

FROGHEMOTH

Source: S3- Expedition to the Barrier Peaks.

Few things that fall from the stars are good for the natural world. Meteors might contain fragments of ore that can be forged into amazingly strong metals, but they might also contain doppelganger plant spores, strange radiations, mutant diseases or other hazards. Sometimes even stranger, more dangerous things crash from between the stars- star spawn, strange energy beings or even ships capable of navigating the outer dark.

Froghemoths came to the world aboard such a ship. Originally part of a menagerie of alien fauna, the crashed ship's radioactive environment encouraged the gradual mutation of what had been a species of harmless amphibian. Stronger, larger and more voracious with each generation, the frog-like creatures grew and grew until they finally escaped their shipborn prison into the wilds. Now known as froghemoths, even a single one of these beasts can threaten a huge area with its ceaseless appetite and near-mindless destructiveness, tearing down trees and devouring every living thing it comes across.

Weird Mutations: Froghemoths are far removed from whatever their original form was. A froghemoth has a large, fatty body shaped much like an upright, two-legged frog would be, but any resemblance ends there. The monster's gaping maw has row after row of razor-sharp teeth and a lolling tongue that can extend for disconcerting distances. Where a frog's forelegs would be are a quartet of strong, rubbery tentacles. Finally, atop the monster's head is a long stalk topped with three independently-facing eyes, giving the monster the ability to see in all directions. However, not all froghemoths follow this plan. About 50% of all adult froghemoths show some form of mutation, from extra or missing limbs to strange coloration. In about 9 in 10 cases, the mutations are not beneficial, but some few froghemoths are even more powerful than the standard specimen.

Marsh Dwellers: Froghemoths prefer to live in wet environments, typically swamps and marshes. A few live in shallow lakes or seas. However, a froghemoth quickly destroys the local ecology, devouring every living thing that it can find, and most move frequently in search of food.

Driven by Hunger: The ceaseless hunger that motivates froghemoths prevents most attempts at controlling them from having any success. However, some adventurers and explorers have used that hunger to manipulate a froghemoth in very crude ways, such as diverting its attention while would-be victims flee. Unfortunately, since a froghemoth can devour a horse in seconds, such ploys are usually only a very short-term solution.

Frog-Like Life Cycle: Froghemoths reproduce by laying a clutch of wet eggs, each the size a watermelon. Like those of a frog, these eggs must stay wet in order to mature. When they hatch, the immature froghemoths- called tademoths for their similarity to tadpoles- appear fish-like in structure, with four fins that gradually lengthen into tentacles. Tadhemoths, like their adult form, are voracious. They consume anything living that they come across, including each other, attacking as if they are starving. Only about one froghemoth in a thousand matures to adulthood.

Froghemoth

Huge aberrant beast

HP 656; **Bloodied** 328

AC 33; **Fortitude** 30; **Reflex** 28; **Will** 29

Speed 6, swim 10

Resist 15 fire

Saving Throws +5; **Action Points** 2

TRAITS

Aquatic

The froghemoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

Driven by Hunger

If the froghemoth is dazed, dominated or stunned at the start of its turn, it uses *tongue snatch* or *bite* as a free action. If it hits, the dazing, dominating or stunning condition ends.

Flinch from Fire

Level 17 Solo Soldier

XP 8,000

Initiative +17

Perception +15

Darkvision, low-light vision

If the froghemoth takes fire damage, it must shift 1 square away from the controller of the fire effect as a free action if able.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 2 (one creature); +22 vs. AC.

Hit: 3d8+12 damage.

(melee) Swallow Whole * At Will

Requirement: The froghemoth must not have more than one living creature swallowed.

Attack: Melee 1 (one grabbed creature); +22 vs. AC.

Hit: 4d10+12 damage and the target is swallowed (escape DC 25). While swallowed, the target takes ongoing 25 acid damage (ongoing 30 if the froghemoth is bloodied). It has line of sight and line of effect only to the froghemoth, and no other creature has line of sight or line of effect to the target. The target suffers a -5 penalty to attack rolls while swallowed. When the target escapes or the froghemoth dies, the target reappears in a space adjacent to the froghemoth.

(melee) Tentacle Flurry * At Will

Requirement: The froghemoth must not have more than three creatures grabbed.

