



## ORACLE FROG

Oracle frogs are larger than typical and have tiny wings that help guide them while they levitate. They typically have mottled green and yellow leathery skin but sometimes are seen with extravagantly bright colors unknown in the natural world. This is because oracle frogs were born initially from the pets of young wizards they occasionally used for early experimentation. They have been the target of both benign and lethal spells when the wizards practiced their magic and alchemy. Eventually, these frogs absorbed the magic themselves, gaining powers and sentience, learning languages, and the ability to read minds. They grew to become even more intelligent and more powerful than the wizards that created them, and they still harbor an animus towards casters to this day.

**Resilient.** After being exposed to various spells and potions, oracle frogs have become resistant to magic and mundane weapon attacks.

**Mind Readers.** Oracle frogs are named after their mind-reading psionic magic abilities, which they use to protect themselves from the hated wizards.

**Paralytic Blast.** Instead of physically biting, oracle frogs bite with their minds with such intensity that it shocks the nervous system and paralyzes the target.

### ORACLE FROG

*Small beast, unaligned*

**Armor Class** 11 (14 with *mage armor*)

**Hit Points** 36 (8d6 + 8)

**Speed** 30 ft., fly 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	16 (+3)	12 (+1)	8 (-1)

**Skills** Arcana +5, Insight +3, Perception +3

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, poisoned

**Senses** darkvision 30 ft., passive Perception 13

**Languages** Common, Draconic, Elvish

**Challenge** 2 (450 XP)

**Proficiency Bonus:** +2

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

**Magic Resistance.** The frog has advantage on saving throws against spells and other magical effects.

**Innate Spellcasting (Psionics).** The frog's innate spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *acid splash*, *detect thoughts*, *levitate*

3/day each: *charm person*, *hideous laughter*, *inflict wounds*

1/day each: *mage armor* (self only)

#### ACTIONS

**Mind Bite.** *Ranged Spell Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 10 (2d6 + 3) psychic damage, and the target must succeed on a DC 11 Intelligence saving throw or be paralyzed from the psychic damage. A creature paralyzed in this manner may repeat their saving throw at the end of their turn, end the effect and become immune to being paralyzed by the frog's Mind Bite for 24 hours on a successful save.