes on the vines, but theirs is a sour vintage, and four of the plants are **assassin vines**. The **Area CL10A** leads down into **Area DL11**. **CL10B** leads to **Area DL1J**, and **CL10C** leads to **Area DL1K**.

Assassin Vines (4): HD 7; AC 5 [14]; Atk 1 vine (1d6+1); Move 1; Save 9; AL N; CL/XP 8/800; Special: animate plants (as animate object, but only effects plants).

CL11—17 Inner Cloister

Silence mixed with an area of dread desolation shrouds the inner cloister, battered by constant winds. This is a place of decay and abandonment. Due to a conjuration gone wrong, **4 invisible stalkers** were set free by the former abbot, and they proceeded to slay all within the walls. Those who investigated from the outer cloister were “attacked by the thin air itself”, which tore a few hapless acolytes to bloody bits. Nobody dares bother this place now.

The extraplanar monsters still roam the empty halls looking for live prey. They may be encountered anywhere within the inner cloister, but usually remain inside the building (except one, which likes to grind human bones in the mill). They attack from surprise and retreat for a while if heavily wounded.

Invisible Stalkers (4): HD 8; AC 3 [16]; Atk 1 “bite” (4d4); Move 12 (Fly 12); Save 8; AL N; CL/XP 9/1100; Special: Invisible, flight.

CL11. Harbor

A half-sunken barge rests next to the rotted pier. Before the serpentine climb, a statue depicting a bowing, hooded monk faces the road. His hands bear a stone begging bowl with 2d10 cp and 1d10 sp/gp.

CL12. Gates and Courtyard

The oak gates are open, their hinges rusted. Tall, dry grass grows in the courtyard. A pile of sacks full of rotted grain is stacked by the northwest tower.

CL13. Skeletons

A group of monks who had tried to flee were discovered and killed here. One of the skeletons, concealed by a small bush, is still intact, and carries a key ring with keys to all locked doors in the outer and inner cloister save **Area CL6** and **Area CL21**.

CL14. Northwest Tower

Ruined grain lies here in large sacks. A small hand-operated mill stands in the middle. It is jammed with chips of human bone, which is also collected in a wooden bowl at the base of the contraption.

CL15. Northeast Tower

This tower is a burned-out, hollow shell. Only the outer walls stand intact. Black, charred beams, ashes and molten metal items remain. A character investigating the rubble must roll a saving throw or suffer 1d12 points of damage due to falling rubble.

CL16. Inner Garden

A few fruit trees, a well, and untended vegetable beds are found in the miniature garden. Thick grape vines growing on the stone surface block the door to the southwest tower. They are **assassin vines**.

Assassin Vines (2): HD 7; AC 5 [14]; Atk 1 vine (1d6+1); Move 1; Save 9; AL N; CL/XP 8/800; Special: animate plants.

CL17. Southwest Tower

The lower level of the tower is reasonably intact. It contains three

barrels of fine wine, smoked meats (rotten), glass bottles (distilled spirits worth 50 gp per bottle, ten bottles) and chopped firewood, all of it stored neatly. Someone has hidden a small package between two barrels. The *oilskin bundle* (see sidebox) holds a parchment and three *potions of healing*. The hastily scribed script reads: “Having secured the cross in the observatory with the unblessed oil-skin, I now depart this sorrowful demesne and hide this message so [smudged lines] ...mercy, for the malevolent unseen remain about, waiting, ever waiting—for me, the last monk of Abbot Thum.”

Unholy Oilskin

This piece of cloth has been impregnated with unholy oils and sanctified with dark blessings. It allows the handling of holy (or cursed) items without a risk to a chaotic character.

CL18. Common Room

Used for meditation and meals, this chamber is a wreck. Two long tables lay in ruin. Splintered chairs, broken bones, a fallen chandelier and the fresh, torn body of a young man in studded leather armor, his longsword still in the scabbard, bear testament to the strength of the devastators.

CL19. Kitchen

Pots, pans, broken and scattered dishes. Spiral stairs lead down to the catacombs (**Area DL1S**), and a sturdy staircase lead up to **Area CL22**.

CL20. Carnage Site

Five recently slain bodies, all mangled beyond recognition, litter the floors. They bear minor arms—maces, daggers and the like. One also possesses a finely engraved horn (125 gp) and a money pouch (18 sp). The iron door to the southeast tower is locked securely.

CL21. Southeast Tower Basement

This chamber was emptied by the monks to hold an evil magic item once possessed by a rival order, the *horn of flies*. The monks, finding it impossible to destroy the foul item, locked it in an iron chest, which was in turn placed within a magical warding circle. The silver tracings of the circle are still here, as is the chest. Additionally, a small wooden stand holds eight flasks of unholy water and a chest with 200 gp worth of pure silver dust.

If the outline of the circle is broken or disturbed without first being dispelled, an unhallowed aura of red light descends on the chamber, and all must make a saving throw or attack their companions. A new save is possible every three rounds.

CL22. Prayer Rooms

The adjoining rooms were used by the brothers to hold vigil, with wooden pews by the walls. There is evidence of heavy fighting: scorched walls, dropped maces, smashed furniture and broken candles.

CL23. Cells

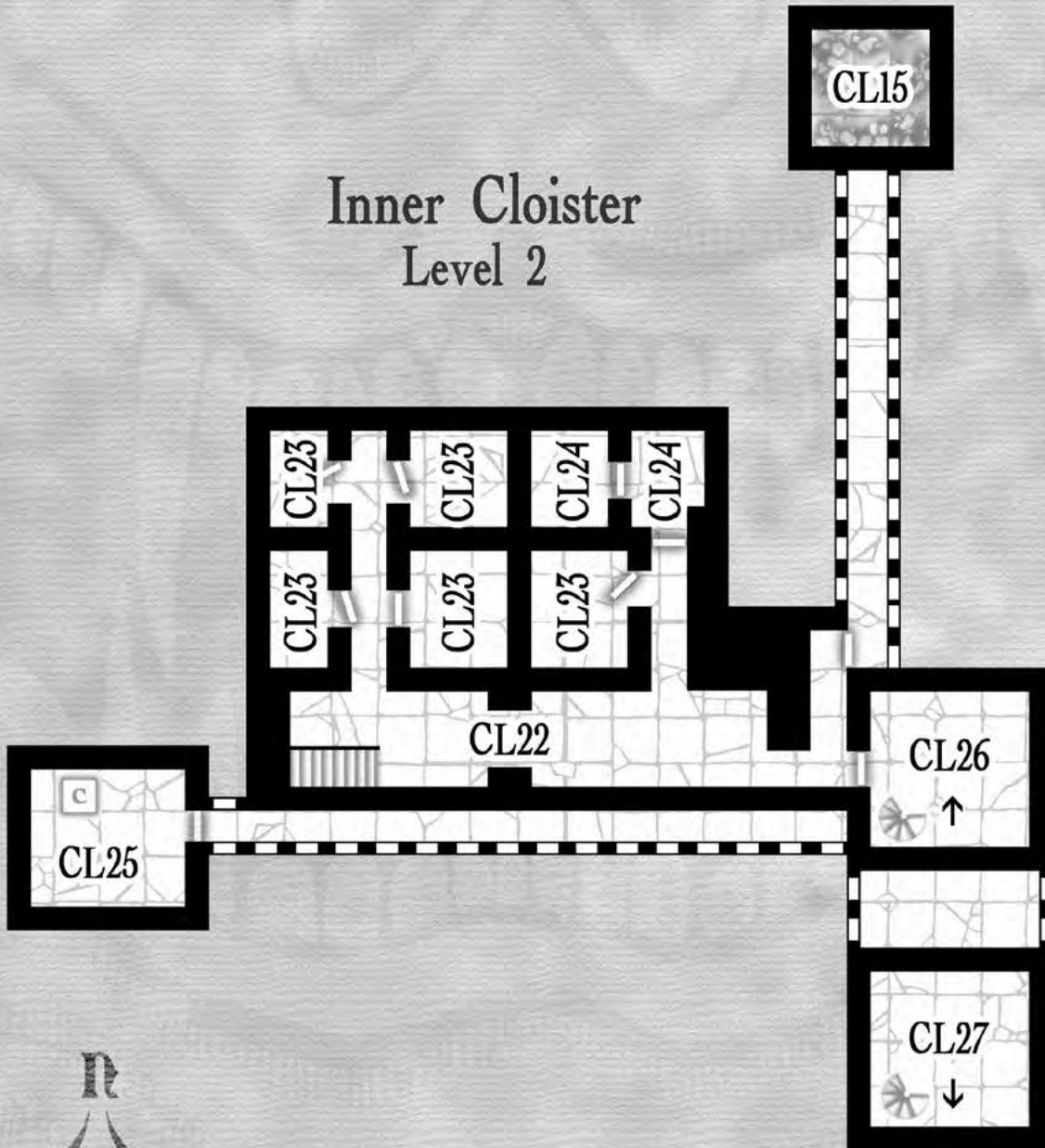
Each cell used to be inhabited by three monks. Their possessions are broken and useless. Four bodies lie in the corridor.

CL24. Abbot's Cell

Somewhat more spacious, the abbot's cell was where the invisible stalkers got loose, as evident from the broken conjuration circle in the inner room. Both doors are smashed, broken in two by forceful blows. Pages ripped from torn books litter the floor. Beneath the mound of rubble, wrecked furniture and destroyed items, the dismembered corpse of the abbot still bears a *+1 ring of protection*, a *+1 morningstar* and a ruby-studded unholy symbol (700 gp).

CLOISTER OF THE FROG GOD

Inner Cloister Level 2



Horn of Flies

Made of wrought brass, this object is sacred to the worshippers of The Lord of Flies. The pitted, corroded and singed surface of the *horn* is covered by ornaments depicting swarming flies.

When blown by a non-believer, the *horn* casts a reverse *bless* (the wielder chooses a target within 60 ft.) and summons an *insect plague*, 1/day. A follower of The Lord of Flies may draw forth *insect plagues* 7/day and cast *protection from good*, 3/day. A lawful or neutral character in possession of the *horn* risks spiritual taint, and must roll a saving throw every week or move one step towards the chaotic alignment.

Even on a touch, the *horn* leaves an indelible blackness on the member or lips touching it—only *remove curse* or the equivalent can remove it.

If the *horn* is attacked (a futile effort trying to harm it—AC -6 [25], only harmed by magic weapons, 70 hp), it sounds on its own and summons **1d6 giant flies**.

Giant Fly: HD 4; AC 4 [15]; Atk 1 bite (1d8 + disease); Move 6 (Fly 20); Save 13; AL C; CL/XP 6/400; Special: Bite carries disease (-1d6 Constituient until *remove disease* is cast).

CL25. Southwest Tower, Upper Floor

A storeroom like the lower level, this place wasn't spared by the wrath of the invisible stalkers. Nothing of value remains.

