

HOW I RUN IT'S TROGLODYTE TUESDAY:

WUGS

The prevailing cultural tenant of these frog-headed amphibious humanoids is that all other living things are potential food and, if not food, they are a potential threat to getting food. In fact, in the wug tongue (a dialect that is an amalgam of both the aquan and terran languages), the word for food and enemy are identical save for the addition of a guttural tone. The isolation of wug communities, deep in rainforests or in inaccessible swamps, makes finding ones who think differently unlikely, but certainly not impossible. There are legends of wug gladiators, sailors, and even bards.

Wugs have typically green glistening hides that can have mottled spots of gray, orange, yellow and even blue. This allows them to better blend in marshy and jungle environments. They live in thatched huts, often with entrances that can only be accessed via submersion under water.

Wugs love to overwhelm enemies, leaping from their hiding spots to surprise their targets. While they tend to be ruthless killers, wugs will take captives in order to have fresh food for leaner days and to present to their chiefs to win their approval.

Disorganized Hierarchy. Wug communities are a haphazard collection of like-minded frog people who jockey for influence among each other through intimidation, violence, flattery, and feats of strength. While in any given community there is usually a wug referred to as chief, in reality, that leader's authority is always under question and can be undermined by any ambitious member seeking to bully the other wugs into submission. So while gangs of wugs might be sent out on a mission by a chief or his lieutenants, there are even odds of that group becoming distracted or bored or defiant in the process, especially if persuaded by another charismatic wug.

These gangs (of $2d4+10$ wugs) are usually led by a wug with maximum hit points, unless there is a Wug Gang Leader or a Night Croaker present. Wug Gang Leaders are essentially just stronger wugs with more hit dice, but Night Croakers, while bigger and stronger, tend to fulfill a support role in wug assaults. Night Croakers are rarely chieftains but their backing (gained through food and treasure) can keep a chieftain in power.

It is very rare for wugs to ally with other humanoids, since their leaders will insist on being in charge, convinced of their own superiority.

Guard Frogs. Wugs often breed and keep giant toads and frogs which they use as hunting and guard animals,



Wugs

though they are quick to eat them in lean times. When available, larger giant toad specimens can be used as mounts by leader types or used as pack animals to drag captives back to their lair.

Night Croaker. These large wugs tend towards darker colors and are more toad-like, covered in scabbed warts that serve as thicker natural armor. These deep-throated singers are rare with fewer than one Night Croaker per fifty wugs in a community. Unlike other wugs, they are not good jumpers. Instead, they lend support to those they command during battles but only as long as those battles are after the sun goes down. They avoid sunlight and tend to spend daylight hours asleep and buried in mud.

Notes for the DM. When encountered in the wild, wugs should be played with a sense of almost delusional superiority driven by their constant hunger. They will often attack targets beyond their ability to defeat, counting on sheer numbers and usually not fleeing until their leaders are killed. Leaders cannot flee and hope to maintain their position of authority.

When fighting, wugs will try to make as many Hop Attacks as possible. Often in the round after an initial hop attack, they will use their Disengaging Hop ability (a bonus action) to leave one enemy and use a Hop Attack action against another 20 feet away. In this way, several wugs might bounce between foes, creating a confusing mess of a battle.

WUG GRUNT

Medium Humanoid, chaotic evil

Armor Class 14 (dex +1, natural armor +1, shield +2)

Hit Points 11 (2d8 + 2)

Speed 20 ft., swim 40 ft.

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

Proficiency Bonus +2

Saving Throws Str +3, Dex +3

Skills Perception +2, Stealth +5 (ex), Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Wug (hybrid dialect of Aquan and Terran)

Challenge 1/4 (50 XP)

Amphibious. The Wug Grunt can breathe air and water.

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

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

ACTIONS

Multiattack. The Wug Grunt makes two melee attacks, one with its bite and one one with its spear. It can only make one Hop Attack per turn.

Bite. *Melee Weapon Attack:* +3 to hit. *Damage:* 1d4+1 (bludgeoning).

Spear. *Melee or Ranged (20/60) Weapon Attack:* +3 to hit. *Damage:* 1d6 or 1d8 (piercing), if used with two hands to make a melee attack.

Hop Attack. The Wug Grunt makes a spear melee attack as part of a long jump of at least 10 feet. This attack is made with advantage and if it hits deals an extra die of damage (2d8+1 total). A struck target must make a Strength saving throw (DC 11) or fall prone.

