# Exotic Encounters:

# Froghemoths



Alex Riggs, Joshua Zaback



## Credits

## Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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## Introduction

The Pathfinder Bestiary, and the long line of monstrous encyclopedia that came before it, do a great job of attacking the problem of providing game statistics and mechanical information for a very wide variety of creatures. There are a lot of strange creatures from fantasy novels and movies, from ancient mythology, and, as time went on, from the twisted minds of game designers and even GMs, for that matter. Anyone today who tried to go about creating an extensive bestiary of all the different cool and interesting fantasy monsters could fill three or four volumes with three hundred monsters each, and still have a long way left to go, with fans crying out for various "forgotten" monsters to get some attention. That kind of breadth doesn't leave a whole lot of room for depth, and that's where *Exotic Encounters* comes in.

There are all kinds of reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, if your players have a habit of browsing through such books, or are long-time veterans who know the basic ins and outs of most fantasy staples, you may need an unusual stat-block just to throw them a curve ball and teach them that they can't count on their out of character knowledge to take all the mystery out of the game. Alternatively, many GMs can recall a time when they wanted to make use of a certain monster in their game, only to find that it was a few CRs too high or low for what they had in mind. *Exotic Encounters* takes a single, iconic monster, and creates three new variants on that theme. These variants aren't simple tweaks, and are more than simply advancing or removing Hit Dice, though that occurs as well. Each of these three variations on the monster's theme has a specific, flavorful goal in mind, and a role to play, and their statistics entries are gently massaged in order to make them fit those roles. Further, each of these variants comes with brand new specially-crafted special abilities, which are unique to *Exotic Encounters* and not found anywhere else.

This particular installment of *Exotic Encounters* focuses on the froghemoth. These strange creatures seem like they would be more at home in a sci-fi pulp setting than the average fantasy game, and this is played up in their entry in the Pathfinder Bestiary, which teases of an alien origin. This book imagines three varieties of froghemoths that might have developed on other planets in other conditions, which can serve a fantasy campaign just as well as the original, or make for an exciting encounter should your players choose to venture beyond the stars. First is the arctic froghemoth (CR 8), the product of a frozen world, its tentacles end in barbed harpoons, and its icy breath slows those affected by it. Next is the volcanic froghemoth (CR 16), which prefers a warmer clime, and can spit globules of burning pitch that remain on the battlefield and serve as a dangerous obstacle, and which possesses a dangerous fire aura that helps protect it from its crippling weakness to cold. Finally, the deep froghemoth (CR 19) may well be the last remnant of an ancient spacefaring race of proto-froghemoths who populated the stars. In addition to being more intelligent than its kin, it is much larger, with a body that sweats acid and the ability to surround itself in a cloud of deadly spores.

## Arctic Froghemoth

This oversized, frog-like creature's slimy skin is a mottled mix of whites and greys. Multiple inhuman eyes survey its surroundings on miniature stalks that protrude from its head, and it sports a number of long, flexible tentacles that end in cruel-looking barbs and spikes.

## FROGHEMOTH, ARCTIC

## CR 8

**XP 4,800** N Large aberration

**Init** +6; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size) hp 105 (10d8+60)

Fort +9, Ref +5, Will +8

Immune cold; Resist electricity 5

Weaknesses slowed by fire, vulnerability to fire

OFFENSE

Speed 30 ft., swim 40 ft.

**Melee** bite +13 (1d8+7 plus grab), 4 tentacles +11 (1d6+3 plus harpoon), tongue +11 (grab)

**Space** 10 ft.; **Reach** 5 ft. (15 ft. with tentacles, 20 ft. with tongue)

**Special Attacks** breath weapon (30-ft. cone, 6d6 cold damage plus deep freeze, Reflex DC 21 half, usable every 1d4 rounds), swallow whole (2d6+6 acid and cold damage, AC 15, hp 10)

STATISTICS

Str 24, Dex 15, Con 22, Int 2, Wis 13, Cha 11 Base Atk +7; CMB +15 (+19 grapple); CMD 26 Feats Improved Initiative, Lunge, Multiattack, Power Attack, Skill Focus (Stealth) Skills Perception +14, Stealth +15 (+23 in snow), Swim +15; Racial Modifiers +8 Perception, +8 Stealth in snow ECOLOGY Environment cold coasts, marshes, and water Organization solitary Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex): An arctic froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

**Deep Freeze (Su):** The inside of an arctic froghemoth is supernaturally cold, and any creature that is suffers cold damage from the arctic froghemoth's breath weapon or as a result of being swallowed whole by the froghemoth must succeed on a Fortitude save (DC 21) or be affected as though by the spell *slow* for 1d4 rounds. Creatures that fail this saving throw by 10 or more are paralyzed for 1d4 rounds, instead. The saving throw DC is Constitution-based. Harpoon (Ex): Whenever an arctic froghemoth hits a creature with one of its tentacle natural attacks, it attempts to impale them with the barbed, harpoonlike end of the tentacle. The arctic froghemoth may immediately attempt to start a grapple with the target as a free action, without provoking attacks of opportunity. If the arctic froghemoth succeeds in starting a grapple in this way, it automatically conducts the grapple using only the tentacle that it hit with, though it only suffers a -8 penalty for doing so, instead of the normal -20 penalty for conducting a grapple with only part of its body. Any creature that is successfully grappled by the arctic froghemoth's tentacle as a result of this ability suffers 5 points of bleed damage.

