Purple Duck Storeroom Tiny Monstrous Humanoids





Perry Fehr

"In a nondescript dwelling, down a dusty hallway, past rooms of unclear purpose, there is a door... a door that looks like many others, except for the ancient maroon tint of the aged wood, and, of course, the glowing runes emblazoned on the stones that make up the door-frame. Should you know its purpose, should you know the correct sequence to touch those runes, you might gain entry to a Storeroom of wonders, shelves and bins and racks beyond counting. Place your torch in the rusty sconce, and enter..."

The Purple Storeroom is an ongoing series of tightly-focused supplements that cover topics that do not fit into our larger offerings. They are the pieces that just don't fit anywhere else or they are the little things we work on to take a break from bigger projects like Purple Mountain, Legendary Treasures, or Lands of Porphyra. They have been stored here for safe keeping.

Purple Duck Note: Sometimes when you are reading through the rulebook you stumble upon something that doesn't quite work right. This time, what caught my eye as the Monstrous Physique II spell from Ultimate Magic which allows you to transform into Tiny monstrous humanoids. However, there are no such creatures. Admittedly, you could take a small humanoid and apply the young quick template to it but I thought it would be better to have some new monstrous humanoids that are tiny in size and set Perry about to create some. Here is what he came up with. - Mark

GAEOLING

Where you thought a humble lump of dirt once sat is now a bright eyed little furred humanoid, chattering at you in a strange language.

GAEOLING (CR 1/2; XP 200)

N Tiny monstrous humanoid Init +3; Senses darkvision 60 ft.; Perception +13 DEFENSE

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AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)**hp** 6 (1d10+1) **Fort** +1, **Ref** +5, **Will** +4 OFFENSE Speed 20 ft., burrow 10 ft. **Melee** bite +0 (1d3-3) Space $2\frac{1}{2}$ feet; Reach 0 ft. Special Attack dirt spray (R-DC 13) **Spell-Like Ability** (CL 1st; concentration +0) 1/day—expeditious excavation (R-DC 11) **STATISTICS** Str 4, Dex 16, Con 12, Int 6, Wis 14, Cha 10 Base Atk +1; CMB +2; CMD 8 **Feats** Skill Focus (Perception) Skills Perception +13, Survival +6; Racial Modifiers +4 Perception Languages Terran **SQ** freeze, holey ground **ECOLOGY** Environment forests, underground

Organization solitary, pair, patrol (3-6) or colony (10-100 plus 50% chance of a 3rd level cleric or sorcerer)

Treasure standard

SPECIAL ABILILITIES

Dirt Spray (Ex) A gaeoling can dig up an accurate jet of dirt into an enemy's eyes, blinding them for one round if they fail a DC 13 Reflex save. The save DC is Dexterity-based.

Freeze (Ex) A gaeoling can take 20 to appear as a lump of dirt when within 20 ft. of the main colony above ground, or within the colony tunnels. **Holey Ground (Ex)** The ground that the main colony is located on counts as difficult terrain to move across, and most large animal riders must make a DC 20 Ride check or be thrown for 1d6 nonlethal damage.

A curious race, seemingly raised from animal intelligence by some magical force, the gaeolings have only been observed by civilized society in the past few decades. Living mostly subterranean lives, little is known about them, but they have made tentative attempts to trade nuggets of precious minerals in frontier towns, for metal tools and food. They are not a particularly aggressive race, being hunted by many enemies, but they use the earth itself to defend themselves, as evidenced by a small group of gaeolings literally burying an ogre alive, chittering their defiance as it screamed within the earth. As with the rodent race they apparently sprang from, they are not popular with ranchers and farmers.

MIRELING

This grubby little being has snaggly teeth, scraggly hair, and slightly webbed and clawed hands and feet-and quite a bit of jewelry.

MIRELING (CR 1; XP 400)
NE Tiny monstrous humanoid
Init +4; Senses darkvision 60 ft., Perception +5
DEFENSE
AC 18, touch 16, flat-footed 14
(+2 armor, +4 Dex, +2 size)
hp 13 (2d10+2)
Fort +1, Ref +7, Will +3
Immune charm, compulsion
OFFENSE
Speed 40 ft., climb 20 ft., swim 30 ft.
Melee bite +8 (1d3-2), 2 claws +8 (1d2-2)
Ranged rock +8 (1d3-2)
Space 2 ½ feet; Reach 0 ft.
Spell-Like Abilities (CL 2nd; concentration -1)
Constant— <i>nondetection</i> (self only)
At-will—vanish
STATISTICS
Str 6, Dex 19, Con 12, Int 12, Wis 10, Cha 6
Base Atk +2; CMB +4; CMD 12
Feats Throw Anything ^B , Weapon Finesse
Skills Appraise +3, Climb +11, Perception +5, Stealth +21, Swim +11;
Racial Modifiers +4 Stealth
Languages Common, Halfling
ECOLOGY
Environment aquatic, marsh
Organization solitary, pair, family (3-6), clan (6-20 plus 50% noncomba-

tants plus 2-4 rogues of 2-4th level and 1 witch of 2-4th level)

