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| Mega Cauldron Toad  ***Large Monstrosity*** | | | | | | | |
| **Armor Class** 12  **Hit Points**  105 (10d10+50)  Speed 40 ft., swim 40 ft. | | | | | | | |
| **STR**  20 (+5) | **DEX**  8 (-1) | **CON**  18 (+4) | **INT**  1 (-5) | **WIS**  14 (+2) | **CHA**  2 (-5) |
| **Saving Throws** CON +7  **Damage Immunities** acid, poison, fire, necrotic  **Condition Immunities** Poisoned  **Skills** Perception +5, Stealth +2 Survival +5  **Senses**. Darkvision 60 Ft passive Perception 15  **Challenge** 8 **Proficiency Bonus** +3  **Amphibious.** The Toad can breathe air and water  **Death Burst.** When the magmin dies, it explodes in a burst of  fire and acid. Each creature within 15 feet of it must make  a DC 15 Dexterity saving throw, taking takes 21 (6d6) acid damage plus 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.  **Potion Exterion.** The Cauldron Toad can be used Alchemist’s supplies, Brewer’s supplies, or Herbalism kit by another creautre. When a creature makes potion or with the toad or feeds it a potion. for the next 24 hours it can administer the potion as a bouns action with it's touch or to creature it has swallowed. It aslo may exter the potion into a container to be stored | | | | | | |
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| ACTIONS | | | | | | |
| **Bite.** Melee Weapon Attack: +8 to hit, reach 15 ft., one target. Hit: 18 (2d12 + 5) bulging damage, If the target is a Large or smaller creature, it is pull up to the creature and is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the toad can't bite another target.  **Swallow.** The toad makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad. and it takes 21 (6d6) acid damage plus 21 (6d6) fire damage at the start of each of the toad's turns. The toad can have only one large creature swallowed at a time and or up to four Medium or smaller creatures. If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.  **Cauldron Sphere (Recharge 5-6).** The choose a point with in 60 feet of it a glowing 1-foot-diameter ball of boling acid streaks there and explodes in a 20-foot-radius sphere. Each creature in that area and a creautre Swallowed by the toad must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage plus 21(6d6) fire damage on a failed save, or half as much damage on a successful one. If The Toad has one or more Swallowed creatures in it, the creatures apears prone with in clostest unoccupied space to the point choosen. it also drops what ever creature it has restrained in it's bite. | | | | | | |
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The toad vomits a ball a glowing 1-foot-diameter ball of boiling acid at a point within 60 feet of it, where it explodes in a 20-foot-radius sphere. Each creature in that area and any creature swallowed by the toad must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage plus 21(6d6) fire damage on a failed save, or half as much damage on a successful one. Any creatures swallowed by the toad appear prone in the unoccupied space closest to the sphere’s point of impact. The toad also drops any creatures or objects it is holding in its mouth.