



“Iron Palm” © Brandon McDonald, accessed at his ArtStation [here](#)

[Yet another Swords and Wizardry frog monster. In this case, all of its abilities are class abilities of core Pathfinder classes—flurry of blows, stunning fist, cleric spells. So after tinkering with making them a unique monster, I settled on just giving a gripli class levels. I’ve done that before a few times, most notably [Emperor Kojark](#), so I feel like this isn’t too far outside the blog’s purview.]

## **Glurm**

### **CR 5 LG Humanoid**

*This small frog-like humanoid wears little clothing and has a serene expression.*

“Glurm” is a word in the gripli language that loosely translates to “elder” or “sage”, with overtones of respect. These are gripli that have left their tribes to contemplate the mysteries of the universe. A few return to their tribe and act as leaders and advisors, but others remain peripatetic throughout their lives, occasionally gathering at sites of natural beauty to meditate and philosophize. Glurms believe in the importance of physical and mental perfection, and train their bodies through martial arts.

Glurms would usually rather talk than fight. When pressed to violence, they fight defensively, seeking to hinder foes with pinpoint unarmed strikes and then flee. They will fight to the death, however, to protect something that is dear to them, usually a sacred site or relic. Most glurms have collected a variety of magic items in their travels, and use them both in combat and to ransom their lives if defeated.

## **Glurm CR 5**

### **XP 1,600**

LG Small humanoid (gripli)

Gripli monk 3/cleric 3

**Init** +3; **Senses** darkvision 60 ft., Perception +3

**Defense**

**AC** 19, touch 18, flat-footed 15 (+1 size, +3 Dex, +1 dodge, +3 Wis, +1 armor)

**hp** 42 (6d8+12)

**Fort** +8, **Ref** +8, **Will** +10; +2 vs. enchantments

**Defensive Abilities** evasion, still mind

Offense

**Speed** 40 ft., climb 20 ft.

**Melee** unarmed strike +6 or +5/+5 (1d4+1)

**Ranged** masterwork sling +8 (1d3+1)

**Special Attacks** channel energy (positive, 3/day, 2d6, DC 11), flurry of blows

**Spells** CL 3<sup>rd</sup>, concentration +6 (+10 casting defensively)

2<sup>nd</sup>—*bull's strength*, *delay poison*, *resist energy*

1<sup>st</sup>—*divine favor*, *enlarge person*, *magic stone*, *sanctuary* (DC 14)

0<sup>th</sup>—*detect poison*, *light*, *resistance*, *stabilize*

Domain abilities (6/day)—strength surge, touch of law

Domains—Law, Strength

Statistics

**Str** 12, **Dex** 16, **Con** 12, **Int** 8, **Wis** 17, **Cha** 10

**Base Atk** +4; **CMB** +5; **CMD** 22

**Feats** Combat Casting, Deflect Arrows (B), Dodge, Improved Unarmed Strike (B), Scorpion Style (B), Stunning Fist (B), Toughness

**Skills** Acrobatics +9 (+13 when jumping), Climb +9, Diplomacy +6, Heal +9, Knowledge (religion) +5, Sense Motive +9, Stealth +3 (+7 in marshes and forests), Swim +7; **Racial Modifiers** +4 Stealth in marshes and forests

**Languages** Common, Grippli

**SQ** aura (good, law), fast movement (+10 ft.), maneuver mastery, swamp stride

**Gear** *cloak of resistance* +1, *bracers of armor* +1, *pearl of power* (1<sup>st</sup> level), masterwork sling with 20 bullets, wand of *cure light wounds* (50 charges), potion of *owl's wisdom*, potion of *magic fang* (x2), wooden holy symbol, 2 flasks holy water, 149 gp

Ecology

**Environment** warm forests or marshes

**Organization** solitary, commune (2-6) or tribe (1 plus 21-30 1st level gripli)