

LAIR ^{OF THE} FROG KING



An Adventure for 1st-level Characters

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LAIR OF THE FROG KING

LAIR OF THE FROG KING IS A SHORT adventure for five 1st-level characters that takes place in an ancient castle. The river—which used to flow around the castle and fill its moat—has diverted over the centuries, and now what used to be fertile farmland is marshy bog. What’s more, the swamp has claimed the castle itself. A tribe of bullywugs settled in the muddy former fortress, and use it as a base to raid nearby farms.

BACKGROUND

CENTURIES AGO, AN ADVENTURING knight won enough renown (and gold) to carve a fiefdom out of the wilderness. She and her followers built a demesne on the banks of a river. The river ran swift and cold from the mountains toward the sea. She raised a small castle, more of a tower and some outbuildings with thick walls, and lived out the rest of her days in peace. Once she died, however, the community—and the protection it offered—faded. No one occupied the castle and protected the farmers. Without the knight’s regular patrols, dangerous creatures began to creep into the demesne from the wilderness surrounding it. Without protection, the farmers left to seek lands they could till in safety. Even the knight’s name and legacy faded into history.

As the years passed, the river—which used to protect the castle and provide the moat—changed course. The dams the knight built to alter its course initially silted up over hundreds of spring rains, trapping ever more water. Now the castle sits on the edge of a vast swamp. It’s a long march from the boggy edges of the marsh to the castle, and no explorer has been there in decades.

A few years ago, however, a tribe of bullywugs called the Plooglugglugg discovered the ruins of

the castle and, deeming it a fit lair for beings of their stature, settled into their new abode. Over the decades, the swamp seepage filled the cellars beneath the ruins with thick, silty mud, creating a sticky, filthy wallow the bullywugs consider ideal. Their chief, King Gloobrugglugg, has a magical crown he claimed from a slain adventurer. It whispers to the king, beseeching him to expand and conquer, and amplifies his magnetism to help him accomplish those goals.

Commanded by their power-mad king, the bullywugs have, in the last few weeks, begun to look beyond the edges of the swamp. A rich bounty of loot lies just outside the swamp, and the bullywugs have been making probing raids into the villages and farms. Last night, the son and daughter of one of the nearby farm families were abducted by the bullywugs and taken to the castle lair.

GETTING THE PLAYERS INVOLVED

You can use one of the hooks below to get the heroes into the swamp. These hooks also come with a minor quest that, if completed, can net the heroes some extra experience.

Ancestor’s Legacy. Bernward Bendix, a prosperous landowner and squire, claims to be a descendant of the knight who built the castle and wants adventurers to find the ruined keep and claim it for him. Bernward knows little about the swamp but can give the heroes information on the knight and her castle. He promises 50 gp to each adventurer who survives. [Quest XP: 100 XP to each adventurer who finds and claims the castle.]

Magic Ritual. A local wizard, Urxan Zaurgil, needs a sample of bullywug mud for a magical ritual. Her research has convinced her that bullywugs impart distinctive properties to the slimy mud that perpetually coats their skin, and she believes those properties will improve her chances of successfully completing her ritual. She’s heard that a tribe of bullywugs

lives in the swamp, not far from the edge. She hires the heroes to collect samples of bullywug mud in small glass vials, offering a bounty of 50 gp for each sample. [Quest XP: 100 XP to each adventurer who brings back a vial of bullywug mud.]

Free the Captives. The bullywugs have been attacking farmers, merchants, and travelers. A few days ago, the frog-men kidnapped a couple of young people from the Hollow farm on the edge of the swamp. The local constable, Skangrolim Hammerbraid, hires the heroes to find the bullywugs and rescue the captives, offering a reward of 50 gp to each adventurer who returns with one of both of the twins. Skangrolim can point the heroes in the general direction from which the bullywugs attacked the Hollow farm. [Quest XP: 100 XP to each adventurer who rescues the youths and brings them home alive.]

GETTING TO THE CASTLE

REGARDLESS OF THE HOOK YOU USED TO get the heroes into the swamp, they must travel to get there. Travel to the swamp takes a day on foot or half a day by horse or pony. If the heroes rode to the swamp, when they get to the edge, they'll have to dismount and continue on foot. The foliage is so heavy and the footing so treacherous that horses can't travel in the swamp.

They arrive at a point where a clear path enters into a green, leafy tunnel.

CHOICES

The first few miles of walking through the swamp are along a path with relatively dry footing. It twists and turns and is so narrow that Medium or larger characters must travel in single file. Dense, thick foliage encroaches on the path from both sides. Visibility is practically zero. The air is stuffy and humid, and it stinks of marsh and rot.

