

# Bullywug

Medium, Humanoid, Neutral Evil

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**ARMOR CLASS**

13

**HIT POINTS**

11 (2d8 + 2)

**CHALLENGE**

1/4 | 50 XP

**PROFICIENCY**

+2

**Speed** Swim 40 ft., Walk 25 ft.

**Initiative** +1

**Saving Throws** N/A

**Skills** Stealth +3

**Senses** Passive Perception 10

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**Languages** Bullywug

**STR**

12  
+1

**DEX**

12  
+1

**CON**

13  
+1

**INT**

7  
-2

**WIS**

10  
+0

**CHA**

7  
-2

## Traits

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

**Bog Leap.** The bullywug long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

**Marsh Blend.** The bullywug has Advantage on Dexterity (Stealth) checks made in swamps, reeds, mud, or heavy rain.

## Actions

**Spear.** Melee or Ranged Attack Roll: +3, reach 5 ft. or range 20/60 ft. Hit: 4 (1d6 + 1) Piercing damage.

**Croaking Slash.** Melee Attack Roll: +3, reach 5 ft. Hit: 3 (1d4 + 1) Slashing damage, and the bullywug can move 5 feet without provoking Opportunity Attacks.

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Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

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