Attack: Melee 8 (up to four creatures); +20 vs. Reflex.

Special: For each grabbed target, the froghemoth can make one less *tentacle flurry* attack.

Hit: 5d6+8 damage and the target is grabbed (escape DC 23) and pulled 5 squares. If a target ends this pull within 2 squares of the froghemoth, the froghemoth uses *bite* as a free action against one such target.

(melee) Tenderize * At Will

Attack: Melee 8 (each grabbed creature); +20 vs. Fortitude.

Hit: 3d12+6 damage.

MINOR ACTIONS

(melee) Tongue Snatch * At Will

Requirement: The froghemoth must not have more than four creatures grabbed.

Attack: Melee 6 (one creature); +20 vs. Reflex.

Hit: 1d10+5 damage, and the froghemoth grabs the target (escape DC 23) and pulls it up to 3 squares.

If the target ends this pull within 2 squares of the froghemoth, the froghemoth uses *bite* as a free action.

Inexorable Pull * At Will

Requirement: The froghemoth must have at least one creature grabbed that is more than 2 squares from it.

Attack: Melee 8 (each grabbed creature); +20 vs. Fortitude.

Hit: The froghemoth pulls the target up to 2 squares. If one or more targets end this pull within 2 squares of the froghemoth, the froghemoth uses *bite* as a free action against one such target.

TRIGGERED ACTIONS

(close) Bloodied Spew (acid) * Encounter

Trigger: The froghemoth becomes bloodied.

Attack (No Action): Close blast 4 (each creature in blast); +18 vs. Reflex.

Hit: 3d6+9 acid damage.

Effect: Each creature swallowed by the froghemoth reappears prone in an unoccupied square within the blast of the froghemoth's choice. If there are no unoccupied squares in the blast, the swallowed creature instead reappears in the nearest available unoccupied space.

Str 24 **Dex** 24 **Wis** 24

Con 20 **Int** 3 **Cha** 8

Alignment unaligned

Ravenous Tadhemoth

Small aberrant beast (aquatic)

HP 1; a missed attack never damages a minion

AC 29; **Fortitude** 29; **Reflex** 31; **Will** 28

Speed swim 8

Level 17 Minion Brute

XP Value

Initiative +15

Perception +11

Darkvision, low-light vision

TRAITS

Aquatic

The froghemoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * At Will

Attack: Melee 1 (one creature); +20 vs. AC, or +22 vs. AC against a target suffering ongoing damage.

Hit: 10 damage plus ongoing 10 damage (save ends). If the target is suffering ongoing damage, it takes an additional 7 damage.

Str 20 **Dex** 25 **Wis** 16

Con 14 **Int** 2 **Cha** 3

Alignment unaligned

NAME

Level Role

Size origin type (keywords), race

XP Value

HP x; **Bloodied** x

Initiative +x

AC x; **Fortitude** x; **Reflex** x; **Will** x

Perception +x

Speed x

Special senses

Immune x; **Resist** x; **Vulnerable** x

Saving Throws x; **Action Points** x

TRAITS

Aura Name (keywords) * **Aura** x

Effect.

Trait Name (keywords)

Effect.

STANDARD ACTIONS

(Type) **Power Name** (keywords) * **Usage**

Requirement:

Attack: Type range (target); bonus vs. defense.

Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:

TRIGGERED ACTIONS

(Type) **Power Name** (keywords) * **Usage**

Requirement:

Trigger:

Attack (Action): Type range (target); bonus vs. defense.

Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:

Skills skill modifier

Str x **Dex** x **Wis** x

Con x **Int** x **Cha** x

Alignment

Languages

Equipment armor, shield, weapon, other gear

NAME		Level	Role
Size origin type (keywords), race		XP Value	
HP x; Bloodied x		Initiative +x	
AC x; Fortitude x; Reflex x; Will x		Perception +x	
Speed x		Special senses	
Immune x; Resist x; Vulnerable x			
Saving Throws x; Action Points x			
TRAITS			
Aura Name (keywords) * Aura x			
Effect.			
Trait Name (keywords)			
Effect.			
STANDARD ACTIONS			
(Type) Power Name (keywords) * Usage			
Requirement:			
Attack: Type range (target); bonus vs. defense.			
Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:			
TRIGGERED ACTIONS			
(Type) Power Name (keywords) * Usage			
Requirement:			
Trigger:			
Attack (Action): Type range (target); bonus vs. defense.			
Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:			