After an hour, the characters arrive at a small clearing. On the other side of the clearing, the path splits into three branches. Each path twists just like the one they took to get here, so they can only see about 30 feet down each. Humanoid tracks lead down each path. The tracks are so muddled it's impossible to identify what made which track.

LEFT PATH

After the heroes walk about an hour down the left path, they hear from ahead of them a bass voice humming a marching song in Dwarven. They can also smell woodsmoke.

In a small, dry clearing, a dwarf sits on a bundle of fur pelts next to a small campfire. He's stirring something in a small iron pot. If the heroes greet him, read or paraphrase the following:

The dwarf smiles and waves you in.

"Come, come!" he says. "This is the only dry place to sit down for miles. Want some stew?"



Ekk Leatherarm

- Ekk is a dwarf **scout**
- He has hazel eyes, reddish-blond hair and beard, and wears his beard in intricate twin braids.

Demeanor. Ekk is irrepressibly cheerful and chatty.

Activities. Ekk is a fur trapper, working the swamp for beaver and muskrat pelts.

What Ekk Knows. Ekk knows the following, and relays it unless the travelers are utter jerks to him:

- “The castle? Ye turned the wrong way back there. Should have taken the right path.”
- “I’ve got enough pelts here to make my month! Gotta get ‘em back ta town.”
- “Careful o’ them frog folk in the old castle. They’re mean and love a fight, but they’re also stupid. If ye ken fright ‘em, they’ll leave ye be.”
- “Don’t go down the middle path. I’ve got a passel o’ steel leg traps set along there. There’s a giant beaver I’m tryin’ ta catch.”
- “Ain’t nothing yonder the old castle, further into the swamp. Nothing but mud and skeeters.”

Under no circumstances will Ekk accompany the heroes. He’s not an adventurer; he’s a man going about his work, and his work right now is getting his pelts back to town. He’s resting here for the night and plans to check his giant beaver traps in the morning before setting off out of the swamp.

Past the dwarf’s campsite, this path goes on for another mile before arriving at the castle. Just past the traps, the foliage thins and water covers the path in places. Soon, the trail peters out in the swamp. A hero who deliberately looks for evidence of a further path automatically spots a series of hummocks leading deeper into the swamp.

Medium creatures can leap from hummock to hummock by making DC 10 Strength (Athletics) checks. Small or smaller creatures must make successful DC 15 Strength (Athletics) checks to make the leap. On a failure, a creature falls into the water and must make a DC 10 Dexterity saving throw. On a failure, the creature loses a small item of value (no greater than 10 gp) to the swamp’s mud and murky, fetid water.

After a creature makes three of these Strength (Athletics) checks, they arrive at the castle. Go to The Ruins.

CENTER PATH

After the heroes walk about an hour down the center path, traveling in single file, they reach Ekk’s traps. If the lead character has a passive Perception of 14 or higher, they spot the first trap. If they don’t notice it, they trigger the trap. There are 6 beaver traps along the path here.

BEAVER TRAP

Simple trap (level 1–4, dangerous threat)

A beaver trap resembles a set of iron jaws that springs shut when stepped on, clamping down on a creature’s leg. The trap is spiked in the ground, leaving the victim immobilized.

Trigger. A creature that steps on the beaver trap triggers it.

Effect. The trap makes an attack against the triggering creature. The attack has a +8 attack bonus and deals 5 (1d10) piercing damage on a hit. This attack can’t gain advantage or disadvantage. A creature hit by the trap has its speed reduced to 0. It can’t move until it breaks free of the trap, which requires a successful DC 15 Strength check made by the creature or another creature adjacent to the trap.

Countermeasures. A successful DC 10 Dexterity check using thieves’ tools disables the trap. In addition, the trap can be triggered by poking at it with a staff, pole, or long stick.

Once the adventurers discover (or trigger) the first trap, they have advantage on Wisdom (Perception) and Intelligence (Investigation) checks they make to find the others.

Past the traps, this path goes on for another mile before arriving at the castle. The foliage thins and water covers the path in places. Soon, the trail peters out in the swamp. A hero who deliberately looks for evidence of a further path automatically spots a series of hummocks leading deeper into the swamp.

Medium creatures can leap from hummock to hummock by making DC 10 Strength (Athletics) checks. Small or smaller creatures must make successful DC 15 Strength (Athletics) checks to make the leap. On a failure, a creature falls into the water and must make a DC 10 Dexterity saving throw. On a failure, the creature loses a small item of value (no greater than 10 gp) to the swamp's mud and murky, fetid water.

