

AMPHIBIOS / LATERREPROSP

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AMPHIBIOS

Amphibios is a swampy, low-lying valley covering approximately 100,000 acres (156 square miles) of territory between two small, human-dominant kingdoms. Most of Amphibios' settlements consist of minority amphibious and reptilian races such as frogfolk, kobold, lizardfolk, serpentfolk, and toadfolk. Although humans call the land Amphibios, its residents know it as Laterreprosp.

HISTORY

Laterreprosp's history started long before the human kingdoms claimed the lands to the south and north. Thousands of years ago, a trio of three green dragon brothers settled the area between Vasteloch and Lake Lebonke, the two significant bodies of water that comprise most of the region. Each dragon built and managed its stronghold, dividing the land into three sections.

Entixiir, the strongest of the three brothers, built his lair on the northern shores of The Murk. From this site rose the frog- and toadfolk city of Oudaarde, which is still the largest settlement in Laterreprosp today.

Joshtinovivesh, the most charismatic of the three, built his lair just east of The Murk in a muddy hollow called Dragon-tooth Burrows. Dragon-tooth Burrows still exists today and is inhabited by Joshinovivesh's greedy, diabolical grandson, Acridaethruix.

Dralzos, the wisest of the three, built his lair in the foothills of the valley's western edger, an area now known as the Chatsdown Slopes. Dralzos terrorized the region from this lair, which he named the Labyrinth of Skulls, for a few hundred years before a band of adventurers entered the Labyrinth and slew him. Today, brutish cliff giants claim the Labyrinth as their own.

As the three dragons' hoards grew and lairs expanded, they used sorcery to develop servitor races. They used the local wildlife, particularly the reptiles and frogs common in the area. Entixiir transformed the frogs and toads at the north end of Laterreprosp into **roobles** (frogfolk) and **ruglunks** (toadfolk) (see the appendix). And Joshtinovivesh created **rangols** (see the appendix), an almost alchemical hybrid of kobolds, toads, and frogs capable of withstanding sunlight. Roobles, ruglunks, and rangols are collectively referred to as ruun (pronounced the same as "rune"). Dralzos attracted traditional kobolds and serpentfolk to his mysterious lair, modifying them only slightly to withstand his poisonous exhalations.

Eventually, Dralzos died, scattering the loyal serpentfolk and kobolds who served him. Few traditional kobolds and serpentfolk remain in Laterreprosp and typically survive meagerly as mad cultists or hermetic druids that still worship Dralzos as a god.

Entixiir grew bored of overseeing a kingdom and fled, seeking new interests. He left the roobles and ruglunks to fend for themselves. In the absence of their tyrant, the roobles and ruglunks built Oudaarde into a grand city.

But for every rooble or ruglunk are three rangols, who remain primarily in The Murk in eastern Laterreprosp. The rangols are almost universally devout followers of Joshtinovivesh and, by extension, his grandson Acridaethruix. As

a result, the rangols are more than happy to help carry out the final green dragon's ambitions of claiming all of Laterreprosp as his own.

CURRENT EVENTS

When Dralvos died and Entixiir fled Amphibios, Joshtinovivesh wisely laid low for hundreds of years. The dragon feared adventurers would seek him in his burrow, slay him, and steal his hard-earned treasure, much like they had to Dralvos. He used his rangols to create false haunts all over the realm to distract and annoy would-be heroes. In time, history forgot Joshtinovivesh; the dragon died fat and forgotten. Joshtinovivesh had six children, each with their own lairs and holdings in other parts of the land. Those who survived to adulthood had spawn of their own. And from one of those nests came the dragon Acridaethruix, one of the nastiest, serpentlike dragons ever to set foot in the land. Curious about his ancestry, Acridaethruix sought his grandfather's domain, a quest that took the dragon over 50 years. Eventually, Acridaethruix discovered Dragon-tooth Burrow, his grandfather's withered corpse, and the massive treasure lode hidden within. Acridaethruix also discovered the rangols, who, despite being dozens of generations removed from Joshtinovivesh's rule, immediately recognized their new master.

With newfound wealth and power, Acridaethruix set his sights on Laterreprosp other ancient dragon kingdoms, those belonging to his great uncles. However, in the time since Entixiir left Amphibios, Entixiir's minions, the roobles and ruglunks, became a power unto themselves. The roobles and ruglunks of Oudaarde used forgotten tomes hidden in Entixiir's abandoned libraries as a guideline for humanoid society. They developed agriculture, currency, government, technology, and trade. Today, they practice a form of feudalism, where a Royal Court claims Laterreprosp as its domain. As soon as Acridaethruix set his minions out to claim Amphibios, he found his efforts swiftly repelled by the well-organized Ourdaardians. The conflict continues between the dragon and the Ourdaardians, evolving from simple martial engagements into battles of intrigue and politics which those in the know nicknamed "Croaks and Hisses."

OUAARDE

Oudaarde (YOO-dard) is the largest settlement in Amphibios. This small city began as a colony of roobles and ruglunks serving the green dragon Entixiir. When Entixiir fled, its people used the dragon's old libraries to educate themselves on the ways of the greater world. The people of Oudaarde adopted the feudalistic ways of the older kingdoms, believing that it was the best way forward for their people.

Reflecting the amphibious nature of its citizens, Oudaarde is just as much as a town below water as it is above water. Curved canals crisscross throughout the city, connecting the upper city's most important buildings. Tall, foundational pillars extend from the bottom of Lake Lebonke up to the surface, allowing structures to be built above and below the waterline using them as a base. The Ourdaardians offer ways for non-swimmers to move throughout the upper city. Long

gondolas woven from swamp reeds slip through the waterways with ease while ferries built upon the backs of the city's giant geese travel along the lake's banks, their warning honks heard for miles around.

Many of Ourdaarde's vital structures hide partially or entirely below Lake Lebonke, using their submersion to protect them from non-swimming invaders. The bottom of the city's Royal Palace, home of the Queen and her son, looks like a cluster of shimmering bubbles beneath the water's surface. The palace rises from the bottom of the lakebed to extend high above the water's surface, creating a central structure at the city's center. Many structures hidden by or within the palace, typically along the lakebed, were once part of the green dragon Entixiir's lair.

UDAARDE BASICS

- **Population:** 9,700 (47% roobles, 43% ruglunks, 5% human, 3% rangol defectors or refugees, 2% other),
- **Leader:** The Royal Family of Oudaarde, Warrior Queen Anya Wingwumm, and her son Prince Alec Wingwumm (roobles). Queen Wingwumm remains unwed and does not actively seek suitors. The Amphibious Court aids them.
- **Militia:** 500 full-time soldiers (basic ruuns) led by 50 **knights**; the city can muster an additional 1500 ruun militia members (**tribal warriors**) led by 15 rooble **veterans**. A band of 50 **marshwardens** patrol the waters and forests outside of the city, keeping it safe from the murkfolk.
- **Commerce:** Oudaarde specializes in the food trade, particularly in rice, sugar cane, tomatoes, and cranberries. They also trade reed, clay, and stone quarried from the Chatsdown Slopes. They import steel, gems, and precious metals from their human neighbors.
- **Rivalries:** Oudaarde's most significant rivalry is with its sister city, Belciennes: a smaller city of 4,000 roobles and ruglunks located on Lake Vasteloc to the north. They believe that the legacy of Sir Varion, a legendary human knight originally from Belciennes that moved to Oudaarde, is theirs to own and maintain, and not Oudaarde's. Although Oudaarde participates in intrigue and politics outside of their Croaks and Hisses, they rarely stoke rivalries with outsiders.

OVERLAND TRAVEL

While Amphibios does have its fair share of paved aquatic highways and well-tread roads, flooding and frequent skirmishes sometimes make travel problematic. Travel times in the Overland Travel from Oudaarde table assume that characters are on foot; mounts can shorten these times by 50 percent.

OVERLAND TRAVEL FROM OUDAARDE

Travel To	Travel Time
Belciennes	3 hours
Drappes	1 hour
Longstone	2 hours
Soives	1 hour
Wädensstein	3 hours

IMPORTANT OUDAARDIANS

The list of important Ourdaardians listed below represents the most critical individuals who live in the city and those the characters will likely encounter while searching for quests and other things to do.