CL26. Southeast Tower Armory

Weapon racks hold 45 maces, 11 morningstars, six heavy crossbows, 55 bolts, 7 halberds, 2 glaive-guisarmes, 3 guisarme-voulges and 4 longswords. 50% of the weapons are too old to be usable. Two chests contain seven well-oiled suits of chainmail and a suit of +1 *chainmail*. A spiral staircase in the southwest corner leads to a trapdoor in the roof.

CL27. Observatory

Three star charts depicting the major heavenly bodies hang on the walls. The roof may be pushed aside with a pulley system to observe the sky with a spyglass mounted on a tripod.

A brother (see **Area CL17**) has hidden a captured holy relic, the *silver cross of St. Yora* on a small ledge outside the southern window (1 in 12 chance to notice). Only lawful characters may employ the cross: Others find it too weighty to even lift, unless they possess the *unholy oilskin* from **Area CL17**. A spiral staircase in the SW corner leads to a trapdoor in the roof.

Minor Artifact

Silver Cross of St. Yora

This magic item grants lawful clerics a +2 bonus to turn undead checks, and inflicts 1d6 points of damage on turned undead in addition to making them flee. It also allows the characters to turn (though not damage) lycanthropes. Only lawful characters may employ the cross; Chaotic characters must succeed on a saving throw to even touch it, and lose 2 levels doing so. To destroy the *silver cross*, it must be melted down in the forges of the Abyss.

Within the Vaults

The catacombs and caverns beneath the cloister are damp and moldy, exhaling an unpleasant, sickly smell that is always mixed with the stench of the grave. It is perpetually cold down there. The silence is occasionally broken by the sound of dripping water or a gust of wind racing down long halls and blowing out unshielded light sources (accompanied by a quick random encounter check, of course). Each dungeon level lies 30 ft. below the previous one—**Level One, Area DL1**, at 30 ft. below the cloister, **Level Two, DL2** at 60 ft., and **Level Three, DL3** at 90 ft.

Within the Vaults

Equivalent Dungeon Level: 8

Entrances: Stairs down at **Area CL3**

Exits: Stairs down to **Area DL2A**, stairs down to **Area DL2I**, stairs down to **Area DL2K**,

Wandering Monsters: Check three times per hour on 1d20:

1–2	2d10 skeletons
3	2d6 zombies
4–5	Grey Ooze
5	Gelatinous Cube
6	Frog-priest (see Area DL2T) and 2d6 zombies
7–20	No encounter

If the party finds a reasonably out of the way retreat, they may rest peacefully without worrying about interruptions, and the undead never venture into the caverns or the Lower Temple of Tsathogga (**DL1A**). Zombies wear the dark green habits of the frog-worshippers. There are a total of three grey oozes and only one gelatinous cube in the catacombs.

Detections: The taint of chaos and evil is everywhere

Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood. All secret doors are made of stone.

Skeleton: HD 1; AC 8 [11]; Atk 1 weapon or strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

Zombie: HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Grey Ooze: HD 3; AC 8 [11]; Atk 1 strike (2d6); Move 1; Save 14; AL N; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons.

Gelatinous Cube: HD 4; AC 8 [11]; Atk 1 slam (2d4); Move 6; Save 13; AL N; CL/XP 5/240; Special: Paralysis, immune to lightning and cold.

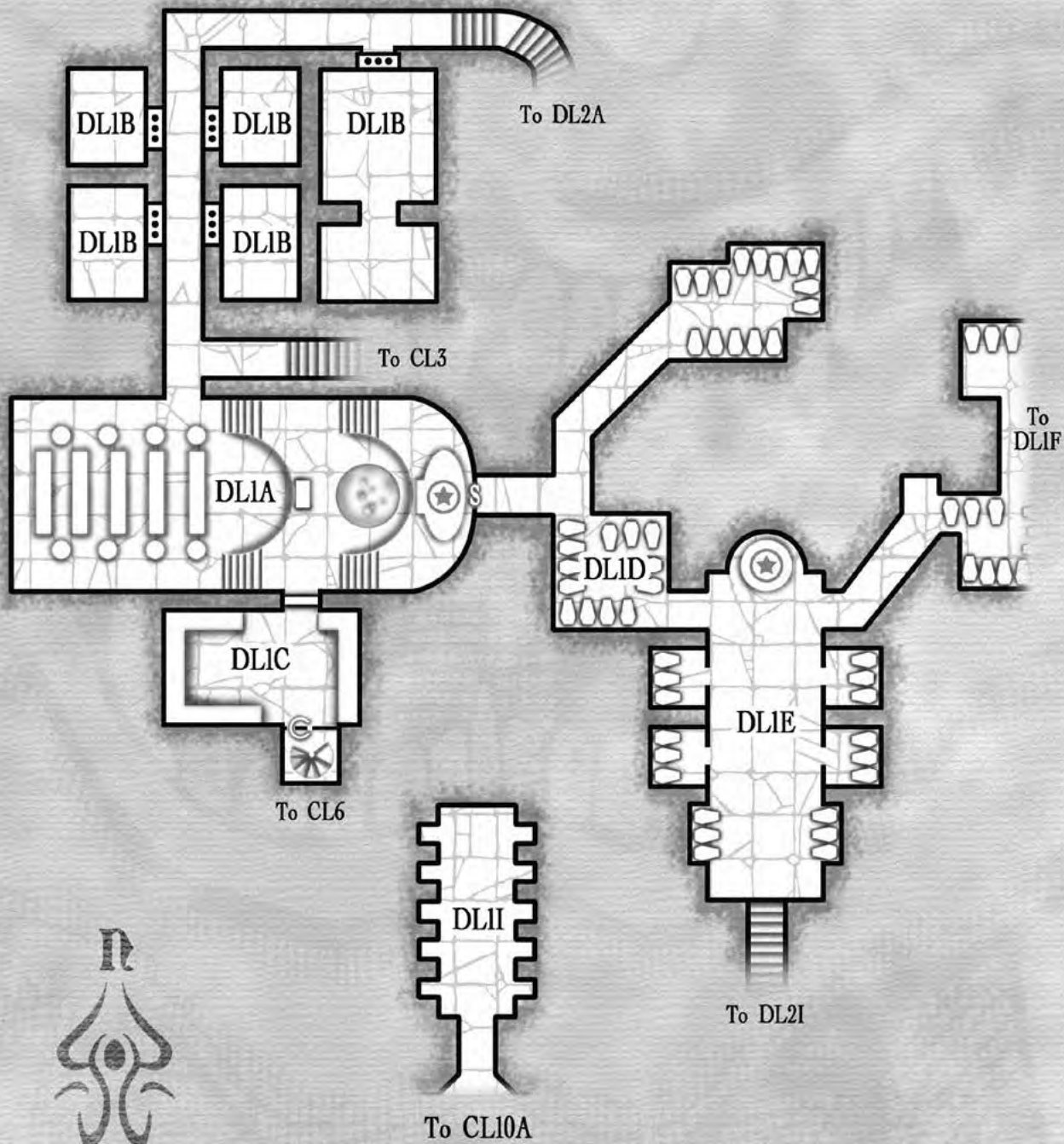
DL1A. The Lower Temple of Tsathogga

Unless a sermon is in progress, there are **8 zombies** in the room. At night, there is a 50% chance the whole congregation (except 6 zombies and an acolyte guarding the cloister) is present along with Abbot Grosso

CLOISTER OF THE FROG GOD

Dungeon Level 1

1 square = 10 feet



LEVEL 0B

himself! The area gains the benefits of a permanent *bless* spell affecting worshippers of Tsathogga.

This sinister worship-room presents a scene straight out of some Stygian hell. Squat columns support the ceiling, while heavy smells of burning tallow and boiling fat mingle as candles burn in wrought-iron sockets and a grotesquely large cauldron bubbles with foul steam. The peering gemstone eyes of a gross idol, the demon-lord Tsathogga, gaze at the scene with morbid indifference. Stairs of slick olive stone climb to the altar and the cauldron, then the idol.

The **altar** is a simple soapstone block, vile and venomous (as per the idol in **Area CL2**). Upon its surface are several carved eyes that resemble warts. Yet the worst is the **cauldron** behind. Enchanted fire burns constantly, heating the vile broth it contains. The stew is viscous, smelling of molten fat and waste. Occasionally, a cooked limb or head bounces up to the surface before sinking back. Just above the cauldron is an iron hook connected to a pulley system by the side... used for lowering hapless sacrificial victims, bit by bit, into their most unpleasant demise. The cauldron is hot to the touch (1d4 points of damage) and its contents are scalding (6d6 points of damage in the case of full immersion). The broth causes four different kinds of disease if sampled.

The **idol's** gemstone eyes (emeralds worth 3,000 gp each) bear a potent curse: They induce a plague equivalent to mummy rot if possessed for more than a day. A well hidden **secret door** behind the idol leads to the catacombs. It may be opened by pulling a lever hidden behind the statue. Pushing it upwards releases a cloud of acidic gas (3d6 points of damage to all targets immediately in front of the idol) from the idol's mouth; triggering the trap requires a saving throw or anyone standing in front of the statue is knocked into the cauldron. A Thief may make an "Open Locks" check to determine the correct direction to move the lever.

Zombies (8): HD 2; AC 8 [11]; Atk 1 weapon or strike (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

DL1B. Holding Cells

As Tsathogga needs a steady stream of sacrifices, these rooms hold abducted travelers awaiting their dreadful fate. They are locked behind barred doors; the keys being held by the ogre on **Level Two, Area DL2B**. Of the captives, three are insane wrecks, another three common farmers, while six are adventurers:

#1 Bithan of Un, a chaotic fighter. If freed and armed, he fights by the party's side and may even convert to a lawful alignment if treated well. He is distrustful of Xor, his distant cousin.

#2 Morton the Elf, better known as "the Hand" for the member he displays on his (fake) coat of arms. Morton is wanted in three towns for forgery and fraud. He denies all rumors as fabrications and slander.

#3 and #4 Frederik and Carolus, seasoned veterans looking for adventure. Both are rather dim, but likable that way.

#5 Xor of Un, a thoroughly chaotic swordsman and a distant cousin of Bithan; speaks about himself in the third person, and has a hollow, menacing voice. Predictably, his first deed once freed is betraying the PCs to whoever is most convenient.

#6 Vilis Mil, Amazon worshipper of Athena. She has a concealed dagger in one of her leather boots, and isn't afraid to use it if a good opportunity presents itself.

Bithan of Un, Fighter 6: HP 20; AC 8 [11]; Atk 1 fist (1d2); Move 12; Save 9; AL C; Special: Dexterity 14.

Morton, Elf Fighter/Magic-User 3/3: HP 9; AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 12; AL N; Special: Elf abilities, magic-user spells (1st—*charm person, sleep*; 2nd—*strength*).