After a creature makes three of these Strength (Athletics) checks, they arrive at the castle. Go to *The Ruins*.

RIGHT PATH

After a few minutes following this path, it peters out in the swamp. A hero who deliberately looks for evidence of a further path automatically spots a series of hummocks leading deeper into the swamp.

Medium creatures can leap from hummock to hummock by making DC 10 Strength (Athletics) checks. Small or smaller creatures must make successful DC 15 Strength (Athletics) checks to make the leap. On a failure, a creature falls into the water and must make a DC 10 Dexterity saving throw. On a failure, the creature loses a small item of value (no greater than 10 gp) to the swamp's mud and murky, fetid water. After 1 check, a giant beaver (see Appendix for stat blocks) notices the adventurers invading its territory. It attacks. Unless cornered, when the giant beaver is reduced to half its hit point maximum or less it flees.

Development. The heroes can make more checks to keep their feet dry, or they can wade. In either case, after another hour's walk they arrive at the castle. Go to *The Ruins*.

THE RUINS

WHEN THE HEROES ARRIVE AT THE castle, read or paraphrase the following:

After sucking mud, biting insects, and the stench of decay, the track you've been following ends a few hundred feet ahead, where a vine-covered stone castle nearly covers a small island rising from the fetid water. A causeway of rotten wood planks nailed to posts leads from the trail to the island.

ENCOUNTER SETUP

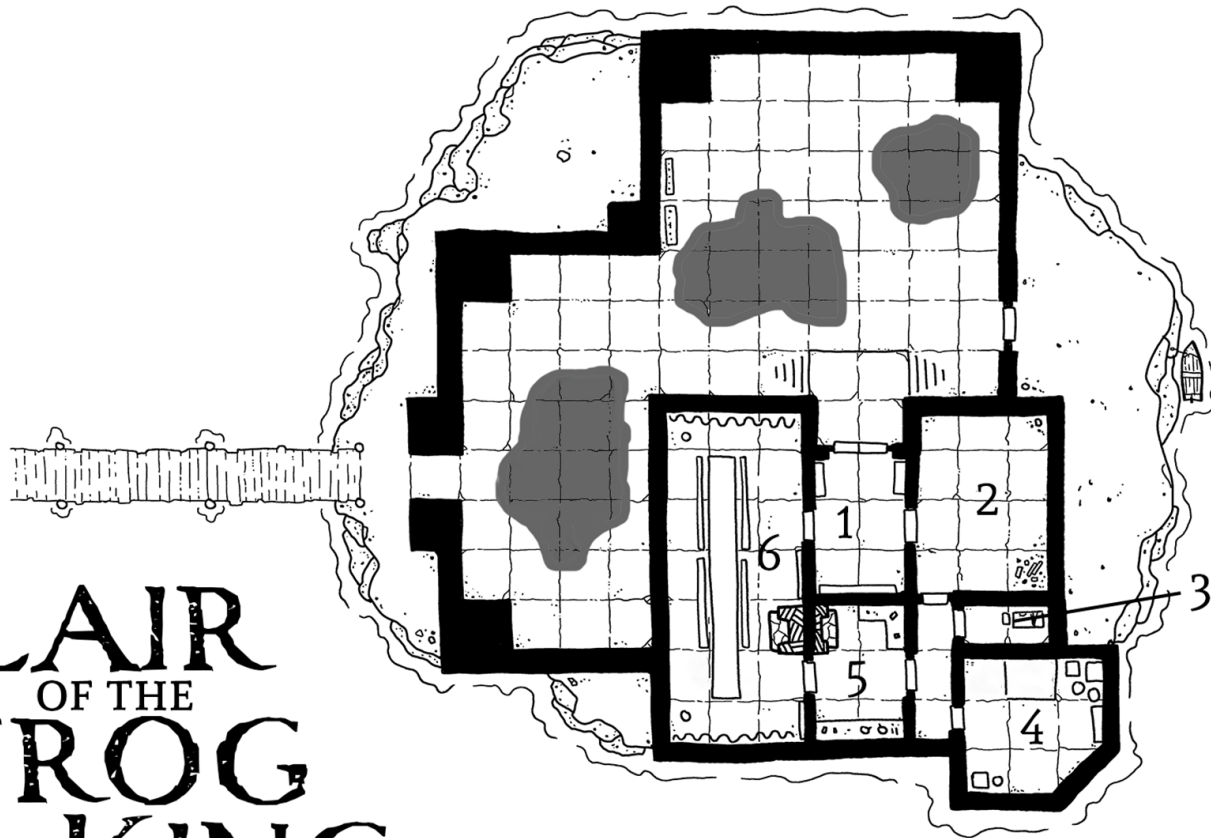
The heroes must cross the water to the ruined keep, then get inside the keep. One way is the causeway. Another possibility is circling the island, then wading or taking a boat to the sally port on the keep's far side.