While conducting a grapple with just one tentacle, the arctic froghemoth cannot freely end the grapple, and must succeed on a combat maneuver check to do so. Any time that the arctic froghemoth succeeds on a combat maneuver check to maintain the grapple, instead of dealing damage, it can choose to automatically pull the grappled creature within range of its mouth, allowing it to make a bite attack against the grappled creature as a free action. If this bite attack hits, the grappled creature is grabbed by the arctic froghemoth's mouth, and is no longer grappled by its tentacle

**Slowed by Fire (Ex):** In addition to taking additional damage from fire-based attacks, an arctic froghemoth that suffers fire damage is affected as though by the spell *slow* for 1 round.

## Ecology

Smaller than their more common and temperate cousins, arctic froghemoths are no less fierce. Easily distinguished by their pale coloration, their smaller size, and their very long, sinewy tentacles tipped with harpoon-like barbs, arctic froghemoths are well-adapted to their chosen climate. They can typically be found along coastlines in particularly cold regions, although rumors abound that the creatures are alien in nature, and that their natural habitat is a frozen moon. Whatever their role in the stars might be, here they tend to be a nuisance to fishermen and hunters in the areas in which they take up residence, and a deadly threat to those who don't know to prepare for them.

Ambush predators by nature, arctic froghemoths pose relatively little threat to those that are able to spot them in advance and keep their distance, as the creatures will rarely roam or chase after prey. Anyone travelling through land inhabited by arctic froghemoths would also be wise to keep a few flasks of alchemist's fire with them, or better yet a spellcaster capable of casting fire spells, as heat is not only a very effective means of combatting the creature, but slows it, allowing potential victims to escape, or even turn the tide.

## Volcanic Froghemoth

The creature before you has sleek, shiny skin in a brilliant pattern of reds and yellows, with occasional black spots that give it the overall appearance of being on fire. Its body is vaguely froglike, but it sports four long tentacles instead of forearms, and it has a trio of angry-looking eyestalks which swivel towards you as the creature's throat expands and then contracts, and a giant ball of flaming goo erupts from its throat.

## FROGHEMOTH, VOLCANIC

CR 16

XP 76,800

N Huge aberration **Init** +5; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; Perception +17 **Aura** heat aura (5 ft., 4d6 fire damage, Fort DC 27 half) DEFENSE

AC 31, touch 9, flat-footed 30 (+1 Dex, +22 natural, -2 size) hp 250 (20d8+160); fast healing 10 (see below) Fort +13, Ref +9, Will +13 Immune fire Weaknesses stunned by cold, vulnerable to cold

OFFENSE

## Speed 20 ft., swim 30 ft.

Melee bite +23 (2d6+10/19-20 plus grab), 4 tentacles +22 (1d8+5 plus grab), tongue +21 (1d4+5 plus grab) Space 15 ft.; Reach 15 ft. (30 ft. with tongue) Special Attacks constrict (tentacle, 1d6+10), spit fire, swallow whole (6d6+10 fire damage, AC 21, hp 25)

### STATISTICS

Str 30, Dex 13, Con 24, Int 2, Wis 13, Cha 11 Base Atk +15; CMB +27 (+31 grapple); CMD 38 Feats Cleave, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth), Toughness, Weapon Focus (tentacles) Skills Perception +17, Stealth +17, Swim +18; Racial Modifiers +8 Perception

| ECOLOGY                      |  |
|------------------------------|--|
| Environment any warm         |  |
| <b>Organization</b> solitary |  |
| Treasure standard            |  |
| SPECIAL ABILITIES            |  |

All-Around Vision (Ex): A volcanic froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

**Fast Healing (Ex):** A volcanic froghemoth gains fast healing 10 as long as it is in an area where the temperature is severe heat or higher (110 ° F or warmer). It also benefits from this fast healing on any round after one in which it would have taken fire damage, were it not immune to fire, from a source other than its own heat aura.