Warrior Queen Anya Wingwumm is Oudaarde's rooble monarch. She is headstrong and lacks decorum. For this reason, many younger Oudaardians love her, while the older, more conservative Oudaardian nobles find her meddlesome.

Prince Alec Wingwumm is Queen Wingwumm's son. He has no interest in ruling and instead hopes to continue in his mother's martial footsteps as Knight Prince. He works closely with Marie-José Bullion in leading Oudaard's knights and military.

Duke Tristan Lafaille is a ruglunk in his fifties. He is also Oudaarde's wealthiest noble and Queen Wingwumm's most outspoken critic. Lafaille hopes to remove Wingwumm from her position and install her young son, who he believes he can control.

Sir Gilles Longchambon is the Wingwumm's silent, one-armed rangol bodyguard. He is unflappable in his loyalty to the family and will give his life to protect them.

Gérard Chopin is the rooble leader of Entixiir's Chosen, an evil-leaning faction that believes the people of Oudaarde should revert to their original purpose and serve green dragons.

Marie-José Bullion heads the marshwardens, a group of rangers that patrols the lands and waters surrounding Oudaarde. Many Oudaardians view her as Ourdaarde's most significant living hero.

Régis Rapace is the high priest of the Ebonhands, a necromantic cult that worships Dhennia, the Ebon God of Death: the same god worshiped by Entixiir. Despite their bleak outlook, the Ebonhands fulfill a valuable role in the city, maintaining its above-ground tombs.

Cyrille Sartre captains the Relics of the Fortunate, a music-loving adventuring guild that explores the labyrinthine tunnels below the city and the draconic treasure hidden throughout Amphibios. The Relics believe that the city's tunnels were created by creatures who existed even before Entixiir. Many of the things they find they keep in their guild house, Cyrille's Curio of Cursed and Forbidden Relics.

Oggle is a bizarre, three-eye ruglunk known for his skill in illusion magic. He leads the Rotten, a sect of Oudaarde's lower caste who openly challenges the monarchy. Oggle believes the rule of Oudaarde and Laterreprosp should be in the hands of the people and not Queen Wingwumm or any other form of monarchy.

ADVENTURE IN OUDAARDE

Oudaarde is the largest and most prosperous settlement in Amphibios, so it only makes sense that the characters might use it as their base of operations. While in the city, they will find various opportunities for adventure. Below are three adventure hooks to get you started. Review the section Amphibios Sites for additional adventure hooks.

ALEC'S LOST TOKEN

Last week, Warrior Queen Anya Wingwumm left the palace at Ourdaarde on a mission—she wants to recover the locket

she gave to the late Sir Alec Varion, a human knight of great renown, before his death. While she hunts for leads across Amphibios, she uses a *hat of disguise* to mask her appearance. With only the last leg of her journey before her, she offers the characters a sizable reward to help her recover this token of her affection. She knows where it's likely being held but wants the excursion to recover it to be kept secret.

SIR VARION'S RELIGS

Shortly after Sir Alec Varion's death, a gang of fanatical frogres (rooble **ogres**) stole relics from the knight's tomb. The items were his helmet, lance, mantle, and shield. Before Belciennes warriors closed in on them, the frogres split the gear and went their separate ways. Recently, the marshwardens of Oudaarde reclaimed the mantle and imprisoned the frogre who stole it. After interrogating the frogre, the marshwardens discovered the locations of the other three pieces. Now, they need the help of adventurers to recover the relics. Of course, this mission would be a lot easier if the nobles of Belciennes weren't intent on subverting the Oudaardians, claiming that the recovery mission is their responsibility and not Oudaarde's.

ACRIDAETHRUIX'S WRATH

The rangols and frogres of The Murk rise again, led by the vile green dragon Acridaethruix. There seems to be no end to their numbers as the dragon-worshipping creatures lay waste to hamlets and villages in Amphibios, including Oudaarde's neighboring village, Doives. The people of Oudaarde and Belciennes have temporarily put aside their differences to join forces against the dragon and its minions, but it's still not enough. The cry for adventurers travels far and wide, beyond Amphibios' borders. Who is brave enough to help?

OUDAARDE LOCATIONS

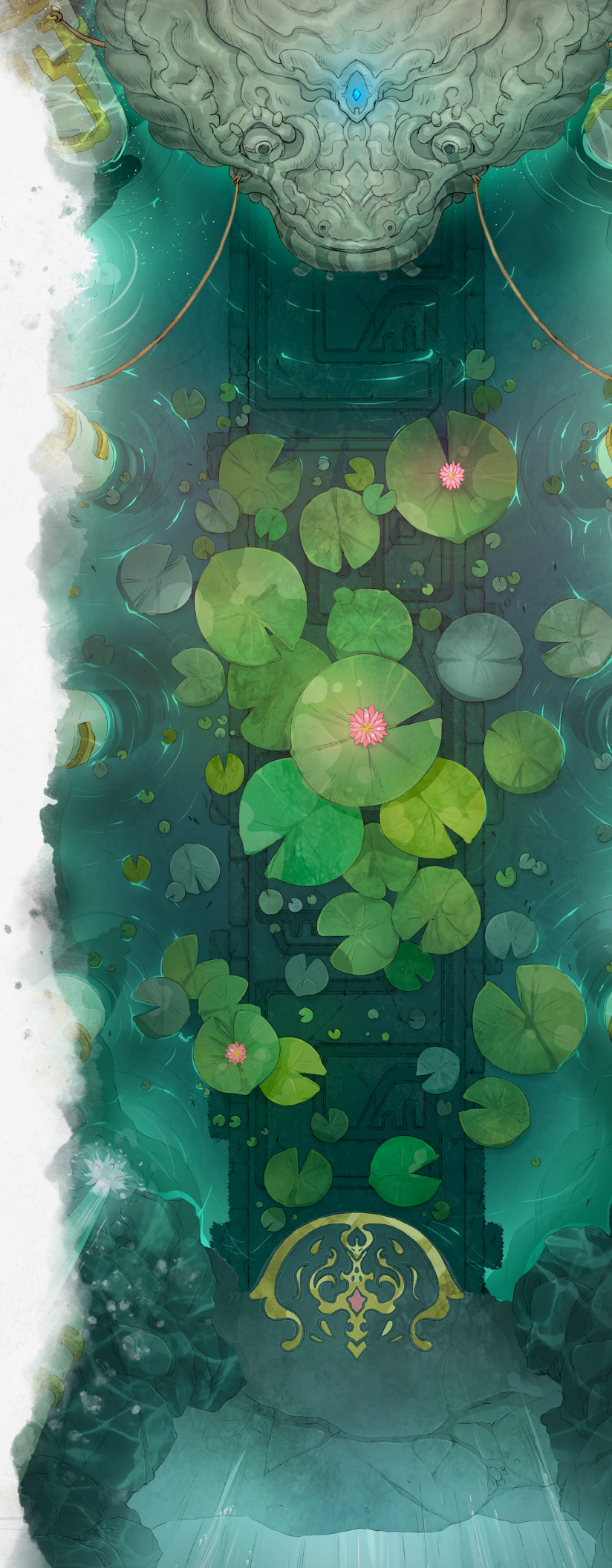
Below are brief descriptions of important locations in Oudaarde. Many location descriptions feature additional adventure hooks to offer the characters while they are in Oudaarde.

TEMPLE OF DHENNIA

The ruins of Oudaarde revere one god: Dhennia, the Ebon God of Death. Entixiir, the dragon who ruled Oudaarde centuries ago, worshipped the death god and believed it was his mission to create death. The modern Oudaardians view Dhennia differently, believing that living creatures should respect death, and that only the touch of Dhennia's black hand should be the one to bring it. The temple's priests are called Ebonhands. They perform last rites for the Oudaardians and maintain the city's above-ground tombs. Dhennia appears as an imposing rooble woman with dry, black skin in ruin representations of her, although Entixiir made no such depictions of her as such.

