

## GRUMPKIN (OROSHNIK)

PC RACE

*This stony-skinned creature stands just two feet tall. Ribbed, bee-like wings stand out from its shoulderblades. It wears piecemeal armour covering most of one side of its body, leaving the muscled arm carrying a barbed spear free. It also carries a weighted net, but despite the weapons it seems to be trying to scowl you to death.*

## GRUMPKIN SCOUT

CR 3

Grumpkin warrior 3

CN Tiny Fey

**Init** +0; **Senses** low-light vision; Listen +1, Spot +3**Languages** Terran, Common**AC** 17, touch 12, flat-footed 15 (+2 size, +1 natural, +4 armor);**hp** 20 (3D8)**Fort** +5 (+7 vs. disease), **Ref** +1, **Will** +2**Spd** 20 ft., fly 30ft. (clumsy)**Melee** MW longspear +8 melee (1d4+3), or net +5 ranged touch (diminutive, tiny, or small creatures only); entangled [3.5DMG pg.300]**Base Atk** +3; Grp -3**Atk Options** Condense**Abilities** Str 14, Dex 10, Con 14, Int 9, Wis 12, Cha 6**Feats** Toughness, flyby attack**Environment** temperate mountains or forests**Organization** Scout, squad (2-4), flight (5-10)**Treasure** mw longspear, net, tiny piecemeal armor (as chain shirt)**Advancement** by character class

**Condense (Ex)** Move action (no AoOs), 1/day for one minute the grumpkin has hardness 5 (effectively damage reduction to physical attack forms only), +2 vs. trip or bull rush, +2 grapple checks, x8 weight. Cannot fly, charge, or run. Condense is dismissible but is still used up for the day.

Dour creatures that can trace their lineage back to the elemental plane of earth, grumpkins are not your average, fun-loving fey.

Oroshnik (OH-rowsh-NICK)—grumpkin to the other races—are a fit, quiet race of potters, farmers, and herbalists. They have drooping, lined faces and umber- or clay-coloured skin with a texture like sandstone. Their average height is 1'8"-2'2", but their dense construction contributes to an average weight of 45lbs. When unfolded, their wings are nearly 4-feet long, and are fragile in comparison to their bodies. That is just fine with the grumpkins, as they seldom fly. Flying is usually a tool for making war, and a grumpkin unfolding its wings is akin to warriors drawing blades. If a job can be done on the solid ground, that is how a grumpkin will do it. Besides, when compared to most other winged creatures, Grumpkins are clumsy flyers. Should a healthy grumpkin lose its wings, they regrow over the course of 1d3 weeks.



Like dwarves, grumpkins have close ties to the earth. Like gnomes, they have close ties to nature. They make their homes in the trees of ancient forests, or they carve caves into cliffs. Their communities are ruled over by a clan or tribe matriarch, but otherwise all their people are equal. They are friends of many natural creatures, and it's common for rabbits, bears, or even monstrous insect to share a territory with Grumpkins. Despite their somewhat rude natures, grumpkins get on well with most other races, even the savage humanoids, and they are able to withstand a great deal of cultural difference even as they grumble. Most grumpkins are uncomfortable around creatures native to, or related to, the elemental plane of air.

Grumpkins are strong, serious, and loyal to their friends (if not vocal about their loyalty). What they are not is gregarious. Grumpkin "celebrations" are forums for public complaint, where the one who grumbles longest about the most perceived issues is usually the life of the party. Their meals of roots and spices are hardy, nutritious, and often difficult for the other common races to embrace. Fortunately, it's difficult to insult a grumpkin chef.

In war, grumpkins favor nets, spears, slings, and any other weapons that allow them to threaten their enemies without entering their squares. Usually a war party will start combat by throwing nets over prey from the air and then landing, using their Condense ability to anchor the prey while the rest of the flight stabs it to death. They are grim and fearless fighters, and strong for their size. While they are seldom roused to fight, grumpkins always make a difference in battle, landing at faltering points to help hold a line, or even using their condense abilities while on the wing to plummet through small ships or wagons like living cannonballs. Grumpkins speak terran and common, but are as likely to communicate with grumbling and gestures as with intelligible words.

## COMBAT

Grumpkins work well with others, knowing their limitations and seeking the best way for their allies to achieve victory. They have little to no interest in personal glory, and hold few ideals about battlefield honor, often counting on going unnoticed until their longspear sets to receive a charge drive home. Grumpkin also enjoy harrying softer targets with their flyby attacks and sometimes drop onto harder targets with their condense ability (treat them as falling objects 3.5DMG pg.303).

## GRUMPKIN RACIAL TRAITS

Grumpkin possess the following racial traits.

- +2 Con, +2 Wis, -2 Dex, -2 Cha. Grumpkin are physically hardy and observant, but ponderous and irretrievably grumpy and apathetic. Thanks to their dense flesh and bone structure, grumpkin do not suffer any strength penalties despite their size.
- Tiny size. Tiny creatures do not normally threaten squares around them, but when wielding a weapon with reach, including spiked chains and polearms, a grumpkin does. Gear for tiny creatures costs half as much as medium-sized gear, and weighs one-tenth as much. A grumpkin's carrying capacity is one-half that of a medium-sized creature with the same strength score.
- A grumpkin's base land speed is 20 feet, and their insectile wings allow them to fly at a speed of 30ft (clumsy). A grumpkin can only fly if it is carrying less than its light load.
- Condense: As a move action once per day a grumpkin can alter its body chemistry to make its flesh much more dense than normal. This ability lasts for one minute and provides the grumpkin with a hardness of



5 (effectively damage reduction to physical attack forms only) a +2 bonus to resist being tripped or bull-rushed, and a +2 bonus to grapple checks. Finally, it multiplies the grumpkin's weight by a factor of 8. During this time the grumpkin can not fly, charge, or run. This ability is dismissible, but if dismissed it is still used up for the day.

- **Weapon Familiarity:** Grumpkins treat nets of all kinds as martial weapons, rather than exotic weapons.
  - +1 racial bonus to natural armor.
  - +2 racial bonus on saves vs. disease.
  - +2 racial bonus on saves vs. earth spells and effects.
  - +2 racial bonus on knowledge: nature and knowledge: the planes checks.
- **Fey Blood:** For all effects related to race, a grumpkin is considered fey.
- **Automatic Languages:** Common and Terran. Despite their heritage and blood, Grumpkin are closer in temperament and values to creatures of the earth, than to other fey. Bonus Languages: Sylvan, undercommon, ignan, aquan,
- **Favoured Class:** Druid

The grumpkin warrior presented here had the following ability scores before racial adjustments: Str 14, Dex 12, Con 12, Int 9, Wis 10, Cha 8.