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ABANDONED ARTS[®] PRESENTS:

MORE GREMLINS!

FIVE NEW GREMLINS FOR USE WITH THE PATHFINDER[®] ROLEPLAYING GAME

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GREMLIN, GOBBLEDEGUK

This terrible, goblin-like creature is all mouth and spittle. Its beady eyes stare idiotically from behind the yawning gap of the gremlin's slobbering maw and long teeth.

GOBBLEDEGUK

CR 1/2

XP 200; CE Small fey

Init +5; Senses darkvision 120 ft., scent; Perception +3

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 6 (1d6+3)

Fort +0, Ref +3, Will +1

DR 2/cold iron

OFFENSE

Speed 30 ft.

Melee bite +1 (1d4) and shortspear -4 (1d4)

Ranged shortspear +2, 20 ft. (1d4)

Special Attacks gobble, grin

Spell-Like Abilities (CL 1st, concentration +0)
constant – detect magic

STATISTICS

Str 10, Dex 13, Con 11, Int 8, Wis 8, Cha 8

Base Attack +0; CMB -1; CMD 10

Feats Improved Initiative, Toughness^B

Skills Acrobatics +7, Climb +7, Escape Artist +5, Perception +3,
Survival +0; Racial Acrobatics +2, Climb +2

Languages Gobbledygook (unintelligible; see below)

ECOLOGY

Environment any

Organization solitary, pair, mob (3-12), horde (13-30), or infestation
(31-100, plus one gobbledygook)

Treasure standard (see below)

SPECIAL ABILITIES

Gobble (Ex) A gobbledeguk that kills another creature with its bite attack immediately shreds the creature, leaving behind only the creature's most durable equipment and its finely shredded remains. Held and worn non-magical items with hardness of 8 or less are destroyed, if gobbled.

Grin (Ex) Because of the way a gobbledeguk's long teeth jut out at all angles, grinning is an incredibly painful and often lethal behavior for the masochistic gremlin. The act of grinning is a free action that drives the gobbledeguk's teeth into its own flesh, even causing many of the gremlin's inward-facing teeth to penetrate its head, jaws, and throat. As a result, a gobbledeguk that grins causes itself to bleed. This causes the gobbledeguk to take 1 point of bleed damage each round, until the bleeding is stopped or the gobbledeguk is dead. Furthermore, a gobbledeguk that grins cannot stop grinning unless the bleed effects are stopped. The creature's jaw becomes locked, and the gremlin loses the ability to perform a bite attack.

The intense pain and discomfort of the gobbledeguk's grin and the desperate thrill of its own imminent demise drives the gremlin to new heights of adrenaline-fueled strength. A grinning gobbledeguk gains a +4 morale bonus to its Strength score and incurs a -2 penalty to AC. Forgoing a primary bite attack and benefiting from an improved Strength score, a typical gobbledeguk has a +3 bonus when attacking with its shortspear while grinning, and deals 1d4+3 points of damage.

The eternally-hungry gobbledeguk hail from distant fey realms where tribes of the creatures dwell in impossible numbers. Rumor has it that the gobbledeguk is distantly related to the common goblin, and the two races do share in common a certain hunger for bloody mischief. Gobbledeguk aren't particular when it comes to what they eat, but they despise the taste of magic items, and always spit up such items if they are gobbled up by mistake in the process of devouring an adventurer or a former master.

A gobbledeguk is four feet tall and weighs forty pounds. Their language is notoriously fluid and unintelligible; even creatures that bother to learn the language must succeed on DC 10 Linguistics check to understand any given phrase.

THE GOBBLEDYGOOK: Worst of all is the legend of the gobbledygook, the enormous spawn-mothers of the gobbledeguk race, who birth the hateful gremlins live from their vast, toothy maws. A gobbledygook is a gobbledeguk advanced to Huge size, with 15 Hit Dice and a CR of 9. It loses the Improved Initiative bonus feat and gains the ferocity, grab, stench, swallow whole (2d6 acid), and fast swallow special abilities. It has a natural armor bonus of +8, and an increased damage reduction value of 5/cold iron. Reputedly, these gremlin's lairs are treasure troves of undigested magic items.



