



## CROAKER – THE 2ND PLAGUE

When the Defiled Box was opened, 10 plagues were unleashed upon the Realms. Croaker was the first one to exit. This chaotic abomination turns creatures to frogs, using its rampant curse it changes the very being of the Realms into mindless frogs under its Control. This monster doesn't need intellect to cause destruction and death.

### CROAKER

Huge aberration, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 276 (24d12 + 120)

**Speed** 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	20 (+5)	2 (-4)	12 (+1)	5 (-3)

**Saving Throws** Con +11, Wis +7

**Skills** Athletics +12, Perception +7, Stealth +7

**Damage Resistances** fire

**Damage Immunities** thunder

**Senses** passive Perception 17

**Languages** —

**Challenge** 18 (20,000 XP)

**Amphibious.** Croaker can breathe air and water.

**Cursed Existence.** When Croaker, or a creature under its control, reduces a creature to 0 hit point it doesn't become unconscious. Instead it transforms into a mindless Giant Frog under Croaker's control. The creature assumes the hit points of its new form, its game statistics, including mental ability scores, are replaced by the statistics of the Giant Frog. A *remove curse* spell turns the creature back into its original form, where it falls to 0 hit point and starts making death saving throws as normal.

**Frog Control.** All frogs (giant or not) within 6 miles of Croaker are considered charmed by it.

### ACTIONS

**Multiattack.** Croaker makes three attacks with either its bite or its tongue.

**Bite.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage, and the target is swallowed if it is a Medium or smaller creature. A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside Croaker, and takes 10 (3d6) acid damage at the start of each of Croaker's turns. Croaker's gullet can hold up to two creatures at a time. If Croaker takes 40 damage or more on a single turn from a creature inside it, Croaker must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, each of which falls prone in a space within 10 feet of Croaker. If Croaker dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

**Tongue.** Croaker targets one Medium or smaller creature that it can see within 20 feet of it. The target must make a DC 18 Strength saving throw. On a failed save, it takes 10 (1d8 + 6) bludgeoning damage and the target is pulled into an unoccupied space within 5 feet of Croaker, and Croaker can make a bite attack against it as a bonus action.

**Violent Croak (Recharge 5-6).** Croaker releases a powerful sound wave from deep within him. Each hostile creature within 300 feet of Croaker must succeed a DC 19 Constitution saving throw or take 45 (10d8) thunder damage and be stunned for 1 minute on a failure. On a success a creature takes half that damage and isn't stunned. A stunned creature can repeat the saving throw at the end of each of its turn, ending the effect on a success. A deaf creature is immune to this effect.

### LEGENDARY ACTIONS

Croaker can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Croaker regains spent legendary actions at the start of its turn.

**Bite.** Croaker makes a bite attack.

**Devouring Leap (Costs 2 Actions).** Croaker uses its powerful legs to jump. Croaker long jumps 40 feet in a direction of its choice without triggering attacks of opportunity. Croaker then makes a tongue attack.

**Drain (Costs 3 Actions).** If Croaker has a Giant Frog under its control within 5 feet of it, it reduces the frog to 0 hit point. Croaker gains the frog's energy and uses it to recharge its Violent Croak and it uses it immediately.