FROGHEMOTH
Huge Aberration
Hit Dice: 16d8+80 (152 hp)
Initiative: +1 (Dex)
Speed: 20 ft, swim 30 ft
AC: 16 (-2 size, +1 Dex, +7 natural)
Attacks: 4 tentacles +14 melee, tongue +12 melee, bite +12 melee
Damage: Tentacle 1d6+4, tongue 1d6+2, bite 4d6+4
Face/Reach: 10 ft by 10 ft/10 ft
Special Attacks: Improved grab, swallow whole
Special Qualities: Electrical resistance, fire resistance 10, darkvision 60 ft
Saves: Fort +10, Ref +6, Will +11
Abilities: Str 19, Dex 13, Con 20, Int 2, Wis 12, Cha 11
Skills: Hide +3*, Listen +17, Spot +17
Feats: Alertness, Cleave, Multiattack, Power Attack
Climate/Terrain: Temperate or warm marsh
Organization: Solitary
Challenge Rating: 13
Treasure: Standard
Alignment: Always neutral
Advancement: 17-30 HD (Huge); 31-48 HD (Gargantuan)

The froghemoth is a weird aberration that swells in marshes and swamps. It appears as a huge frog-like creature with 4 large tentacles in place of its front legs, a 10-foot long tongue, and a retractable eyestalk on top of its head. Its underbelly is yellow, its body is green, and its tentacles and upper legs are mottled green.

COMBAT
The froghemoth attacks using its tentacles and tongue to grab opponents and attempt to swallow them.

Improved Grab (Ex): To use this ability, the froghemoth must hit with its tongue attack. If it gets a hold it can attempt to bite or swallow the opponent. The froghemoth has a grapple bonus of +24.

Swallow Whole (Ex): A froghemoth can try to swallow a grabbed Medium-size or smaller opponent by making a successful grapple check (grapple bonus +24). A froghemoth that swallows an opponent can use its Cleave feat and grab another opponent.

The swallowed creature takes 4d6+4 points of crushing damage and 1d8 points of acid damage per round from the froghemoth’s digestive juices. A swallowed creature can cut its way out by using claws or a light slashing or piercing weapon to deal 25 points of damage to the froghemoth’s stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The froghemoth’s stomach can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Electrical Resistance (Ex): The froghemoth takes no damage from electrical effects, but is instead slowed for one round.

Skills: The froghemoth receives a +4 racial bonus to Listen and Spot checks. *Due to its coloration it receives a +4 bonus to all Hide checks when in marshlands.

The Froghemoth first appeared in module S3 (Gary Gygax, 1982).