

TOME OF HORRORS



INSTANT ENCOUNTERS
KILLER FROGS



TOME OF HORRORS 2020

We're nearing the end of our Kickstarter for Tome of Horrors 2020, and in gratitude for the great response we've gotten so far, we're giving away a Tome-type resource for anyone to use in their games. This isn't a preview of the final layout – layout is one of the tasks being funded by the Kickstarter – but for most gamers it's the monsters that matter.

If you haven't backed the Kickstarter yet, there's not much time left.

[Click here to visit the Kickstarter Campaign!](#)



FORGOTTEN FANE OF THE FROG GOD

A 5E INSTANT ENCOUNTER FROM NECROMANCER GAMES

THE ADVENTURE

Forgotten Fane of the Frog God is set in the Half-Pickle Marsh, but can take place any time the characters are moving through a swamp or some kind of marshy terrain. It is designed for 3-5 Tier 1 characters. No specific mixture of characters is essential to success with the adventure.

ECHOES FROM THE PAST

Centuries ago, an inhuman cult of Tsathoggua erected a temple in these swamps, and evil creatures from the surrounding lands flocked here to worship, beckoned by that monstrous deity. Before the temple could rise to any sort of prominence, it was cast down by the champions of civilization and its clergy driven off or slain. In a matter of decades, the marshland swallowed up the crumbling ruins of the temple — now all that remains are a handful of half-sunken stones, shattered pillars, and a curious, raised dais. Even the disciples of Tsathoggua have forgotten that the temple ever existed.

Unfortunately, the demonic fervor of the frog god still echoes about this area. The siren-song originally worked into the stones of the temple still calls out to many lesser creatures and subtly traps them in the vicinity. A pack of killer frogs has taken up residence, feeding on the creatures drawn in by the sunken temple's residual call.

DROWNING POOLS

As characters pass through the area, a DC 11 Wisdom (Perception) check reveals that a monstrous, horned frog is perched atop a nearby moss-covered stone dais, eyeing the characters curiously as they approach. The frog makes no sudden moves to attack, but seems to be grinning devilishly at the sight of such tender, fleshy morsels.

Hiding in the waters surrounding the dais are 3d4 + 3 **killer frogs**, who hope to ambush the characters as they pass through and attack by surprise. They can be noticed with a successful DC 12 Wisdom (Perception) check. If all goes according to plan, the killer frogs lie in wait at a range of 10 feet to 15 feet from where they expect the

characters to pass. When the time comes, they spring from the water using their *Standing Leap* ability and initiate combat with their Bite attack. If characters notice the frogs or do not pass close enough for an ambush, the frogs forego any surprise, reveal themselves, and attack in unison.

If the killer frogs outnumber the characters by four-to-one or more, they attempt to grapple and subsequently drown their opponents. Four (or more) of them gang up on each character, then attempt to submerge and drown them. Normal rules for escape and drowning apply. The water is no deeper than 4 feet in this area.

Submerged in the slime and fetid waters of the pool are the remains of a handful of unlucky travelers who crossed paths with the frogs some time ago. At the bottom of the disgusting muck lies a trove of 77 cp, 46 sp, and 51 gp. In addition, a small, handheld statuette of banded green agate in the shape of a squatting demonic frog (90 gp) can be found near the dais, beneath the waters. It takes 6d6 x 10 minutes of thorough searching to locate these treasures, since they are strewn across the bottom of the marsh.

KILLER FROG

These small but monstrous-looking frogs have bulbous eyes and dark green skin that fades to a lighter shade on the underbelly. Their wide, flabby mouths conceal rows of sharp fangs and a long, prehensile tongue. A trio of short horns line the skull, from nose to brow. They squat on their hind legs and consider any creature their size or smaller to be a potential meal.

Pack Hunters. Killer frogs are cunning, and they understand the concept of strength in numbers. While they normally subsist on smaller fare such as domestic animals, giant insects, or even the occasional gnome, killer frogs have been known to take down fully armed and armored adventurers when they feel the size of their pack is sufficient. If this is the case, they use their numbers to grapple and drown their foes, while the rest attack relentlessly until their prey ceases to struggle.

KILLER FROG

Small beast, unaligned

Armor Class 12 (natural armor)

Hit Points 11 (2d6 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	14 (+2)	2 (-4)	9 (-1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water.

Keen Smell. The killer frog has advantage on Wisdom (Perception) checks that rely on smell.

Standing Leap. The frog's long jump is up to 15 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The killer frog makes one Bite attack and one with its Claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 3 (1d4 + 1) slashing damage.



We hope you enjoy this little preview of the Tome of Horrors 2020, and — again — there's not much time left before the Kickstarter ends!

<https://www.kickstarter.com/projects/necromancergames/tome-of-horrors-2020-for-fifth-edition-by-necromancer-games?ref=dyx2e4>

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