



RIVER DEVIL

Augustus slowly floated along the river, watching as the small legion of goblins slowly and steadily disembarked from the barge along the river's shore, weapons in hand. That was it, the contract was broken. They had made their own beds and now it would be time to sleep in them.

"It's a shame that you lads had to go and break the deal on the last stretch of the river." He bellowed with a mock tone of sympathy as his raft came up alongside that of the goblins'. "I told you River King Oolong doesn't like killers in his River didn't I? You all should learn to respect your elders sooner rather than later in my professional opinion; keeps you alive much longer."

Stroking his whiskers as he pushed off the bank, he crooned to himself once more. "It's funny though. Y'all might have even made it out safe and sound too if you didn't get all rumbustious." As Augustus finished his sentence he floated around the bend of the river, looking back just enough to see the first Hydra erupt out of the swamp onto the goblins.

ROTUND RIVER-FOLK

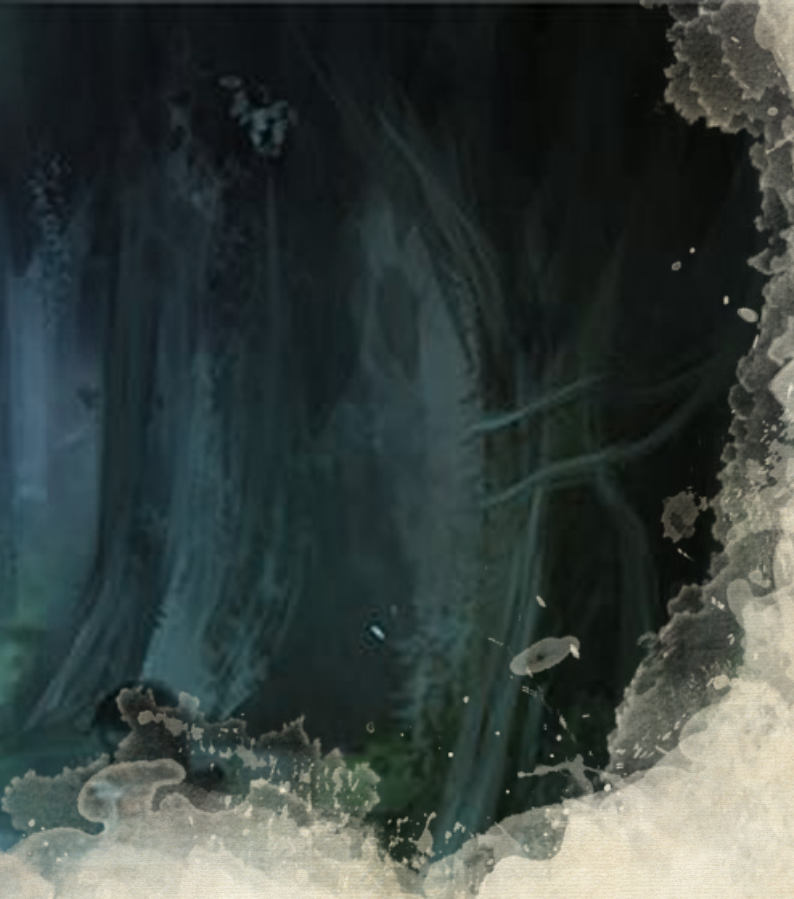
Robust of body and colossal of maw, River-Devils are a race of rotund humanoids, infamous for their size and naturally charming demeanours, who often make their homes on dock and riverfronts, or in the swampy marshlands just beyond.

River Devils are adorned with massive maws large enough to swallow most creatures whole, as well as long, whisker-like protuberances above their thin, frog-like lips, which are used to sense movement in the water. Above this colossal maw, a large, bioluminescent lure hangs off a River-Devil's head; providing both a light in the dark, and a natural defence mechanism for younger pups. Most adults cover this lure with a hat or some other form of clothing both as a sign of decency and to avoid drawing undue attention in the dark; only using them when a hasty escape from a situation is a must.

Natural coloration in river-devils tends to range through earth-tones like muddied browns or swampy greens, but rare cases of brightly colored River-Devils in dark reds, deep blues and fiery orange hues are not unheard of where the natural minerals of the soil seep into the water around their homes.