A Gobbledeguk Song

*eat the bark and eat the tree
eat the forest, eat the scree
eat the mountain, eat the sea
eat them up; still hun-ga-ry (repeat)*

GREMLIN, NIGHTKIN

This plump, potbellied little nightmare has indigo-colored skin and wears a primitive wooden mask that is quite overlarge for such a small creature. It brandishes a long spear in its stubby-fingered hands.

NIGHTKIN

CR 1

XP 400; CE Tiny fey

Init -1; **Senses** darkvision 120 ft., low-light vision; Perception +6

DEFENSE

AC 14, touch 11, flat-footed 14 (-1 Dex, +3 natural, +2 size)

hp 13 (2d6+6)

Fort +2, **Ref** +2, **Will** +4

DR 5/cold iron; **SR** 12; **Immune** *deadmask* immunities

Weaknesses day terror

OFFENSE

Speed 20 ft.

Melee longspear +2 (1d4)

Ranged blowgun +1, 10 ft. (1)

Space 2.5 ft.; **Reach** 0 ft. (5 ft. with longspear)

Special Attacks death throes

Spell-Like Abilities (CL 2nd, concentration +2)

at-will – *gentle repose*, *ghost sound* (DC 10), *hypnotism* (DC 11)

1/day – *minor image* (DC 12), *scare* (DC 12)

STATISTICS

Str 10, **Dex** 9, **Con** 15, **Int** 12, **Wis** 12, **Cha** 11

Base Attack +0; **CMB** -2; **CMD** 7

Feats Skill Focus (Stealth), Toughness^B

Skills Bluff +6, Climb +5, Intimidate +5, Knowledge (nature) +6,

Perception +6, Sense Motive +6, Stealth +14; **Racial** Stealth +4

Languages Undercommon

ECOLOGY

Environment warm forests

Organization solitary, pair, mob (3-12), or procession (13-20, with 1-3 sorcerers of 1st-3rd level, 2-3 trained krenshar, 20-30 Tiny nightkin skeletons, and 1 bogeyman leader)

Treasure standard (blowgun, *deadmask*, longspear, other treasure)

SPECIAL ABILITIES

Day Terror (Ex) Nightkin become panicked when exposed to natural sunlight.

Death Throes (Su) One round after its death, a nightkin's bones leap out of its body and rise as a Tiny nightkin skeleton. The skeleton has no memory of its former life, but it will not attack other nightkin unless magically compelled to do so. A *gentle repose* effect cast on a nightkin's corpse suppresses this ability for the duration of the effect.

The nightkin are a savage gremlin tribe, and xenophobic in the extreme. Fortunately for all, nightkin typically dwell only in the deepest and darkest jungles, and are possessed of a severe and completely unfounded psychological aversion to daylight.

A nightkin is two and a half feet tall and weighs twenty pounds, including the deadmask affixed to the head of each one.

DEADMASK

Aura faint necromancy; **CL** 3rd

Slot head; **Price** 120 gp; **Weight** 1 lb.

DESCRIPTION

This simple wooden mask has a primitive and artless appearance. If placed over the face of a non-gremlin corpse, however, the mask affixes to the subject's head, which not only renders the corpse difficult to identify, but also protects the body from decay like a *gentle repose* spell. Instead, the *deadmask* itself begins to rot rapidly, rather than the subject to which it is attached. Over the course of three days, the *deadmask* rots away to nothing, and the corpse is again subject to decay. Only an application of *universal solvent* can remove an affixed *deadmask* from a corpse before this time. In this case, the *deadmask* is ruined.

When worn by a nightkin gremlin, a *deadmask* confers immunity to energy drain and negative energy effects instead. When the nightkin's death throes ability takes effect, the *deadmask* is torn free in good condition.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *gentle repose*, creator must be an evil fey; **Cost** 60 gp



GREMLIN, OSSWYRD

A shaggy, upright creature gazes lazily past two intimidating tusks, and through the matted fur that obscures its round, dark eyes. Despite its serene demeanor, something about this creature unnerves you.