THE COPPER PIE PUB

The Copper Pie Pub gets its name from its famous copper pie. Despite decades of inflation, the cherished dish still costs only 1 cp. Of course, if you can escape the Copper Pie



Pub without having a drink or two (or ten), you are a soul possessed of great willpower. Bright lights, catchy tunes, and charming rooble servers make the Copper Pie Pub a veritable gold trap. A yellow-striped rooble named Rodolphe Girardot owns and manages the pub.

YE OLDE TROLL TAVERN

No one in Oudaarde remembers where he came from or why he's there—and why in the name of Dhennia he won't leave—but there's a troll that lives in Ye Olde Troll Tavern. Every evening, the eponymous old troll, who never shares his name, enters the tavern, crawls into the loft, and falls asleep, often with whatever farm animal it stole for the day. He leaves in the morning and isn't seen for at least 12 hours. The troll's exit signals the time when the tavern opens, and his return marks last call. As the saying goes, "Drink 'til the troll comes home."

Other than the troll who lives there, there isn't anything particularly remarkable about this above-ground tavern on the city's outskirts. The food and drink are so-so, and the four small rooms are good enough for a night's rest.

ROYAL PALACE OF OUDAARDE

The Royal Palace of Oudaarde, home of Warrior Queen Anya Wingwumm and her son, hides partially below the surface of Lake Lebonk. The impressive structure rises as a series of towers that serve as landmarks at the city's center, and extends completely down the bed of Lake Lebonke. Multiple, shimmering bubbles of force energy crafted by the long-dead runkle sorcerer, *Mystérieux*, protect the palace's lower portions from forced entry or damage. Because much of the palace is underwater, non-water-breathers who hope to meet with the Queen or her entourage will need to find a way to swim and breathe while they visit. Not that it matters, of course. Bored by her position, the Queen is rarely home, intent to search Amphibios for relics once owned by her late lover, Sir Alec Varion. While she is away, her bodyguard, Sir Gilles Longchambon, watches over her son.

THE ANCIENT CURTAIN

Most of Oudaarde's wealthy elite gather at The Ancient Curtain, an old mage tower at the city's center. Here, the old frogs and toads gather to discuss current events and play "Croaks and Hisses," the game of Oudaardian intrigue. Duke Tristan Lafaille is almost always found here, plotting and conspiring against his enemy, Queen Wingwumm. Although the Duke is profoundly paranoid, he's always eager to pay a fat coin sack to anyone with information that could potentially unseat the Queen.

JOLLY SHIP WAND STORE

Originally a magic shop, the Jolly Ship Wand Store now serves as Oudaarde's all-purpose adventurer's shop. The shop consists of six lily pad structures tethered together by rope bridges. Each shop section offers a different variety of wares, with the centermost shop dedicated to magical goods. Big Maude, a seven-foot-long awakened **giant toad** druid, manages the shop with her assistants, three awakened **giant wasps**. Anyone caught shoplifting in the shop usually ends up in Maude's mouth for an hour or two.

CYRILLE'S CURIO OF CURSED AND FORBIDDEN RELICS

This dilapidated, three-story shack hides amid an alley near the city's center. Gospel music pours from its windows and doors at almost all hours, the croaks of the Relics of the Fortunate, Oudaarde's resident adventurer's guild. Of course, the Relics snap silent when an "outsider" enters their cluttered shop. And unless the outsider can perform the 22-step secret handshake, the Relics quickly usher them back onto the lake. "Shop's closed!" they cry.

For this reason, most Oudaardians view the Relics as overzealous blowhards. Of course, the Relics enjoy this perception; in reality, the Relics of the Fortunate are the most successful treasure hunters in the land. Although their strange shop showcases a bounty of pretty, albeit useless, trinkets, their true treasure hoard hides within a magnificent mansion maintained by the Relic's clever—and mad—leader, Cyrille Sartre.

THE FIRE SPIRE

A strange geological phenomenon named The Fire Spire sits at the northwestern end of Oudaarde. Once at midday and again at night, The Fire Spire belches a flame jet 200-foot into the air above Oudaarde. No buildings surround The Fire Spire, only boiling mud. Far from any known volcano, the Oudaardian sages aren't sure what causes the spire to function, but assume it must be a leftover effect from the late sorcerer *Mystérieux*. The Relics of the Forbidden's Cyrille Sartre believes it is somehow connected to the tunnels below the city, and possibly even a gateway to the Elemental Plane of Fire.

EXPLORING AMPHIBIOS

When the characters first arrive in Oudaarde, they're likely to encounter various NPCs willing to point them in the direction of high adventure. While some of the quest hooks they discover may keep them in Oudaarde, others will send them out into the lands surrounding the city.

This section details travel around Amphibios and notable locations that the characters may wish to explore, including Dragontooth Burrows, the home of the wicked green dragon *Acridaethruix*.

RANDOM ENCOUNTERS

Most of Amphibios is a wilderness filled with wildlife and terrifying monsters. Check for random encounters in the morning, afternoon, evening, and midnight. Roll 1d20; an encounter occurs on an 18 or higher. Roll 1d12 + 1d8 to determine what the adventurers encounter.

Place the encounter at a range that fits the scenario you want. You are free to decide whether or not the situation foreshadows the encounter, allowing the characters to avoid it altogether. The encounters listed below are balanced for parties of 3rd to 7th-level. On average, encounters that occur at night are much more difficult.

Encounters marked with an asterisk have explanations that appear after the table.

Day	Night	Encounter
—	2	Rangol scouts*
—	3	1d4 + 1 wererats
2	4	1d4 muck oozes
3	5	Pilgrims*
4	6	1d4 + 1 wolves and 1 dire wolf
5	7	1 giant swamp goose
—	8	1d3 owlbeats
7	—	1d3 + 1 lizardfolk
8	9	1d4 + 1 bugbeats
9	—	Rooble loggers*
10	—	Caravan*
11	—	Homestead*
12	10	Marshwardens*
13	11	Human bandits*
14	12	1d4 + 1 giant spiders
15	—	Rooble hunters*
16	—	1d6 + 2 lizardfolk
17	13	1d3 frogres (rooble ogres)
18	14	1 shambling mound
19	—	1d2 giant vultures
20	15	1d6 + 1 zombies
—	16	1 fen serpent
—	17	1d3 + 1 ghouls
—	18	1d3 wights
—	19	1 wraith
—	20	1d2 bog trolls

Caravan. A caravan consists of merchants and his or her entourage heading for the nearest settlement. The group consists of 1d4 + 2 **guards**, 2d4 **commoners**, and the caravan leader (a **noble**).

Homestead. The characters discover a homestead of rooble or ruglunk people, consisting of 1d6 adult **commoners** and 2d6 – 2 noncombatant children. Residents might provide friendly adventurers with food and shelter.

Human Bandits. A gang of human bandits gets the drop on the characters. The gang consists of 2d4 + 1 **bandits** led by a **bandit captain**.

Marshwardens. A band of 1d3 **marshwardens** stops the characters and questions their purpose in the area. The marshwardens aren't looking for a fight, but want to make sure that the characters aren't spies working for the murkfolk.

Pilgrims. A group of pilgrims includes 2d6 **commoners**, 1d4 + 1 **guards**, 1d4 **acolytes**, and a **priest** bound for a holy or special site.

Rangol Scouts. The characters encounter a party of 1d4 + 2 rangol **scouts**. The scouts hide and observe and only engage if the party does first.

Rooble Hunters. This group includes a rooble **scout** and 1d4 + 1 rooble and ruglunk **tribal warriors**. Roll a d6 to determine if they are friendly (1–3) or indifferent (4–6).

Rooble Loggers. This group includes 2d6 **commoners** and 1d4 – 1 **guards**. The loggers use a **giant swamp goose** to help them transport logs to the nearest waters source.

AMPHIBIOS SITES

This section details the unique locations and sites of interest the characters may encounter during their travels through Amphibios.

