

## The Frog God's Sinkhole

A side entrance to your favourite megadungeon.

For the stats of the froglings just use your favourite froggy monster. As long as there are some froglings left (or eggs or tads), they will be repopulate this complex fast (as in the course of a week). Some details should be changed if the PCs use this way frequently. Even if all froglings are killed, there is a chance that new froglings will arrive (5% per week). This is additional to the normal chance of wandering monsters moving in.

1. This giant sinkhole is 300 feet deep, with masonry depicting froglike creatures in various blasphemous acts as glazed, dark green bricks. The light from above is supernatural dim. There are a lot of pools of shallow water.
  - a.) At these places there are traps, that push the first to step on a certain of the steep steps in the direction of the frog god. The eastern trap is at 90ft height, the western at 40 ft.
  - b.) The frog god is a massive statue, that seems to be perfectly normal apart from the obvious hideous awfulness. Only if someone or something on ground level of the shaft is killed, does it reveal it's full potential: A long tongue lashes out to anywhere apart from the inside of the wooden hut behind the statue. It grabs the corpse and drags it lightning fast in one swift motion into the mouth of the statue, wich swallows it. It can do this as often as necessary per round. Everytime when the PCs enter this place, they will be ambushed by a massive force of 3d10 froglings, that hide in the hut, as soon as they enter the floor (even if one falls..), as long as they never killed all froglings on this sublevel. 1d10 will stay in the hut and shoot with shortbows and arrows. Everytime a frogling gets killed, it will be swallowed, and the other will actually cheer at the death of their comrade. Of course, the same happens when a PC gets killed. Only a carefully worded wish can bring someone back, that was swallowed by the frog god. As soon as d1000 corpses of intelligent beings have been swallowed something really bad happens. Maybe it just animates as a massive stone golem, maybe the whole



place is being transferred into the abbys... DMs decision.

2. Herein lurk another 3d12 froglings, that enter the fray as soon as most of the first ones are killed. The secret door can be opened by turning a loose brick of frogling genitalia around, as these walls and halls are in the same way decorated as the sinkhole. The stairs lead to unknown depths...
3. These are the playing grounds of 4d6 frogling tads – half ready froglings, they are able to walk, but can't fight effectively with their little arm stumps. They will try to flee into area 1 if they are attacked, where they die with as much glee as full grown froglings to feed the frog god. The door to the south is locked, the old frogling in room 5 has the key. The secret door in the north wall is opened by sticking a finger in a 2 " deep hole about 3 feet above ground. The tads can't open this because of their little, stumpy fingers.
4. The southern half of this room is submerged under a feet of muckbrown water, that is filled with frogling eggs.
5. A really old frogling sits here and fletches arrows. It will not fight, and has the key to room 3 around it's neck.
6. The frogling latrine...
7. Chamber of the frogling dames. 1d12 female froglings are waiting for insemination of their eggs wich they just layed into a shallow pool (a bucket to bring them into room 4 stands nearby). They will try to flee if attacked, but won't go outside and instead flee down the stairs in 2 or 18.
8. Frogling pets. 4 giant frogs are waiting to be fed. They will try to feast on anything that doesn't look like a frogling.
9. Hall of the frog god. These rooms pillars are full with disturbing runes, describing the rise of the frog god to swallow the whole world in the end of all days.
10. Chamber of offerings. This room is full with ungracefull pottery and trophies like elf ears etc. The secret door is hidden behind a mat of woven straw and can be opened by just pressing against the wall.
11. Chamber of the frog god champion. The biggest frogling (+4 hd) has made this chamber his lair. He strikes to kill, but flees as soon as his hit points are less than 10 down the stairs in 18.
12. Treasure of the froglings: 2400 gp, 3000 sp, one cloak of poison and a staff of fire. The secret door opens if a broken glazed brick from the lowest row is pushed into the wall.
13. Pool of the frogling shaman. The frogling shaman sits here with two bodyguards. He will only attack if someone comes into this room. Although he looks impressive in a garb from colorful feathers and a lot of bleached animal bones and a wooden mask of the frog god, he is only a normal frogling

- who has a wand of wonder with 23 charges.
14. Storage. The froglings have 13 barrells here at any time, Roll what's inside if one is searched:
    - 1: Empty
    - 2: rotten fishheads
    - 3: salted meat (of unknown origin...)
    - 4: rum
    - 5: lemons
    - 6: a dead frogling
    - 7: a dead elf, dwarf, halfling or human
    - 8: worms
  15. Undead guardians: 3d6 frogling shadows lurk here and attack anything, that isn't a frogling. As long as froglings die here, they will be replaced next time.
  16. This room is empty but for the usual glazed bricks. The secret door is opened by simply pushing against the wall.

17. Chapel to the frog god. A lot of incense stick burns here in little, crude copies of the frog god statue made from burned clay, with holes in their heads (2W20, worth 1 cp each, if a buyer is found...)
18. Frogling guardians: The 1d12 froglings here are not allowed to enter area 1. They will alert all other froglings to the presence of the PCs if the fight starts there. They will flee if attacked from area 1, but will fight till death if attacked from behind. The stairs lead to unknown depths...

Written and designed by rorschachhamster aka Christian Sturke 2011 for B/X Blackrazors fat frog challenge. Background on the frog statue from cgtextures.com.

