



BUFONEM

Resembling large, distorted toads with a third eye in the center of the bulbous foreheads, the bufonems were the dreaded servants of Loikiel. In the late 6th century, after Loikiel was defeated by the danaavrakts, the bufonem fled Aspaeth. Using their humanoid disguises, they took to rural areas where many still hide. Even today the witchhunters of Aspaeth travel Omeria seeking the toadfolk of Aspaeth. On more than one occasion, the witchhunters have set fire to entire villages caught hosting the depraved creatures.

Doppelganger Foes. Although they share a common origin, doppelgangers despise bufonems. To make matters worse, the two can see each other for what they truly are. As such, the Aspaethan witchhunters frequently employ doppelgangers in their ranks to spot the toadfolk in their humanoid disguises.

The Cult of Dhucabra. It's been over 400 years since the bufonems worshipped the Transmuter Loikiel. The sages among the toadfolk have since turned their attention to the myth of Dhucabra, a titan believed to be the Father of Transmutation. They have yet to find the titan.

BUFONEM

Medium monstrosity (shapechanger), neutral evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	9 (-1)

Skills Perception +4

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with redstone

Senses darkvision 60 ft., passive Perception 14

Languages Common, Infernal

Challenge 2 (450 XP)

Shapechanger. The bufonem can use its action to polymorph into a Medium humanoid, or back into its true form which is a toad-humanoid hybrid. The bufonem's humanoid form is always the same, and its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Amphibious. The bufonem can breathe air and water.

Keen Sight. The bufonem has advantage on Wisdom (Perception) checks that rely on sight.

Standing Leap. The bufonem's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The bufonem makes two attacks, only one of which can be its bite or its tongue.

Bite (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Mace (Humanoid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Tongue. *Ranged Weapon Attack:* +5 to hit, range 15 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13), pulled up to 15 feet toward the bufonem, and restrained until the grapple ends. The bufonem can grapple one target at a time with its tongue.