Crossing the old causeway is not without peril. The plank path is 100 feet long, and every turn a creature spends on it runs the risk of a plank giving way. At the end of each turn, each creature traveling along the causeway rolls a d6. On a result of 1 or 2, a plank breaks under the creature's feet, potentially dumping them into the swamp's vile muck. If a plank breaks, the creature must make a DC 12 Dexterity saving throw. On a failure, the creature falls into the swamp and must spend its next turn climbing out again. On a success, it doesn't fall. The water is 1d6 feet deep.

The heroes can enter the ruins through the main entry, the sally port, or by climbing the walls.

Let's Go Knock. The bullywug guards are lazy, inattentive, and confident. They don't bother to conceal themselves or pay very close attention to anything other than the causeway. They automatically spot creatures crossing the causeway. If the bullywugs spot creatures they close and bar the gates. Noticing the heroes puts them on high alert, watching over the walls to see what the heroes do.

LAIR OF THE FROG KING



Stealthy Approach. The bullywugs might not notice if the heroes exercise caution and attempt to sneak up to the ruins. Have the heroes make a group Dexterity (Stealth) check opposed by the bullywugs' passive Perception (10). If the heroes succeed, they surprise the bullywugs.

If the heroes fail, the bullywugs (1 **bullywug croaker** and 2 **bullywugs**) attempt to ambush the heroes. Make another contested group check; this time the bullywugs' Dexterity (Stealth) against the heroes' passive Perception scores. If the bullywugs succeed, they surprise the heroes when the heroes enter the ruins.

When the heroes enter the ruins, read:

The crumbling ruins are gloomy. What walls remain intact are thickly covered in vines and moss, and the flagstone floor is a jumbled mess of mud and debris. A damp stench permeates everything.

When the heroes spot the bullywugs, read:

Squatting in the mud are three frog-like humanoids. One of the creatures is ornately painted with colored mud, and all grip crude spears.

When the bullywugs spot the heroes, read:

The painted creature points at you and belches a deep croak which echoes off the walls of the ruins.

TACTICS

The guards have no mission beyond killing intruders.

The bullywugs and bullywug croaker can move through the mud wallows (see below) without hindrance. The bullywugs use the mud to their advantage, keeping it between them and the heroes while making ranged attacks with their spears.

The bullywug croaker uses its Glaaar-pat and Rooooo-glog actions, avoiding melee if it can. When the fight goes against it, it tries to flee into the castle.

The bullywugs are craven, which makes them susceptible to intimidation. If the characters show themselves to be mighty warriors or wielders of magic, Charisma (Intimidation) checks made against the bullywugs have advantage.



FEATURES OF THE AREA

Illumination. The ruins are brightly lit by sunshine.

Walls. Climbing the vine-covered walls is easy. With a successful DC 10 Strength (Athletics) check a creature scales the walls and drops onto the ground on the other side using one turn's movement.

Mud. The gray splotches in the keep courtyard depict areas of mud. The mud is slick as ice; a creature other than a bullywug or frog who moves through the mud at faster than half their speed must succeed at a DC 12 Dexterity check or fall prone.

Doors. The sally port door is ajar. The double doors into the keep are closed and barred from the inside. A successful DC 15 Dexterity check using thieves' tools unbars the doors. Alternately, the heroes can break the wooden doors down. A creature can make a DC 20 Strength check to force them open, and a maximum of 1 other creature can aid the creature making the check, granting advantage on the roll. If the heroes decide to hack their way into the keep, the doors have AC 16 and 30 hit points.

TREASURE

Each bullywug has a pouch containing a fistful of coins amounting to 15 sp per adventurer. In addition, each bullywug wears 1 pp like a kind of amulet around their neck.

THE CASTLE

WHILE THE WALLS OF THE COURTYARD have been pulled into ruin by damp and rot and the queesting roots of swamp plants, the castle keep is in remarkably good condition. The keep's slate roof is covered with moss but is otherwise intact.

FEATURES OF THE AREA

Illumination. The castle's interior is unlit unless otherwise noted.