Treasure standard (leather armor, other treasure)

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Mirelings are thought to be descendants of a lost clan of halflings that fell prey to an evil greed, warping their bodies and minds. They inhabit damp holes in loathesome marshes or remote riverbanks, and dream of taking the pretty things of others, as they scavenge the nearby areas for food such as birds' eggs, fish and grubs. They do have customs and society vaguely reminiscent of 'normal' halflings, and defer in all things to the matriarch of each small clan, who promises riches if they cater to her whims. Mirelings tend to disdain weapons, though they will grab anything nearby if forced to fight those whose precious goods they steal.

NIMERIGAR (CAVELING)

This stocky little humanoid has brick-red skin, crude clothing made of straw, and a businesslike bow, which it is pointing meaningfully in your direction.

NIMERIGAR (CR 1; XP 400)
LN Tiny monstrous humanoid
Init +4; Senses darkvision 60 ft., Perception +4
DEFENSE
AC 18, touch 16, flat-footed 14
(+4 Dex, +2 natural, +2 size)
hp 9 (1d10+4)
Fort +1, Ref +6, Will +2
OFFENSE
Speed 20 ft., climb 20 ft.
Melee spear +1 (1d4-2 plus poison)
Ranged longbow +7 (1d4-2 plus poison)
Space 2 ¹ / ₂ feet; Reach 0 ft.
STATISTICS
Str 6, Dex 18, Con 12, Int 11, Wis 10, Cha 8
Base Atk +1; CMB +3; CMD 11
Feats Toughness
Skills Climb +10, Perception +4, Stealth +16, Survival +8; Racial Modi -
fiers +4 Survival
Languages Terran, speak with scorpions
SQ sound mimicry (animals), poison use
ECOLOGY
Environment mountains

Organization pair, hunting party (3-8), band (11-30 plus 100% noncombatants plus 3-6 ghost scorpions, 2-5 rangers of 2-4th level and 1-3 druids

of 2-5th level)

Treasure standard (spear, longbow, 2 doses ghost scorpion poison, other treasure)

SPECIAL ABILITIES

Poison Use (Ex) Nimerigar are skilled in the use of poison and never risk accidentally poisoning themselves. Nimerigar keep ghost scorpions in pits and harvest their poison-ghost scorpion poison;

Ghost Scorpion Poison: injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Str damage; *cure* 1 save

Territorial and rather xenophobic, the aggressive race known colloquially as cavelings (or nimerigar, in their own tongue) stake out large ranges in high desert mountains, living tribally in dry caves in groups of upwards of 50 individuals. They hunt anything and everything in their territory, up to and including mountain lions, and their leaders can be identified by their lionskins, as they ride on scorpion-back to patrol their range. Their enthusiastic use of poisoned arrows and spears means that prospectors and travelers had best stay away, or carefully negotiate with the proud little warriors in their own dialect of earth creatures.

STIRGELING

This stunted, scrawny creature looks somewhat human- except for its bug-eyed face and misshapen wings sticking out of its rag-layered clothing.

STIRGELING (CR 1/2; XP 200)

NE Tiny monstrous humanoid Init +4; Senses darkvision 60 ft., scent, Perception +4 DEFENSE AC 17, touch 16, flat-footed 13 (+1 armor, +4 Dex, +2 size) hp 9 (1d10+4) Fort +0, Ref +6, Will +3 Immune disease OFFENSE Speed 20 ft., fly 10 (poor) Melee spear +0 (1d4-3) or touch +5 (attach) Ranged spear +5 (1d4-3) Space 2 ½ feet; Reach 0 ft. Special Attacks blood drain

STATISTICS

Str 5, Dex 18, Con 12, Int 6, Wis 12, Cha 8 Base Atk +1; CMB +2 (+10 grapple when attached); CMD 9 Feats Toughness Skills Fly +8, Stealth +13, Survival +5 Languages Common ECOLOGY Environment any

Organization solitary, pair, colony (3-6) **Treasure** standard (quilted armor, spear, other treasure)

SPECIAL ABILITIES

Attach (Ex) When a stirgeling hits on a touch attack, it grabs hold of the target with all limbs, hungrily grappling its prey. The stirgeling loses its Dexterity, and has an AC of 13, using strangely-shaped teeth to bite and suck. A stirgeling has a +8 racial bonus to maintain its grapple on a foe once its attached. An attached stirgeling can be struck with a weapon or grappled itself- it its prey manages to win a grapple check or Escape Artist check against it, the stirgeling is removed.