BONUS ACTIONS

Disengaging Hop. The Wug Grunt may disengage as a bonus action if they make a standing long jump of 20 feet (effectively using up all their movement). They can use their Hop Attack (an action) ability against a different target at the end of this hop.

WUG GANG LEADER

Medium Humanoid, chaotic evil

Armor Class 14 (dex +1, natural armor +1, shield +2)

Hit Points 25 (4d8+4)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	7 (-2)	10 (+0)	9 (-1)

Proficiency Bonus +2

Saving Throws Str +4, Dex +3

Skills Intimidation +3 (ex), Stealth +5 (ex), Survival +2 (ex)

Senses darkvision 60 ft., passive Perception 10

Languages Wug (hybrid dialect of Aquan and Terran)

Challenge 1/2 (100 XP)

Amphibious. The Wug Gang Leader can breathe air and water.

Swamp Camouflage. The Wug Gang Leader has advantage on Dexterity (Stealth) checks to hide in swampy terrain.

Wild Leap. The Wug Gang Leader's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The Wug Gang Leader makes two melee attacks, one with its bite and one one with its spear. It can only make one Hop Attack per turn.

Bite. *Melee Weapon Attack:* +4 to hit. *Damage:* 1d4+2 (bludgeoning).

Spear. *Melee or Ranged (20/60) Weapon Attack:* +4 to hit. *Damage:* 1d6 or 1d8 (piercing), if used with two hands to make a melee attack.



Wug Gang Leader

Hop Attack. The Wug Gang Leader makes a spear melee attack as part of a long jump of at least 10 feet. This attack is made with advantage and if it hits deals two extra die of damage (3d8+2 total). A struck target must make a Strength saving throw (DC 12) or fall prone.

BONUS ACTIONS

Disengaging Hop. The Wug Gang Leader may disengage as a bonus action if they make a standing long jump of 20 feet (effectively using up all their movement). They can use their Hop Attack (an action) ability against a different target at the end of this hop.

NIGHT CROAKER

Medium Humanoid, chaotic evil

Armor Class 13 (natural armor +3)

Hit Points 36 (5d8+10)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	15 (+2)	9 (-1)	12 (+1)	13 (+1)

Proficiency Bonus +2

Saving Throws Con +4, Cha +3

Skills Perception +3, Stealth +4 (ex), Survival +5 (ex)

Senses darkvision 60 ft., passive Perception 12

Languages Wug (hybrid dialect of Aquan and Terran)

Challenge 1 (100 XP)

Amphibious. The Night Croaker can breathe air and water.

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

Sunlight Sensitivity. While in sunlight, the Night Croaker has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Toxiferous. When a creature hits the Night Croaker with a melee attack while within 5 feet of it or touches it with bare skin, that creature take 1d4 poison damage. The creature continues to take this damage at the beginning of each round if they remain in contact with the Night Croaker.

ACTIONS

Multiattack. The Night Croaker may make two melee attacks with its machete or two ranged attacks with its blowgun.

Bite. *Melee Weapon Attack:* +4 to hit. *Damage:* 1d4+2 (bludgeoning).

Machete. *Melee Weapon Attack:* +4 to hit. *Damage:* 1d6+2 (slashing).

Blowgun. *Ranged (25/100) Weapon Attack:* +4 to hit. *Damage:* 1 (piercing) and make a Constitution save (DC 11) or take 2d8 poison damage and be poisoned for one minute. On a successful save the target only takes half damage and is not poisoned.



Night Croaker

BONUS ACTIONS

Stupefying Drone (2/short rest). The Night Croaker may use a bonus action to begin a stupefying drone. All enemies that begin their turn within 60 feet of the droning Croaker and can hear it must make a Charisma saving throw (DC 11) or take 1d12+1 points of psychic damage and be dazed until the beginning of their next turn. On a successful save the target takes half damage and is not dazed. The Night Croaker may use their bonus action each round to maintain the drone. If they fail to do so, it costs an additional use to begin it again. Furthermore, the Stupefying Drone also requires Concentration.

REACTIONS

Bellowing Blow. As a reaction to an ally within 60 feet striking an enemy, the Night Croaker lets out an encouraging croak that makes the blow deal an additional 2d8 damage. The Croaker must be able to see the ally and the ally must be able to hear the Croaker. It may use this ability while maintaining the Stupefying Drone.