

PRINT-AND-PLAY



FROGLEAP BOOTS

Wondrous Item, rare (requires attunement)

This pair of strange boots have the spirit of two giant frogs trapped within them. While you wear these boots, you can use a bonus action to click the boots' heels together and awaken the frogs. When you do, for 1 minute, your long jump is up to 30 feet, and your high jump is up to 20 feet, with or without a running start. When you use jumping to move in or out of an enemy's range, you do not provoke opportunity attacks.

Jump out of the way. While the frogs are awake, if you are subjected to an effect that allows you to make a Dexterity save for half damage, in a successful save, you can use your reaction to take no damage, instead jumping 30 feet in the direction of your choosing.

Jump and strike. If you jump at least 20 ft. straight toward a creature and then hits it with a weapon Attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, you can make another Attack against it as a bonus Action.

You can awake the frogs three times. After that they refuse to wake again until the next dawn unless you succeed on a DC16 Animal Handling check to convince them to be awake again. If you feed them a sack of insects, you make the test with advantage. If you fail this test, the frogs refuse to wake until the next dawn.