

BULLYWUG ROYAL

Medium humanoid (bullywug), neutral evil

Armor Class 16 (Breastplate)

Hit Points 120 (16d10 + 32)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	6 (-2)	17 (+3)	10 (+0)

Saving Throws STR +7, CON +5

Skills Athletics +7, Deception +6, Insight +6

Senses Passive Perception 13

Languages Bullywug

Challenge 5 (1,800 XP)

Swamp Dweller. The bullywug can breathe air and water, and has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Frog Rider. While riding a Large or larger frog, the bullywug acts on its mount's initiative, rather than rolling its own, and it has advantage on attack rolls against creatures smaller than its mount.

Actions

Multiattack. The bullywug makes two attacks with its waterlogged lance.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage.

Waterlogged Lance. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 10 (1d12 + 4) piercing damage. If the target is mounted, it must succeed on a DC 15 Strength saving throw or be knocked prone. On a natural 1, this weapon shatters and the bullywug is knocked prone.

Reactions

Berate. As a reaction to an allied creature within 30 ft. missing with an attack, the bullywug berates the ally. Each other ally of the noble's that can hear and understand it has advantage on the first attack it makes in the next minute.

BULLYWUG MUD LORD

Medium humanoid (bullywug), neutral evil

Armor Class 15 (Natural Armor)

Hit Points 171 (18d10 + 72)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	14 (+2)	18 (+4)	13 (+1)

Saving Throws DEX +5, CON +7, CHA +4

Skills Deception +7, Perception +7, Stealth +4

Senses Passive Perception 17

Languages Bullywug

Challenge 7 (2,900 XP)

Swamp Dweller. The bullywug can breathe air and water, and has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Rancid Air. A creature that receives magical healing within 5 feet of one or more bullywugs must succeed on a DC 15 Constitution saving throw or be Poisoned and Stunned until the end of its next turn.

Necessary Sacrifices. If the bullywug damages an ally with either its Electric Reflex or its Fiery Croak, it may immediately roll to recharge its Electrical Reflex.

Actions

Multiattack. The Mud Lord makes three attacks with its notched cudgel.

Notched Cudgel. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage. This attack deals an additional 9 (2d8) damage to a prone creature.

Fiery Croak. Each creature in a 15 foot cone must succeed on a DC 15 Constitution saving throw or take 10 (3d6) thunder and 10 (3d6) Fire damage and be knocked prone, or take half as much damage on a success.

Electric Reflex (Recharge 5-6). The bullywug retches a globule of electrochemical mucous that splashes over a 10 ft. radius within 60 feet. Each creature in the area must succeed on a DC 15 Constitution saving throw or take 27 (6d8) lightning damage and be unable to take reactions until the start of its next turn, or take half as much damage on a success.