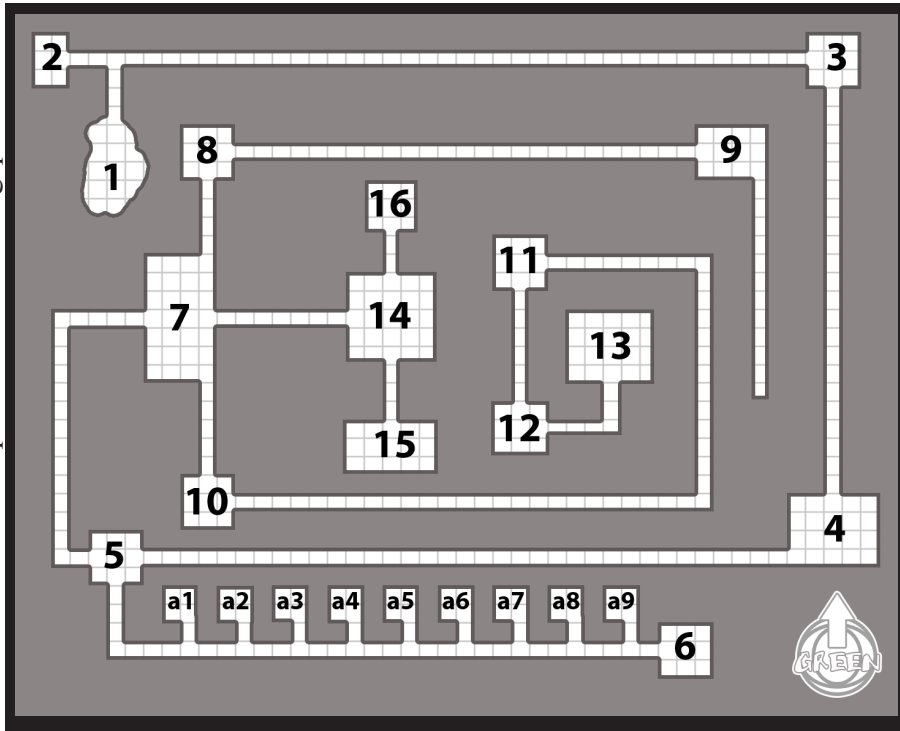


TOMB OF THE FORGOTTEN TOAD-PEOPLE

from the

PLANET OF THE NAMELESS GRIMOIRE

Hereticwerks: <http://hereticwerks.blogspot.com>



Common

1. (1d4) Giant Centipedes (medium)
2. (1d2) Giant Fire Beetles
3. Yellow Mold colony
4. (2d4) Zombies (toad-people)
5. (1d6) Zombies (dwarven)
6. (1) Giant Slug

Random Encounters

Niches a1-a9

1. (1d4) Toothsome Toads
2. (2d4) Loathsome Leech-things
3. (1d6) Bone-Toads
4. (1d4) Angry Snails
5. (1) Black Pudding
6. A Piece of *Useful Chalk*

*The useful chalk scores the idiom.**

1. Entry. Floor is 3 feet deep in scattered bones. 1d100 gp are mixed into the bones, requiring 4 turns to collect, but doing so disturbs an otherwise inert **Black Pudding** (1) HD 10; HP 48; AC 6[13]; Atk 1 strike; Move 6; Save 10; CL/XP 11/1,700; Special: Acidic.

2. A levitating toad-monk's skeleton. Will crumble to dust if disturbed.

3. Four Zombie Toad-People standing in the corners with fishing spears. They automatically attack all non-toads. (4) HD 2; HP 10,8,7,11; AC 7[12]; Atk 1 spear; Move 6; Save 17; CL/XP: 2/30; Special: Immune to *sleep*, *charm*.

4. Petrified carcass of a cockatrice once used by toad artisans to make statues from their dead kings.

NOTE: feel free to add random pits or traps along the passages.

5. Room fills with poison gas for 3d4 damage and lingering 2d6 turns each time it is entered.

6. The repository of the dreaded **Tome** from: <http://oldschoolheretic.blogspot.com/2011/03/inside-tome.html>

7. Rectangular pool of stagnant water hides a **Gelatinous Cubes** (2) HD 4; HP 20,26; AC 8[11]; Atk 1 strike; Move 6; Save 15; CL/XP: 5/240; Special: Paralyzation. There are 3d100 gp worth of random low-end loot at the bottom of the pool.

8. A damp nest of **Toothsome Toads** (1d4) HD 2+2; HP 12,12,10,6; AC 6[13]; Atk 1 bite; Move 14; Save 17; CL/XP: 5/240; Special: Spew Mucous X2/day for 2d4 damage, Save or stuck for 1d2 turns.

9. As 8, but with 2d6 random gems mingled in the filth of their nests. (*Passage leading from this room goes where?!*)

10. Skeleton Toad-People (1d4) HD 1; HP 8,6,5,7; AC 7[12]; Move 12; Save 18; CL/XP: 2/20.

11. Floor is one slumbering **Grey Ooze** (1) HD 3; HP 16; AC 8[11]; Atk 1 strike; Move 1; Save 16; CL/XP: 5/240; Special: Immune to blunt/crushing; armor Save or crumble.

12. As 10, but with 3d6 pearls worth 1d100gp each.

13. Gate to the Planet of the Nameless Grimoire.

14. Hall of Toad-Kings. 1d12 intact statues and a lot of crumbled debris left-over from the artisan's efforts with that cockatrice in 4.

15. The walls are scrawled with chalk diagrams. Anyone drawing on this wall with *useful chalk* has a base 5% chance of opening a temporary connection to a ruined toad-shrine on some other world.

16. Wall of toad skulls. But why?

* Random Sentence courtesy of: <http://watchout4snakes.com/CreativityTools/RandomSentence/RandomSentence.aspx>