



## MUHTOUD

Muhtouds are a primitive race of toad-like humanoids that dwell in the swamps and jungles of Astaria. They are most commonly found in ancient temples and ruins that they have claimed for themselves. While the Muhtouds have little in the way of civilization, they adhere to a strict caste system in which the shamans hold supreme power over the warriors and peasants.

Standing between 4'10" - 5'6", Muhtouds are broader than they are tall. They weigh between 175 to 300 pounds on average. Their thick, bumpy hides are tough, ranging in mottled coloration from brown, yellow, dark green, and red.

**Greedy Explorers.** Muhtouds respect for strength and power is only overshadowed by their immense greed. The amphibians are often in conflict with other tribes over control of resources or dungeons to plunder. This often finds them meddling with forces far beyond their understanding.

**Amphibious Warriors.** Muhtouds are adept at fighting on land and underwater. While typically found in bogs and marshes, there have been reports of some Muhtoud tribes that have taken to the seas.

**Tribal Castes.** While the Muhtoud shamans hold ultimate leadership authority, the warrior caste makes up the majority of the tribes. Even the weakest Muhtoud is capable of fighting in defense of the tribe.

## MUHTOUD WARRIOR

Medium humanoid (muhtoud), lawful evil

**Armor Class** 13 (natural armor)  
**Hit Points** 22 (4d8 + 4)  
**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	8 (-1)	11 (+0)	7 (-2)

**Skills** Stealth +4  
**Senses** darkvision 30 ft., passive Perception 10  
**Languages** Toadarn  
**Challenge** 1/4 (50 XP) **Proficiency Bonus:** +2

**Amphibious.** The muhtoud can breathe air and water.

**Ambusher.** The muhtoud has advantage on attack rolls against any creature it has surprised.

**Speak with Frogs and Toads.** The muhtoud can communicate simple concepts to frogs and toads when it speaks in Muhtoud.

**Natural Camouflage.** The muhtoud has advantage on Dexterity (Stealth) checks made to hide in swampy or jungle terrain.

### ACTIONS

**Multiattack.** The muhtoud makes one attack with its tongue, uses reel, and makes one attack with its greatclub.

**Greatclub.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target.  
 Hit: 5 (1d8 + 1) bludgeoning damage.

**Tongue.** Melee Weapon Attack: +3 to hit, reach 20 ft., one creature.  
 Hit: 3 (1d4 + 1) bludgeoning damage, and the target is grappled (escape DC 13). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the muhtoud can't use its tongue on another target.

**Reel.** The muhtoud pulls a creature grappled by it up to 15 feet straight toward it. A reeled creature must succeed on a DC 13 Dexterity saving throw or fall prone.

ART CREDIT: SHUTTERSTOCK