Walls. The walls are stone. They were once whitewashed, with tapestries covering them. The tapestries are mostly rotten and mildewed, and much of the whitewash has fallen off.

Doors. Unless otherwise noted, interior doors are wood and have largely rotted away or been battered to splinters by the bullywugs.

AREA 1 – FOYER

The keep's doors open into a foyer. Facing the doorway is a trophy cabinet filled with lumps of rust that might once have been weapons. Doors lead off the foyer to the right and left.

Treasure. Searching the rusty lumps reveals a bronze dagger that radiates magic. It functions as a *+1 dagger*, except when used to attack a creature in steel armor. When doing so, if the wielder rolls a natural 1 on their attack roll, the dagger bends. While it's bent, it's useless until it's repaired.

AREA 2 – MASTER BEDROOM

The chief of the Plooglugglugg bullywugs uses this as his chamber.

A pile of damp, rotting, slimy vegetation is in the northeast corner.

The bullywug royal's treasure hoard is hidden under a pile of rubble in the southeast corner. A character searching the rubble automatically spots the hollowed out flagstone. Characters merely "searching the room" automatically spot the pile of rubble.

Treasure. Wrapped in an animal hide is a *dark shard amulet* (see Appendix), *2 potions of healing*, and a flask of basic poison (see equipment list in the *Player's Handbook*).

AREA 3 – TREASURE VAULT

The door to this room is made of rusty iron and is locked. A successful DC 15 Dexterity check using thieves' tools unlocks the door. Alternately, a successful DC 25 Strength check wrenches the rusty iron out of the stone doorposts. There is no room for more than two heroes to work together to force the door through strength.

If the heroes peer into the room before entering it, read or paraphrase:

Unlike the other floors in the ruined keep you've seen so far, the floor in this room is a clean, solid sheet of rusty metal. Across from the door, set into a niche in the wall, is a wooden chest. The chest's lid is open, and you can see coins and gems glittering inside.

This room is a trap. The floor is set on a center pivot. Creatures who enter this room can dance, jump up and down, fight, or have a picnic between the door and the pivot point beneath the floor halfway between the door and the chest. However, when over half the weight in the room has moved to the far side of the pivot, the floor tips downward, depositing all the creatures on it into a 20-foot-deep pit. A creature in the half of the room nearest the door can make a DC 15 Dexterity saving throw; success indicates the creature leaped out through the door. A creature falling into the pit falls into 10-foot-deep water. Then the floor slams back shut.

A successful DC 15 Wisdom (Perception) check discerns a smear of grease on the walls at the pivot points. A successful DC 15 Intelligence (Investigation) check confirms that the floor is the cover to a pit.

Once the trap is detected, an iron spike or similar object can be wedged between the floor and the wall in such a way as to prevent the floor from tipping, thereby making it safe to cross. The cover can also be magically held shut using an arcane lock spell or similar magic.

A creature in the pit can must make a successful DC 15 Strength (Athletics) check to climb up to the iron floor/ceiling, after which it must succeed on another DC 15 Strength (Athletics) check to push the floor up and scramble out. Creatures outside the pit can simply toss a weight to the chest side of the floor (like a bullywug corpse) to cause it to open again.

Treasure. The chest contains a mix of coins and gems worth 200 gp for each hero, as well as a *ring of feather falling*.

AREA 4 – STORAGE

This room once served as siege storage for the castle, though now it's nothing more than a mud-choked ruin, where barrels and crates which once held wine and food are rotten, falling into themselves. The bullywugs have claimed this room as their own.

AREA 5 – KITCHEN

Tables and shelves are scattered with various rubbish. The bullywugs ransacked this room, but they have no use for it, for they don't cook, and there's nothing of value here.



AREA 6 – GREAT HALL

The great hall is the chieftain's throne room. Proceed to *Lair of the Frog King*.

LAIR OF THE FROG KING



THE GREAT HALL IS WHERE THE KING holds court and gloats over his victories—and the captive humans his warriors have begun to capture.

ENCOUNTER SETUP

Once the great hall of the castle, where soldiers slept and everyone took meals. This room is much drier than other places in the castle, having resisted the casual negligence of the bullywugs. The rusted lumps of tableware and other unidentifiable metal bits are scattered on the tables and the floor.

King Gloobruggulugg, a **bullywug royal**, holds court in this room, surrounded by its minions. When the heroes enter the room, King Gloobruggulugg sits astride his **giant frog** mount in what he considers a noble pose, guarded by 2 other **bullywugs**.

Two young human twins (treat as **commoners**), one male and one female, are bound hand and foot near the fireplace. These are the captives from the nearby farm. Their names are Keren and Koran Hollow.