BELCIENNES

Belciennes is the second-largest settlement in Amphibios. Years ago, Belciennes's Duke and Duchess Varion were loyal subjects of the Wingwumms of Oudaarde. Then, tragedy struck. Sir Alec Varion of Belciennes, the duke's eldest son, died while trying to rescue Anya Wingwumm, who was then a princess. The Varios blame the Wingwumms for the death of their son, despite Anya's love for Alec, and have made every conceivable effort to interfere with and control any matter pertaining to Alec's death or legacy ever since.

Recently, the growing tide of murkfolk forced the Varios to swallow their pride and accept Oudaarde as allies in the war against the green dragon Acridaethruix. Walled and well-defended, Belciennes continues to thwart the rangols' efforts. However, Belciennes battle sages predict that it won't be long before their defenses falter. Even with Oudaarde's assistance, the Belciennians need the help of adventurers.

VASTELOC

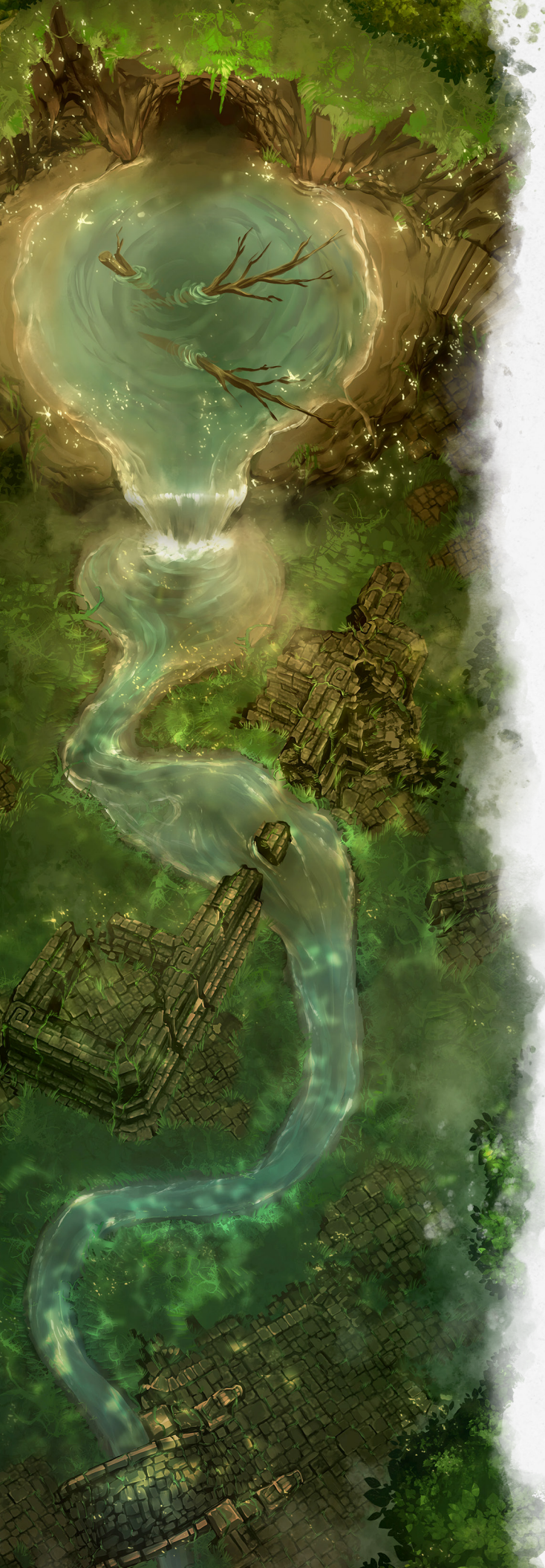
Vasteloc is the largest of Amphibios' two lakes. While the northern and western parts of the lake are clear and cool, the taint of the Murk and Acridaethruix befouls its southeasternmost waters, transforming the lake into a boiling pool of poison and muck there. From this muck rise dreadful creatures, such as acidic **shambling mounds** and fearsome **chuuls**. Boats traveling through Vasteloc stick to its western shores lest they face destruction. As murkfolk continue to press Belciennes and claim more territory, the reach of the boiling water also creeps further.

ILLE CHAUDE

Ille Chaude is a large, fog-draped island at the center of Vasteloc. However, the waters surrounding the island are far enough from the Murk to all but guarantee their safety from any murkfolk assaults; sailors and anglers still avoid the island. Natives to Laterreprosp believe that the island is haunted. The marshwardens of Oudaarde warn travelers of The Drifting Prisoner, the spirit of a woman who died alone on the island.

There is some truth to the marshwardens' tale. However, it is not a ghost that haunts the island but a gang of human prisoners who escaped the dungeon of one of the northern region's cities. The prisoners use the ghost story to mask their presence on the island. Hoping to redeem their past transgressions, the prisoners live as ascetics on the island.

Recently, a young rooble boy from Belciennes hoping to make a name for himself sailed to the island. The boy hoped



to find evidence of the Drifting Prisoner so he may rid the lake of her presence. Instead, he found the monks. The prisoners-turned-monks captured the boy, fearful that he might reveal their presence to the people of Laterreprosp. The Belcennians believe that the boy's disappearance is just another confirmation of the island's haunt.

LABYRINTH OF LAUGHING SKULLS

This collection of jagged canyons, deep chasms, and subterranean mazes in Chatsdown Slopes was once the home to the green dragon Dralzos. Just a little over two hundred years ago, a band of brave adventurers entered the Labyrinth and killed Dralzos. Dralzos' kobold and serpentfolk minions abandoned the lair immediately after his demise. The labyrinth sat empty for years, inviting only bizarre creatures from the realms below. Then, a few decades ago, a warband of cliff giants entered the labyrinth's canyons and claimed it as their own.

Since the giants' occupation, travel through the Chatsdown Slopes has become cumbersome. All who pass through the giants' trails must pay a hefty toll—failure to pay results in the seizure of goods in the name of the giants' chieftain. Sometimes, the giants take trespassers as prisoners and thralls. When combined with the rise of the murkfolk in the east, this problem makes traders nervous, forcing some to avoid Amphibios altogether.

Iron traders from the south hope to clear the labyrinth of the giants so they might occupy the giants' toll booths themselves. The traders offer to pay as much as 500 gp per slain giant. Unfortunately, this bounty invites less-than-favorable personalities into Amphibios.

CHATSDOWN SLOPES

This old, weathered mountain range comprises Amphibios' southwestern border. Although the straits that twist through the range are long and winding, Chatsdown Slopes are more accessible than most ranges in the region. The only issue travelers face is the presence of cliff giants demanding expensive tolls along the clear routes. See the Labyrinth of the Laughing Skull above for details.

SOIVES

Soives is a small village known for its trade depots and bustling docks on the southwestern shore of Lake Vasteloc. Non-Amphibios traders who wish to use the lake to send their wares north use Soives as their launching point. The cascade of wealth flowing through the village attracts entrepreneurs from all over the region. The Soives' ethnic makeup is considerably different from that of its parent city, Oudaarde.

Although the rooble Duchess Denise Dior rules Soives, a prominent half-elven merchant named Phayetrana openly contests the monarchy. Phayetrana hopes to implement a system of government in which the traders rule Soives. She and her faction claim that the feudal system of Amphibios hinders Duchess Dior's decision-making. If freed of Queen Wingwumm's rule, Soives would prosper.

Ironically, the Ancient Curtain nobles of Oudaarde actively oppose Phayetrana, too. Since she began her campaign to change Soives' system of rulership, the Curtain made two

assassination attempts on her life. Now, Phayetrana hires adventurers and mercenaries to keep her and her closest advisors safe.

DRAPPES

Drappes was a small town just two miles northeast of Oudaarde. The murkfolk marched on Drappes and obliterated its walls with fireballs six months ago. They murdered Soives leader, Duke Gaston Chaufourier, and his family and captured or killed almost all of its citizens. A haze of green fog hangs over the town, wrought by *cloudkill* spells cast in its streets.

The murkfolk now use Drappes as a staging ground for attacks on Oudaarde. Resilient to poison, these servants of Acridaethruix lurk in the poisonous fog and plot new ways to seize Amphibios' most fantastic city. Brave marshwardens and well-paid mercenaries occasionally enter Drappes with hopes of clearing the ruins of the dragons' minions. So far, Oudaarde faces a stalemate.

