

# THE "JUNGLE MONSTER" SCROLL

## DEATH PETAL TOAD



*Large Beast, Unaligned*

These giant toads sprout highly poisonous flowers out of their eyes and all along their backs which keeps them safe from predators. While hunting, death petal toads use their barbed root tongues to snatch up prey from a safe distance.

**Armor Class:** 12  
**Hit Points:** 35 [5d10 + 10]  
**Speed:** 20 ft., swim 40 ft.  
**STR:** 13 [+1] **DEX:** 15 [+2] **CON:** 14 [+2]  
**INT:** 2 [-4] **WIS:** 10 [+0] **CHA:** 2 [-4]

**Condition Immunities:** Poisoned  
**Damage Immunities:** poison  
**Senses:** Darkvision 30 ft., passive Perception 10  
**Languages:** --  
**Challenge:** 2  
**Proficiency Bonus:** +2

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

**Standing Leap.** The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running

**Poisonous Pollen.** A creature that touches the toad or hits it with a melee attack while within 5 feet of it takes 4 (1d8) poison damage.

### ACTIONS

**Multiattack.** The toad makes one attack with its Root Tongue, uses its Retract Tongue, and makes one attack with its Bite or Swallow.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage plus 6 (2d6) poison damage, and the target is Grappled (escape DC 13). Until this grapple ends, the target is Restrained, and the toad can't Bite another target.

**Root Tongue.** *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) poison damage, and the target is Grappled (escape DC 13). Until this grapple ends, the target is Restrained, and the toad can't use its Bite or Root Tongue another target.

**Retract Tongue.** One Medium or smaller creature grappled by the toad's Root Tongue must make a DC 13 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the toad.

**Swallow.** The toad makes one Bite attack against a Medium or smaller target it is grappling with its Bite. 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 9 (3d6) poison damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time. 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.

## BABOOGRE



*Large Giant, typically Chaotic Evil*

Baboogres are a monstrous blend of giant baboons and ferocious jungle ogres. Extremely territorial, baboogres relentlessly pursue anything that invades their territory and slaughter it without hesitation. They are especially fond of claiming abandoned ziggurats as their lairs which they sit atop as "jungle kings" to rule over their pack of baboon servants.

**Armor Class:** 12  
**Hit Points:** 80 [10d10 + 30]  
**Speed:** 30 ft., climb 30 ft.  
**STR:** 20 [+5] **DEX:** 12 [+1] **CON:** 16 [+3]  
**INT:** 5 [-3] **WIS:** 8 [-1] **CHA:** 6 [-2]

**Senses:** passive Perception 9  
**Languages:** Common, Giant  
**Challenge:** 3  
**Proficiency Bonus:** +2

**Aggressive.** As a bonus action, the baboogre can move up to its speed toward a hostile creature that it can see.

**Pack Tactics.** The baboogre has advantage on an attack roll against a creature if at least one of the baboogre's allies is within 5 feet of the creature and the ally isn't incapacitated.

**Leaping Crush.** If the baboogre moves at least 20 feet straight toward a creature and then hits it with a greatclub attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the baboogre can make one bite attack against it as a bonus action.

### ACTIONS

**Multiattack:** The baboogre makes 2 attacks: one with its Bite and one with its Greatclub.

**Bite:** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 [1d10 + 5] bludgeoning damage.

**Greatclub.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 [2d8 + 5] bludgeoning damage.