

## BOGGARD

*Although sitting on its haunches, this gray-green humanoid is still almost four feet tall. Two large, bulbous eyes sit on either side of its toad-like head, above a wide maw that holds a pair of sharp ridges instead of teeth. Countless tough warts cover its rubbery skin all the way down to its webbed hands and feet. The creature wears simple armor constructed from reptilian hide and turtle shells, and wields an immense spiked club.*

## BOGGARD

## CR 2

Usually CE Medium humanoid (boggard)

**Init** –1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +7

## DEFENSE

**AC** 14, touch 9, flat-footed 14  
(+2 armor, –1 Dex, +3 natural)

**hp** 22 (3d8+9)

**Fort** +3, **Ref** +2, **Will** +1

## OFFENSE

**Spd** 20 ft., swim 30 ft.

**Melee** morningstar +5 (1d8+2) or  
tongue +1 touch (sticky tongue)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tongue)

**Special Attacks** sticky tongue, terrifying croak

## TACTICS

**During Combat** A lone boggard opens combat with its croak before closing into melee. When attacking as part of a group, two boggards use their croaks, while the rest use their tongues to immobilize opponents. From there, they pummel opponents into submission.

**Morale** Boggards tend to flee a fight when reduced to 5 hit points or less.

## STATISTICS

**Str** 15, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 10

**Base Atk** +2; **Grp** +4

**Feats** Toughness, Weapon Focus (morningstar)

**Skills** Hide –1 (+7 in swamps), Jump +15, Spot +7, Swim +10

**Languages** Boggard

**SQ** hold breath, swamp stride

## ECOLOGY

**Environment** temperate marshes

**Organization** solitary, pair (2), or gang (3–12)

**Treasure** standard

**Alignment** usually chaotic evil

**Advancement** by character class; **Favored Class** barbarian

**Level Adjustment** +2

## SPECIAL ABILITIES

**Hold Breath** A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

**Sticky Tongue (Ex)** A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a –2 penalty to AC while the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be

removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage. The boggard cannot move more than 10 feet away from the target while its tongue is attached, but a boggard can release its tongue as a free action. While attached, neither the boggard nor its target are considered grappled. A boggard's tongue attack is always considered a secondary natural attack.

**Swamp Stride (Ex)** A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

**Terrifying Croak (Su)** Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must make a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

**Skills** Boggards have a +16 racial bonus on Jump checks, a +4 racial bonus on Spot checks, and a +8 racial bonus on Hide checks made in swamps.

Often referred to as frogmen, boggards are human-sized creatures with a strong resemblance to their lesser amphibious cousins with their bulging eyes, wide mouths, and long sticky tongues. Any such comparison ends with physical characteristics, though, as boggards are cruel and capricious, caring little for other swamp-dwellers and even less for those who walk on the firm ground beyond their soggy realms.

## HABITAT &amp; SOCIETY

Boggards live almost exclusively in temperate swampy environments, but the occasional clan has been spotted in tropical rainforests, living on the banks of great rivers. Boggard villages are primitive affairs, with a number of crude mud mounds dotting a swampy clearing. Hut interiors are a mix of muddy ground and stagnant pools. Individual boggards rarely claim one such mound as a home and tend to move from mound to mound as space allows. In the center of a boggard settlement is the priest-king's mound. This impressive dome contains multiple chambers for the priest-king's guards, consorts, and followers.

Boggard society is a relatively fluid one, where one's status is dictated almost entirely by skill and accomplishments. Aside from such measures, size and weight also play an important role in finding a mate. Boggard clans are ruled over by a priest-king, who is a bit larger and stronger than the rest. Fed a rare blue dragonfly from birth, these priest-kings learn to speak to Gogunta, the corpulent goddess of the boggards. As they age and grow in power, these priest-kings continue to swell and grow, becoming more and more like gigantic frogs and less like humanoids.

Clerics of Gogunta have access to two of the following domains: Chaos, Death, Evil, Scalykind, or Water. Gogunta is chaotic evil and her favored weapon is the whip.

## ECOLOGY

Boggards begin life as tadpoles, birthed from the fetid pools of their great brood mothers. It is here that they learn their first lessons in survival as they avoid the dangers of the swamp and compete with their siblings for food. After six months in this state, during which they grow to a length of three feet, adolescent boggards sprout legs and arms, a process that takes another three months. At the end of this time, the young boggards emerge from swamp pools and are pressed into gangs with young hunters who teach them all the necessary skills. After two years of training, young boggards must hunt and kill a sentient humanoid before becoming a full member of the clan. Boggards who do not complete this task within a month are cast out from the clan and rarely survive.

A boggard's diet consists of a mix of swamp plants, fish, smaller amphibians, and dragonwasps they breed specifically as food. These large insects are roughly two feet in length and are usually birthed from the corpses of dead humanoids or larger animals.

The average boggard stands nearly five feet tall, but has a crouching posture and appears much shorter. Most weigh about 200 pounds. Boggards can live up to 50 years old, but they often fall prey to swamp predators, fellow clansmen, or enemy humanoids well before this time. Most boggards have gray, green, or black skin, but brighter colors such as red or orange are not unheard of. As a boggard ages, its warts grow in size and thickness, and its color tends to fade. Especially venerable boggards are often bone-white and covered with knobby protrusions.

## TREASURE

Boggards value objects that enhance their prowess in battle above all other things. Weapons and armor tend to be the most common treasure. They also value shiny metals that stand out in the gloom of the swamp. Such treasures are always carefully cleaned and maintained. Any other treasure in a boggard clan is kept by the priest-king at the bottom of a murky pond somewhere in his vast swamp mound.

BOGGARD  
PRIEST-KINGS

Rulers of entire clans of boggards, the appetites of the priest-kings know no bounds—be it for food, mates, treasure, or conquest. These corpulent monsters have feasted on the blue dragonflies of Gogunta and learned to hear her terrible croaks.

The following adjustments to a standard boggard represent a young priest-king. More aged varieties with even greater powers certainly exist.

—+2 natural armor.

—+4 Strength, +4 Constitution, +6 Wisdom.

—**Swamp Magic (Sp)** While in the confines of a swamp or marsh, a boggard priest-king can

call on each of the following powers once per day as a spell-like ability: *fog cloud*, *jump*, and *summon swarm*. These spells are cast as a cleric of a level equal to the priest-king's total Hit Dice.

## VARIANT BOGGARDS

Like the amphibians they hold obvious relation to, boggards are sensitive to their environments and have widely differing appearances and abilities. While the boggards of Varisia are green-brown and almost toad-like, those of the River Kingdoms have the greasy green look of frogs. In the Sodden Lands, numerous warring boggard tribes each have their own distinctive traits from the bright spots of tree frogs to the dead browns of cane toads. With these varied forms also come a variety of abilities such as harder skin, poison flesh, sticky hands and feet, and numerous other amphibious traits.

It is said that in the deepest swamps of the Hollow Morass, the Stinking Sink, and the Mushfens lurk the progenitors of the boggard race: the first priests, the Mobogo. Intelligent, primeval toads of gigantic size and incredible magic power, these swamp kings are said to be the offspring and harbingers of Gogunta herself, spreading her gospel of croaking doom.