However, there is a glimmer of hope. A week ago, a band of murkfolk rangol apostates absconded Drappes, seeking refuge in Oudaarde. Although the Queen and her advisors don't wholly trust these refugees, these defectors have offered valuable information to aid the Oudaardians in their war efforts. Furthermore, the Queen believes that there might be more murkfolk who are willing to switch sides.

OUDAARDE

Review pages 3–6 to learn more about the city of Oudaarde.

LONGSTONE

This small village offers a reprieve from the hustle and bustle of the trade culture of Drappes and the feudalistic nature of Oudaarde. Adventurers from all over the region gather in Longstone to stage their quests. The presence of adventurers is why Longstone, a village of only 300-some frog and toadfolk, has three inns. It seems as though a new shop offering adventuring gear pops up in the village every week. And despite the inflated prices these shops offer, they still fail to meet the ever-increasing demand of Longstone's transient clientele.

WÄDENSSTEIN

Those who travel south along Amphibios' roadways know that they've left Amphibios when they first glimpse Wädensstein's white, gabled rooftops and blue banners. A town of 4,000 souls, primarily humans and half-elves, Wädensstein rests on the border between Laterreprosp and the human kingdom to its south.

The Wädenssteiners are mostly hardworking loggers and miners. The human kingdom stations a legion of soldiers at the border, playing it safe while the war between the Oudaardians and murkfolk rages.

Adventurers who aren't afraid to travel a little further south than Longstone may purchase goods and gear in Wädensstein, where the prices are more reasonable, and the gear fits non-Amphibios humanoids a little better.

THE MURK

The Murk refers to the sprawling eastern region of acidic swampland, poisonous ponds, and black forests nestled between the Northern Mountains, Vasteloc, and Lake Lebonk. Except for Belciennes on the eastern shores of Vasteloc, the roobles and ruglunks of Amphibios actively avoid the Murk. The only settlements in this dreadful region belong to the rangols and frogres, collectively known as murkfolk.

The Murk traces its origins to the dread green dragon Joshtinovivesh. Although the old dragon vanished hundreds of years ago, his grandson, the equally awful Acridaethruix, continues the family tradition of fearmongering and warcraft. He sends his masses forward from his lair in Dragonstooth Burrow, hoping to claim all of Amphibios as his own.

Initially, Acridaethruix theorized that the absence of Oudaarde's own green dragon protector would render the city's frog and toadfolk easy prey. The Oudaardians quickly proved the dragon wrong and continued to demonstrate their tenacity in the face of Acridaethruix's hordes.

Not all murkfolk believe in Acridaethruix's cause. Vying for the same freedoms the Oudaardians possess, some rangols and frogres attempt to escape from The Murk and the green dragon's rule. Of course, those who betray even a sliver of resistance to the dragon's whims suffer grave consequences at the hands of Acridaethruix's loyalists.

DRAGONSTOOTH BURROW

Read the following section to learn more about Dragonstooth Burrow, its hazards, and its murkfolk denizens.

DRAGONSTOOTH BURROW

Dragonstooth Burrow is the home of the despicable green dragon Acridaethruix and the ancestral lair of Joshtinovivesh. The burrow hides within an old sunken castle, hidden among a magical thicket of brambles and thorns. The castle was once part of Joshtinovivesh's greater empire and used by the rangols and frogres as an eastern watchpoint.

THE THICKET

The thicket surrounding the tower acts as the tower's first line of defense. Its thorns are dangerous. A creature in the thickets must make a DC 15 Dexterity saving throw once each round it's in contact with the thickets or take 3 (1d6) piercing damage from thorns. Also, the thickets form an ever-changing labyrinth. The thickets act as 10-foot-high, 10-foot-thick walls that heavily obscure anything behind them. A creature can move through the thickets, moving 1 foot for every 4 feet of movement spent. Finding a path through the thicket labyrinth requires a character to perform a series of DC 15 Wisdom (Survival) checks. If the character receives 4 successes before suffering four failures, they find their way through the labyrinth. Otherwise, they become hopelessly lost in the labyrinth and must start all over again. Each attempt takes 2 hours to complete. Acridaethruix's servants instinctively know their way through the labyrinth and do not take damage from the thorns. The plants clear a path for the dragon.

Because the thickets are magical, the character cannot benefit from a non-magical feature or ability that lets them

find their way through it, such as a ranger's Favored Terrain feature. Each 10-foot cube of thickets has AC 5, 30 hit points, resistance to bludgeoning and piercing damage, vulnerability to fire damage, and immunity to psychic and thunder damage.

ACRIDAETHRUIX'S SPIES

The thorns aren't the only danger found within 1 mile of Acridaethruix's lair. Rodents and birds within 1 mile of the burrow act as his eyes and ears. These creatures work to deceive and mislead the party.

LAIR FEATURES

In addition to the aforementioned thicket labyrinth surrounding the lair, the old castle has the following features.

- **Architecture.** Ancient rangol architects designed the castle, directing the strong frogres to place the heavy granite stone blocks. As such, there is nothing impressive about the stonework. Not that it matters, anyway, as thick ivy, forest creepers, and other invasive plants cover the castle's walls. Ceilings throughout the upper layers of the castle are 15-foot high, and 10-foot high in the subterranean caverns below.
- **Doors.** What few doors still function in the castle are made from oak and hung on rusting iron hinges. A locked door requires a successful DC 15 Dexterity check using proficiency in thieves' tools to pick open or a successful DC 18 Strength check to break open. Doors have AC 15, 15 hp, and immunity to poison and psychic damage.
- **Illumination.** There are few lights throughout the complex. The maze of thickets surrounding the castle and the dense canopy above block natural light. The dragon and its servants rely on their blindsight and darkvision to see.
- **No Traces of Acridaethruix.** Acridaethruix leaves no physical evidence of his passage unless he wishes it so. Tracking him is impossible except by magical means. Furthermore, both he and his rangol and frogre servants ignore movement impediment and damage from plants in the area that are neither magical nor creatures, including the thicket labyrinth surrounding the castle. The plants remove themselves from the dragon's path.
- **Encounters.** For every 30 minutes the characters spend in the castle and surrounding labyrinth, roll a d20. On a result of 16–20, an encounter occurs. Use the Dragonstooth Burrow Random Encounters table below to determine the nature of the encounter.

DRAGONSTOOTH BURROW RANDOM ENCOUNTERS

d4 + d6 Encounter

2	Acridaethruix
3	1 wraith with 1d2 wights and 1d4 specters
4	1d4 shambling mounds
5	1d2 hydras
6	1d4 + 1 frogres (rooble ogres)
7	1 rangol druid with 2d6 giant toads or giant frogs
8	4d6 rangols led by 1d4 + 1 rangol scouts
9	1 treant with 1d4 swarms of ravens 1d4 + 1 swarms of poisonous snakes with 1d3
10	giant poisonous snakes

CASTLE LOCATIONS

The most important parts of the castle are detailed below.

CASTLE OUTER WALLS

Once the characters successfully navigate the dragon's thicket maze, they discover the castle's outer walls. Thick ivy hugs the walls, masking the stone. There are two ways through the walls. First, there is the gatehouse at the western side of the castle. Frogres stand guard at the gate itself, while rangols armed with poison-tipped crossbows lurk in the tower and barbican above. Second, a secret passageway hides in the northeastern corner of the outer wall. Finding this passageway requires a successful DC 20 Wisdom (Perception) check. A character with proficiency in Nature makes this check with advantage. The passageway offers a staircase that leads down to the rangol tunnels below the castle.

The characters may also climb over the wall. However, poisonous plants and biting insects riddle the ivy covering it. Each round a character spends climbing the wall, they must succeed on a DC 15 Constitution saving throw or become poisoned. While poisoned in this way, the character's movement speed is reduced by half. The insects deal 3 (1d6) piercing damage to any creature climbing the wall each round.