Skills skill modifier			
Str x	Dex x	Wis x	
Con x	Int x	Cha x	
Alignment		Languages	
Equipment armor, shield, weapon, other gear			

NAME	Level Role
Size origin type (keywords), race	XP Value
HP x; Bloodied x	Initiative +x
AC x; Fortitude x; Reflex x; Will x	Perception +x
Speed x	Special senses
Immune x; Resist x; Vulnerable x	
Saving Throws x; Action Points x	
TRAITS	
Aura Name (keywords) * Aura x Effect.	
Trait Name (keywords) Effect.	
STANDARD ACTIONS	
(Type) Power Name (keywords) * Usage <i>Requirement:</i> <i>Attack:</i> Type range (target); bonus vs. defense. <i>Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:</i>	
TRIGGERED ACTIONS	
(Type) Power Name (keywords) * Usage <i>Requirement:</i> <i>Trigger:</i> <i>Attack (Action):</i> Type range (target); bonus vs. defense. <i>Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:</i>	

Skills skill modifier Str x Dex x Wis x Con x Int x Cha x Alignment Languages Equipment armor, shield, weapon, other gear	

NAME	Level Role
Size origin type (keywords), race	XP Value
HP x; Bloodied x	Initiative +x
AC x; Fortitude x; Reflex x; Will x	Perception +x
Speed x	Special senses
Immune x; Resist x; Vulnerable x	
Saving Throws x; Action Points x	
TRAITS	
Aura Name (keywords) * Aura x Effect.	
Trait Name (keywords) Effect.	
STANDARD ACTIONS	
(Type) Power Name (keywords) * Usage <i>Requirement:</i> <i>Attack:</i> Type range (target); bonus vs. defense.	

Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:

TRIGGERED ACTIONS

(Type) Power Name (keywords) * **Usage**

Requirement:

Trigger:

Attack (Action): Type range (target); bonus vs. defense.

Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:

Skills skill modifier

Str x **Dex** x **Wis** x

Con x **Int** x **Cha** x

Alignment **Languages**

Equipment armor, shield, weapon, other gear

NAME

Level Role

Size origin type (keywords), race

XP Value

HP x; **Bloodied** x

Initiative +x

AC x; **Fortitude** x; **Reflex** x; **Will** x

Perception +x

Speed x

Special senses

Immune x; **Resist** x; **Vulnerable** x

Saving Throws x; **Action Points** x

TRAITS

Aura Name (keywords) * **Aura** x

Effect.

Trait Name (keywords)

Effect.

STANDARD ACTIONS

(Type) Power Name (keywords) * **Usage**

Requirement:

Attack: Type range (target); bonus vs. defense.

Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:

TRIGGERED ACTIONS

(Type) Power Name (keywords) * **Usage**

Requirement:

Trigger:

Attack (Action): Type range (target); bonus vs. defense.

Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:

Skills skill modifier

Str x **Dex** x **Wis** x

Con x **Int** x **Cha** x

Alignment **Languages**

Equipment armor, shield, weapon, other gear

NAME		Level	Role
Size origin type (keywords), race		XP Value	
HP x; Bloodied x		Initiative +x	
AC x; Fortitude x; Reflex x; Will x		Perception +x	
Speed x		Special senses	
Immune x; Resist x; Vulnerable x			
Saving Throws x; Action Points x			
TRAITS			
Aura Name (keywords) * Aura x			
Effect.			
Trait Name (keywords)			
Effect.			
STANDARD ACTIONS			
(Type) Power Name (keywords) * Usage			
Requirement:			
Attack: Type range (target); bonus vs. defense.			
Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:			
TRIGGERED ACTIONS			
(Type) Power Name (keywords) * Usage			
Requirement:			
Trigger:			
Attack (Action): Type range (target); bonus vs. defense.			
Hit/Miss/Effect/Sustain Action/Secondary Attack/Aftereffect/Failed Saving Throws/Special:			

Skills skill modifier			
Str x	Dex x	Wis x	
Con x	Int x	Cha x	
Alignment		Languages	
Equipment armor, shield, weapon, other gear			