

AN ARMY OF FROGS!

BULLYWUG

“YOU'RE TRAVELLING WITH A BULLYWUG? ARE YOU EXPECTING IT TO TURN OUT HAPPILY EVER AFTER?”

Life as a bullywug is – Jhanki, Knight Errant of Cormyr
nasty, brutish, and wet.

These frog-headed humanoids must stay constantly moist, dwelling in rainy forests, marshes, and damp caves.

Bullywugs have green, gray, or mottled yellow skin that shifts through shades of gray, green, and brown, allowing them to blend in with their surroundings. Their tongues are so large they almost prevent them from being capable of speaking common.

FOUL ARISTOCRACY

Bullywugs consider themselves the right and proper rulers of the swamps. They follow an etiquette of sorts, subject to the whims and fancies of their leader. Bullywugs introduce themselves with grand-sounding titles, make great shows of bowing and debasing themselves before their superiors, and endlessly vie to win their superiors' favor.

A bullywug has two ways to advance socially. It can either murder its rivals, or it can present treasure as tribute to its liege. A bullywug that murders its rivals without cunning is likely to be executed, so it's more common for bullywugs to stage raids against caravans and settlements, with the goal of securing treasure to impress their lords and win their good graces. Invariably, such fine goods are reduced to filthy tatters through abuse and neglect. Once a gift loses its sheen, the lord invariably demands that its subjects bring it more treasure as tribute.

UNRULY DIPLOMACY

Bullywugs love nothing more than lording over those who trespass on their territories. Their warriors attempt to capture intruders rather than slay them. Captives are dragged before the king or queen - a bullywug of unusually large size and forced to beg for mercy. Bribes, treasure, and flattery can trick the lord into letting its captives go, but not before it tries to impress its "guests" with the majesty of its treasure and its realm. Struck with a deep inferiority complex, bullywug lords fancy themselves royalty, but desperately crave the fear and respect of outsiders.

AMPHIBIAN ALLIES

Bullywugs speak bullywi, a language that allows them to communicate over large areas by croaking like frogs. News of intruders or other events spread within minutes across this crude communication system.

Simple concepts in bullywi are understandable to frogs and toads. Bullywugs use this capability to form strong bonds with giant frogs, which they train as guardians, hunters, or mounts.



*For the clueless and the modrons:
art from the 5e Monster Manual.*

BULLYWUG NAMES

Bullywug Names. Karimsh, Fblippi, Jermaha, Shijaw, Broggar, Shlippi, Mimshigro

BULLYWUG TRAITS

Your bullywug character has the following racial traits.

Ability Score Increase. Your Strength, Dexterity, and Constitution scores each increase by 1.

Age. Bullywugs emerge from their tadpole stage to fend for themselves after 6 to 8 weeks, however only one percent of bullywugs reach adulthood, living up to about 70 years if they don't die a brutal death.

Alignment. Bullywugs do on occasion find themselves allying with powerful figures, but are almost inevitably self-serving. They tend towards Neutral Evil.

Size. Bullywugs are usually about the dimensions of a dwarf, but can vary wildly, standing 4'-7', and weighing 100-300 lbs. Your size is Medium.

Speed. Your base walking speed is 20 feet, and you have a swimming speed of 40 feet.

Amphibious. You can breathe air and water.

Natural Weapons. Your crushing jaws are a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal bludgeoning damage equal to 1d4 + your Strength modifier, instead of the damage normal for an unarmed strike.

Speak with Frogs and Toads. You can communicate simple concepts to frogs and toads when you speak Bullywi.

Sneaky. You are proficient in the Stealth skill.

Standing Leap. Your jump is up to 20 feet long and up to 10 feet high, with or without a running start. On your first turn in combat, you may make a jump as part of your first melee weapon attack. If you use all of this movement, you add +1 to your attack roll and the attack deals an extra 2d6 damage. You can use this trait only once per combat.

Swamp Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Languages. You can speak, read, and write Common and Bullywi. Bullywi consists of croaks, staccato notes, clicks, etc.

GRIPLI

"I UNDERSTAND THAT GOLD IS "WORTH" MORE THAN ELECTRUM, BUT I WOULD RATHER LOOK AT THE ELECTRUM."

Primitive and largely peaceful, gripli lead a simple existence. Living off the bounty of the swamps and rainforests they inhabit, they spend their days hunting giant insects and gathering fruit.

TRIBAL TREE FROGS

Grippli bodies are shaped like those of frogs, except for human-like hands and hand like feet. Their eyes are yellow with vertical slit pupils. Grippli skin color varies dramatically depending on their environment, ranging from the brown-spotted green of swamp gripli to vibrant blues, yellows, and reds of rainforest-dwelling tribes. Although their skin looks wet and shiny, it is actually dry to the touch, but they still smell of old, wet vegetation.