COURTYARD

Once past the outer walls, the characters find themselves in the courtyard surrounding the central keep. Acridaethruix's frogres use the courtyard as their living area. There are 3d6 frogres here sleeping, eating, and sharpening their cruel glaives at any given time. The frogres keep dire wolves as pets. Unless the characters are careful, the wolves' keen sense of hearing and smell immediately alerts them to any trespassers entering the castle grounds.

KEEP (DOWNSTAIRS)

Other than the collapsed throne room in which Acridaethruix rests and lords over his minions, the downstairs of the castle's keep lies in ruins. Strange fey creatures, beasts tainted by the dragon's evil, and other horrors lurk within these overgrown chambers. Some of these monsters are so malicious that even the rangols fear them.

Overall, these chambers lack treasure and valuable items. When Acridaethruix assumed control of the castle, his minions cleared the areas of anything that might be of value. The dragon keeps all of his treasure in his hoard (see below).

Peachscar. The castle's old kitchen is home to a wise-cracking **treant** with a Charisma (Deception) bonus of +5 named Peachscar. Because Acridaethruix enjoys the old tree's presence, the dragon allows a single spot within the canopy above to shine light through the collapsed wall at the kitchen's rear. Steady rain and healthy soil keep her well-fed. Despite the dragon's acceptance, Peachscar claims no allegiance to Acridaethruix, nor does she actively oppose him. Peachscar enjoys talking to anyone who comes into the old kitchen. She also enjoys playing games; she will lie to the party about the castle's layout, hoping to catch them in a trap.

KEEP (UPSTAIRS)

Vine-ridden staircases wind their way up to the castle's old residential floor. Like the chambers below, the upstairs lies primarily in ruins. Portions of the roof collapsed long ago, allowing rainwater to pool and stagnate in many old rooms. Many of the creatures that live upstairs are winged, including a colony of goblinoid-werebats (treat them as **wererats** with a flight speed of 60 ft while in giant bat and hybrid form) who revere Acridaethruix. Acridaethruix despises the werebats, finding them grotesque, and refuses to employ them despite their eagerness to please him.

LIBRARY

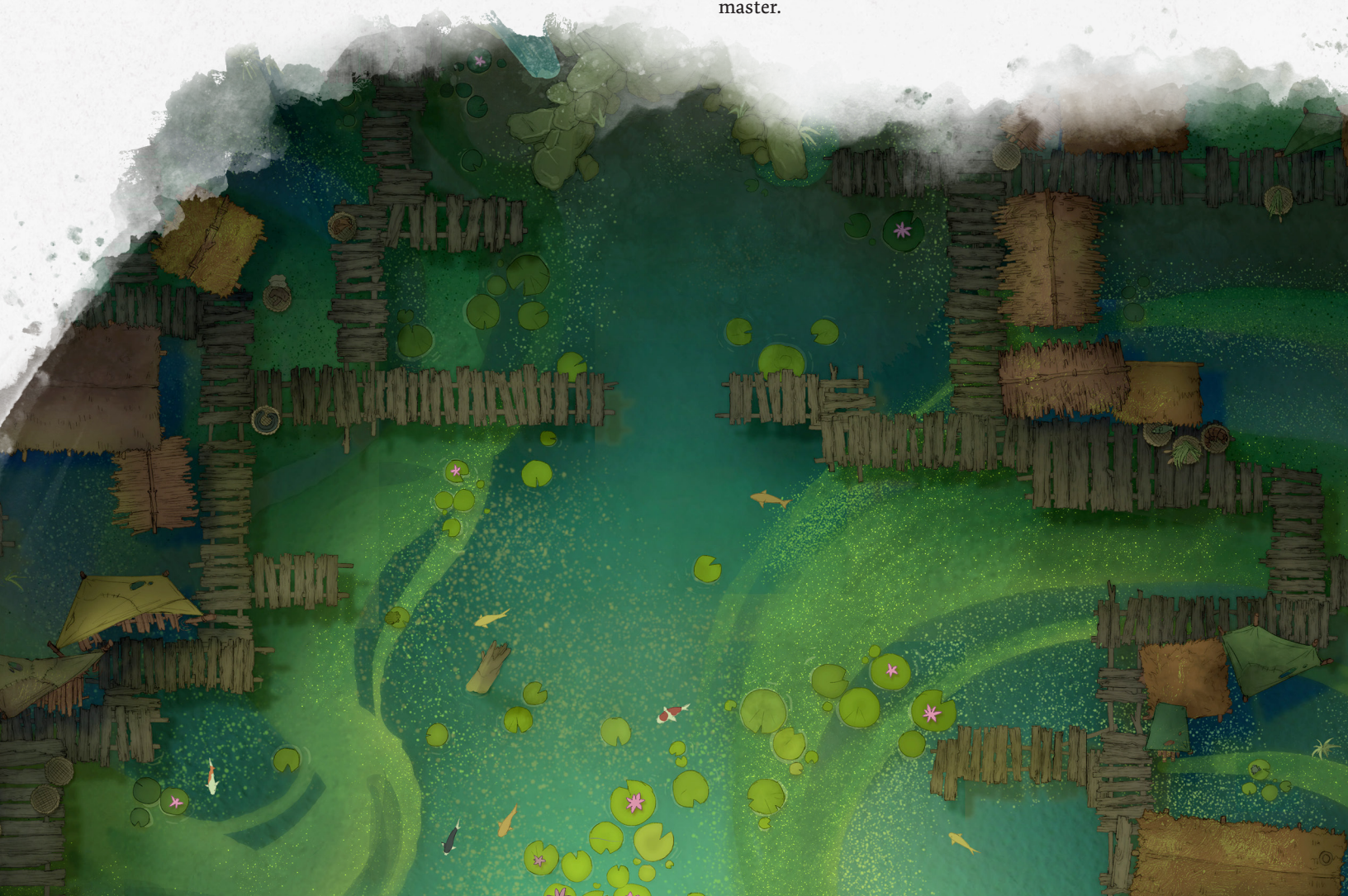
The old library is one of the few parts of the castle that remains intact. The **ghost** of a rangol sorcerer named Kuuk manages the library. In life, she was responsible for curating the library for its original inhabitants.

Although Acridaethruix is not as well-read as other green dragons his age, he enjoys a wide array of reference manuals at his disposal.

LABORATORY

When Acridaethruix claimed the castle as his lair, he tasked his rangols and frogres to relocate the contents of his grandfather's old laboratory to a large storage room in the southeastern tower. He then hired a pair of green hags—only two to prevent them from forming a coven—to continue Joshinovivesh's hybrid program to create more servants. After a few years of research, the hags successfully restarted the program, not only allowing Acridaethruix to create more rangols and frogres, but new, stranger, and more terrible creatures, too.

The southernmost portion of the laboratory's tower is partially submerged. Within this pool, the hags spawn mass quantities rangol and frogre eggs. Once the eggs hatch into tadpoles, the creatures descend to the watery layers below the castle, quickly growing to full-sized creatures. The hags' process allows them to grow minions much faster than Joshinovivesh ever could. However, they unknowingly exchanged this truncated gestation period for freethinking among the new minions. As such, the hags' rangols and frogres are much more prone to resist the will of their green dragon master.



RANGOL CAVERNS

A series of earthen tunnels hide below the castle, most of which are submerged in murky, brown water. It is within these tunnels that Acridaethruix's rangols gather. At any given time, there are hundreds of rangols here. Traps riddle many of these watery chambers and passages, a mark of the rangols' kobold heritage. Other aquatic and amphibious creatures make their home in the tunnels: some friendly to the rangols, while others not so much. Holes in the keep's floors allow the rangols quick access to the surface.

THRONE ROOM

The old throne room covers three levels of the castle, including the subterranean caverns below it which are accessible via a collapsed portion of the floor on the castle's lower level. Acridaethruix uses the throne room as its chamber, sleeping on a ledge just below the lip of the broken floor. A hole in the roof allows Acridaethruix to come and go as he pleases. On the rare occasion that Acridaethruix accepts visitors, he transforms into a frog-humanoid form (neither rooble nor human) and takes a seat on the old stone throne at the far side of the throne room's middle level.