Frederik and Carolus, Fighter 3: HP 11 each; AC 9 [10]; Atk 1 fist (1d2); Move 12; Save 12; AL N; Special: None.

Xor of Un, Fighter 3: HP 13; AC 9 [10]; Atk 1 fist (1d2); Move

12; Save 12; AL C; Special: +1 to hit from Strength 13.

Vilis Mil, Ranger 3: HP 12; AC 9 [10]; Atk 1 dagger (1d4); Move 12; Save 12; AL L; Special: Tracker, alertness, +3 damage vs. giants and goblin-types, speaks Aklo. Gear: Dagger.

DL1C. Laboratory

Unless reading upstairs or preaching, Abbot Grosso is found in his subterranean lair (accessed from **Area CL6**), mixing strange alchemical salts with poisonous herbs, acids and other substances. The Abbot is guarded by **8 zombies**, who may be summoned from the lower temple with a yell.

The items in the laboratory are worth 700 gp for the tools and glassware, and 400 gp for the chemicals—stored neatly in heavy chests, on shelves and acid-scarred tables. In addition, there are a great many extraordinary items as well. A locked metal box holds 10 flasks of acid, each vial wrapped in fine cloth, along with a bundle of six sunrods and four tindertwigs. A rune-etched silver flask holds three doses of unholy water. Finally, there are **2 chests** by the western wall, holding much of the Abbot's wealth.

Chest #1 is **trapped** with a *glyph of warding* which goes off unless the chest is opened by a chaotic being, discharging a *cause disease* spell. It contains a leather sack with 350 gp, three small sapphires (150 gp each), a mummified hand, two blocks of an orange wax-like substance and a round leather case with handwritten documents.

- The mummified hand is a *hand of the revenant* (see sidebox).
- The orange substance is meant to be burnt and its fumes inhaled. They allow their user to *commune*, but only chaotic deities may be reached this way. Each block is good for one use only.
- The documents in the leather case reveal the procedure to create hardier enchanted zombies. This method requires 250 gp worth of material components per zombie and a fully equipped laboratory. The resulting zombies have maximum hit points. The papers are written in a very unclear shorthand. The Referee should award experience to a lawful character who destroys them.

Chest #2 (much smaller than the first) is **trapped** with another *glyph of warding* (*cause serious wounds* spell). It is divided into sixteen small compartments with a potion in each one.

- #1 to #9 hold *potions of healing*.
- #10 and #11 hold *cursed potions of extra healing* (their healing effects only last for 1d10 minutes).
- #12 holds a dose of paralyzing poison.
- #13 is a super-potent acidic concentration (damage 10d6 hp).
- #14 is a *potion of haste*.
- #15 is a *potion of cause disease* (mummy rot).
- #16 is an *elixir of all-seeing doom*, created under the specific instructions of Tsathogga's demonic minions (see sidebox).

Hand of the Revenant

This mummified member allows the holder to create a "spectral hand" that floats about, allowing them to cast various spells that require touch through it. It can do this three times per day, and each hand lasts for 10 minutes. If affixed to the stump of a severed hand, it inflicts 1d6 points of damage each time it touches a living creature, but every time it does so the wielder of the hand must succeed at a saving throw or move one step closer to the chaotic alignment. On chaotic characters, the hand grants -2 [+2] bonus to AC.

Elixir of All-Seeing Doom

This potion radiates evil if detected for. It was created from strong venoms, infused with disease and buried under the earth for six years. Bits of dried earth still cling to the black glass. Drinking the elixir initiates a terrible transformation unless the imbiber succeeds at a saving throw. In 1d6 days, small warts and boils start to appear on the body. At this stage, a *cure disease* and a *remove curse* spell cast by a 7th or higher level cleric gets rid of the infection. After this time has passed, the boils grow and pop open, revealing hundreds of tiny frog eyes. The imbiber may see with them (immune to surprise), but the horrendous pain causes 1 point of constitution and strength damage each day. At this stage, a *cure serious wounds* spell is also necessary for recovery. Once the victim is reduced to 1 point of constitution and/or strength, or a month elapses, he dissolves into a vile mass that generates **666 giant killer frogs**. Cutting off, burning or otherwise removing eyes is of no use, as they regrow in a day with double ability damage caused.

a set of metal *panpipes*. The music is coming from the statue as the wind blows through the instrument. Characters who stop and listen must make a saving throw or start dancing a tarantella in the crypt. A new save can be attempted every three rounds to break the effect.

If they dance, bizarre goat-human **skeletons** emerge from the stone caskets at a rate of 3 every round to join them, up to a maximum of 24. They do not attack until the characters attempt to leave, or they are themselves attacked. Dancing characters have a -3 to hit. Characters who dance for a full hour receive a dark blessing which gives them the ability to leap up to 12 feet, but turns their feet into hooves. A character collapsing from exhaustion may crawl away without being attacked, but may be trod upon (saving throw, 1d6 damage per 3 points of failure).

The pipes do not function outside this place, but they are made of a rare alloy that makes them worth 900 gp. It takes an open doors check to dislodge them.

Skeletons (24): HD 1; AC 8 [11]; Atk 1 strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

DLiH. Hall of Entombment

A sign on the stone door reads: “*THE HALL OF ENTOMBMENT. THEY WHO HAVE RISEN ‘GAINST THE GREAT FROG-GOD, THEY SHALL SEE NO REST*”. The portal is locked and secured with chains. Inside are the gnawed-on skeletons of some thirty frog-cultists who had rebelled against a long-dead abbot, but were put down to face live entombment. Five of them remain as **ghouls** inside the room, envious of the living. One of the skeletons has a *wand of cure light wounds* (4 charges).

Ghouls (5): HD 2; AC 6 [13]; Atk 2 claws (1d3), bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

DLiI. First Wine Cellar

Casks of sour wine stand in the recesses of this vaulted, moldy cellar. The place has been ransacked and there are no valuables; however, **8 stirges** lair here.

Stirges (8): HD 1+1; AC 7 [12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

DLiJ. Second Wine Cellar

Accessible from the upper reaches through **Area CL10B**, this looted wine cellar is clearly inhabited by an intelligent being. There is a smell of human presence, and the western tunnel of the cellar has been turned into living quarters with a bed made of rags, a small fireplace with a kettle, a lantern and a drinking cup.

There is a 60% chance the wererat **Smir** is present. If encountered, he poses as an insane hermit ranting about undead, and tries to lead the party away from his lair and his treasure behind one of the casks. The treasure consists of 680 gp, a silver mirror wrapped in black velvet (22 gp), a *potion of cure serious wounds* and a short sword.

Smir, Wererat: HD 3 (12 hp); AC 6 [13]; Atk 1 bite (1d3) and +1 dagger (1d4+1); Move 12; Save 14; CL/XP 4/120; Special: Lycanthropy, control rats, surprise. Gear: +1 dagger.

DLiD. Lost Catacombs

Moldering coffins lay along the walls, each with a decayed corpse inside. At **Area DL1DA**, a spiral staircase leads to **Area CL19**, above.

DLiE. Graves of the Lower Priesthood

Letters carved into the floor of this grey and cobwebbed burial chamber identify it as “*THE GRAVES OF THE LOWER PRIESTHOOD*”. Each of the side rooms contains sixteen wooden sarcophagi surrounding a round stone table, illuminated by a single *everburning lantern* glowing with greenish-blue light. A small dais on the northern end of the hall holds a stone statuette of a man clad in monastic robes. This statuette wears a golden diadem on its head (240 gp worth).

If the characters disturb the sarcophagi, the lanterns or the diadem, the statue emits a loud croak and **6 zombies** from the burial chambers spring to attack! They are blackish, with unnaturally thin limbs, and move with dreadful speed (as if *hasted*).

Putrid Zombies (6): HD 1; AC 6 [13]; Atk 2 claws or 2 bites (1d6 + disease); Move 12; Save 17; CL/XP 3/60; Special: Disease.

DLiF. Pit

A covered pit trap (40-ft. deep pit) leads down to the pool at **Area DL2C**.

DLiG. Chthonic Crypts

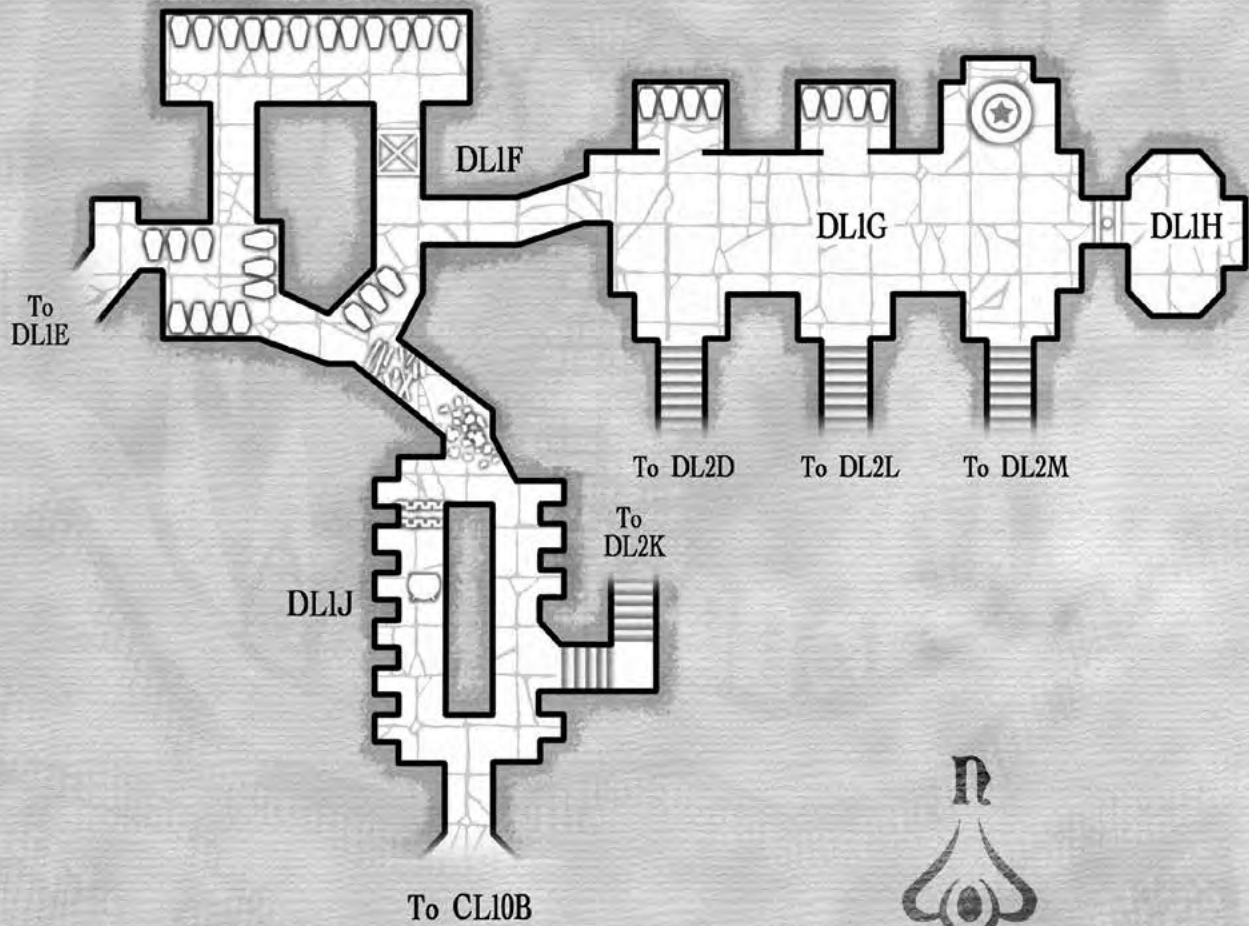
Faint, dissonant music resonates within the hall. Letters in the floor identify the place as “*THE CHTHONIC CRYPTS*”. The side chambers are laden with stone caskets, each containing miscellaneous bones of human and animal (?) origin. Horned heads, hooves and bent bones are common.

