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The game rules in this work have in some cases been modified and recombined from existing rules in the SRD 5.1

Frogoblins

These frog-like creatures are found on countless worlds, and are known by many names: bog beasts, boggards, frogoblins, wodniks, and wugs to name a few. They have bulging eyes, webbed hands and feet, and viscoelastic tongues. Devotees of chaos and watery doom, they often serve as foot soldiers for greater powers, but subtly seek out their own quixotic interests.

Frogoblin

Medium humanoid, chaotic neutral

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +5

Senses darkvision 30 ft., passive Perception 12

Languages Aquan, Common

Challenge 1/4 (50 XP)

Amphibious Aptitude. The frogoblin can breathe air and water. It has advantage on Wisdom (Survival) checks in rivers, swamps, and wetlands.

Standing Leap. The frogoblin's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start. The frogoblin doesn't provoke opportunity attacks while leaping.

Actions

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Tongue. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frogoblin can't use its tongue on another target.

Frogoblin Chorister

Medium humanoid, chaotic neutral

Armor Class 14 (scale mail)

Hit Points 33 (6d8 + 6)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	8 (-1)	13 (+1)	14 (+2)

Skills Deception +4, Perception +3, Stealth +6

Senses darkvision 30 ft., passive Perception 13

Languages Aquan, Common

Challenge 2 (450 XP)

Amphibious Aptitude. The frogoblin can breathe air and water. It has advantage on Wisdom (Survival) checks in rivers, swamps, and wetlands.

Standing Leap. The frogoblin's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start. The frogoblin doesn't provoke opportunity attacks while leaping.

Chaotic Devotion. The frogoblin has advantage on saving throws against being charmed or frightened.

Water Savant. When casting the *thaumaturgy* spell, the frogoblin can cause an area of water no larger than a 5-foot cube to take any shape and redirect its flow, but not with sufficient force to cause damage.

Spellcasting. The frogoblin is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The frogoblin has the following spells prepared:

Cantrips (at will): *shillelagh*, *thaumaturgy*

Actions

Multiattack. The frogoblin makes two club attacks or one club and one tongue attack.

Club. *Melee Weapon Attack:* +3 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, or 6 (1d8 + 2) bludgeoning damage with shillelagh.

Tongue. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frogoblin can't use its tongue on another target.

Koaxian Chorus (Recharge 5–6). Brekekek, koax koax! The frogoblin sings her maddening chant. Each creature that starts its turn within 20 feet that can hear the frogoblin must succeed on a DC 12 Wisdom

saving throw. On a failure, the creature takes 9 (2d8) psychic damage and rolls a d8 to determine what it does during its next turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Primordial Croak (Recharges after a Short or Long Rest). The frogoblin croaks an ode to her people's primordial past, invigorating other nearby frogoblins. She can target up to three frogoblins within 30 ft. Each target's hit point maximum and current hit points increase by 5 for the next minute.

Frogoblin Faerie Knight

Medium humanoid, chaotic good

Armor Class 18 (plate armor)

Hit Points 52 (8d8 + 16)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	8 (-1)	11 (+0)	15 (+2)

Skills Perception +2, Stealth +5

Senses darkvision 30 ft., passive Perception 12

Languages Aquan, Common, Sylvan

Challenge 3 (700 XP)

Amphibious Aptitude. The frogoblin can breathe air and water. It has advantage on Wisdom (Survival) checks in rivers, swamps, and wetlands.

Standing Leap. The frogoblin's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start. The frogoblin doesn't provoke opportunity attacks while leaping.

Water Crafter. Once per day, if at least three other frogoblins are within 30 ft., the frogoblin may cast the spell *Control Water* as a 7th-level spellcaster, using Charisma as the spellcasting ability (spell save DC 12).

Actions

Multiattack. The frogoblin makes two pike attacks or one pike and one tongue attack.

Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the frogoblin can't use its tongue on another target.

Fey Croak (Recharges after a Short or Long Rest).

The frogoblin targets one humanoid or beast that she can see within 30 feet of her, croaking an enchanting melody. If the target can hear the frogoblin, it must succeed on a DC 13 Wisdom saving throw or be magically charmed for one minute. The frogoblin can have no more than one humanoid or beast charmed at a time. Each time the frogoblin or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success.

Frogoblin Hopper

Medium humanoid, chaotic neutral

Armor Class 15 (hide armor, shield)

Hit Points 27 (5d8 + 5)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	8 (-1)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +5

Senses darkvision 30 ft., passive Perception 12

Languages Aquan, Common

Challenge 1 (200 XP)

Amphibious Aptitude. The frogoblin can breathe air and water. It has advantage on Wisdom (Survival) checks in rivers, swamps, and wetlands.

Standing Leap. The frogoblin's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start. The frogoblin doesn't provoke opportunity attacks while leaping.

Hopping Mad. Once per turn, if the frogoblin moves at least 20 feet straight toward a creature and then hits it with a melee spear attack on the same turn, it deals an extra 3 (1d6) piercing damage, or 4 (1d8) extra piercing damage if used with two hands.

Actions

Multiattack. The frogoblin makes two spear attacks or one spear and one tongue attack.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Tongue. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frogoblin can't use its tongue on another target.

Frogoblin Hunter

Medium humanoid, chaotic neutral

Armor Class 13 (hide armor)

Hit Points 22 (4d8 + 4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +6

Senses darkvision 30 ft., passive Perception 12

Languages Aquan, Common

Challenge 1/2 (100 XP)

Amphibious Aptitude. The frogoblin can breathe air and water. It has advantage on Wisdom (Survival) checks in rivers, swamps, and wetlands.

