

THE FROG

Your patron is an unusually large frog. You do not know where it came from, where it gets its powers from, or why is it so large. Its motives are inscrutable and perhaps primal. Nevertheless, you have struck a pact with this being, and your certainly benefit from it.

The more you bind yourself to this patron, the more froglike you become. Your skin may become oily and tinted slightly green. You may also find yourself craving flies, or taking small hops instead of walking.

FROG FEATURES

Warlock Level Feature Type

1st	Expanded Spell List, As In Water...
6th	Grasping Tongue
10th	Great Leap
14th	Poison Touch

EXPANDED SPELL LIST

The Frog lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

FROG EXPANDED SPELLS

Spell Level Spells

1st	<i>jump, catapult</i>
2nd	<i>acid arrow, protection from poison</i>
3rd	<i>tongues, wall of water</i>
4th	<i>freedom of movement, vitriolic sphere</i>
5th	<i>contagion, insect plague</i>

AS IN WATER...

Starting at 1st level, you are amphibious and have a swimming speed of 30 feet. In addition, you can cast spells that deal fire and thunder damage underwater without the spell failing or causing damage to anyone other than the intended target.

GRASPING TONGUE

Starting at 6th level, as an action, you can elongate your tongue up to 30 feet away. You can use your tongue to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, pour the contents out of a vial, or pull an object weighing less than 20 pounds to you.

If you attempt to pull an object or creature weighing more than 10 pounds to you, the creature must make a Strength saving throw against your spell save DC or be dragged towards you.

GREAT LEAP

Starting at 10th level, you can jump up to 30 feet without a running leap. Should you choose to do a running leap, the length of your jump is tripled up to 90 feet.

POISON TOUCH

Starting at 14th level, your skin becomes poisonous to the touch. After you are hit with an attack, you can use your reaction to cause a creature to become **poisoned**. At the start of your next turn, they must make a Constitution save against your spell save DC or take 1d8 poison damage. They must repeat this save until the **poisoned** condition is removed.

Once you have used this condition, you cannot use it again until you finish a long rest.



Credit: Butter Boy
Created using the Homebrewery