OSSWYRD

CR 2

XP 600; LE Small fey

Init +0; **Senses** darkvision 120 ft.; Perception +9

Aura stench (DC 13, 10 rounds), unnerving (5 ft.)

DEFENSE

AC 13, touch 11, flat-footed 13 (+2 natural, +1 size)

hp 22 (4d6+8)

Fort +2, Ref +4, Will +6

DR 5/cold iron; SR 13; **Resist** cold 5; **Immune** morale effects

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee gore +3 (1d4)

Special Attacks breath weapon (15-ft. cone, 3d6 cold, Reflex DC 13 for half, usable every 1d4 rounds), otherworldly stench, stare

Spell-Like Abilities (CL 4th, concentration +6)

at-will – *ghost sound* (DC 12)

1/day – *ray of frost*

STATISTICS

Str 10, Dex 11, Con 12, Int 7, Wis 15, Cha 15

Base Attack +2; CMB +1; CMD 11

Feats Skill Focus (Intimidate), Toughness^B, Weapon Focus (gore)

Skills Climb +7, Intimidate +9, Perception +9, Stealth +10, Survival +9, Swim +12

Languages Undercommon (cannot read or speak)

SQ hold breath

ECOLOGY

Environment cold coastlines and hills, or any underground

Organization solitary, pair, or herd (3-6)

Treasure standard

SPECIAL ABILITIES

Otherworldly Stench (Su) An osswyrd's stench ability not only sickens living creatures within 30 feet, but utterly repels animals. An animal that fails its save against this ability may not attack or approach the gremlin while affected.

Stare (Ex) An osswyrd's terrifyingly-serene stare is enough to daunt most enemies. Osswyrd can make Intimidate skill checks to demoralize an adjacent opponent as a move action, and incur none of the usual penalties when attempting to demoralize larger opponents while doing so.

Unnerving (Su) An osswyrd is accompanied by a strangely menacing presence. Barely-perceptible sounds, truly bizarre smells, and other disturbing sensations seem to overwhelm senses of creatures in the gremlin's immediate proximity. As a result, all morale effects (both benign and harmful) are suppressed for all creatures adjacent to an osswyrd.

Osswyrd are rarely-glimpsed and little-understood members of the gremlin family, and even other gremlins find the osswyrd off-putting at best. Touched by otherworldly forces in ways not even the osswyrd seem to comprehend, these once-clever creatures are placid shadows of their ancestors. Rendered mute, illiterate, and dim-witted by whatever trauma befell this once-respected race, the osswyrd are an introverted species, but still possessed of a certain serene wisdom. Casually evil and haunted by obsessive-compulsive tendencies, the osswyrd quietly commit dire ritual sacrifices and organize brutal raids with wordless calm.

An osswyrd is nearly four feet tall and weighs forty pounds.

WITCHWYRD: Though bereft of any ambitions save for the terrible impulses that sometimes compel osswyrd to perform the ritualistically obsessive and dreadful acts for which they are known, some rare osswyrd do inadvertently draw the attentions of mysterious forces which bestow upon them significant supernatural powers. Such gremlins are called witchwyrd, and gain the use of some number of spells from either the ancestor, moon, occult, winter, or wisdom witch patron spell lists as spell-like abilities usable once per minute. The spell-like abilities the witchwyrd gains access to are equivalent to the patron spells that a witch with class levels equal to the gremlin's Hit Dice (usually 4) would gain access to. Additionally, a witchwyrd gains the use of a single basic witch hex at an effective witch level equal to its Hit Dice. A witchwyrd osswyrd adds +1 to its CR.



GREMLIN, PESTERMIN

The hunched creature before you stands stooped over a knotted cane. It leers at you across its bulbous nose; its tangled, grey beard seeming to twitch and coil of its own accord.

PESTERMIN

CR 1

XP 400; CE Tiny fey

Init +1; **Senses** darkvision 120 ft., low-light vision; Perception +7

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 10 (2d6+3)

Fort -1, **Ref** +4, **Will** +3

DR 2/cold iron; **SR** 12

OFFENSE

Speed 20 ft.

