



A ROOBLE, RUGLUNK, AND RANGOL

RUUN

THE SMELL OF THE WATER WAS ALWAYS ENOUGH to remind Leorra of home. The way it tasted in the air was like a homecooked meal. After all, nothing could beat that classic copper pie, or the smell of the giant lillies flowering atop the lake.

But this water was different. It didn't sparkle like it did back home, nor were the people that lived on it filled with joy. This wasn't a lake, nor was it or a gentle pond or vibrant wetland: this was a stagnant place. A place where things came to end.

Leorra shuddered and pressed on. She could feel her legs ache in the heat of the day, but was remis to use the still water to quench their cries. The usually beautiful green skin that peered out from beneath her leather jerkin seemed dim, and without its normal luster.

Finding a pool of clouded water isolated from the rest of the bog, she knelt down and clutched her holy symbol. With the deep murmur of a sanctifying prayer, the water began to clear and become pure once more. She drank deep from it now, and allowed her flesh to be revitalized by its cool touch.

A rustle in the brush caused her powerful legs to tense and her breath to catch in her throat. She reached for the mace at her hip, ready to either leap to defend herself or escape.

A thin rabbit hopped toward her from the withered plants close by. It watched Leorra with a wary eye as it drank from the pool. She relaxed, then, and in that moment, Leorra knew that this rabbit must miss home as much as she did.

Ruun are the frog-like people from Laterreprosp, a region of low wetlands and lakes wedged between human realms. Their homes typically lie either submerged or near the waters of ponds, rivers, or lakes. Ruun live a lifestyle akin to typical humans, as their early development as a people was spurred on by knowledge of their recorded history gleaned from books recovered from the dragon Entinxiir's abandoned hoard. In general, ruun enjoy fresh water, good stories, and feats of heroism. Written poetry, whether good or bad, is a common hobby and pleasure among them.

EAGER TO THRIVE

Centuries ago, the ruun were created by magical meddling spurred on by draconic rivalries. In their efforts to control the region, competing dragons created the ruun as thralls. However, over time, these capable frogfolk outgrew and outlived their subserviance, and were forced to quickly adapt to their newfound independence. Using knowledge gleaned

from abandoned draconic hoards, the ruun have rapidly become a stalwart member of civilization in a matter of mere centuries.

Because of their people's limited land and resources, abundant restrictions rarely deter ruun from attempting to find a solution: even if the result is preposterous or laughably improvised. Ever eager to live up to and exceed the histories of their predecessors and the humans that they learned from, ruun are clever and productively competitive by necessity. When one ruun raises the bar, another almost always leaps over it again before long.

AN AMPHIBIOUS LIFE

Life in Laterreprosp among the ruun is spent almost as much above water as it is below. As a result, hygiene is paramount to ruun society, as the universal need for water as both a means of drinking and transport means that any sort of pollution directly impacts the rest of the community. Roobles especially rely on water to keep their skin moist and pliable.

THE SOUNDS OF RUUN

Many great pieces of ruun poetry were written of far-off lands. "Ode to the Unicorn" is amongst the most popular in Laterreprosp society, and speaks to the untold and alien beauty of the fey and their magical domain. Of course, plenty of the poem is exaggerated (including the eponymous unicorn itself) to the point where even elves find amusement in its accidental satire.

Ruun voices are typically more resonant than other humanoids', regardless of gender. Certain sounds bring out the resonance of their natural croaking, but in general, syllables with "R" sounds come across as thick and full of almost musical intonations. Some ruun speak slowly and with purpose, whereas others speak with a chirpier cadence.

SEEKING OPPORTUNITY

The ruun that leave their ancestral home of Laterreprosp usually set out in search of a story or solution. Because of the relatively young age of ruun society, not everything can be found in the familiar wetlands, and the tales and opportunities from the outside world are a powerful draw.

CREATING YOUR RUUN.

When creating your ruun character, use these traits as a guide, rather than a rule. A typical ruun is fairly hardy, capable of withstanding strong sounds, poisons, and weather, which is reflected in the Ability Score Increase trait. However, your ruun may have prioritized other traits, either by simple nature or active pursuits. In that case, increase one ability score of your choice by 2, and another by 1, replacing the bonuses suggested in the Ruun Traits and chosen subrace. Alternatively, you can choose three different ability scores to increase by 1.

Lastly, size can fluctuate wildly among frogs—both beastly and humanoid. When you select this race, you can choose to be Small, instead of Medium.

RUUN NAMES

Most ruun names are chosen for the rhythm they carry or the sound they make when rolled through their thunderous throats. After all, a name that stands the test of time should sound the part when recited in poetry or song. The structure of their names mimic those of typical human cultures, usually including at least a given and family name. However, virtually no distinction is made between what is considered a male or female name in ruun society, and normally gendered titles, such as duke or duchess, are self-declared by the ones receiving them.

Given Names: Cyrille, Darél, Diorra, Fusolle, Gérard, Issol, Laraisse, Liérra, Maré, Roel, Rudan, Tletla

Family Names: Alusard, Lapunge, Ravusaarde, Gureamont, Flaveour, Estevange, Mauclair, Tarvelaine

SUBRACE

Bearing the hallmark traits of their amphibian heritage, ruun are universally capable swimmers with the strength to leap great distances. The distinctions between the three kinds of ruun—rangols, roobles, and ruglunks—carry further diversifications and natural abilities. Choose one of the three subraces presented below.

