

KERCPA

Source: *2e Monstrous Compendium Annual Volume IV.*

Kercpa (singular and plural) are small, squirrel-like humanoids. Intelligent and curious, they are friendly but notorious for stealing small items. Most kercpa live in forests in the wilds of the world, but they can be found anywhere that squirrels can be found. In recent decades, several tribes of kercpa have migrated into the Feywild.

Surprisingly Civilized: An entire kercpa town can dwell in a single large tree. Thus, most creatures are unaware of how civilized they are. Kercpa wear clothes, use tools and weapons, have complex crafts, create music and art and have many other civilized trappings that often surprise larger creatures. When kercpa artifacts are found by larger creatures, they are often mistaken for toys.

Gifting and Stealing: Kercpa society places a high value on both gifting and stealing. When one kercpa gifts an object to another, the recipient is placed in the giver's debt. However, this is not a debt that can ever be repaid; instead, it is one thread of the relationship between the two. Mutual debts of gratitude between kercpa are a primary social glue for the creatures. On the other hand, kercpa delight in stealing things, not because of the value of the stolen object but for the joy of getting away with something. Since kercpa have a very transitory, ephemeral at best sense of property, such thefts are a normal part of kercpa society, but other creatures often misinterpret such mischief.

Little Scamps: Kercpa are mischievous pranksters who enjoy teasing other creatures and, while not fearless, often allow their sense of fun to get in the way of good sense. Easily distracted, prone to chatter and fond of food and drink, kercpa are the life of any party that they are invited to- but may the gods help the hosts, as the silverware vanishes and someone shaves the cat.

Kercpa Treehopper

Level 1 Skirmisher

Tiny natural humanoid

XP 100

HP 25; **Bloodied** 12

Initiative +6

AC 15; **Fortitude** 12; **Reflex** 15; **Will** 12

Perception +2

Speed 5, climb 6

Resist 5 against effects that target Reflex

STANDARD ACTIONS

(mbasic) Tiny Sword (weapon) * **At Will**

Attack: Melee 0 (one creature); +6 vs. AC.

Hit: 1d4 damage, or 1d4 + 2d6 damage with combat advantage.

(melee) Scampering Strike * **At Will**

Effect: The kercpa treehopper shifts up to 3 squares, ending in an enemy's space. Entering the enemy's space does not trigger opportunity attacks.

Attack: Melee 0 (one creature); +4 vs. Will.

Hit: The target grants combat advantage to the kercpa treehopper until they no longer share a space.

Effect: The kercpa treehopper uses *tiny sword* against the target.

(rbasic) Squirrel Bow (weapon) * **At Will**

Attack: Ranged 10 (one creature); +6 vs. AC.

Hit: 1d6 damage, or 2d6 damage with combat advantage.

MOVE ACTIONS

Scampering Shift * **At Will**

Effect: The kercpa treehopper shifts up to 3 squares. It may move through other creatures' spaces while doing so and does not trigger opportunity attacks for entering creatures' spaces during this shift. It must end this shift in a space that it could normally occupy.

Skills Acrobatics +9, Stealth +9

Str 4 **Dex** 18 **Wis** 15

Con 12 **Int** 13 **Cha** 15

Alignment unaligned

Languages Common, Kercpa

Equipment tiny sword, squirrel bow, 20 tiny arrows

Kercpa Archer

Level 1 Artillery

Tiny natural humanoid

XP 100

HP 22; **Bloodied** 11

Initiative +4

AC 13; **Fortitude** 12; **Reflex** 15; **Will** 12

Perception +2

Speed 5, climb 6

Resist 5 against effects that target Reflex

STANDARD ACTIONS

(rbasic) Squirrel Bow (weapon) * **At Will**

Attack: Ranged 10 (one or two creatures); +8 vs. AC.

Hit: 1d6 damage, or 2d6 damage if the target is sharing a space with a kercpa.

(ranged) Rain of Tiny Thorns (weapon) * **Recharge 5 6**

Attack: Ranged 10 (one, two or three creatures); +6 vs. AC.

Hit: 1d6+4 damage.

MOVE ACTIONS

Scampering Shift * **At Will**

Effect: The kercpa treehopper shifts up to 3 squares. It may move through other creatures' spaces while doing so and does not trigger opportunity attacks for entering creatures' spaces during this shift. It must end this shift in a space that it could normally occupy.

Skills Acrobatics +9, Stealth +9

Str 3 **Dex** 18 **Wis** 15

Con 12 **Int** 13 **Cha** 11

Alignment unaligned

Languages Common, Kercpa

Equipment squirrel bow, 20 tiny arrows

Kercpa Comedian

Level 1 Controller

Tiny natural humanoid

XP 100

HP 22; **Bloodied** 11

Initiative +4

AC 15; **Fortitude** 13; **Reflex** 15; **Will** 11

Perception -2

Speed 5, climb 6

Resist 5 against effects that target Reflex

TRAITS

Slapstick

The kercpa comedian does not trigger opportunity attacks when it enters a creature's space and can share a space with a creature of any size. If a creature that is sharing the kercpa comedian's space moves or shifts, the kercpa comedian may choose to slide to a square that shares the target's space at the end of the move or shift.

STANDARD ACTIONS

(mbasic) Insulting Poke (psychic, weapon) * **At Will**

Attack: Melee 0; +6 vs. AC.

Hit: 1d4 damage plus 1d6 psychic damage.

(ranged) Are Ya Mad? (charm) * **At Will**

Requirement: The kercpa comedian must be sharing a creature's space.

Attack: Melee 1 (one creature); +4 vs. Will.

Hit: The target makes a melee basic attack against the creature sharing the kercpa comedian's space.

MINOR ACTIONS

Laugh It Off * **Encounter**

Effect: One condition affecting the kercpa comedian ends.

Skills Bluff +8, Diplomacy +8, Thievery +9

Str 3 **Dex** 18 **Wis** 7

Con 9 **Int** 13 **Cha** 17

Alignment unaligned
Equipment tiny rapier, tiny banjo

Languages Common, Kercpa

Kercpa Watcher

Level 1 Minion Lurker

Tiny natural humanoid

XP 25

HP 1; a missed attack never damages a minion

Initiative +8

AC 15; **Fortitude** 11; **Reflex** 15; **Will** 12

Perception +7

Speed 5, climb 6

Resist 3 against effects that target Reflex

STANDARD ACTIONS

(mbasic) Tiny Spear (weapon) * **At Will**

Attack: Melee 1 (one creature); +6 vs. AC.

Hit: 2 damage. If the target cannot see the kercpa watcher, the kercpa watcher instead deals 7 damage.

(rbasic) Tiny Javelin (weapon) * **At Will**

Attack: Ranged 5 (one creature); +5 vs. AC.

Hit: 2 damage. If the target cannot see the kercpa watcher, the kercpa watcher instead deals 7 damage.

Where'd He Go? * **At Will**

Requirement: The kercpa watcher must have cover or concealment.

Effect: The kercpa watcher turns invisible until it attacks or until the end of its next turn.

Skills Acrobatics +9, Stealth +9

Str 4 **Dex** 18 **Wis** 15

Con 10 **Int** 10 **Cha** 10

Alignment unaligned

Languages Common, Kercpa

Equipment 5 tiny javelins, tiny spear