

SPAWN OF SLUNDERMUSH

A 5th Edition Bestiary



A collection of Monsters haunting the Swamps of SlunderMush

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Vengathari The Dragon Frog

Black Dragon/Giant Frog Hybrid, Chaotic Evil

Armor Class 17

Hit Points 195 (17d12 +85)

Speed 30 feet, fly 70 feet, swim 40 feet

STR	DEX	CON	INT	WIS	CHA
21/+5	12/+1	20/+5	14/+2	13/+1	15/+2

Saving Throws Str +9, Con +9, Wis +5, CHA +6

Skills Perception +9,

Damage Immunity Acid

Senses Blindsight 60 feet, Darkvision 90 feet, Passive Perception 19

Languages Common, Draconic, Bullywug

Challenge 10

Amphibious. Vengathari can breathe air and water

Speak with Amphibians. Vengathari can speak with amphibians, and most creatures that live in Slundermush Swamp

Legendary Resistance. (1/day) if Vengathari fails a saving throw, she can choose to succeed instead

Swamp Camouflage. Vengathari gets advantage on Dexterity (Stealth) checks when in swampy terrain

Stupendous Leap. Vengathari may make a long jump of up to 60 in a straight line, with or without a running start. If she needs to high jump she usually just flies.

Multiattack: Vengathari can make three attacks, two claw attacks, and bite or a tongue attack.

Claw: Melee Attack +9, reach 5 feet, one target. Hit: 12 (2d6+5)

Bite: Melee Attack +9, reach 10 feet, one target. Hit: 16 (2d10+5), plus if target is medium sized it is grappled (DC 17 to escape). Target is restrained, and Vengathari may automatically bite the target on subsequent rounds if still grappled.



Tongue: Vengathari can target one medium or smaller creature that it can see within 20 feet. The target must make a DC 17 STR saving throw. On a failed save the target is pulled to an unoccupied space within 5 feet of Vengathari and Vengathari may make a bite attack against it as a bonus action.

Acidic Horf: (Recharge 6). Vengathari horfs up a big blorp of acid. Vengathari may target up to 3 targets in its front 6 squares. Each target must make a DC 17 Dex save or take 21 (6d6) acid damage on a failed save, and half as much damage on a successful save. A target grappled by Vengathari (in her mouth), must make this save twice, and takes damage from each saving throw.

Background: Vengathari is one of the two apex predators of Slundermush swamp. Spawned by a giant frog, who had a chance mating with a lonely black dragon (Skzznak the Dark). Vengathari is fueled by rage (and mostly abandonment issues) and ate her mother at a young age. Now the lonely Vengathari constantly wages war against her father and his lizardman followers. Together with her bullywug worshippers, and her frog-spawn children, she tries to defeat her father's minions and take control of Slundermush Swamp (and just possibly... force her father to love her).

Medium Monstrous Pollywog

Medium monstrosity, Chaotic evil

AC 14 (slimy hide, and draconic heritage)

Hit Points 36 (8d8)

Speed 20 feet, swim 30 feet

STR	DEX	CON	INT	WIS	CHA
14/+2	15+2	11/+1	6/-2	13/+1	4/-3

Skills Stealth +4

Senses Blindsight 60ft, Darkvision 60ft

Language Frog

Challenge 2

Amphibious. Pollywogs can breathe air and water

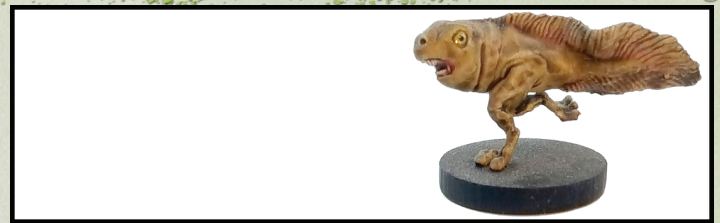
Swampy Camouflage. Pollywogs get advantage on Dex (Stealth) checks when in swampy terrain.

Swampy Dodge. If in a swamp or water square, pollywogs get advantage on all Dex saves. In addition, they take no damage on a successful Dex save for half damage

Bite: Melee Attack +4 to hit, 5 feet, single target. Hit: 7 (1d8+2) piercing damage.

Wog Attack: As a bonus action the pollywog may force an adjacent target to make a DC12 STR check or be grappled and knocked prone. If successful, the pollywog may then drag the target 10 feet.

Wog Tactics: Pollywogs get advantage on attacks anytime there another pollywog within 5 feet of the target. Any time a pollywog attacks a prone target it gets +1d6 slashing damage added to the attack.