On a dais to the east stands the statue of a goat-legged shepherd playing

CLOISTER OF THE FROG GOD

Dungeon Level 1

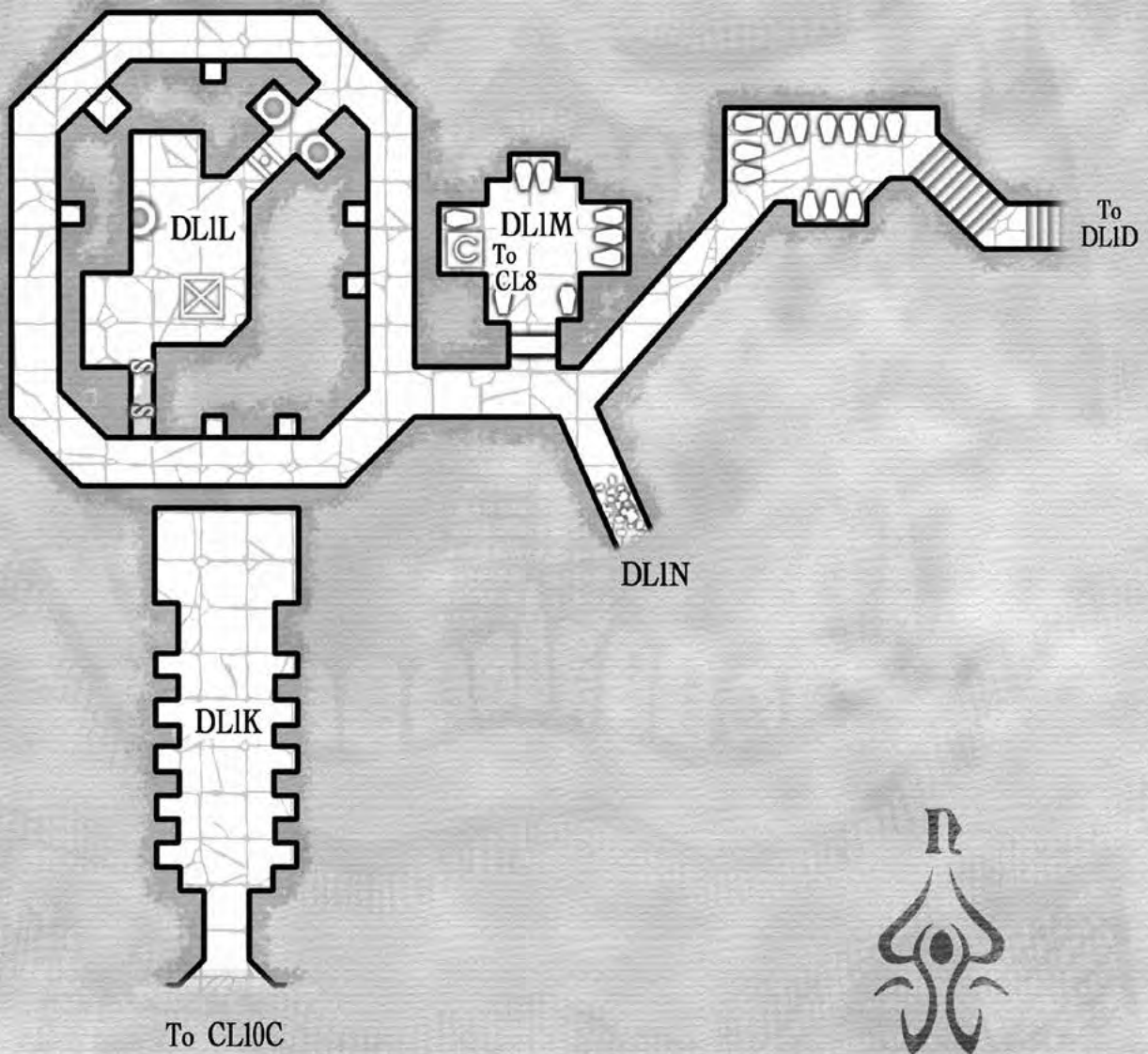
1 square = 10 feet



CLOISTER OF THE FROG GOD

Dungeon Level 1

1 square = 10 feet

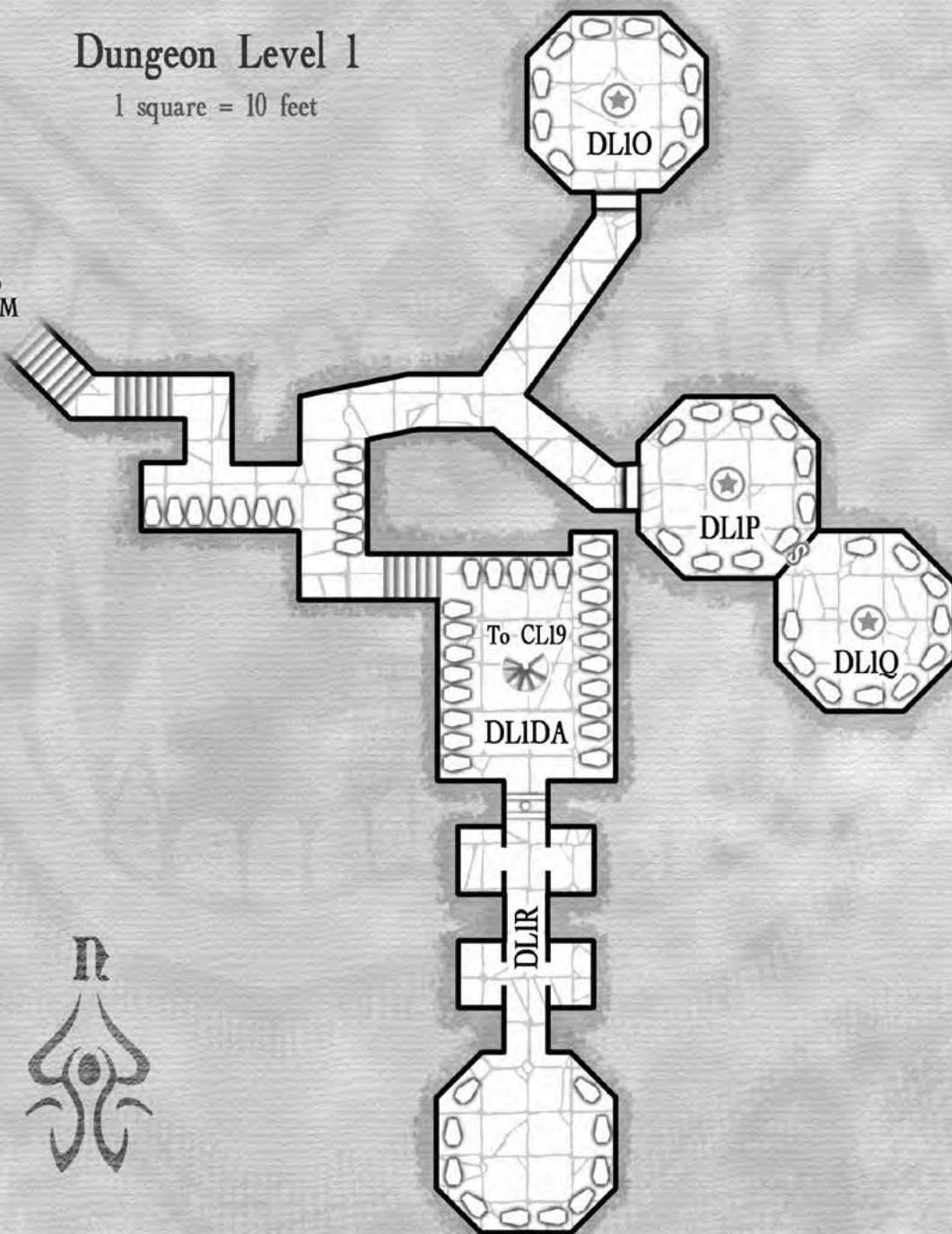


CLOISTER OF THE FROG GOD

Dungeon Level 1

1 square = 10 feet

To
DLIM



DLiK. Third Wine Cellar

This cellar has been looted like the others (through **Area CL10C**). Grotesque skeletons with gnarled limbs and half-dissolved bones lie everywhere, and there is a glistening trail over them and all over the floor, walls and ceiling. However, the mysterious assailant is long gone.

DLiL. The Vault of Abbot Cyngamon

A circular corridor with stone slabs set in the walls sealing burial niches. Each slab depicts a mailed warrior; they do not open normally.

The entrance to the vault is a brass-inlaid iron door flanked by large, sooty copper braziers still burning with flames. Letters on the door read: “*THE VAULT OF ABBOT CYNGAMON. HE LIT THE SCENTED OIL BEFORE THE GREAT FROG-GOD, AND THE FROG-GOD WAS PLEASED THEREBY.*” The door is locked; however, burning some scented oil, perfume or oil mixed with incense in the braziers allows passage. On a failed lock picking attempt, the flames leap at the offender! (Attack as 6 HD monster, damage 1d6+5.)

The grey vault is inlaid with carved stones, and an arched canopy with blue stucco. All is very old, and smells faintly of scented oils. A font by the western wall has clear water inside, healing 1d6 damage each time it is sampled (there is water for four quaffs). A metal hatch in the floor can be opened to descend to **Area DL2M**; the way is barred by a metal grille on the bottom.

In the northern chamber, the mummified frame of Abbot Cyngamon still slumbers atop a stone bier, surrounded by 62 vials of perfume worth 15 gp each. His scepter is worth 1,300 gp, and he has a *ring of telekinesis*. However, he is also a **wight**, and if he attacks, the burial niches in the outside corridor also open to release his guardians, **8 undead swordsmen** in mail and coif. The swordsmen first attempt to come through the northeastern door. If they find it blocked, four stand guard and four go around through the secret doors to finish the interlopers.