Standing Leap. The frogoblin's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start. The frogoblin doesn't provoke opportunity attacks while leaping.

Actions

Multiattack. The frogoblin makes two attacks: one with its javelin and one with its tongue, or two with its shortbow.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Tongue. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frogoblin can't use its tongue on another target.

Frogoblin Princess

Medium humanoid, chaotic neutral

Armor Class 15 (breastplate)

Hit Points 52 (8d8 + 16)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	8 (-1)	11 (+0)	15 (+2)

Skills Perception +2, Stealth +5

Senses darkvision 30 ft., passive Perception 12

Languages Aquan, Common

Challenge 3 (700 XP)

Amphibious Aptitude. The frogoblin can breathe air and water. It has advantage on Wisdom (Survival) checks in rivers, swamps, and wetlands.

Standing Leap. The frogoblin's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start. The frogoblin doesn't provoke opportunity attacks while leaping.

Water Crafter. Once per day, if at least three other frogoblins are within 30 ft., the frogoblin may cast the spell *Control Water* as a 7th-level spellcaster, using Charisma as the spellcasting ability (spell save DC 12).

Actions

Multiattack. The frogoblin makes two greatsword attacks or one greatsword and one tongue attack.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Tongue. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the frogoblin can't use its tongue on another target.

Royal Croak (Recharges after a Short or Long Rest).

The frogoblin croaks a royal edict, rallying the frogoblins under her command. Until the start of the

frogoblin's next turn, all frogoblins that are not hostile to the princess and can see her gain advantage on attack rolls and saving throws.

Other Monsters

Muck Mephit

Small Elemental, Neutral Evil

Armor Class 11

Hit Points 22 (5d6 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +3

Damage Vulnerabilities fire

Damage Immunities acid, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Aquan, Terran

Challenge 1/4 (50 XP)

Death Burst. When the mephit dies, it explodes in a burst of muck. Each creature within 5 feet of it must then succeed on a DC 10 Dexterity saving throw or be restrained for 1 minute. At the end of each of its turns, a creature can repeat the saving throw. On a success, the effect ends.

False Appearance. While the mephit remains motionless, it is indistinguishable from an ordinary heap of muck.

Innate Spellcasting (1/Day). The mephit can innately cast grease, requiring no material components. Its innate spellcasting ability is Charisma.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) bludgeoning damage plus 2 (1d4) acid damage.

Muck Breath (Recharge 6). The mephit exhales a 15-foot cone of sticky muck. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be restrained for 1 minute. At the end of each of

its turns, a creature can repeat the saving throw. On a success, the effect ends.

War Snail

Large beast, unaligned

Armor Class 16 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 20 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	5 (-3)	19 (+4)	1 (-5)	10 (+0)	3 (-4)

Damage Vulnerabilities necrotic

Damage Resistances acid, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Reflective Shell. Any time the snail is the target of a spell, where the target of the spell is one or more creatures, roll a d6. On a 1 to 4, the spell works as intended. On a 5, the snail is unaffected. On a 6, the snail is unaffected, and the effect is reflected back at the caster as though it originated from the snail, turning the caster into the target.

Actions

Multiattack. The snail makes two armed tentacle attacks.

Armed Tentacle. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 6 (1d6 + 3) piercing damage.

Scintillating Colors (Recharges after a Short or Long Rest). The snail's shell shines like a Robe of Scintillating Colors, displaying a shifting pattern of dazzling hues until the end of the snail's next turn. The snail's shell sheds bright light in a 30-foot radius during this time, and dim light for an additional 30 feet. Any creatures within 30 feet of the snail when it uses this action must succeed on a DC 15 Wisdom saving throw or become stunned until the end of the snail's next turn. Creatures also have disadvantage on attack rolls against the snail until the effect ends if they can see its shell.

Hide in Shell. The snail hides in its shell, gaining a +4 bonus to its AC until it emerges, which it can do as a bonus action on its turn. While hiding in its shell, the snail is restrained and cannot move.

Water Guardian

Large Elemental, Neutral

Armor Class 12

Hit Points 60 (8d10 + 16)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 3 (700 XP)

Water Form. The water guardian can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Unseen Defender. The water guardian is connected to a particular body of water that it defends, and removing it from the water or destroying the water destroys the water guardian. While underwater, the water guardian is invisible.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the water constrictor can't constrict another target.

Wodyanoi

Large monstrosity, chaotic evil

Armor Class 17 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	7 (-2)	11 (+0)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Aquan

Challenge 5 (1,800 XP)

Amphibious. The wodyanoi can breathe air and water.

Kaleidoscopic Eyes. When a creature that can see the wodyanoi's eye spots starts its turn within 30 feet of the wodyanoi, the wodyanoi can force it to make a DC 14 Wisdom saving throw if the wodyanoi isn't incapacitated and can see the creature. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the wodyanoi until the start of its next turn, when it can avert its eyes again. If the creature looks at the wodyanoi in the meantime, it must immediately make the save.

Speak with Fish. The wodyanoi can speak with fish as if they shared a language.

Actions

Multiattack. The wodyanoi makes three attacks: one with its tusk and two with its claws.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tusk. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (2d6 + 4) piercing damage.

Gyre (Recharge 5–6). If the wodyanoi is immersed in water, it may create a swirling vortex of water 10 feet wide and up to 30 feet long projecting out from itself in the direction of its choice. Each creature caught in

the area of the gyre must make a Strength saving throw. On a failed save, the creature takes 13 (3d8) bludgeoning damage and is pushed to the end of the gyre furthest from the wodyanoi. On a successful save, the creature takes half damage and is not pushed.