

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>

©2019 Necromancer Games. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Necromancer Games and the Necromancer Games logo are trademarks of Frog God Games. All characters, names, places, items, art and text herein are copyrighted by Necromancer Games. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Designation of Product Identity: The following items are hereby designated as Product Identity as provided in section 1(e) of the Open Game License: Any and all material or content that could be claimed as Product Identity pursuant to section 1(e), below, is hereby claimed as product identity, including but not limited to: 1. The names “Frog God Games” and “Necromancer Games” as well as all logos and identifying marks of Frog God Games, LLC and Necromancer Games, including but not limited to logos and the phrase “Adventures worth winning,” as well as the trade dress of Frog God Games and Necromancer Games products; 2. The product name “The Lost Lands,” “Forgotten Fane of the Frog God” as well as any and all Frog God Games and Necromancer Games product names referenced in the work; 3. All artwork, illustration, graphic design, maps, and cartography, including any text contained within such artwork, illustration, maps or cartography; 4. The proper names, personality, descriptions and/or motivations of all artifacts, characters, races, countries, geographic locations, plane or planes of existence, gods, deities, events, magic items, organizations and/or groups unique to this book, but not their stat blocks or other game mechanic descriptions (if any), and also excluding any such names when they are included in monster, spell or feat names. 5. Any other content previously designated as Product Identity is hereby designated as Product Identity and is used with permission and/or pursuant to license. This printing is done under version 1.0a of the Open Game License, below.

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License, below. Open Game Content may only be Used under and in terms of the Open Game License.

Designation of Open Game Content: Subject to the Product Identity Designation herein, the following material is designated as Open Game Content. (1) all monster statistics, descriptions of special abilities, and sentences including game mechanics such as die rolls, probabilities, and/or other material required to be open game content as part of the game rules, or previously released as Open Game Content, (2) all portions of spell descriptions that include rules-specific definitions of the effect of the spells, and all material previously released as Open Game Content, (3) all other descriptions of game-rule effects specifying die rolls or other mechanic features of the game, whether in traps, magic items, hazards, or anywhere else in the text, (4) all previously released Open Game Content, material required to be Open Game Content under the terms of the Open Game License, and public domain material anywhere in the text.

Use of Content from Tome of Horrors Complete: This product contains or references content from the Tome of Horrors Complete and/or other monster Tomes by Frog God Games and/or Necromancer Games. Such content is used by permission and an abbreviated Section 15 entry has been approved. Citation to monsters from the Tome of Horrors Complete or other monster Tomes must be done by citation to that original work.

OPEN GAME LICENSE Version 1.0a The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures; characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities;

places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

The Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Green.

Forgotten Fane of the Frog God © 2019, Necromancer Games.