Abbot Cyngamon: HD 3 (16 hp); AC 5 [14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons. Gear: Sceptre, *ring of telekinesis*.

Guardians of Cyngamon (8): HD 4; AC 4 [15]; Atk 1 longsword (1d8) or claws (1d4); Move 9; Save 13; AL C; CL/XP 4/120; Special: Immune to sleep and charm. Gear: Chainmail, shield, longsword.

DLiM. Looted Crypt

Slime and mold coat the walls of the crypt, creating an atmosphere of wet miasma. The sarcophagi in the room have all been looted. What at first sounds like faint whispering turns out to be an air current—it comes from the cobweb-concealed shaft above, which climbs 30 ft. and opens onto the plateau at **Area CL8**.

DLiN. Collapse

Letters in the floor read: “*THE CRYPT OF CALLIXT*”. The way is choked with rubble and impassable.

DLiO. The Tomb of Kynos

A sign above the iron door reads, “*THE TOMB OF KYNOS*”. The growling heard before entering the chamber turns out to come from a **hell hound**; the monster is accompanied by a solitary **wight**.

In the middle of the tomb is a statue depicting Kynos in his life, with his faithful pet hound. At the base of the statue is a sign reading *KYNOS*; behind the sign is a secret compartment with the wooden statuette of a dog and two *potions of fire resistance*.

Standing by the walls are ten unmarked stone coffins. The bones inside are gnarled and twisted. Some skulls have more than two eye sockets; others have small horns or bumpy protrusions. One of the coffins contains diseased grave dust (save or contract mummy rot). This rot is extremely fast, with a mere 1 hour incubation period and ability loss every two hours thereafter.

Wight: HD 3 (13 hp); AC 5 [14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Hell Hound: HD 5 (15 hp); AC 4 [15]; Atk 1 bite (1d6); Move 12; Save 12; AL C; CL/XP 6/400; Special: Breathe fire (10hp).

DLiP. The Tomb of Gwoth

A sign above the iron door reads, “*THE TOMB OF GWOTH-WHO-IS-TWO*”. The bricks of the decaying wall in this domed chamber have started to fall and the whole structure is on the brink of collapse: 50% probability every time the walls are disturbed (6d6 damage, saving throw for half damage).

Hidden behind beardlike growths of putrid mold, **3 ghouls** wait patiently to leap at intruders. They are covered in the stuff—hopefully, none of the PCs are allergic! In addition to the ghouls, there is a grotesque skeleton in the middle of the room suspended in a murky liquid in a thick glass tube. This strange, deformed being was some sort of human-frog hybrid, and while no traces of flesh remain, the wide jaws, bent spine and muscular legs are still apparent.

Ghouls (3): HD 2; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.

DLiQ. Webbed Chamber

Yet more webs and mold fill this chamber. A bricked up niche concealed by a layer of wispy and mold-shot webs is the source of shuffling noises and occasional coughing. Walled in is a moldering corpse who falls outward with a dull thud if the brickwork is removed. It still grasps a sizable bundle of rotted parchment maps describing a multi-level dungeon complex, complete with key and notations. The parchments crumble into filth no matter how delicately they are handled, but the players should be given the opportunity to leaf through the **Rappan Athuk** maps for a total of fifteen seconds. In pace requiescat!

DLiR. Tomb of the Red Death

This crypt has never been broken into, as intact seals on the door indicate. The seals also warn the living: “*HERE BE THEY WHO WERE CLAIMED BY THE RED DEATH. DISTURB THEM NOT, FOR THEY ARE LOST.*”

Beyond the grim reminder lies a corridor and a chamber with ten simple, hastily constructed sarcophagi. Four of them contain mere corpses; the others are occupied by **4 skeletons** and **2 wights**, who animate when any of the lids are raised. These undead possess a skeletal visage mottled with patches of reddish mold, and cackle madly as they join the fray. They have no treasure, save for clothes suggestive of minor nobility.

Skeletons (4): HD 1; AC 8 [11]; Atk 1 weapon or strike (1d6); Move 12; Save 17; AL N; CL/XP 1/15; Special: Immune to sleep and charm.

Wights (2): HD 3; AC 5 [14]; Atk 1 claw (1 hp + level drain); Move 9; Save 14; AL C; CL/XP 5/240; Special: Drain 1 level with hit, hit only by magic or silver weapons.

Dungeon Level Two

Equivalent Dungeon Level: 5

Entrances: Downstairs from **Area DL1M**, **Area DL2C**, **Area DL1G**, outside cave between **Area DL2B** and **Area DL2C**.

Exits: Natural caverns between **Area DL2B** and **Area DL2C**, **Area DL2V** to Rappan Athuk, **Area DL3A** to **Level 3**

Detections: The taint of chaos and evil are everywhere

Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood. All secret doors are made of stone.

DL2A. Empty Chamber

This rough-hewn room looks half finished, as if construction had been abandoned and never resumed. A deep, narrow crack spans the stone floor. Wedged into the crack is a rusty chisel.

DL2B. Ogre Lair

The jailer, a hunchbacked, nameless **ogre** lairs here. As he has received no victims for a while, he is hungry and irritated. The chamber is cold and empty, and its only furnishings are a bed of flea-ridden furs, a bucket of water, and a shelf of goblin and human skulls. A key ring opening all cells at **Area DL1B** hangs on a nail. The way to the caverns has been barricaded with a barrier of nailed-together planks.

Ogre: HD 4+1 (15 hp); AC 5 [14]; Atk 1 weapon (1d10+1); Move 9; Save 13; AL C; CL/XP 4/120; Special: None.

DL2C. Amber Death

Enchanted phosphorescence glows in a 6 ft. deep pool of hazy amber liquid. It illuminates a haggard, mossy tree, and ten moss-covered statues along the walls. The statues are humanoid, being from 10 ft. to 18 ft. tall. The centermost is a figure of a six-armed human, pointing to the east.

The inhabitants of the strange shrine are **4 harpies**. They usually perch on the statues if they hear someone approach, and start singing to lure unsuspecting PCs into the amber pool. The thick liquid therein is paralytic (saving throw negates, lasts 2d6 rounds) and dissolves flesh at the rate of 1d12 points of damage per round. Inorganic materials are unaffected. Once a sufficient number of PCs are in the pool, the harpies rush the remaining heroes to tear them limb from limb.

Lying on the bottom of the pool are an iron flask, a silver dagger and 70 gold coins. The flask contains rough brandy. Above the pool, there is a chute leading up to the pit trap at **Area DL1F**.

Weakened Harpies (4): HD 3 (9 hp each); AC 7 [12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; AL C; CL/XP 4/120; Special: Flight, siren-song.

DL2D. Walled-up Archway

This doorway has been bricked up. The construction is ancient, and easy to knock down.

DL2E. The Imprisoned

An observant character may notice odd fissures in the northern wall with something gleaming within. Excavation reveals that the objects in question are sizable slabs of sea-green glass, with shadowy, humanoid skeletal forms frozen under their smooth surface. There are five slabs in all and they radiate magic and evil. No magic or weapon can penetrate the glass, but “listening” to the thoughts of the skeletons with *ESP* or similar powers broadcasts such fear and shrieking pain that the character has to make a saving throw or go permanently insane.

DL2F. Rubble Hall

Large mounds of crushed stone fill this chamber, a building half inside the caverns. It was once used for religious purposes—a group of supplicants in hooded robes is still visible on a faded fresco. The space has been filled in so thoroughly that crawling through is no easy feat in bulky equipment.

DL2G. Small Grotto

Hot water flows from the cracks of the wall to the central sinkhole, vanishing to level three. The ground around the sinkhole is slippery, requiring a saving throw to avoid a fall (cushioned by the pool below, 2d6 damage).

DL2H. Steam-filled Grotto

Hot water flows from the cracks of the wall to the central sinkhole, vanishing to level three. The ground around the sinkhole is slippery; there is a 1 in 6 chance of falling (cushioned by the pool below, 2d6 damage).

DL2I. Graves of the Upper Priesthood

Letters carved into the floor of this grey and cobwebbed burial vault identify it as “*THE GRAVES OF THE UPPER PRIESTHOOD*”. The place has been ransacked and defiled. Bones lay strewn about; rubble covers an empty dais. A clump of **green slime** hangs above. Unless checked for, there is a 40% probability it falls on an investigating PC.

The stairway in the west leads to **Area DL1E**.

DL2J. The Crypt of Monos Diarmos

Carved letters above the entrance read, “*THE CRYPT OF MONOS DIARMOS. MAGIC AND ENCHANTMENT GUARD HIS WAY*”. Two barriers consisting of thick iron bars separate this crypt into three sections, although the doors allowing passage through them are both unlocked. There are signs of a previous battle: Soot-blackened stones, broken arrows and weapons, smashed bones and split shields.

If the PCs enter the middle area, both doors slam and lock, while an evil voice chuckles in glee. Beyond the bars, a faint apparition of a wild-eyed phantom in billowing robes, clutching an ebon staff and displaying a gem-set ring murmurs unknown words of power as the lights dim and an unnatural silence falls on the scene. The phantom is a mere illusion of no substance; however, the iron bars have been enchanted to reflect 50% of the spells cast at, or through them.

