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GRIPPLI

Grippli are amphibious people with the appearance of over-sized frogs, standing as tall as an average elf. Their skin comes in vibrant hues—greens, blues, and sometimes deep purples—offering natural camouflage amid the dense foliage of jungles and swamps on the world of Titan. They also have a long, prehensile tongue capable of snatching fruit or tools with ease. Though they bear some resemblance to poisonous frogs, grippli do not secrete toxins.

Originating from the tropical wetlands of the Serpent's Maw, grippli society values communal living, cautious exploration, and reverence for the natural world. Their oral traditions often speak of ancient river-spirits, massive toads that guard entrances to extra-planar portals. While grippli are not a warlike people, they are cunning defenders of their territory, relying on ambushes, traps, and a deep knowledge of terrain rather than open confrontation.

Most grippli thrive in warm, humid climates, disliking the dry or cold with an almost instinctive aversion. In the grippli's eyes, survival is not about strength or dominance, but about patience, balance, and stealth.

GRIPPLI TRAITS

Creature Type: Beast and Humanoid

Size: Medium (about 5–6 feet tall)

Speed: 30 feet walking, 30 feet swimming

As a Grippli, you have these special traits.

Grippli Warrior Training. You have proficiency in the Stealth and Survival skills.

Hold Breath. You can hold your breath for 20 minutes.

Standing Leap. You can jump 30 feet horizontally or 20 feet vertically from a standing position.

Tongue. Your partially adhesive tongue is great for grasping out of palace items or grappling foes. You can use your tongue to grab a Tiny object no more than 10 feet away from you, that you can carry, and bring it back to you, or make an Unarmed Strike.

When you Grapple a creature using your tongue, you can choose for them to also has the Restrained condition while the Grapple persists. Once you have used your tongue to give a creature the Restrained condition, you cannot use it to restrain a creature again until you finish a Long Rest.