Blood Drain (Ex) A stirgeling drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirgeling has dealt 6 points Constitution damage, it detaches, sated, allowing a fellow to feed if the target is not already dead.

A tragic accident of a race, stirgelings are the result of generations of predation of the magical beast upon swamp-dwelling humanoids, causing some children to be born stunted, and resembling a stirge. They mature quickly and flee normal society to congregate with small groups of their own, attempting to live like other humanoids, but only able to consume blood. If they can down a meal with weapons, all the better, as they know that grappling humanoids and larger creatures can be dangerous. They develop misshapen wings at adulthood, fit only for lifting themselves into trees or on top of buildings.

TROWLING

This ugly little being has green skin, mismatched fangs and random tufts of coarse hair. It does wear patched clothes and carry an axe as big as its two-foot tall self, though.

TROWLING (CR 1; XP 400)

CE Tiny monstrous humanoid

Init +4; Senses darkvision 60 ft., scent; Perception +3
DEFENSE
AC 18, touch 14, flat-footed 14
(+4 Dex, +2 natural, +2 size)
hp 10 (1d10+5); regeneration 5 (acid or fire)
Fort +1, Ref +6, Will +2
OFFENSE
Speed 20 ft.
Melee greataxe +4 (1d8+1), bite -1 (1d3+1)
Space 2 ½ feet; Reach 0 ft.
STATISTICS
Str 13, Dex 18, Con 14, Int 8, Wis 9, Cha 6
Base Atk +1; CMB +1; CMD 9
Feats Toughness
Skills Disable Device +5, Perception +3, Stealth +13
Languages Common, Giant
ECOLOGY
Environment hills
Organization solitary, pair, or gang (3-8)
Treasure standard (greataxe, other treasure)

Trowlings are obviously related to the voracious trolls of the mountains near to their territory, but the pugnacious little humanoids are not forthcoming as to what that relationship is. They are somewhat more intelligent than trolls, and lack the natural weaponry to do the same damage, so they procure large (for them) weapons so they can pillage lonely farms and untended cows. As their regenerative abilities make them fearless of most attacks, they enjoy breaking into buildings, occupied or not, and taking whatever they feel like, being especially fond of baked goods, which they can smell a mile away. Though they often work in small groups, they are argumentative and seem to spend much of their time shouting at one another.

URSLING

Emerging suddenly from the forest is a tiny, furry humanoid, like a child's toy bear come to life. This one, however, bears a spear that looks wickedly sharp.

URSLING (CR 1/2; XP 200)

CG Tiny monstrous humanoid Init +4; Senses darkvision 60 ft., scent; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +2 natural, +2 size)**hp** 5 (1d10) **Fort** +0, **Ref** +6, **Will** +3 **OFFENSE** Speed 20 ft., climb 20 ft. **Melee** spear +1 (1d3-2) **Ranged** sling +5 (1d2-2) or bolas (1d2-2) plus trip Space 2 ¹/₂ feet; Reach 0 ft. **STATISTICS** Str 6, Dex 18, Con 10, Int 8, Wis 12, Cha 12 Base Atk +1; CMB -1; CMD 7 Feats Weapon Finesse Skills Climb +6, Perception +4, Stealth +17, Survival +5 (+9 in forests); **Racial Modifiers** +4 Stealth, +4 Survival in forests Languages Sylvan **SQ** ranger traps (2/day; any one) ECOLOGY

Environment temperate forests

Organization solitary, pair, hunting party (3-12 plus 1 ranger of 3rd level), or tribe (15-150 plus 100% noncombatants; 1 ranger of 3rd level per 10 adults and one cleric of 3-5th level per 30 adults; 1 chieftain of 7th level; and 1-3 owlbears) **Treasure** standard

Living in treetop villages, urslings struggle to survive and manage to thrive in an environment of hostile creatures. Cleric and ranger leaders courageously support and direct their people to make large traps to defend their communities. Urslings are inventive in other ways and a variety of unconventional weapons are used by their hunters, even primitive gliders, coracles, and 'zip lines'. Their leaders also are skilled at using living resources such as semi-domesticated owlbears or even stranger arboreal fauna.

"...and so the torch is taken from the sconce, shadows swallow items on shelves not yet explored, and the rune-bordered door is closed; for who knows when an item, a curiosity, an unnamed oddity might be needed, for purposes wholesome or despicable- from the Storeroom..."

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