Various tombs are found in the vault: sarcophagi, niches in the walls

CLOISTER OF THE FROG GOD

To
DL1B

To Outside

DL2A

To
DL2E

DL2B

To
DL2E

Dungeon Level 2

1 square = 10 feet

DL2C

To
DL1G

DL2D

DL2J

DL2K

To
DL1J

To DL1E

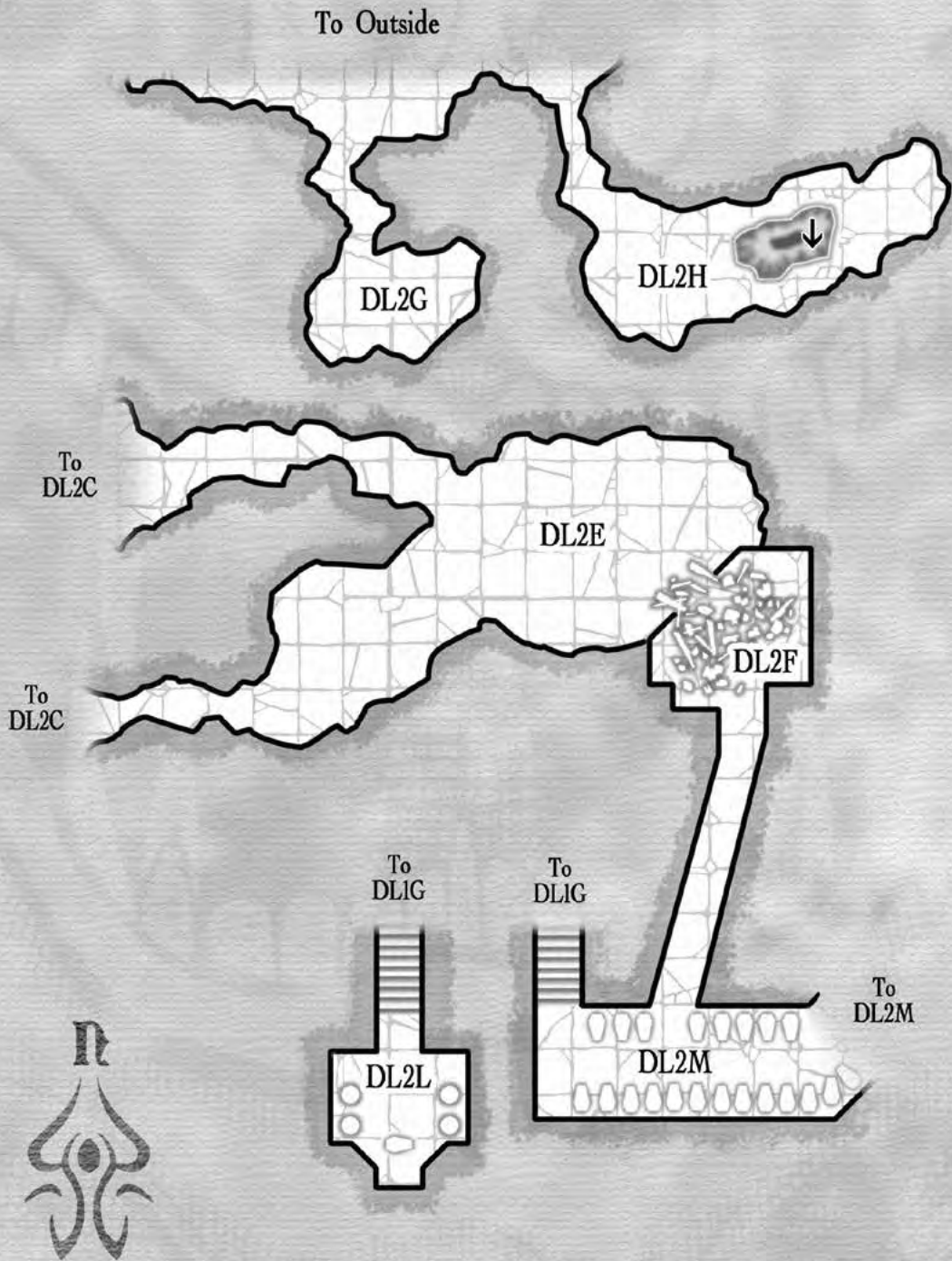
DL2I



CLOISTER OF THE FROG GOD

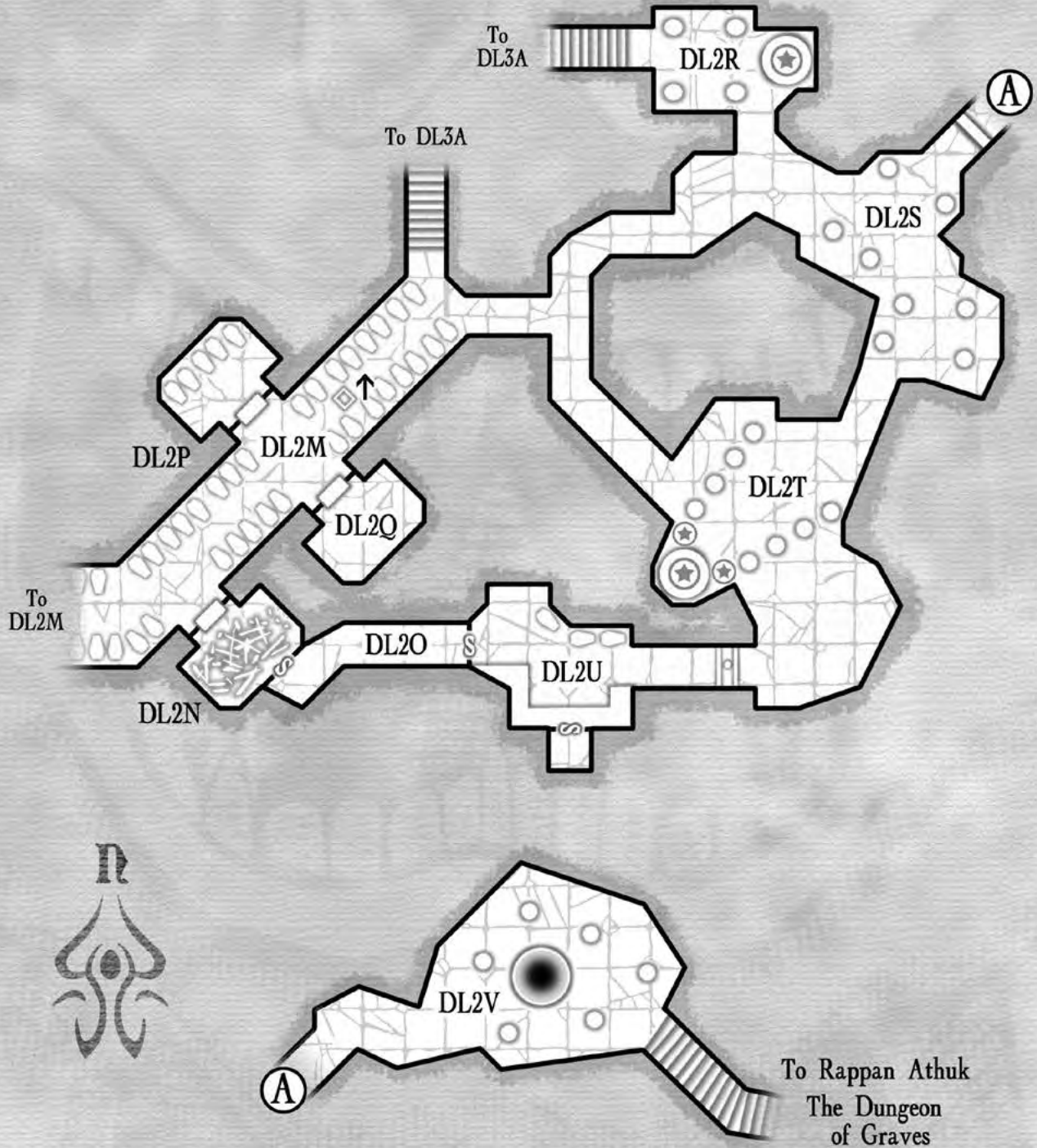
Dungeon Level 2

1 square = 10 feet



CLOISTER OF THE FROG GOD

Dungeon Level 2
1 square = 10 feet



and slabs of stone in the floor. Many have been looted and broken into, but one still contains the intact body of a young lady—but that, too, falls apart with a moan in a shower of dust if touched.

DL2K. Lower Cellar

The walls of the damp cellar are black with mold. Ancient oak barrels full of wine stand in wall niches and orderly stacks. Some of them are still full, and three crystal bottles—worth 105 gp for their antiquity and workmanship—in a small, locked wooden case contain an excellent vintage equivalent to *potions of healing*.

DL2L. Abandoned Vampire Lair

A corroded brass lantern suspended from the ceiling burns with a magical flame. Four suits of rusted armor with bardiches (1d10 damage) guard a dirt filled coffin. The coffin has not been used in ages, as its inhabitant was slain by adventurers. If the lantern-light is extinguished, continual *darkness* falls on the room—this inky black veil may not be removed short of a *dispel magic* against a caster level of 10th.

DL2M. The Hall of the Brothers

A plaque at both ends of the vaulted hallway reads: “*THE HALL OF THE BROTHERS*”. Standing coffins flank the way on both sides; many looted, the others nailed shut and containing corpses in dark green habits. A barred shaft above the north-eastern segment of the passage leads up to the vault of Abbot Cyngamon (Area DL1L).

DL2N. Looted Crypt

The coffins in the room have been broken open and their contents despoiled. Soot and ashes cover the floor. A bent brass plaque, discarded in a corner reads: “*WIZARD’S LIGHT, WIZARD MIGHT, LIGHT OF FIRE, FUNERAL PYRE*”. The **secret door** in the wall is relatively easy to find, and the operating mechanism is hidden under a loose flagstone: A brass valve with the relief of a grinning skull, its mouth open, must be rotated. This also opens reserves of flammable gas; the mouth of the skull itself is the release pipe. If there are open lights nearby, the gust of flame ignites, causing 4d4 damage to all within the room, and burns for three rounds before the valve automatically shuts itself. There is sufficient gas for six operations.

DL2O. Secret Passage

The walls of the passage are laden with a thick layer of mold. Any movement disturbs a huge cloud of spores (saving throw or –1 to attack rolls and saving throws as long as they remain in this place and for 1d3 x 10 minutes afterwards due to coughing). Three skeletons lie in the passage, having fallen prey to now defunct spear traps in the walls. They are covered with a thick crust of growth, and still seem to be *somewhat* alive, emitting wheezing, gasping noises if they are moved or disturbed.

DL2P. Crypt

A niche in the east wall contains a mound of glistening, slime covered skulls flanked by four tallow candles. If the candles are lit, fire flares in the hollow eye sockets and the skulls shriek, possibly attracting more undead (roll three random encounter checks).

DL2Q. Storage

Dust covers the religious paraphernalia left here: Sooty braziers, velvet drapes, incense burners and a collapsed podium.

DL2R. The Circle of Exchanges

A magical enigma, named “*THE CIRCLE OF EXCHANGES. BROTHER ARN SEES TO HIS AMUSEMENT*” in a mosaic circle on the floor. The statue of a hooded monk watches over a domed chamber with four pedestals. Clockwise, from the northwest, the following objects rest on top of them: A nugget of molten iron, a skull, a dagger and a *potion of healing*. Approaching any object, they are immediately exchanged with (1d3):

- 1—the one across them
- 2—the one to their left
- 3—the one to their right

The speed of exchange is such that it is almost impossible to capture an object (roll equal to or below dexterity score on 2d20). However, the pedestals can be loaded with extra objects, in which case only a random object moves and the rest remain dormant, possible to remove from their place.

DL2S. Chambers of the Frog-Men

Slime and glowing fungus covers the floor and walls, thriving on the wet rot. Rough stone pillars support the low ceiling of these irregularly hewn chambers.

The inhabitants of this place are **5 frog-man monks**. Lurking beneath the overworld, these ancient, wrinkled pilgrims still tend their ancient shrine after their human disciples have fallen. They move with a shambling gait and like to capture victims with nets. They obey their high priest (Area DL3T) and come to his aid if they are needed.

Tsathar Scourges (5): HD 4; AC 3 [16]; Atk 1 weapon (1d8) and bite (1d4); or 2 claws (1d6) and bite (1d4); Move 12 (Swim 12); Save 13; AL C; CL/XP 5/240; Special: Leap, amphibious, implant, slimy.

