

BROWN SLAAD

When a red slaad implants an egg into a victim, the egg usually grows into a slaad tadpole, which bursts forth and eventually grows into a blue or green slaad. However, if anything should happen that interrupts the gestation of a tadpole within its host, this tadpole might instead metamorphosize into a brown slaad.

Brown slaadi, also known as mud slaadi or slaad pollywogs, resemble frog-like humanoids similar to the rest of slaad-kind, but they are smaller and mud-brown in color. They also still have a small, vestigial tail remaining from their tadpole form.

Interrupted Metamorphosis. The gestation of a slaad tadpole can be interrupted in a number of ways. The host might die before the gestation is complete, and the tadpole must emerge prematurely. Sometimes, a sawbones or surgeon with enough skill (and enough guts) can attempt to cut out the slaad tadpole before it is fully-grown. Other times, the chaotic nature of the slaad itself causes the tadpole to mutate. Any of these events could lead to a slaad tadpole becoming a brown slaad.

Stunted Growth. Because their metamorphosis was interrupted, brown slaadi are not fully mature. They are small and stupid, with barely more intelligence than an animal. They also lack the ability to reproduce, and cannot spread the chaos phage or implant eggs like red or blue slaadi.

Weakest of the Slaadi. Because they are the smallest and weakest slaadi, brown slaadi are bullied and abused by other slaadi. Because of this, brown slaadi usually avoid others of their kind, preferring to make their home among bullywugs or grung, who see the presence of a brown slaad as a sign of good fortune.

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Small aberration, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 27 (6d6 + 6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	4 (-3)	6 (-2)	6 (-2)

Skills Perception +0

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 10

Languages Slaad, telepathy 60 ft.

Challenge 2 (450 XP)

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

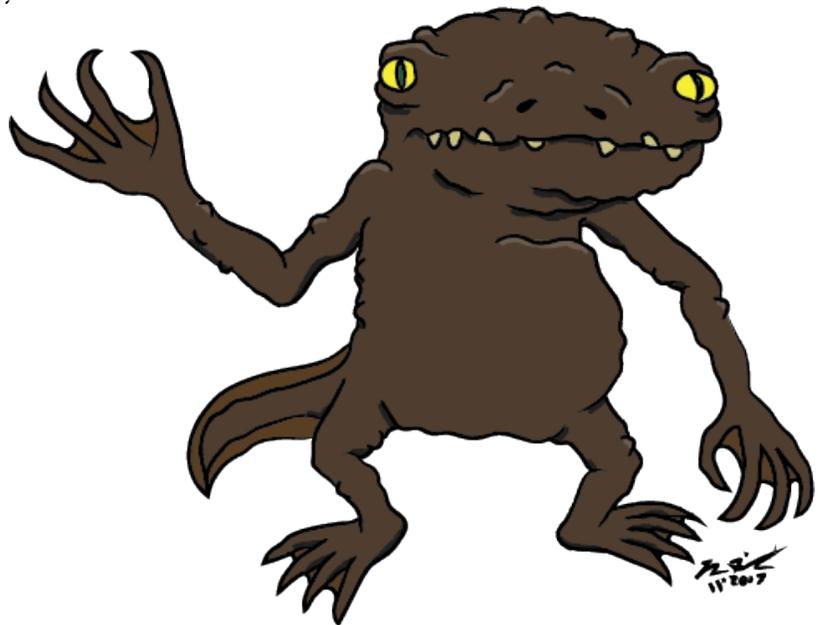
Regeneration. The slaad regains 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



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