**FROG, Killer (Giant)**

Small Beast  
Hit Dice: 1d10+2 (7 hp)  
Initiative: +0 (Dex)  
Speed: 20 ft  
AC: 13 (+1 size, +2 natural)  
Attacks: 2 claws +3 melee, bite –2 melee  
Damage: Claw 1d2+2, bite 1d4+1  
Face/Reach: 5 ft by 5 ft/5 ft  
Special Attacks: Improved grab  
Special Qualities: Darkvision 60 ft, low-light vision  
Saves: Fort +4, Ref +2, Will -1  
Abilities: Str 14, Dex 11, Con 14, Int 2, Wis 9, Cha 6  
Skills: Hide +4, Spot +3  
Climate/Terrain: Temperate or warm land, aquatic, or underground  
Organization: Swarm (3-18)  
Challenge Rating: 1  
Treasure: None  
Alignment: Always neutral  
Advancement: 2 HD (Small); 3 HD (Medium-size)

The killer frog appears as a normal frog about three feet long. It is a vicious hunter and enjoys the taste of flesh.

**COMBAT**

The killer frog attacks with its two front talons and its bite.  
**Improved Grab (Ex):** To use this ability, the killer frog must hit with its tongue attack. A grabbed victim of Small size or smaller is pulled into its mouth on the same round for a bite attack.

The Killer Frog first appeared in the 1e MM (Gary Gygax, 1977).