Grippli speak a language of croaks, groans, clicks, and squeaks. When speaking any language but their own, they are barely understandable because of the croaking resonances in their speech. Grippli inhabit deep marshes and remote rainforests, as these areas hold the giant insects they prey upon and keep them well secluded. They construct small villages either on the ground or in the branches of large trees. Occasionally, a gripli colony might take up residence in the branches of an especially large treant or make a floating community among a marsh's dense river vegetation.

Grippli live in isolated family groups, clustered into loose villages led by an elder priestess known as the tribe mother. These families tend to be small, as the long-lived gripli produce few offspring. They live to be 700 years old, but give birth to only six or so young in that time. Because of this, the gripli defend their young ferociously. Grippli tribes require little governance, each family making most of its own decisions, barring religious matters, disputes, or a crisis.

Grippli devoutly follow the decisions of the tribe mother, holding strong religious beliefs. Their deity is a nameless goddess, depicted as a bulbous frog with vibrant rainbow skin. Like a stern grandmother, the tribe mother holds absolute authority over the community and speaks as the voice of the goddess herself. Spiders and snakes round out the gripli religion as evil spirits. Each village also venerates legendary hunters and priestesses, but none of these mythic figures transcend the boundaries of individual tribes.

The history of the gripli are a mystery, even to themselves. As gripli don't have any form of writing, their past remains a subject of conjecture and guesswork. The prevailing theory holds that gripli exist now much as always, a humble race of peaceful recluses content with what the land provides and the world they know. This surprising peacefulness seems to stem from their simple faith in their nameless froglike goddess. With the land providing them all they need and a faith to further content their modest lives, the gripli have had little need to change over the centuries.

*For the modrons:
art from the 2e
Monstrous
Manual*



CURIOUS OVER CURIOS

Grippli mostly use simple wood and stone weapons in hunting and defense, while they pass rare metal weapons and tools down through the generations as treasured heirlooms. Grippli rarely fashion even the simplest trade goods and more rarely do their spellcasters craft complex magic items, although potions and alchemical creations are quite common. Their natural high intelligence enables them to learn new devices and weapons quickly and easily. Grippli love bright colors and eagerly acquire any such items. They wear clothing only for decoration or for a particular functional purpose, such as for pockets. As a race they have no desire to manufacture such items themselves. However, they will trade for them with other races.

Unscrupulous traders sometimes take advantage of the gripli, selling them worthless baubles in return for rare and valuable herbs, and extracts. The gripli don't see themselves as getting taken advantage of, though. They understand the value outsiders place on their purchases, but they in turn prize brightly colored curios. Vibrant cloths, colored glass, and collections of foreign signs brighten most gripli homes.

In the presence of strangers, gripli become noticeably skittish. Among their own kind or those they accept as friends, gripli show their true character. Light-hearted and cheerful, they value familial bonds, simple pleasures, and shiny objects from the outside world. Other humanoids might perceive relaxed gripli as lazy, but a relaxed gripli might snap to full alertness at a moment's notice.

Although reluctant warriors, gripli are far from cowardly or inept in combat. When forced to fight, they are cunning and vicious, leaving survivors the fear of attacking again. Thus, tales of gripli fighting ability keeps them safe from most of their enemies, as the latter consider an assault upon the gripli's secluded homes not worth the risk for the few possessions they keep worth pillaging, assuming they can find the gripli in the first place.

Grippli tend to be nonaggressive and shy. They are a primitive tribal race and can be motivated to adventure in many of the same ways as tribal humans. Adventuring grippli characters might be on a quest on behalf of their dwindling tribes, or perhaps outcast from their tribes for some reason. They may also simply be curious and inquisitive individuals who fell in with a group of adventurers who encountered them in the jungle. Those who do earn their keep with their agility, climbing ability, wilderness expertise, and in some cases, with their willingness to accept payment that other adventurers would consider beneath notice. Occasionally, a young grippli might become taken with the shiny baubles of the outside world and go adventuring in search of more. If they survives, such a grippli usually retires to their village at a relatively young age, as they are motivated more by wanderlust and curiosity than by greed.

GRIPLI NAMES

Grippli do not place much importance on names, as they identify each other more by sight than by words. Many struggle to remember the names of non-grippli but have no trouble differentiating between individuals by other means. Grippli who travel extensively often pick up nicknames from other races. These nicknames mainly stem from the broad inability to pronounce grippli words.

Male Names: Brillup, Bullgup, Chirk, Labllup, Quortle, Rublup, Willup.

Female Names: Bellum, Kaillum, Que, Quon, Ruue, Toum, Wuon.

Nicknames: Buldgeeye, Deepcroak, Duskskipper, Ponddiver, Tonguesticker, Treeskipper, Widefingers.

GRIPLI TRAITS

Your grippli character has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2, your Intelligence score increases by 1, and your Strength score is reduced by 2.

Age. Grippli mature at 30 years, and live to a maximum of 700 years, though few reach this age.

Alignment. Their ties to nature cause grippli to tend toward neutral alignments. Predisposed to simple, relaxed lives with friends and family, the best grippli seem generous and helpful, while the worst merely seem indifferent. Thus, if a grippli deviates from a purely neutral alignment, it's usually in favor of good.