DL2T. The Secret Temple

Slimy, green-gray clumps of mold cling to the ceiling. The walls are adorned with an endless throng of dancing figures, contorted and repulsive. The procession ends in the inner shrine to the west, where two hunched statues of hooded frog-men flank a great, bloated idol seated on a

Staff of the Batrachian

This quarterstaff-length rod, appearing as a grotesque amalgamation of toads, tadpoles, and less savory things, is in fact a *curled rod of withering*, worth at least 6,000 gp as a bizarre curiosity in itself (not to mention its value to frog-cultists).

Alas, if an unbeliever holds the staff for even a moment, the touch of Tsathogga is upon them. The bearer of the *staff* contracts *mummy rot* with no save! A character immediately renouncing the staff after the disease manifests may roll a saving throw to avoid further harm. Wrapping the staff in *blessed* or holy water-soaked cloth grants resistance for 24 hours, but not a minute more.

LEVEL 0B

slab of translucent lime-green glass. The frog-idol of Tsathogga is flanked by two heavy golden candelabra (800 gp each, but tainted and evil). There is a continuous *desecrate* radiating from the idol.

Fortunately, the place is mostly abandoned. Its only caretaker is a **frog-man priest**. This misshapen mongrel is clad in the grotesque garments of a High Priest and clutches the symbol of its station, a heavy brass staff studded with green glass “eyes” and “warts”. The high priest may summon its companions from **Area DL2T** with a bellowing croak.

The high priest and his cohorts occasionally emerge to the surface world to hunt for new captives to sacrifice; at other times, they travel deep underground to Rappan Athuk to consort with the darkest powers.

Tsathar Scourge High Priest: HD 6 (33 hp); AC 2 [17]; Atk 1 *staff of the Batrachian* (1d6) and bite (1d4); or 2 claws (1d6) and bite (1d4); Move 12 (Swim 12); Save 13; AL C; CL/XP 7/600; Special: Leap, amphibious, implant, slimy. Gear: +1 *leather armor, staff of Batrachian*.

DL2U Laboratory

The door to the east is locked. This chamber, resembling a cluttered storeroom, is an abandoned laboratory once used by the priests, both frog-man and human, but now avoided by both. One of three sarcophagi contains an animated **mummy** wearing a *ring of spell turning* and wielding a *longsword +1/+3 vs. Lawful*. It emerges from its resting place if any of the doors into the laboratory are opened, and defends the place vigorously.

Everywhere one turns, there are shelves of dusty glass implements, ceramic containers, boxes, dried homunculi, mummy wrappings, spices and so forth. There are also great trunks full of crumbling garments, heavy laboratory equipment, ruined components and bottles of barely potent acid. Six heavy bars of a silvery metal (mithral) are hidden under moldering rags in one of the trunks. The mithral is sufficient for one suit of human-sized chainmail.

The entrance to the southern closet is concealed behind one of the shelves. The shelf turns on hinges to reveal a **wall of swirling blue mist** obscuring the entrance. The mist radiates extreme cold, and even being near it (within 10 ft.) inflicts 1 point of damage. Anyone passing through suffers the full chilling effects (3d10 points of freezing damage; any fire

effect that deals 20 points of damage shuts the mist down for 2d6 rounds).

The closet beyond the wall contains a number of enchanted items, including two spellbooks. The items are: a *globe of devious entrapment* and a *prism of separation*. The spellbooks contain the following spells:

Book #1: 1st—*charm person, detect magic, light, magic missile, shield; 2nd—ESP, levitate, locate object, mirror image, web; 3rd—fireball, hold person, lightning bolt, suggestion; 4th—charm monster, dimension door, fear, wall of fire, wizard eye.*

Book #2: 1st—*detect magic, magic missile, read magic; 2nd—continual light, pyrotechnics, wizard lock; 3rd—clairaudience, clairvoyance, explosive runes, fly, lightning bolt, water breathing; 4th—confusion, hallucinatory terrain, massmorph, plant growth; 5th—animate dead, extension II, monster summoning III, teleport.*

DL2V. Frog-pit

Those unfortunates who died before the loathsome idol of Tsathogga were disposed of in the deep pit in this rock grotto. At other times, they were thrown alive among the carnivorous giant frogs to be devoured screaming. The frogs are all dead, but the pit is still a peril for the curious and the foolhardy.

The chamber above the pit is a bare, simple place. A set of irregular stairs descends to the east, and, as the letters above the portal declare, they go “*TO RAPPAN ATHUK, THE DUNGEON OF GRAVES—BE WARE, O PILGRIM, OF THIS JOURNEY*”. After many hours of travel (possibly a few days, roughly 25–30 miles underground), the passage terminates at **Level 4A-1** in Rappan Athuk.

The round opening is covered with a corroded iron grille (50% probability of breaking under a heavy weight). A system of winches and pulleys used to lower victims is in the same sorry state: it appears sturdy on a casual observation (sturdy enough to climb down on its chains), but a more careful study reveals the weaknesses which would send any foolhardy character down into the depths.

The pit is 50 ft. deep and contains several rotted corpses. The corpses are covered by a 4 ft. thick layer of green slime which forms a gelatinous plug above the mass of bodies, which in turn rests below 4 ft. of water. Anyone falling in the pit gets stuck in the green slime. There is, predictably, no treasure to be had here.

Globe of Devious Entrapment

This item looks like a 1 ft. diameter glass orb filled with water. Its surface is cool to the touch. Maintaining contact for more than a round shrinks and draws the individual into the orb unless he succeeds at a saving throw. The water inside the orb is a *gate* to the Plane of Water, where the character is imprisoned (unless rescued by an expedition). The globe has AC -1 [20] and takes 30 hit points to crack. If it is cracked within 2d6 rounds of trapping a character, the character within may escape from imprisonment.

Prism of Separation

This glass object separates light like any other prism, but may also be used to reduce the effectiveness of ray spells if worn openly. All such spells are safely dispersed (90%) or turned into a spray of colors that blinds (saving throw negates) for 1d4 rounds. Hurling through a *prismatic sphere*, the prism brings it down but loses its powers permanently, turning into a 3,000 gp gem.

Dungeon Level Three

Equivalent Dungeon Level: 8

Entrances: Area DL3A

Exits: None

Detections: Evil is detected throughout this dungeon level

Standard Features: Unless otherwise noted, all doors on this level are made of locked, iron-reinforced wood. All secret doors are made of stone.

DL3A. Room of the Stone Head

The walls are inlaid with semi-precious stones. A huge stone head wearing a diadem rests on a marble slab. Spells cast at the image either prove ineffective or are reflected back on the caster (Referee’s discretion).

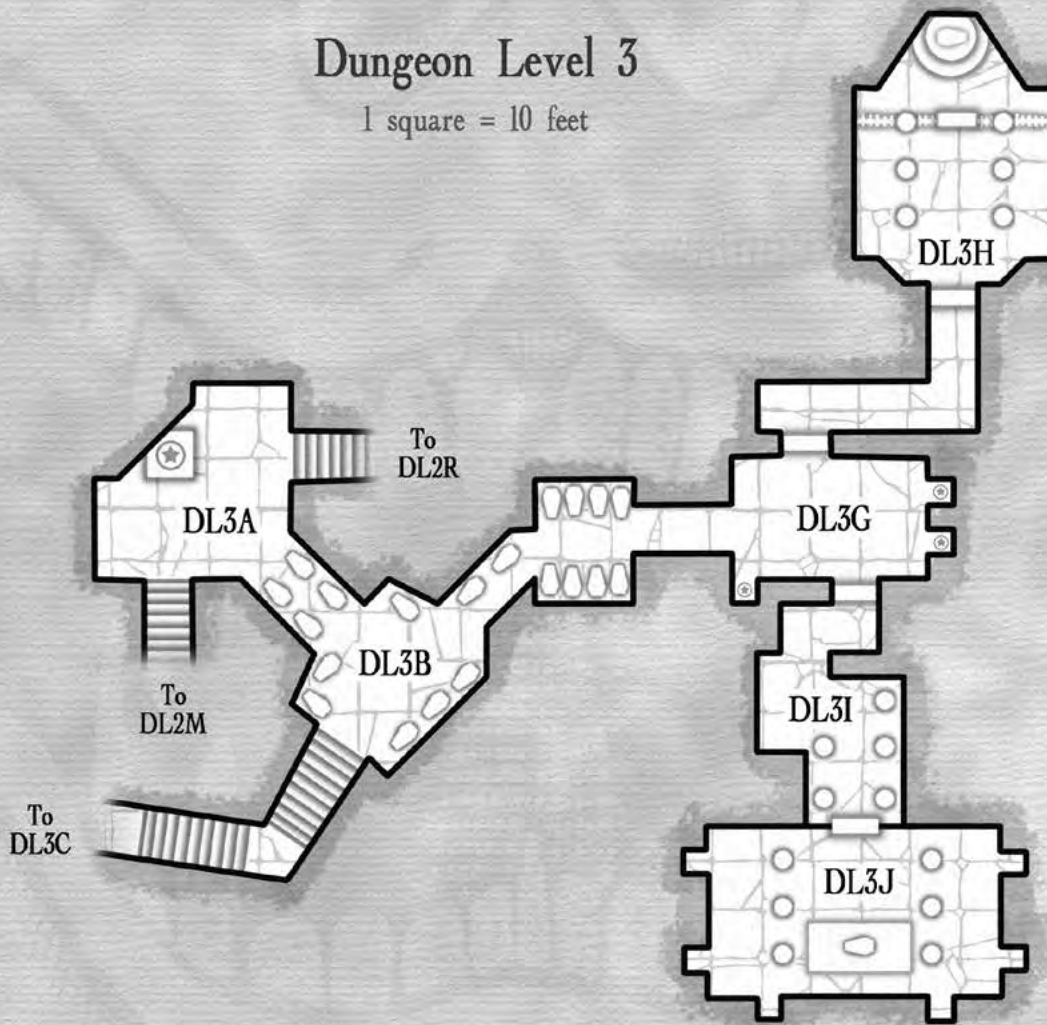
DL3B. Catacombs

Thick sheets of cobwebs hang from the ceiling, their white shot through with filaments of sickly gray-green mold. Characters who fail a saving throw suffer a -1 penalty to all rolls due to coughing as long as they remain in this place and for 1d3 x 10 minutes afterwards. The coffins here are rotted, and the dead inside covered in mold.