The bullywugs in this room are not alert, and they are unprepared to ambush the heroes if they approach stealthily. If the heroes made lots of noise elsewhere in the castle (or the fighting in the courtyard trickled into the foyer), however, they are alert.

There is a banner on the wall over the fireplace. The banner is made from an old bedsheet, and reads: "King Gloobruggulugg of Ploogluggulugg clan! Big King!" in Bullywug.

Stealthy Approach. If the heroes approached quietly, have them make a group Dexterity (Stealth) check opposed by the bullywugs' passive Perception (10). If the heroes succeed, they surprise the bullywugs.

Right Up the Middle. If the heroes fail at the group Stealth check, or if they were heedless of making a racket, the bullywugs attempt to ambush the heroes. Make another group check; this time the bullywugs' Dexterity (Stealth) against the heroes' passive Perception scores. If the bullywugs succeed, they surprise the heroes when the heroes enter the room.

When the heroes enter the room, read or paraphrase the following:

A pair of braziers bathes this stone chamber in a greasy, yellow glow. An assortment of wooden trestle tables flanked by benches dominate the room. The floor is surprisingly clear of the thick, viscous mud elsewhere in the keep.

The stink of the frog-creatures combines with the smoke from the braziers to create an eye-watering stench. Two loathsome, frog-like humanoids squat in the mud on the far end of the room, near another frog-person, this one dressed in brightly-dyed garments and astride an enormous frog.

Two young humans, a boy and a girl, are near the great fireplace, struggling against ropes of twisted swamp vines which bind them together.

TACTICS

When the first hero enters the room, King Gloobruggulugg croaks an order for the bullywugs to guard him.

King Gloobruggulugg attempts to parley with the heroes. When he does, read or paraphrase the following:

The frog king is wearing a peculiar shiny crown that flares briefly as he croaks. His grunts and belches transform themselves into words you can understand—magic must be at work. „King Gloobruggulugg greets you. What do you want?“

In conversation, the king makes imperious demands, like “leave this place at once!” When he does, the heroes can feel waves of magical power wash over them; see the crown of influence in the Magic Items appendix.

If his charismatic overtures are rebuffed, he attacks. When he does, he remains astride his frog so he can attack with advantage. He won't willingly dismount while battle continues. He

uses his Croaked Decree before using any other action.

The King is Dead. Should the king be slain, the other bullywugs in the castle lay down their arms and surrender, begging only to be permitted to flee with their lives. They feel they must have been under some kind of spell.

The Captives. When the heroes enter, the twins cry out for help.

FEATURES OF THE AREA

Illumination. A pair of braziers burning a pungent fungus provide illumination in this room. The braziers emit bright light out to 20 feet, and dim light 20 feet beyond that.

Ceiling. The ceiling in this area is 15 feet high.

Debris. A character can jump onto a piece of debris with a successful DC 14 Strength (Athletics) check.

Braziers. A creature can make a DC 10 Strength check to tip over a brazier. If tipped over, a brazier creates a cone of fire in the direction it tipped. Each creature in a 15-foot cone must make a Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried (which isn't likely, as the entire area is so soggy).

Tables. A creature can jump onto a table with a DC 12 Strength (Athletics) check. A creature can alternatively use a table for half cover, giving it a +2 bonus to AC and Dexterity saving throws. The tables and benches are heavy swamp oak and can easily be tipped over (no check needed).

DEVELOPMENTS

The Captives. A hero within 5 feet of the captives, and who's wielding with a weapon that deals slashing damage, can use an action to free a captive. What happens next depends on how the battle is going.

- If the heroes are losing the battle, the twins join the fray by grabbing pieces of broken furniture to use as clubs. Treat them as commoners.
- If the heroes don't think of overturning the braziers, transmit that such interaction with

the environment is possible by having one of the twins do it.

- If the heroes are winning the battle, the twins cower behind an overturned table until the battle is over.

If they survive, Keren and Koran are grateful to the heroes for rescuing them.

CONCLUDING THE ADVENTURE

Failure; Total Party Kill. The victorious bullywugs solemnly and ceremoniously consume the heroes' bodies and the bodies of their captives.

Failure; Heroes Escape. The heroes are free to try again. Bullywugs slain on the first attempt are replaced and reinforced by 1d6 more bullywugs. The heroes must fight their way through again, and this time all guards are on high alert. If the twins weren't freed, they're killed and eaten by the bullywugs. If the king is slain, another bullywug recovers the crown of influence and becomes the next king.