Size. A typical grippli stands 2 to 2-1/2 feet tall and weighs approximately 30 lbs, although the very old and particularly powerful hunters might stand and weigh twice that. Your size is Small.

Speed Your base walking speed is 25 feet, and you have a climbing speed of 25 feet.



*For the modrons : Art from
Dragon Magazine #262*

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You retain the ability to distinguish color and detail under these conditions.

Consummate Hunter. you are proficient in Survival and Stealth.

Illiterate Savant. A grippli upbringing has left you completely illiterate. You cannot read, at all. However, your interactions with other races have piqued your curiosity. Pick any one race from the Player's Handbook. You may gain one skill or tool proficiency granted by that race's traits, or you may learn one of their primary languages along with the ability to read.

Poison Resistance. Grippli don't excrete poison, but they are resistant to the toxic substances of the bugs they eat. You have advantage on saving throws against poison, and you have resistance against poison damage.

Shell breaker. A single grippli can take down even a giant beetle, expertly finding gaps in their tough carapace. You have advantage on attack rolls against creatures wearing heavy armor or a carapace.

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

Languages. You can speak Common and Grippli. Grippli consists of croaks, staccato notes, clicks, etc.

SIVS

“WHAT?! HUMANS CAN SURVIVE THREE DAYS WITHOUT WATER?! HOW COULD WE HAVE POSSIBLY HAVE OVERLOOKED THIS IN OUR BATTLE PLANS?!”

It's hard to be a race of self-assured elitist bigots in the

– Krembish, Siv Tactician

Realms, a world full of powerful magical races and mighty heroes, but the sivs try. Their relative isolation in the swamps helps. They've been so successful in their chosen terrain that adventurous sivs have begun moving out of the marshes, trying to dominate lowlands surrounding the Farsea Marshes and the Vast Swamp. The sivs are honestly surprised by the resistance put up by the goblinoid races and humans. They really have no idea what they're up against, but seem determined to prevail, learning the hard way if need be.

FLEET-FOOTED FROGS

Sivs are calculating, frog-headed humanoids with the discipline to train as powerful monks. Their skin color ranges between pale green and dark blue. The skin itself is cold and clammy, like that of a frog. They have long, graceful fingers and webbed feet. They breathe air, and prefer to stay above the water, but can swim when they must.

Sivs fight according to the tactical situation. They prefer to avoid direct melee with powerful adversaries who have not been softened up with slingstones and nets. They use their water walking ability to full advantage, seeking to flank and outmaneuver intruders who dare enter their swamps. Their preferred weapons are the net and the siangham, a special kind of dagger that looks like an arrow with a handle.

SECRET RULERS OF THE SWAMP

In the marshes of Chelimber, the bullywugs and the sivs fight a never-ending war for possession of the fringes of the marsh. That's what the bullywugs think, anyway. The sivs know better: The war is over, and the bullywugs lost. In these great marshes, the sivs allow the bullywugs to survive because the bullywugs serve as a buffer zone between warriors from outside the marsh and the sivs' own dwellings. Elsewhere in the Realms, in marshes too small to suit the sivs' desire for isolation, the bullywugs still lord it over their sinkholes without interference from the better organized sivs.

AMPHIBIAN ALLIES

Siv speak bullywi, a language that allows them to communicate over large areas by croaking like frogs. News of intruders or other events spread within minutes across this crude communication system. Simple concepts in bullywi are understandable to frogs and toads.

SIV NAMES

Siv Names. Karimsh, Fblippi, Jermaha, Shijaw, Broggar, Shlippi, Mimshigro



For the modrons: art from the 3e Monsters of Faerun.

SIV TRAITS

Your siv character has the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2 and your Wisdom score increases by 1.

Age. Sivs emerge from their tadpole stage to fend for themselves after 6 to 8 weeks, living up to about 70 years if they don't die a brutal death.

Alignment. Siv are self-serving with highly-organized strategies. They tend toward Lawful Evil.

Size. Sivs are around 5 feet tall and weigh around 100 pounds. Your size is Medium.

Speed. Your base walking speed is 35 feet, and you have a swimming speed of 20 feet.

Amphibious. You can breathe air and water.

Conspirator. You have proficiency in Deception and Stealth.

Speak with Frogs and Toads. You can communicate simple concepts to frogs and toads when you speak Bullywi.

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

Water Walking. Siv can move across the surface of water, bogs, marshes, and other calm liquids as well as they move across ground. If you end your turn on water, you must have used your entire movement this turn or else you sink. If your speed is reduced in any way, you bob into the water. Once in the water, you must use your action to walk on water again. If waves are higher than 6 inches, sivs can't use their water walking ability, though a single splash is not enough to disrupt this ability.

Languages. You can speak, read, and write Common and Bullywi. Bullywi consists of croaks, staccato notes, clicks, etc.