

# Slaad Tadpole

*Tiny, Aberration (Slaad), Chaotic Neutral*

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**ARMOR CLASS**

12

**HIT POINTS**

7 (3d4)

**CHALLENGE**

1/8 | 25 XP

**PROFICIENCY**

+2

**Speed** Swim 20 ft., Walk 20 ft.

**Initiative** +2

**Saving Throws** N/A

**Skills** Stealth +4

**Damage Resistances** Acid

**Senses** Darkvision 30 ft.; Passive Perception 9

**Passive Perception** 9

**Languages** Understands Slaad impulses but cannot speak

**STR**7  
-2**DEX**14  
+2**CON**10  
+0**INT**3  
-4**WIS**8  
-1**CHA**5  
-3

## Traits

**Chaos Twitch.** When the tadpole takes damage, it can move 5 feet without provoking Opportunity Attacks if it is not Grappled.

**Soft Aberrant Body.** The tadpole can move through a space as narrow as 3 inches wide without squeezing.

## Actions

**Needle Bite.** Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Piercing damage.

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