**Grippli**

Small Humanoid (Grippli)

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +1 (Dex)

**Speed:** 20 ft, climb 20 ft

**AC:** 13 (+1 size, +1 Dex, +1 natural)

**Attacks:** Short sword +0 melee; or dart +2 ranged; or net +2 ranged

**Damage:** Short sword 1d6-1; or dart 1d4-1

**Face/Reach:** 5 ft by 5 ft/5 ft

**Special Qualities:** Marsh move, darkvision 60 ft

**Saves:** Fort +0, Ref +3, Will +1

**Abilities:** Str 8, Dex 13, Con 11, Int 12, Wis 12, Cha 9

**Skills:** Climb +8, Hide +6*, Listen +5, Spot +5

**Feats:** Alertness

**Climate/Terrain:** Warm aquatic, forest, and marsh

**Organization:** Solitary, pad (2-5), float (6-11), or village (20-30 plus 35% noncombatants plus 1 3rd level cleric)

**Challenge Rating:** 1

**Treasure:** Standard

**Alignment:** Usually neutral

**Advancement:** By character class

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Gripplis are a primitive race of humanoid-like tree frogs. They are non-aggressive and keep to themselves, shunning all outsiders.

A grippli stands just over 2 feet tall and weighs about 30 pounds. Its body resembles a tree frog, save for the human-like hands and hand-like feet. Its eyes are yellow with black, vertical slit pupils. Its skin is gray-green, striped with dark green and brown swirls. A grippli smells of wet vegetation.

Gripplis love brightly colored items and eagerly acquire them at any opportunity. They wear clothing only for decoration.

Gripplis communicate with each other via a combination of groans, squeaks, and croaks. Those that make their home near civilized people can speak Common or Sylvan.

**COMBAT**

Gripplis prefer to attack with snares, nets, or poisoned darts; anything that traps the enemy or keeps it at a distance. On occasion they will fight with swords or daggers. Gripplis prefer small weapons and never wear armor. They will only enter combat if provoked or to acquire brightly colored baubles a foe has on its person.

**Marsh Move (Ex):** Gripplis suffer no movement penalties for moving in marshes or mud.

**Skills:** *Gripplis receive a +6 racial bonus to Hide checks when in marshes or forested areas due to their coloration.*

**GRIEPLI CHARACTERS**

A grippli’s favored class is rogue. Grippli leaders are usually rogues or rogue/fighters. Grippli priests are usually adepts. Grippli clerics have access to two of the following domains: Animal, Plant, Protection, and Travel.

**GRIEPLI SOCIETY**

A grippli village is made of small huts of wood and mud built on the
ground, in the deep shadows of large trees. On rare occasions, a grippli village is found in the strong limbs of the trees. Each village is led by a tribe mother, usually a 3rd-level cleric. She resembles any other grippli, save that she is 4 feet tall.

They have basic family units, just like humans, and each family has its own hut. The tribe mother's hut doubles as a temple to their small, frog-like deity. Other deities in the pantheon include evil snake gods and spider goddesses.

Their naturally high intelligence enables them to learn new devices and weapons quickly and easily. As a race they have no desire to manufacture such items themselves. However, they will trade for them with other races. Trade items usually include rare fruits or other hard-to-get jungle specimens. They are extremely cautious and only develop trade relations with groups that they trust completely, such as elves or the rare village of humans in their area.

Grippli eat fruit and insects. They trap small insects in large quantities and hunt the giant varieties like humans hunt stags. Grippli themselves are hunted as well. Giant snakes and spiders are fond of grippli as meals. Grippli are rare in the world, mostly because of their low birthrate. They live to be 700 years old, but give birth to only six or so young in that time. Because of this, the grippli defend their young ferociously.

The Grippli first appeared in the 1e MM II (Gary Gygax, 1983).