Success! When the heroes return to town, they receive the payment promised, provided they met any terms of their contract. If you use story-based advancement, the heroes should gain a level at this time.

If you used the *Ancestor's Legacy* hook, Bernward Bendix pays them as agreed.

If you used the *Magic Ritual* hook, Urxan Zaurgil accepts the vials of slimy mud, hands the heroes a pouch of coins, and slams the door in their faces. She won't discuss or describe the ritual and adamantly refuses to permit anyone to witness it.

If you used the *Free the Captives* hook, Skangrolim Hammerbraid pays them as agreed.

WHERE TO GO FROM HERE

Here are some ideas for continuing the adventure. You can use these irrespective of which hook the heroes took to take up this quest in the first place; the town is small, and word travels fast.

Bernward Bendix of the *Ancestor's Legacy* hook offers the heroes the job of keeping the keep secure until he can bring people to renovate it. He agrees to provide food and basic supplies for two weeks, as well as 100 gp each, when he reaches the keep with his reinforcements. The trouble is, the bullywugs want it back...

Urxan Zaurgil of the *Magic Ritual* hook is convinced of the heroes' competence, and commissions them to fetch another exotic spell component for her. You can use this to introduce any number of other adventure sites in the area, and even offer it as a sub-quest tacked on to other published adventures.

Skangrolim Hammerbraid of the *Free the Captives* hook offers the heroes the job of acting as ambassadors to the Plooglugglugg clan. Their task is convincing the rest of the bullywugs to leave the area. The tribe numbers another 5d10 bullywugs and 1d6 bullywug croakers, so it's unlikely the heroes can simply slaughter them all. Diplomacy is a tough task!



MAGIC ITEMS

DARK SHARD AMULET

Wondrous item, common (requires attunement by a warlock)

This amulet is fashioned from a single shard of resilient extraplanar material originating from the realm of your warlock patron. While you are wearing it, you gain the following benefits:

- You can use the amulet as a spellcasting focus for your warlock spells.
- You can try to cast a cantrip that you don't know. The cantrip must be on the warlock spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

CROWN OF INFLUENCE

Wondrous item, rare (requires attunement)

This silver-plated bronze coronet has sapphire and garnet cabochons affixed around its rim.

While wearing this crown, you gain the following benefits:

- Your Charisma score increases by 1, to a maximum of 20.
- You have proficiency in the Persuasion skill. This has no effect on you if you already have proficiency.

In addition, while attuned to the crown you can use the crown's magic to cast a special version of the *comprehend languages* spell. For the next 10 minutes, creatures within 60 feet of you can understand your spoken words, even if you don't share a language. The creature must be able to speak at least one language in order to understand you. Once you use this ability, you can't use it again until you finish a long rest.

Curse. This item is cursed. Attuning to it curses you until you are targeted by a remove curse spell or similar magic. As long as you remain cursed, you cannot discard the crown, which immediately teleports back onto your head. You gain the following flaw:

You are utterly convinced your way is the correct and only possible way, and you command others to do your bidding without regard to their opinions on the matter.



CROWN OF INFLUENCE

MONSTERS

BULLYWUG

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft..

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	7 (-2)	10 (+0)	7 (-2)

Skills Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 1/4 (50 XP)

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

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

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

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 20/50 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

BULLYWUG CROAKER

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 33 (6d8 + 6)

Speed 20 ft., swim 40 ft..

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	7 (-2)	15 (+2)	10 (+0)

Skills Perception +6, Stealth +5

Saving Throws Con +3

Senses passive Perception 16

Languages Bullywug

Challenge 2 (450 XP)

Amphibious. The bullywug croaker can breathe air and water.

Speak with Frogs and Toads. The bullywug croaker can communicate simple concepts to frogs and toads when it speaks in Bullywug.

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

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

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target *Hit:* 5 (1d6 + 2) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Glaaar-pat (3/Day). The croaker sings a song of marshy doom. Each chosen creature within 30 feet of the croaker that can hear the song must make a DC 12 Wisdom saving throw, taking 9 (2d8) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw also has disadvantage on Constitution saving throws until the end of its next turn.

Rooooo-glog (1/Day). The croaker sings an ode to an elder froghemoth. Each bullywug within 30 feet of the croaker that can hear the song gains 10 temporary hit points.

BULLYWUG ROYAL

Medium humanoid (bullywug), neutral evil

Armor Class 15 (hide armor, shield)

Hit Points 52 (8d8 + 16)

Speed 20 ft., swim 40 ft..