ACRIDAETHRUIX'S HOARD

The dragon hides its hoard in a hollow near the ledge on which he sleeps. The majority of the hoard consists of treasure collected from his grandfather's old hoard. As such, many of the relics within it are centuries old. Like most green dragons, Acridaethruix prefers colorful gems and jewels whose palettes reflect the surrounding forest. However, the dragon's most prized possession is *Sir Varion's lance*, which he keeps mounted on the chamber's westernmost wall.

EXAMPLE TREASURE

Characters that visit Amphibios (Laterreprosp) are more likely to come across water, reptile, or swamp-themed magical items. Treasure such as the *amulet of buoyancy*, *angler's wand*, *angler's worldly fisher*, *bullfrog totem*, *doubloon diver's goggles*, *drowner's pearl*, *flood pauldron*, *helm of the deep sea knight*, *marlin lunger*, *quagmire maul*, *riptide crossbow*, *rod of water absorption*, *rose quartz koi*, *toadstone*, *torpedo arrow*, or *wave cutter* could be ideal for the region. Similarly, anything regarding Amphibios in its name, including *Sir Varion* or the *Murk*, originate from Amphibios and would of course be a great fit. Such items include the *gloves of Amphibios*, *Murk blowgun*, *poison aror of Amphibios*, *royal blade of Amphibios*, *Sir Varion's Helm*, *Sir Varion's Lance*, *Sir Varion's Mantle*, and *Sir Varion's Shield*.

APPENDIX: AMPHIBIOS STAT BLOCKS

BOG TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 92 (8d10 + 48)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+5)	13 (+1)	22 (+6)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 6 (2,300 XP)

Amphibious. The troll can breathe air and water.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Stench. Any creature that starts its turn within 10 feet of the troll must succeed on a DC 17 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all bog trolls for 1 hour.

Swamp Camouflage. The troll has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Fetid Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) poison damage.

ROYAL BLADE OF AMPHIBIOS



FEN SERPENT

Huge beast, unaligned

Armor Class 14

Hit Points 102 (12d12 + 24)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2, Stealth +6

Damage Resistances poison

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 4 (1,100 XP)

Ambusher. In the first round of a combat, the serpent has advantage on attack rolls against any creature it surprised.

False Appearance. While the serpent is in water, a creature that hasn't observed it move or act must succeed on a DC 16 Intelligence (Investigation) check to discern that it isn't a row of cat tails or swamp grass.

Hold Breath. The serpent can hold its breath for up to 30 minutes.

Rapid Spin. If the serpent hasn't moved on its turn, it can use its Death Roll as a bonus action. After it uses this bonus action, its speed is 0 until the end of the current turn.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 10 (4d4) poison damage on a failed save, or half as much damage on a successful one.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, and if the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the creature is restrained, and the serpent can't constrict another target.

Death Roll. The serpent thrashes and spins violently. When it does so, it can make a DC 12 Strength check, freeing itself from all effects causing it to be grappled or restrained on a success. If the serpent is grappling another creature when it performs this maneuver, that creature must succeed on a DC 14 Constitution saving throw or become stunned until the end of the serpent's next turn.



FEN SERPENT

CREATING RUUN NPC STATBLOCKS

Rules on page 16 have been provided to allow you to make ruun statblocks. You can use these rules to make your own knight, mage, or even marshwarden statistics for roobles, ruglunks, and rangols.

GIANT SWAMP GOOSE

Large monstrosity, unaligned

Armor Class 13

Hit Points 93 (11d10 + 33)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	5 (-3)	14 (+2)	9 (-1)

Skills Intimidation +1, Perception +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Aggressive. As a bonus action, the goose can move up to its speed toward a hostile creature that it can see.

Batter. If the goose is within 5 feet of a prone creature, it can make one attack with its wings against the creature as a bonus action.

Keen Sight. The goose has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The goose makes two attacks: one with its beak and one with its wings.

Beak. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Wings. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage.

Frightful Honk (Recharge 5–6). The goose releases a terrifying blast of sonic energy. Each creature within 60 feet of it must make a DC 13 Constitution saving throw. On a failed save, a creature takes 9 (2d8) thunder damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. If a creature fails the saving throw by 5 or more, it is also frightened until the end of the goose's next turn. While frightened in this way, the creature's speed is reduced to 0.

GIANT SWAMP GOOSE



MUCK OOZE



MARSHWARDEN

Medium humanoid (any race), typically any lawful alignment

Armor Class 16 (breastplate)

Hit Points 135 (18d8 + 54)

Speed 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	17 (+3)	13 (+1)	19 (+4)	10 (+0)

Saves Str +5, Dex +8

Skills Animal Handling +7, Perception +7, Stealth +8

Senses passive Perception 17

Languages Common plus two other languages

Challenge 6 (2,300 XP)

Blowgun Adept. When the marshwarden is hidden from a creature and misses it with a ranged attack using a blowgun, making the attack doesn't reveal the marshwarden's position.

Fluid Movement. The marshwarden can move across liquids on its turn without falling during the move.

Hold Breath. The marshwarden can hold its breath for 1 hour.

Spellcasting. The marshwarden is a 13th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15). It knows the following ranger spells:

1st level (4 slots): *detect poison and disease*, *grease*, *hunter's mark*

2nd level (3 slots): *find steed* (takes the form of a Large giant frog), *protection from poison*

3rd level (3 slots): *plant growth*, *stinking cloud*

4th level (1 slot): *control water*

Standing Leap. The marshwarden's long jump is up to 15 and its high jump is up to 5, with or without a running start.

ACTIONS

Multiattack. The marshwarden makes two attacks.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Blowgun. *Ranged Weapon Attack:* +8 to hit, range 100 ft., one target. *Hit:* 5 piercing damage plus 8 acid or poison damage (marshwarden's choice), and the target's speed is reduced by 10 feet until the start of the marshwarden's next turn.

REACTIONS

Poisonous Defense (4/Day). When an attacker that the marshwarden can see hits it with a melee weapon attack, the attacker takes 11 (1d8 + 7) acid or poison damage (marshwarden's choice).

MUCK OOZE

Medium ooze, unaligned

Armor Class 7

Hit Points 52 (7d8 + 21)

Speed 10 ft., climb 10 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	5 (-3)	16 (+3)	1 (-5)	6 (-2)	1 (-5)

Skills Stealth +1

Damage Resistances poison

Damage Immunities acid

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages —

Challenge 2 (450 XP)

Acid Absorption. Whenever the ooze is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Damage Transfer. While enveloping a creature, the ooze takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the ooze remains motionless, it is indistinguishable from a puddle of swamp muck.

Swamp Stride. Moving through nonmagical difficult terrain costs the ooze no extra movement. It can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage plus 13 (3d8) acid damage.

Envelop. The ooze lunges at a Large or smaller creature it can see within 10 feet of it. The target must make a DC 12 Dexterity saving throw. On a successful save, the ooze lands in an unoccupied space within 5 feet of the target. On a failed save, the ooze enters the target's space as it envelops the target's body with its mucky form, and the target takes 13 (3d8) acid damage.

While enveloped, the target's speed is halved, it has disadvantage on Wisdom (Perception) checks and Dexterity saving throws, and it takes 13 (3d8) acid damage at the start of each of the ooze's turns. When the target moves, the ooze moves with it. If the ooze exits the target's space, the target is no longer enveloped and this effect ends.

An enveloped target can try to escape by taking an action to make a DC 12 Strength check. On a success, the ooze falls to the ground in its space, and the target escapes and enters a space of its choice within 5 feet of the ooze.

CREATING RUUN NPCs

You can modify an existing stat block for an NPC using any of the features below. The Ruun NPC Templates table provides several collections of these features for you to apply, or you can apply a unique combination of features of your choice from the list. These templates work best when applied to humanoids and some giants (such as ogres), but can also be applied to other types of creatures at the GM's discretion.

