

STONE TOAD

“They’d be a blacksmith’s best friend, if they weren’t always trying to eat the blacksmith.”

– “Lefty” Silverhand, dwarven blacksmith

Not to be confused with their water dwelling cousins the common toad, Stone Toads are neither aquatic nor pocket sized. Stone Toads are found in rocky and arid areas, often lying half-buried waiting to ambush their victims. Their stony bodies, colored in earth tones are excellent camouflage as they squat silently, patiently waiting their next meal. Stone Toads are about as tall as a horse, but twice as wide. Their wide grin hides a row of stony teeth capable of damaging all but the toughest material.

FEROCITY: 1 **SIZE:** Large

MOVEMENT: 8 **ARMOR:** 2 **HP:** 32

Tongue Lash: A target struck by the toad’s Tongue Lashing must make an opposed Strength roll against the toad’s 12 strength or be pulled into the toad’s mouth.

Leap: The toad can choose to leap as its movement, landing 10 meters away and clearing a height of 5 meters.

Flint Teeth: If the damage rolled by the toad’s *Chew* attack exceeds an object’s durability, it is damaged. However, metallic objects are immune to this damage, instead, they are repaired by the *Chew* attack

RANDOM ENCOUNTER

Traveling through a narrow mountain pass, the characters notice what appears to be a pile of rubble slowly rising and falling. As soon as a pc is within range, the rubble hinges open and a wet sticky tongue lunges at the nearest target. The toad can be distracted with a sizable edible sacrifice, otherwise the it will slowly and methodically try to fill its belly with an adventurer.

ADVENTURE SEED

A recent rockslide has blocked the only mountain pass out of Valley Forge. All attempts to clear the debris have lead to mysterious attacks on the works and missing working animals. The workers describe the attacks as feeling like being in a cave-in before flying

through the air. Your adventurers have been tasked with investigating the pass and making it safe for the workers.

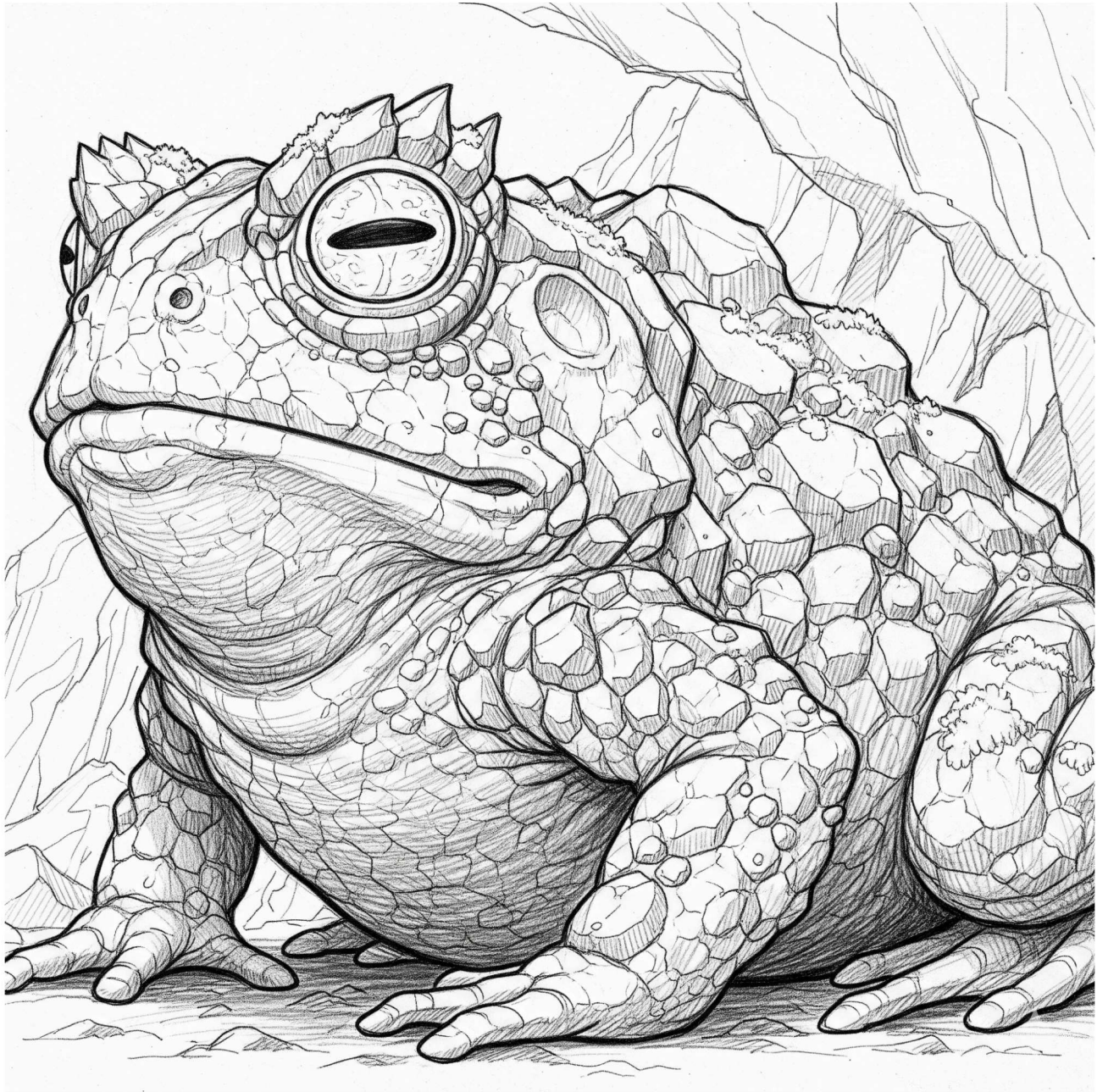
MONSTER ATTACKS

D6 ATTACK

- 1 **CLAW SWIPE:** An awkward swipe with the toad’s forelimbs. One target within a meter takes 1d8 damage.
- 2 **TONGUE LASH:** The toad’s tongue lashes out at a single target within 5 meters, dealing 2d6 bludgeoning damage to it.
- 3 **CHEW:** Crunching down on its current meal, the Stone Toad deals 2d8 damage to any creature or object in its mouth.
- 4 **SPIT:** The toad spits the current content out of its mouth as a target within 10 meters. A weapon deals its normal damage to the target, a creature deals 1d8 damage per size category, other items deal 2d8 bludgeoning damage.
- 5 **BELLY FLOP:** Leaping into the air and coming down on a single target, the toad’s crushing weigh deals 2d10 bludgeoning damage.
- 6 **RUMBLING CROAK:** A deep rumbling croake emits from the toad’s belly, shaking the ground. All creatures within 5 meters must succeed on an Agility roll or be knocked prone.

PARRYING A TONGUE

Target’s on the toad’s *Tongue Lash* attack who successfully parry it must still make an opposed Strength roll. Failure means the item used to parry is pulled into the toad’s mouth instead.

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CREDITS:

This game supplement was created using the DragonBrew template by Sibling Dex

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