Small Monstrous Pollywog

Small monstrosity, Chaotic evil

AC 14 (slimy hide, and draconic heritage)

Hit Points 21 (6d6)

Speed 20 feet, swim 30 feet

STR	DEX	CON	INT	WIS	CHA
12/+1	15+2	11/+1	6/-2	13/+1	4/-3

Skills Stealth +4

Senses Blindsight 60ft, Darkvision 60ft

Language Frog

Challenge 1

Amphibious. Pollywogs can breathe air and water

Swampy Camouflage. Pollywogs get advantage on Dex (Stealth) checks when in swampy terrain.

Swampy Dodge. If in a swamp or water square, pollywogs get advantage on all Dex saves. In addition, they take no damage on a successful Dex save for half damage

Bite: Melee Attack +4 to hit, 5 feet, single target. Hit: 5 (1d6+1) piercing damage.

Wog Attack: As a bonus action the pollywog may force an adjacent target to make a DC 11 STR check or be grappled and knocked prone. If successful, the pollywog may then drag the target 10 feet.

Wog Tactics: Pollywogs get advantage on attacks anytime there another pollywog within 5 feet of the target. Any time a pollywog attacks a prone target it gets +1d6 slashing damage added to the attack.



Tiny Monstrous Pollywog

Tiny monstrosity, Chaotic evil

AC 13 (slimy hide, and draconic heritage)

Hit Points 10 (4d4)

Speed 20 feet, swim 30 feet

STR	DEX	CON	INT	WIS	CHA
10/+0	15+2	11/+1	6/-2	13/+1	4/-3

Skills Stealth +4

Senses Blindsight 60ft, Darkvision 60ft

Language Frog

Challenge 1/4

Amphibious. Pollywogs can breathe air and water

Swampy Camouflage. Pollywogs get advantage on Dex (Stealth) checks when in swampy terrain.

Swampy Dodge. If in a swamp or water square, pollywogs get advantage on all Dex saves. In addition, they take no damage on a successful Dex save for half damage

Bite: Melee Attack +4 to hit, 5 feet, single target. Hit: 4 (1d6) piercing damage.

Wog Attack: As a bonus action the pollywog may force an adjacent target to make a DC 10 STR check or be grappled and knocked prone. If successful, the pollywog may then drag the target 5 feet.

Wog Tactics: Pollywogs get advantage on attacks anytime there another pollywog within 5 feet of the target. Any time a pollywog attacks a prone target it gets +1d6 slashing damage added to the attack.



Monstrous Pollywog Swarm

Large Swarm of tiny monstrosities, Chaotic evil

AC 13 (slimy hide, and draconic heritage)

Hit Points 45 (10d8)

Speed 20 feet, swim 30 feet

STR	DEX	CON	INT	WIS	CHA
10/+0	15+2	11/+1	6/-2	13/+1	4/-3

Skills Stealth +4

Damage Resistance, piercing

Condition immunities, charmed frightened, grappled, paralyzed, petrified, prone, restrained, and stunned

Senses Blindsight 60ft, Darkvision 60ft

Challenge 2

Amphibious. Pollywogs can breathe air and water

Swampy Camouflage. Pollywogs get advantage on Dex (Stealth) checks when in swampy terrain.

Swampy Dodge. If in a swamp or water square, pol-

lywogs get advantage on all Dex saves. In addition, they take no damage on a successful Dex save for half damage

Bites: Melee Attack +4 to hit, 5 feet, single target. Hit: 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has less than half its hit points.

Pollywog Pile: The swarm gets advantage on attacks made against creatures in its space and inflicts 4 (1d6) extra damage on a hit and the creature is automatically grappled.

Swarm: The Swarm can occupy other creatures' spaces and vice versa, and the swarm can move through any space big enough for a tiny pollywog.

Background: Monstrous pollywogs are the hungry little children of Vengathari. They spawn in large piles but typically hunt in groups of 6 to 8. They lie in shallow water and spring out and ambush prey who get too close to the waters edge. They then group up and drag their prey back into the water where they can easily finish it off.

Nobody really knows what happens when monstrous pollywog grows up. Most die during their youth from their mother's constant use of them as expendable shock troops. Most sages speculate that adulthood would depend on the father. Sages are particularly curious if the FrOgre grew from one of these little menaces, because if so, then who in the heck sired the little monster.