RUUN TRAITS

Your ruun character has a number of traits common with all other ruun.

Ability Score Increase. Your Constitution score increases by 2.

Age. Ruun live about as long as humans do, although they reach adulthood about twice as quickly.

Alignment. Like most humanoids, ruun are as likely to be good as they are to be evil. Rangols still under the banner of Acridaethruix are more likely to be evil out of self-preservation, but are otherwise no different than their other frog kin in terms of predisposition.

Size. Ruun are roughly human-sized and have a wide variety of builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Well-acclimated to seeing even in deep lake-bottoms, you have superior vision in dark and dim conditions. You can see in dim light within 30 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Amphibious. You can breathe air and water.

Sea Speak. You can communicate simple ideas with beasts that can breathe water. They can understand the meaning of your words, though you have no special ability to understand them in return.

Standing Leap. Your long jump is up to 20 feet and your high jump is up to 10 feet, with or without a running start.

Languages. You can speak, read, and write Common and one other language of your choice. Many ruun know Draconic simply because of Laterreprosp's deeply-rooted draconic history. Others choose to learn Elvish, as elven poetry is especially prized as entertainment.

ROOBLE

Roobles were brought into being by Entinxiiir almost 750 years ago alongside their hardier ruglunk relatives. Their vocal frog ancestry leads many roobles to be excitable and boisterous. As a result, roobles often find work in social settings and politics, where their ostentatious leanings can be an invaluable asset. Many ruun entertainers are roobles, as well as great mages and businessfolk. Some of the most glorious tales—both truthful and tall—have been written and retold by roobles over generations, and while many grow up with dreams of heroism, few eventually manage to take the next step.

Ability Score Increase. Your Charisma score increases by 1.

Natural Swimmer. You have a swimming speed of 30 feet.

Slippery. Your skin is naturally slippery. You can add a d4 to any check made to escape a grapple or restraint.

Thunderous Croak. When you take the Attack action on your turn, you can replace one of your attacks with a supersonic bellow, which is audible out to a range of 100 feet. Each other creature within 5 feet of you must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus.

On a failed save, a creature takes 1d10 thunder damage and is deafened for 1 minute. On a success, a creature takes half as much thunder damage and isn't deafened. This damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10). At the end of each of its turns, a deafened creature can make another Constitution saving throw, ending the effect on a success. After you use your croak, you can't use it again until you finish a short or long rest.

RUGLUNK

Ruglunks are more patient, careful, and typically larger than other ruun. Made alongside the roobles by the dragon Entinxiiir, ruglunks bear the characteristics of a toad lineage. Their skin retains moisture easily, allowing them to thrive in drier environments better than roobles. Naturally, this combination of patience and fortitude lends itself to finding meaningful work as farmers, masons, blacksmiths, and other similar crafts. Ruglunks that can navigate the egos of others often find slow, but enduring, success in political and social endeavors, as their natural reservedness prepares them to be excellent listeners and problem solvers. They take insults quietly and rarely forget them, but do, with time, forgive. In general, actions speak louder than words with ruglunks.

Ability Score Increase. Your Strength score increases by 1.

Natural Swimmer. You have a swimming speed of 30 feet.

Dry Skin. Your skin is naturally resilient to hot weather. You can tolerate temperatures as high as 150 degrees Fahrenheit without any additional protection.

Hypnotic Blood. Your blood contains a natural toxin. When you take piercing or slashing damage as the result of an unarmed attack, such as from a bite or claw attack, you can use your reaction to force that creature to make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On a

failed save, a creature is poisoned until the end of your next turn. A creature that's been poisoned in this way or succeeds on the saving throw against it is immune to this effect for 24 hours. You can use this feature twice and regain all expended uses of it when you finish a long rest.

Powerfully Built. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

RANGOL

Rangols have served the dragon Acridaethruix for much longer than roobles or ruglunks did Entinxiiir, and have only in recent decades been able to escape the cult-like mentality that plagues many of their kind. Born from an almost alchemical fusion of kobolds, horned toads, and poisonous tree frogs, these ruun have some of the most distinct markings and color among their kind. Yellows, greens, blues, and reds peek through their horned exterior, and their sharp claws offer a unique bounty of helpful uses. Because of their toad and kobold ancestry, rangols have little need for moisture, but are still less adapted to the dry and sunny weather than their ruglunk relatives. Rangols are quick-witted and cunning, having needed to survive the constant threats that their home—and fellow kin—pose to them, as life in the servitude of a dragon is rife with danger. When given the opportunity, rangols enjoy sharing trivia and light-hearted jokes, but may have trouble finding the chance to do so among rooble and ruglunk society. Depending on the world you're playing in, their position in Laterreprosp culture may still in flux, as many roobles and ruglunks may struggle to separate them from their ancestral conviction to Acridaethruix. However, the Amphibious Court of Oudaarde supports the rangol refugees and defectors that escape the dragon's influence.

Ability Score Increase. Your Wisdom score increases by 1.

Natural Climber. You have a climbing speed of 30 feet.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Poison Resilience. You have advantage on saving throws against poison, and you have resistance against poison damage.

Sharp Skin. Your spined exterior makes you dangerous to grapple. When you physically grapple or are grappled by a creature, that creature takes 1d4 piercing damage when it starts grappling or becomes grappled by you, and again at the end of each of its following turns until the grapple ends.