RUUN NPC TEMPLATES

Subrace	Ability Modifiers	Features
Rangol	+2 Wis, +1 Dex	Amphibious, Darkvision, Natural Climber, Natural Swimmer, Poison Resilience, Sea Speak, Sharp, Standing Leap
Rooble (Frogfolk)	+2 Wis, +1 Cha	Amphibious, Darkvision, Natural Swimmer, Sea Speak, Slippery, Standing Leap, Thunderous Croak
Ruglunk (Toadfolk)	+2 Wis, +1 Str	Amphibious, Darkvision, Dry Skin, Hypnotic Blood, Natural Swimmer, Physically Capable, Poison Resilience, Sea Speak, Standing Leap

RUUN FEATURES

These features are presented in alphabetical order.

Amphibious. The ruun can breathe air and water.

Darkvision. The ruun has darkvision out to a range of 30 feet.

Dry Skin. The ruun is naturally adapted to hot climates. It automatically succeeds on Constitution saving throws made to endure extremely hot temperatures.

Natural Climber. The ruun has a climbing speed of 30 feet.

Natural Swimmer. The ruun has a swimming speed of 30 feet.

Physically Capable. The ruun counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

Poison Resilience. The ruun has resistance to poison damage and advantage on saving throws against being poisoned.

Sea Speak. The ruun can communicate simple ideas to any other creature that has a swimming speed. Such a creature can understand the ruun's words, though the ruun has no special ability to understand that creature in return.

Sharp. The ruun's unarmed strikes deal 1d4 damage on a hit. In addition, when the ruun grapples or is grappled by a creature, that creature takes 1d4 piercing damage when it starts grappling or becomes grappled by the ruun, and again at the end of each of its turns until the grapple ends.

Slippery. Whenever the ruun makes an ability check or saving throw to escape from being grappled or restrained, it can roll a d4 and add it to the total.

Standing Leap. The ruun's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

New Action: Thunderous Croak (Recharges After a Short or Long Rest). The ruun emits a supersonic bellow. Each creature in a 15-foot cone must make a Constitution saving throw (DC 8 + the ruun's proficiency bonus + its Constitution modifier). On a failed save, a creature takes a number of d8s of thunder damage equal to the ruun's proficiency bonus and is deafened. On a successful save, the creature takes half as much damage and isn't deafened.

New Reaction: Hypnotic Blood (Recharges After a Short or Long Rest). When the ruun is hit by a melee attack with a natural weapon, such as a bite, it forces the attacker to make a Constitution saving throw (DC 8 + the ruun's proficiency bonus + its Constitution modifier). On a failed save, the attacker is poisoned until the end of the turn.



MARSHWARDEN RANGER

NEW RANGER ARCHETYPE

Rangers guard the realms against all manner of evil, both natural and unnatural. These intrepid hunters are as capable of felling great beasts as they are hiding in plain sight. Masters of tracking and survival skills, rangers are often the first to discover and warn others of impending danger, calling upon natural magics to aid them in their attempts to rid the world of corruption. Depending on their origin and focus, a ranger is just as likely to be seen traversing cursed swamps as they are to be leaping from rooftops in new and mysterious planes of existence.

MARSHWARDEN

Marshwardens take their cues from nature's most challenging terrains and capable—amphibious—explorers. In doing so, these rangers become world-treading athletes with powerful magic toxins at their disposal. Marshwardens often seek to protect the world's most endangered subjects and dive headfirst into new challenges, knowing full well that no matter what obstacle stands in their way, they almost certainly have the means to overcome it.

MARSHWARDEN MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Marshwarden Spells table. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

MARSHWARDEN SPELLS

Ranger Level	Spells
3rd	<i>grease</i>
5th	<i>find steed</i> (takes the form of a Large giant frog)
9th	<i>stinking cloud</i>
13th	<i>control water</i>
17th	<i>cloudkill</i>

AMPHIBIOUS ALACRITY

When you choose this archetype at 3rd level, you gain a climbing speed and swimming speed equal to your walking speed, and you can hold your breath for a number of minutes equal to five times your ranger level.

Starting at 7th level, you can jump your full long jump and high jump distance, with or without a running start.

When you reach 11th level, you gain the ability to move across liquids on your turn without falling during the move.

TOXIC STRIKES

Beginning at 3rd level, you ignore the loading property of blowguns, and attacking with a blowgun at long range doesn't impose disadvantage on your ranged weapon attack rolls with it. Further, when you're hidden from a creature and miss it with a ranged attack using a blowgun, making the attack doesn't reveal your position.

In addition, your strikes are magically toxic. Once per turn when you hit a creature with an attack, you can deal an extra 1d6 acid or poison damage to the target (your choice). This extra damage increases to 1d8 when you reach 11th level in this class. When you deal this extra damage with a blowgun or a dart, you can treat the dice for this acid or poison damage as having rolled their maximum value.

POISONOUS DEFENSE

Starting at 7th level, when a creature successfully physically grapples or restrains you, it takes acid or poison damage as if it was hit by your Toxic Strike. The creature takes this damage again at the end of each of its following turns that it continues to grapple or restrain you.

In addition, when an attacker that you can see hits you with a melee weapon attack, you can use your reaction to cause it to take your Toxic Strike damage, plus bonus acid or poison damage equal to half your ranger level (rounded up). You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

CRIPPLING TOXINS

At 11th level, whenever you deal damage from your Toxic Strike or Poisonous Defense feature, the target's speed is reduced by 10 feet until the start of your next turn.

UNSTOPPABLE MARSHAL

By 15th level, you have immunity to poison damage, and you are immune to the poisoned condition. Additionally, you are always under the effects of the *freedom of movement* spell.

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Arkmine
Arwen Raine
Austin Elizondo
Avinash Gandhi
BammItsTyler
Bandon Waugh
Bart Reyniers
Beau Meisenheimer
Ben Sirof
Ben Turner
Benjamin Long
Beth Rawson
Blasticus
Braden Mount
Callum Denby
Cameron Phillips
Captain RoBear
Chandler Miller
Christian Smith
Christoffer Olesen
Christopher Alvarez
Christopher Otole
Connor Price
Coral Fallon-Linzman
Curtis Geddes
Dan Casey
Daniel
Daniel
Daniel Healy
Danita Rambo
Dante Tester
Darion Nutter
Dark Zero

Dark_Lord
Darren Pooni
David Bonney
DemonG
DenimDan
Derek Shirley
Desmond Wooten
Devon Nygren
dilan brown
Dillan Patel
Dipndawtz
DM Dan
DomPrez
DowntimeWithDun-
geons
Duncan
Edith E Kimbrough
Elaina
EmrakulandtheGang
Erick
Ethan Nestel
Eze Innit
Fabio Nisi
fantom
Fox90
FreedomXIII
Geert Spileers
Geoffrey Atkins
Hector
Hummie
Ian Guay
J Subscribes
Jay Sridharan
John Cross
Jordan
Jordan Moore
Joshua
Joshua Mozingo
Julian Zelaya
Kaleb Desean Morris
Karolis Jovaisas
Kassogtha
katelin schroeder
KhoasBunny
Kryanna Killmane
Levi Frost
Lordyeti 30

Luca Malato
lucky_steps
Ludwig Ekner
Makasem
Malik The Night Angel
Mariah K
Mason Macey
Matthew Holub
Micah Ortiz
Michael Atkinson
Michael Gene Young
Michael McDowell
Michael Walters
Micheal Green
Mickey Robinson
moneypenny
Name
Nathan Clarke
Nathan Thompson
Nicholas Blaine
Nick Moline
NoirAngelXD
Oh No.Exe
OhSticks
Omair Quraishi
Orlando Nieves
Peter Collins
Peter Lubinsky
Ploiky
Richard
Robert Sims
Rose
Roshan Kharbanda
Rusty
Ryan Hastings
Ryan O'Neil
Sarah Johnson
Sean Crawford
SkibbityPap
Steve Holian
Steve Hutchinson
Steven Fines
Stiles
Storm Melon
The murderous mon-
goose who is secretly
standing directly

behind you
Theanah
Timmy Janick
Twyko Mantis
Vazir
Violet Anne
Wopr53
Wren
Zach Johannis
Zachary Little
Zephyr Knight

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