FrOgre

Large Monstrosity, Chaotic evil

AC 14 (warty hide)

Hit Points 76 (8d10+32)

Speed 30 feet, swim 30 feet

STR	DEX	CON	INT	WIS	CHA
19/+4	12/+1	19/+4	8/-1	13/+1	6/-2

Skills Stealth +3

Senses Blindsight 30ft, Darkvision 60ft

Language Bullywug

Challenge 3

Amphibious. FrOgres can breathe air and water

Speak with Amphibians. FrOgres can speak with amphibians, and most creatures that live in Sludermush Swamp

Swampy Camouflage. FrOgres get advantage on Dex (Stealth) checks when in swampy terrain.

Froggish Leap. A FrOgre may make a long jump of up to 30 in a straight line, with or without a running start.

Multiattack: The FrOgre may make two attacks: one with its club and one with its bite.

Club: Melee Attack +6 to hit, 5 feet, single target Hit: 13 (2d8+4) piercing damage.

Bite: Melee Attack +6 to hit, 5 feet, single target Hit: 11 (2d6+4) piercing damage.

Leaping Assault: If the FrOgre leaps more than 15 feet to engage in combat it gets advantage on its attack and the target must make a DC 14 Con Save or be stunned for 1 round and prone.

Background: Nobody knows who sired the FrOgres. Rumors of drunk trollbillies who were passing through have been suggested, but nobody knows for sure. Having started out as large savage pollywogs, the FrOgres have become something more. Currently FrOgres



are one of Vengathari's elite shock troops and most trusted enforcers.



Giant War Frog

Large Beast, Unaligned

AC 13 (warty hide)

Hit Points 45 (6d10+12)

Speed 30 feet, swim 30 feet

STR	DEX	CON	INT	WIS	CHA
18/+4	13+1	14/+2	2/-4	13/+1	3/-4

Skills Stealth +3

Senses Blindsight 30ft, Darkvision 30ft

Language Frog

Challenge 2

Amphibious. War Frogs can breathe air and water

Swampy Camouflage. War Frogs get advantage on Dex (Stealth) checks when in swampy terrain.

Standing Leap. A War Frog may make a long jump of

up to 30 in a straight line, with or without a running start.

Bite: Melee Attack +6 to hit, 5 feet, single target Hit: 13 (2d8+4) piercing damage, and the target is grappled (escape DC 14). Until the grapple ends the target is restrained and the war frog cannot bite another target.

Swallow: The war frog makes one attack against a medium or smaller target it is grappling if the attack hits the target is swallowed and the grapple ends. The target is blinded and restrained and has total cover from attacks outside the war frog, and it takes 9 (3d6) acid damage at the start of each frogs turn. The frog can have. The war frog can scan only have one medium creature, or two smaller creatures swallowed at a time. If the war frog dies, a creature can exit it by using 5 feet of movement and exiting prone.

Background: larger than the typical giant frog, war frogs are the enhanced unintelligent spawn of Vengathari created by relations with the more mundane swamp life. Vengathari has special bullywug handlers who train theses beast of war for combat, and occasionally as mounts for elite bullywugs.



Frogoid (Poison Skinned)

Medium humanoid (bullywug), neutral evil

AC 14 (warty hide and dex)

Hit Points 17 (3d8+3)

Speed 30 feet, swim 30 feet

STR	DEX	CON	INT	WIS	CHA
12/+1	14/+2	13/+1	8/-1	13/+1	7/-2

Skills Stealth +4

Senses Blindsight 30 feet

Language Bullywug

Challenge 1/2

Amphibious. Frogoids can breathe air and water

Speak with Amphibians. Frogoids can speak with amphibians, and most creatures that live in Sludermush Swamp

Swampy Camouflage. Frogoids get advantage on Dex (Stealth) checks when in swampy terrain.

Standing Leap. A Frogoid may make a long jump of up to 20 in a straight line, and a high jump up to 10 feet with or without a running start. A frogoid may disengage as a bonus action if using its leap to move away from a target

Multiattack: The Frogoid may make two attacks: either with its claws or grapple attempts or one of each.

Claw: Melee Attack +4 to hit, 5 feet, single target Hit: 4 (1d4+1) slashing damage plus a DC 11 Con save or gain the poisoned condition for 5 rounds per failed save.

Frogoid Grapple: If a frogoid succeeds on grappling an opponent, the target must make a DC 11 Con save or gain the poisoned condition (as claw attack above). If a target fails to escape a frogoid's grapple they take 5 (1d8) poison damage at the end of their turn.

Background: Like their bullywug cousins, the poison skin frogoids have developed very poisonous skin. Many therapists and mental health sages say it is a natural reaction for the frogoid's to emulate their god Vengathari's toxic relationship with her father. The frogoids use their poison skin to their advantage by debilitating targets with hand to hand and grapple attempts. Poison skin frogoids like to try to move about and poison as many targets as possible, to maximize their sides advantage in battle.

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