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Saving Throws Str +5, Dex +3

Skills Athletics +7, Intimidation +4, Stealth +3

Senses passive Perception 10

Languages Bullywug

Challenge 3 (700 XP)

Amphibious. The royal can breathe air and water.

Brute. A melee weapon deals one extra die of its damage when the royal hits with it (included in the attack).

Frog Rider. The royal has advantage on melee attacks made while riding a frog mount.

Speak with Frogs and Toads. The royal can communicate simple concepts to frogs and toads when it speaks in Bullywug.

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

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

ACTIONS

Multiattack. The royal makes two attacks: one with its royal spear and one with its bite.

Royal Spear. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft, or range 20/60 ft., one target. Hit 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Croaked Decree (1/Day). The royal makes a loud pronouncement. Each bullywug within 60 feet of the royal that can hear the pronouncement has advantage on its next attack roll.

GIANT BEAVER

Large beast, unaligned

Armor Class 12

Hit Points 45 (6d10 + 12)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +5

Senses passive Perception 15

Languages –

Challenge 2 (450 XP)

Rampage. When the giant beaver reduces a creature to 0 hit points with a melee attack on its turn, the giant beaver can take a bonus action to move up to half its speed and make a tail slap attack.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft, one target. Hit: 8 (2d4 + 3) piercing damage.

Tail Slap. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 10 Strength saving throw or be knocked prone.

GIANT FROG

Medium beast, unaligned

Armor Class 11

Hit Points 18 (4d8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	11 (+0)	2 (-4)	10 (+0)	3 (-4)

Skill Perception +2, Stealth +3

Senses darkvision 30 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Amphibious. The frog can breathe air and water.

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

ACTIONS

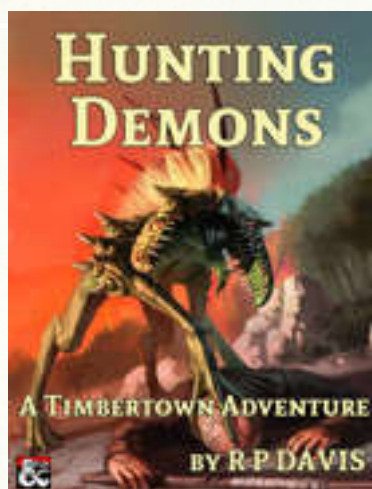
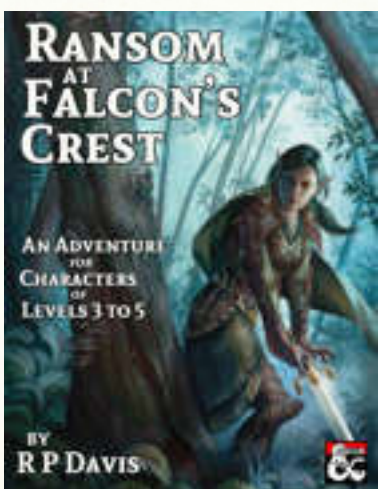
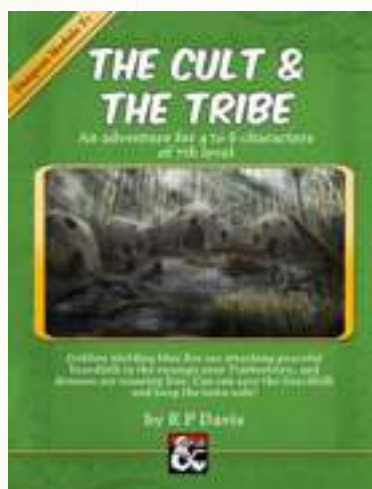
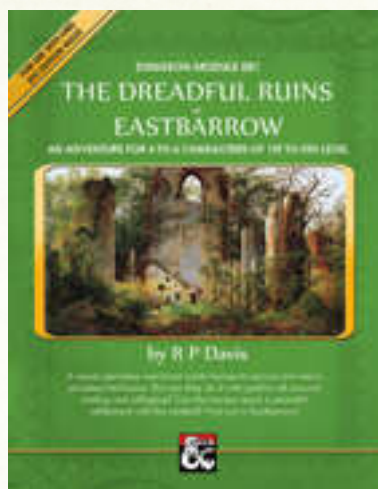
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) damage and the target is grappled (escape DC 11). Until this grapple ends, the target is restrained, and the frog can't bite another target.

Swallow. The frog makes one bite attack against a Small or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the frog, and it takes 5 (2d4) acid damage at the start of each of the frog's turns. The frog can have only one target swallowed at a time. If the frog dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



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