**Heat Aura (Su):** A volcanic froghemoth's body is incredibly hot, and any creature that enters or begins its turn within 5 ft. of a volcanic froghemoth suffers 4d6 points

of fire damage. A successful Fortitude save (DC 27) halves this damage. The saving throw DC is Constitution-based. Additionally, any cold damage that would be dealt to a creature within range of this aura (including the volcanic froghemoth) is reduced by 15 points. The saving throw DC is Constitution-based.

Spit Fire (Su): As a standard action, a volcanic froghemoth can spit 1d3 blobs of flaming pitch from its mouth. Determine how many attacks will be made first, then treat each attack as a thrown splash weapon with a range increment of 10 feet and a maximum range of 30 feet. A direct hit deals 4d6 points of fire damage, and the splash damage is half that amount. Creatures or objects that suffer a direct hit must succeed on a Reflex save (DC 27) or catch on fire. Regardless of whether or not a given blob of flaming pitch hits its target, it remains where it lands and continues to burn with incredible intensity for 1d4 rounds. During this time, any creature that enters or begins its turn within 5 feet of the blob of flaming pitch suffers 2d4 points of fire damage, and any creature that enters or begins its turn within 10 feet of the blob of flaming pitch suffers 1d4 points of fire damage. Creatures that are within range of multiple blobs of flaming pitch do not suffer damage twice: they simply take damage from the blob of flaming pitch that they are nearest to. The volcanic froghemoth can use this ability once per minute. The saving throw DC is Constitution-based.

**Stunned by Cold (Ex):** In addition to being vulnerable to cold damage, whenever a volcanic froghemoth suffers cold damage, it is stunned until the end of its next turn.

## Ecology

Volcanic froghemoths are similar in many ways to their more temperate and well-known cousins, but what they lack in the way of the standard froghemoth's camouflage, they more than make up for with their ability to spit flaming balls of pitch, and the intense heat that their body radiates. Those that believe that froghemoths are not native to this world believe that volcanic froghemoths are natives of a planet that is much warmer and closer to its sun, but most scholars dismiss such outlandish claims.

Unlike most of its cousins, the volcanic froghemoth is not typically an ambush predator, and actively searches for prey. When it finds it, it typically begins by firing one or more balls of burning fluid from its mouth in an attempt to block off its prey's means of escape. Once it has its victim cornered, it moves in for the kill and attacks savagely.

Volcanic froghemoths have unusual physiology, and radiate immense amounts of heat. This seems to be a natural defense mechanism to protect it from cold, which has an extreme toll on the volcanic froghemoth. In the few cases where volcanic froghemoths have been observed at length, it was reported that, at night, their bellies actually take on a fiery glow, as though lit from within, which thankfully makes it easier to avoid these creatures during the night time.

## **Deep Froghemoth**

The creature looming over you resembles a frog of incredible size, but with four tentacles in place of its front legs, and three massive eyes which stare down at you curiously from atop strange, twisting stalks. The creature's body is an unhealthy, bruised purple, and slick with a viscous, stinking slime.

## FROGHEMOTH, DEEP

#### CR 19

## XP 204,800

N Gargantuan aberration

Init +5; Senses all-around vision, darkvision 120 ft., see in darkness; Perception +36

### DEFENSE

AC 29, touch 7, flat-footed 28 (+1 Dex, +22 natural, -4 size) hp 348 (24d8+240) Fort +17, Ref +11, Will +17 Immune acid, electricity; Resist cold 20, fire 20 Weaknesses light weakness

#### OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite +28 (2d8+14/19-20 plus grab), 4 tentacles +27 (2d6+7 plus 1d6 acid plus grab), tongue +26 (1d6+7 plus grab) Space 20 ft.; Reach 20 ft. (40 ft. with tongue) Special Attacks constrict (tentacle, 1d8+14), swallow whole (6d6+14 damage, AC 21, hp 32)

### STATISTICS

Str 38, Dex 13, Con 28, Int 11, Wis 13, Cha 11 Base Atk +18; CMB +36 (+40 grapple); CMD 47 Feats Awesome Blow, Cleave, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth), Toughness, Weapon Focus (tentacles)

**Skills** Knowledge (dungeoneering) +24, Perception +36, Stealth +22 (+30 underground), Swim +49; **Racial Modifiers** +8 Perception, +8 Stealth underground

| ECOLOGY                     |  |
|-----------------------------|--|
| Environment any underground |  |
| Organization solitary       |  |
| Treasure standard           |  |
| SPECIAL ABILITIES           |  |

Acidic Mucus (Ex): A deep froghemoth's body is covered in a thick, acidic slime. This causes its tentacle attacks to deal an additional 1d6 points of acid damage. Additionally, whenever a creature hits a deep froghemoth with a natural attack, that creature suffers 1d6 points of acid damage, and whenever a creature hits a deep froghemoth with a manufactured melee weapon, that weapon suffers 1d6 points of acid damage, which ignores hardness.

