

Frogmen

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Rare | Medium | Neutral evil | Humanoid

Frogmen are small humanoids with the head of a frog, thick greenish skin with bulbous eyes and large wide mouths.

Armor Class	Hit Points	Move
13	4 (1 Hit Dice)	walk 15 ft swim 50 ft

Appearing 10d8
Habitat Any Warm, Forest, Fresh Water, Jungle, Swamp, Underground
Negotiation yes
Morale DC 10
Challenge 0.7 (210 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
2	0	1	-2	1	-3

Combat

Has 2 attacks. Hit Bonus +1. Damage Claw: 1d4, Bite 1d4 +1 damage

Special Attacks

Swallow. On an successful attack of 19 or 20 the frogman attempts to swallow any target smaller than 5 feet. The swallowed target becomes Immobilized

Special Defense

Camouflaged. Frogmen have the ability to blend into their environment and gain a +5 to their stealth rolls

Treasure

Individual: d10 GP, 2d8 SP, 10d4 CP

Lair: 1d6×1,000 cp (75%), 1d4×1,000 sp (50%), 1d3 gems (25%), 1d3 jewelry (20%), 1d4 potions (40%)