VILLAINS OF FOLKLORE

Supposedly River devils first appeared on the material plane over 100 years ago, and were originally natives of the plane of water who were slowly corrupted by abyssal energies that seeped into their homeland. By most accounts, the history of these tainted river-folk is one villainy and ill-gotten gain.



Known in most settlements as swindlers and tricksters, River-Devils are the subject of countless folk-tales and superstitions which paint them as everything from cross-road demons to swamp-dwelling boogey men. From a young age, most are taught to avoid the bellowing laughter of the charismatic river-folk, for fear of being swallowed whole and carried off as slaves into the marsh. Some accounts even claim that they use demonic sorcery to lure small children into their gaping maws of needle-like teeth.

CHARISMATIC TRADITION

Despite their nefarious reputation, most of the myths and legends surrounding them are the result of misinterpreted folk tales and distorted oral histories.

River devils are Natural deal-makers, who value cunning and charisma over the foreign moralities of other races. They prefer the hard lines of a contract over the shifting moralities and alignments of other races, and coupled with their natural charisma, this contractual morality gives them a certain proclivity towards work as con-men, criminals, or traders in exotic or illegal goods.

In their own settlements, River-Devils live in large family-centered clans, which can contain anywhere between three to ten large extended families. Each clan is overseen by a leader known as a River King or Queen. The largest, oldest and most cunning of river-devil families are intrusted not only with the economic records of their clan, but also with preserving it's extensive oral history.

RIVER-DEVIL NAMES

River Devils take names from the cultures around them, often amalgamating them with Aquan words.

Male Names. Tahm, Mykal, Aroon, Gorras

Female Names. Kamry, Gurtood, Cerah, Keppie

RIVER DEVIL TRAITS

A living manifestation of powerful psionic energy, you gain the following traits

Ability Score Increase. You gain a +2 to Constitution score, and a +1 bonus to Charisma

Age. River-Devils are long-lived, reaching maturity somewhere between 60-70 years of age. The Average life-span of a River-Devil is around 800 years, though some River Kings or Queen are rumoured to be much older.

Alignment. Most River devils lean towards neutral or chaotic alignments.

Size. Anywhere from 6 to 10 ft in height and often at least half that big around, River-devils are rotund creatures. Your size is medium, however

Speed. Such size comes with it's limitations, your base movement speed is 20 ft.

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

Amphibious Nature. River-Devils are perhaps even better adapted to water than they are to land. You can breath both air and water, and have a swim speed equal to your base movement speed plus 10.

Lamplight Lure. You bear a bioluminescent lure which sprouts from your forehead, not unlike that of an angler fish, which you can use to distract, or even blind other creatures. While uncovered, this lure shed bright light out of a radius of 10 ft, and dim light for an additional 10 ft.

In addition, when you are targeted by a melee attack, you may use your reaction to attempt to blind the target with your lure. The creature must succeed on a constitution save with a dc equal to 8 + your charism modifier + your proficiency bonus or be blinded until the end of it's next turn, giving it disadvantage on the triggering attack. You may use the ability a number of times between rests equal to your charisma modifier.

Slimy Membrane. Your skin is protected by as like mucus membrane, which makes you difficult to pin down. You may spend 5 feet of Movement to automatically escape from nonmagical restraints, such as Manacles or a creature that has you Grappled. Arid conditions or lack of water can cause this membrane to dry out. While deprived of water for 4 hours or more, you suffer disadvantage on all physical checks and saving throws, and no longer gain the benefits of this feature.

Gulping Maw. As an action on your turn, you may attempt to swallow a Medium or smaller target that you are currently grappling. The creature must make a strength saving throw using your grapple check as the DC. On a failure, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside of your body, and it takes acid damage at the start of each of your turns equal to 2d8 + your constitution modifier. A creature may repeat it's saving throw against being swallowed at the end of each of it's turns.

Alternatively, you may swallow a willing ally, providing 5 minutes of breathable air within your stomach. Allies swallowed in this way do not take acid damage. You can have only one creature swallowed at a time, and may expel a swallowed creature into an unoccupied space within 5 ft of you as a bonus action.

Languages. Common and Aquan.

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COMMISSIONED BY

Golem 722, Who already had most of the work done for me!

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ARTWORK

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