

FROGS

FROG

Tiny beast, unaligned

Armor Class 11

Hit Points 1 (1d4 - 1)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	13 (+1)	8 (-1)	3 (-4)	8 (-1)	3 (-4)

Skills Acrobatics +3, Perception +1

Senses Darkvision 30 ft., Passive Perception 10

Languages Bullywug

Challenge 0 (10 XP)

Amphibious. The frog can breathe air and water.

Standing Leap. The frog's long jump is up to 10 ft. and its high jump is up to 5 ft., with or without a running start.

Reactions

Jumpy. As a reaction to being targeted with a melee attack, the frog may impose disadvantage on the attack. If the attack misses, the frog may jump up to 10 ft. without provoking attacks of opportunity.

TOAD

Tiny beast, unaligned

Armor Class 10

Hit Points 2 (1d4)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	11 (+0)	10 (+0)	3 (-4)	8 (-1)	3 (-4)

Skills Stealth +3

Senses Darkvision 30 ft., Passive Perception 10

Languages Bullywug

Challenge 0 (10 XP)

Poisonous. A creature that hits the toad with a melee attack using Natural Weapons takes 4 (1d8) poison damage. If this damage reduces the toad to 0 hit points, the attacker must succeed on a DC 9 Constitution saving throw or be Poisoned until the end of its next turn.

Amphibious. The toad can breathe air and water

False Appearance. While the toad remains motionless, it resembles a rock and may attempt to hide without obscurement.