CLOISTER OF THE FROG GOD

Dungeon Level 3

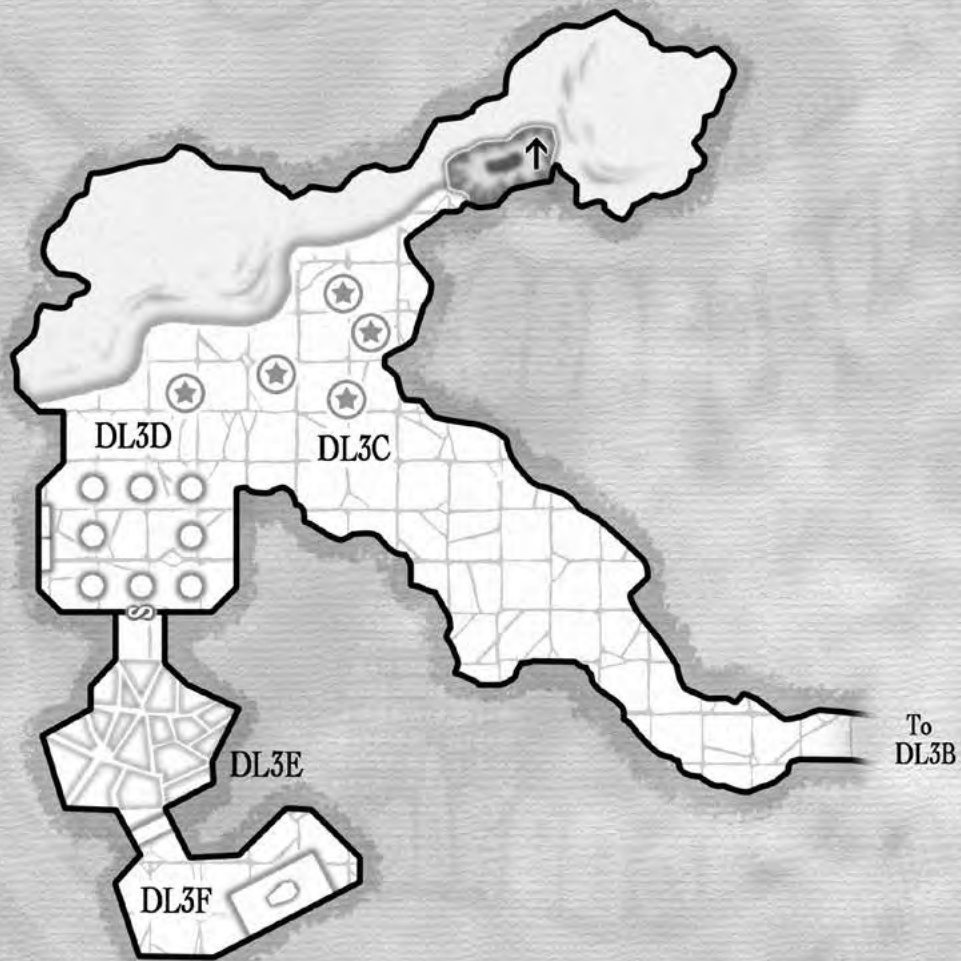
1 square = 10 feet



CLOISTER OF THE FROG GOD

Dungeon Level 3

1 square = 10 feet



DL3C. Caverns

Rough, irregular chambers make up this section of the level. No undead visit its solitude, and only the dripping of water and the sound of the waterfall to the northeast breaks the silence.

Nest to a deep pool of water, there is a motley collection of five statues, three adventurers and two zombies who have strayed into this place. This is the work of a **basilisk**. The beast's hide, a sparkling shield of gemstones, is worth 1,600 gp; its blood imbues normal gems with a rainbow radiance.

Basilisk: HD 6 (26 hp); AC 4 [15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrifying gaze.

DL3D. Tomb Entrance

This part of the caverns is unlike the rest of the dungeon: From the cyclopean stone blocks used in its construction to the bizarre abstract patterns adorning its walls, it looks like a relic from an eldritch past. This vault (along with **Areas DL3E–F**) is the tomb of Prince Koshag.

The false stone doors leading to the west bear the markings of several pickaxes. The true entrance, however, is out of sight: to the south, a layer of stones are more shallow than usual, and the stucco can be removed to reveal the outlines of a stone door with ancient glyphs declare: “*THIS IS THE [GOING UNDER] OF PRINCE KOSHAG XANTOLLAN / HE WAS THE [FINAL ONE] / SAILED THREE TIMES SIX, SAILED FOUR TIMES FOUR [GREAT WATER] / ALAS, THE WORLD IS NO MORE / [UNWORTHY] LIVE NOW AND FOREVER.*”

DL3E. Shadow Gallery

This room is crisscrossed with several shadows forming a sort of web that fills the entire area. A character crossing the room must make a saving throw to avoid touching the shadows 1d3 times. *Gaseous form* provides a +4 on the checks. Each touch is like the touch of a **shadow** (1 point of strength). A character reduced to 0 points of strength becomes a part of the shadowy web himself.

Characters accompanied by magical *light* or its equivalent are unaffected; a successful *dispel evil* or *holy word* destroys them permanently (along with all absorbed characters).

DL3F. The Hidden Tomb of Prince Koshag Xantollan

This is the final resting place of Prince Koshag Xantollan, ancient warlord and conqueror. Neither the frog-men nor their human followers have discovered the place. The tomb is a simple room, decorated with a few ornamental patterns on its walls, and the following glyphs: “*THIEF, DEFILER / GREAT WRATH / RUN FAST / [ILLEGIBLE LINE] / KOSHAG IS HERE*”. There are six desiccated corpses in antique bronze banded mail propped against the wall here. They are **zombies** who animate if the tomb's contents are disturbed. They surround a stone bier where a mummy in platemail slumbers. The mummy holds a heavy two-handed sword made of some unknown bluish metal. It is inanimate, although it has been treated with enchanted oils, making it resistant to age. Next to Koshag Xantollan's stone bier lies a great cauldron filled with 4,000 ancient gold coins.

Zombies (6): HD 2; AC 4 [15]; Atk 1 weapon (1d8); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

Koshag's Sword

This intelligent +3 *two-handed* sword is thoroughly and completely chaotic. It has **Int** 14, **Wis** 12, **Cha** 15, and speaks Chaotic and Common. Its special abilities are *hold person* 3/day, *detect invisibility* in a 10 ft. range and *levitate* 3/day. The sword is extremely vain and vindictive, stopping at nothing to mercilessly destroy the “thief” who took it from its rightful owner. It forces an saving throw immediately upon being acquired, and every chance afterwards. If the saving throw fails, the sword forces the wielder to enter a berserk rage or commit suicide. It can only be truly mastered by a character of superior willpower—someone who matches the sword's evil and egoism and succeeds at least five consecutive saving throws against the weapon's mental assault. Thereafter, Koshag's sword allows the character to use its powers... as long as the PC's superiority remains unquestionable, and he wields it as a harsh and merciless conqueror.

DL3G. Storage

The cramped room is a well-stocked storehouse of weapons. There are 10 short swords, 60 scimitars (curved short swords), 40 light maces, 20 heavy maces, 10 flails, 18 longswords, 30 battleaxes and 70 spears in unruly stacks. Three extraordinarily ugly stone statues; **gargoyles** slumber in wall niches. The monsters activate to attack from surprise.

In one of the niches (hidden behind a gargoyle) is a larger stone slab engraved with an open eye. The slab turns on hinges to reveal a cavity containing a black iron box, containing a slightly mold-eaten black tome of weird dweomer:

Spellbook: 3rd—*clairaudience, clairvoyance, fireball, lightning bolt*; 4th—*polymorph other, wall of ice, wall of fire*; 5th—*animate dead, cloudkill, feeblemind, magic jar, teleport, wall of stone*; 6th—*anti-magic shell, disintegrate, enchant item, stone to flesh*.

Gargoyles (3): HD 4; AC 5 [14]; Atk 2 claws (1d3), bite (1d4), horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly.

DL3H. Sword Tomb

Hundreds of rusty swords hang from the walls in a neat order. They all point towards a gate in a wrought iron fence to the north. This is the tomb of a **vampire** and his **10 zombie** minions. The vampire used to be a great lord, and is still clad in the platemail of his station. The zombies simply wear blackened chain and brandish halberds, and slumber to the side of the tomb, standing guard. Beyond the gate lies the iron coffin of the vampire on a round podium. If the gate is opened, the podium rotates, the coffin opens, and the zombies animate.

In the coffin, there are ashes mixed with earth, and a gold-and-diamond diadem (worth 1,200 gp). Next to the podium, there are also two large iron chests with 2,000 gp each.

Vampire: HD 8; AC 2 [17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 8; AL C; CL/XP 11/1700; Special: Vampire traits.

Zombies (10): HD 2; AC 5 [14]; Atk 1 weapon (1d10); Move 6; Save 16; AL N; CL/XP 2/30; Special: Immune to sleep and charm.

DL3I. Antechamber

A plaque above the portal to the south reads: “*THE TOMB OF ZODMAR ADATRES, CHAMPION OF TSATHOGGA. HE WOULD SEE ALL, AND WAS THUS INTERRED HEREIN.*”

DL3J. Frog Tomb

This sepulchral vault contains the mortal remains of Zodmar Adatres, feared champion and disciple of Tsathogga, founder of the cloister. To show dedication to his harsh master, Zodmar consumed an *elixir of all-seeing doom* when he grew old and frail (see **Area DL1C**). Thus, his awed and fearful apprentices made sure he would get a hero’s burial... and a place he couldn’t escape from once dead.

The grand tomb is painted with colorful frescoes depicting Zodmar’s deeds: His conversion at the altar of the frog-god, his crusade against the innocent, his sacking of Tal Zun, a now-forgotten town, and finally his self-sacrifice. Four *everburning censers* (magical fires that burn without the use of fuel) in the four corners of the outer room provide illumination. Large clay jars once contained gold and silver in abundance. Unfortunately, they have already been ransacked: Only clay shards and 7 gp remain. The great stone coffin is where Zodmar Adatres was laid to his final rest. It is securely bound with sturdy iron chains and three locks. All three locks are sealed with lead and bear the mark of an ancient seal. Even the crack between the lid and the sarcophagus is filled with old, hardened beeswax, sealing the coffin hermetically. Faint gurgling, bubbling sounds, cackling and croaks may be heard from inside.

Foolishly opening the sarcophagus reveals a gruesome horror: Zodmar Adatres, now nothing more than a mindless mass of flesh, slime and peering egg-eyes, has become an unnatural host to his lord’s minions. A mere round after the lid is opened, the eyes “hatch” and **killer frogs** come streaming out. Ten frogs emerge every round, up to a maximum of six hundred sixty-six. Even replacing the lid is useless: The small horrors push it open with surprising strength! Unless sealed inside the tomb (by blocking the entrance with rubble, for example), they emerge into the outside and march on the cloister, then the close villages, most likely dealing a dreadful blow to civilization in the area. Together, the frog swarm possesses a collective intelligence of 16, and is thus capable of rational planning. There is no treasure in the sarcophagus.

Giant Killer Frogs (666): HD 1+4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d6); Move 6 (12 swimming or 150 ft. leap); Save 17; AL N; CL/XP 2/30; Special: Leap.”