Additionally, this particular acid works its way into the victim's blood stream and weakens them: any creature that has suffered acid damage from the deep froghemoth is fatigued until that damage is healed. All-Around Vision (Ex): A deep froghemoth's stalked eyes allow it to see in all directions at once. It cannot be flanked.

**Death Spores (Ex):** A deep froghemoth's body is covered with clusters of strange, alien fungi, which it can shake to release a cloud of deadly spores. Once per hour, as a full-round action, the deep froghemoth can release a cloud of spores in a 20-ft.-radius burst centered on itself. All creatures in the area other than the deep froghemoth are immediately exposed to the deep rot spores poison (see below).

Light Weakness (Su): A deep froghemoth's eyes are exceptionally sensitive to light. If it is ever in an area of normal or brighter light, it is blinded for as long as it remains exposed to that light, and for 1d4 rounds thereafter. Additionally, whenever a character casts a spell with the light descriptor that either targets the deep froghemoth or has the edge of its area within 30 feet of the deep froghemoth, in addition to the spell's normal effect, the deep froghemoth must succeed on a Will save (DC equal to the spell's saving throw DC + 5) or be stunned for 1d4 rounds.

**See in Darkness (Su):** A deep froghemoth can see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.

## DEEP ROT SPORES

**Type** poison (inhaled); **Save** Fortitude DC 24 **Frequency** 1/round for 6 rounds **Initial Effect** 1d6 Con damage; **Secondary Effect** stunned for 1 round; **Cure** 2 saves.

## Ecology

It has long been theorized that froghemoths might originate from beyond the stars, and the deep froghemoth may serve as the greatest evidence in support of this theory. While any given species of froghemoth—the arctic, volcanic, and common—could easily be envisioned as belonging to an alien world, it would be a stretch to believe that they all originated on the same alien world. And of course the idea that froghemoths were from another planet begs the question of how they got here, in any event. Most froghemoths are far too stupid to use magic or artifice to accomplish such a task.

Some scholars now believe that the froghemoths we know today may all be descended from a single highlyadvanced race capable of travelling the stars. These protofroghemoths colonized many worlds, leading to the evolution of froghemoths like the arctic and volcanic froghemoths, which were adapted to the world they lived on. Eventually, several froghemoths became stranded here, and over time, lost their intelligence, except for a few, who remain secreted beneath the earth. These, it is argued, became the deep froghemoths, who still display sentient levels of intelligence and cunning. Whatever their origin, these creatures now carve out small (and sometimes large) kingdoms for themselves beneath the earth, enslaving cities of drow, duergar, or other underdark races, which serve as both a workforce and a food source. Though they almost never venture above the surface themselves, it is believed that these shadowy creatures are the ultimate masterminds behind many a raid on the surface world.

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## Exotic Encounters: Eroghemoths

There are all kinds of reasons why you might not want to use a monster stat-block straight from the core rules. For one thing, if your players have a habit of browsing through such books, or are long-time veterans who know the basic ins and outs of most fantasy staples, you may need an unusual stat-block just to throw them a curve ball and teach them that they can't count on their out of character knowledge to take all the

mystery out of the game. Alternatively, many GMs can recall a time when they wanted to make use of a certain monster in their game, only to find that it was a few CRs too high or low for what they had in mind.

Exotic Encounters takes a single, iconic monster, and creates three new variants on that theme. These variants aren't simple tweaks, and are more than simply advancing or removing hit Dice, though that occurs as well. Each of these three variations on the monster's theme has a specific, flavorful goal in mind, and a role to play, and their statistics entries are gently massaged in order to make them fit those roles. Further, each of these variants comes with brand new specially-crafted special abilities, which are unique to Exotic Encounters and not found anywhere dise.

This particular installment of Gootic Gnownters focuses on the froghemoth. These strange creatures seem like they would be more at home in a sci-fi pulp setting than the average fantasy game, and this is played up in their entry in the *Pathfinder Bestiary*, which teases of an alien origin. This book imagines three varieties of froghemoths that might have developed on other planets in other conditions, which can serve a fantasy campaign just as well as the original, or make for an exciting encounter should your players choose to venture beyond the stars. First is the arctic froghemoth (CR 8), the product of a frozen world, its tentades end in barbed harpoons, and its icy breath slows those affected by it. Next is the volcanic froghemoth (CR 76), which prefers a warmer dime, and can spit globules of burning pitch that remain on the battlefield and serve as a dangerous obstacle, and which possesses a dangerous fire aura that helps protect it from its crippling weakness to cold. Finally, the deep froghemoth (CR 79) may well be the last remnant of an ancient space-faring race of proto-froghemoths who populated the stars. In addition to being more intelligent than its kin, it is much larger, with a body that sweats acid and the ability to surround itself in a cloud of deadly spores.