Melee cane -5 (1d3-1)

Ranged sling +3, 50 ft. (1d2-1)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks pester

Spell-Like Abilities (CL 3rd, concentration +4)

at-will – *dancing lights*, *erase*, *ghost sound* (DC 11), *mage hand*, *open/close*, *prestidigitation*, *ventriloquism* (DC 12)

1/hour – *animate rope*, *hold portal*, *unseen servant*

1/day – *magic aura*, *silent image* (DC 12)

STATISTICS

Str 8, **Dex** 13, **Con** 8, **Int** 15, **Wis** 11, **Cha** 13

Base Attack +1; **CMB** -3; **CMD** 8

Feats Skill Focus (Stealth), Toughness^B, Weapon Finesse^B

Skills Bluff +6, Escape Artist +6, Perception +7, Sense Motive +5,

Sleight of Hand +6, Stealth +15, Use Magic Device +6; **Racial**

Perception +2, Stealth +2

Languages Common and Undercommon

SQ beard

ECOLOGY

Environment any underground or urban

Organization solitary, pair, or mob (3-12)

Treasure standard (sling, other treasure)

SPECIAL ABILITIES

Beard (Ex) A pestermin's beard is actually a bizarre array of organic limbs. The beard can carry objects, but it cannot be used to wield weapons or attack, nor can the pestermin use his beard to perform or gain additional actions. The beard can, however, retrieve stowed objects carried on their persons as a swift action.

Pester (Su) A pestermin can manifest invisible nettles of force with which to harass his opponents. Manifesting the nettles is a standard action, but they can be maintained each round as a free action. Each round, the nettles may be directed to produce one of four effects, affecting any living creature within 60 feet of the pestermin:

Distract: The creature is distracted for 1 round, adding +5 to the DC of any Perception check that it makes (no save).

Itch: The creature must succeed on a Fortitude save or become sickened for 1d3 rounds. A creature sickened by this ability also incurs a -4 penalty on initiative checks.

Prick: The creature must succeed on a Reflex save or take 1d4 points of nonlethal piercing damage. Against helpless targets, this attack deals 2d4 points of lethal piercing damage, instead.

Tickle: The creature must succeed on a Will save or become nauseated for 1 round. A creature that successfully saves against this attack cannot be affected by it again for 1 minute. This is a mind-affecting ability.

Pestermin are immune to these attacks, as are plant creatures, undead creatures, and creatures immune to critical hits. All of the save DCs against the pestermin's nettles are DC 12. Save DCs are Charisma-based.

A pestermin absolutely delights in the pain and frustration of others. These clever gremlins cruelly harass dwarven opponents in preference to others, on account of the dwarves' infamously low tolerance for tricks and jokes. Gnomes fare no better when encountering a pestermin, as these creatures jealously covet that race's reputation as consummate pranksters.

A pestermin is two and a half feet tall and weighs eight pounds.



Hubris is profane to those whose god is pride.
- pestermin proverb

GREMLIN, WICKLING

This twisted, impish creature appears to have a large wax candle fused to its skull. A long, forked tongue lolls from one side of its crooked mouth, and its reddish skin seems to shift and run like hot wax.

WICKLING

CR 1

XP 400; NE Tiny fey

Init +5; Senses darkvision 120 ft., low-light vision; Perception +7

DEFENSE

AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)

hp 13 (3d6+3)

Fort +2, Ref +4, Will +2

DR 2/cold iron; SR 12; Resist fire 5

Weaknesses vulnerability to cold, wick

OFFENSE

Speed 20 ft.

Melee tongue +1 touch (1 fire)

Ranged *produce flame* +4 touch (1d6+3 fire)

Space 2.5 ft.; Reach 0 ft. (5 ft. with tongue)

Special Attacks flame lick

Spell-Like Abilities (CL 3rd, concentration +3)

at-will – *flare* (DC 9), *produce flame*

STATISTICS

Str 6, Dex 13, Con 9, Int 14, Wis 9, Cha 11

Base Attack +1; CMB -3; CMD 7

Feats Great Fortitude, Improved Initiative, Toughness^B

Skills Acrobatics +7, Bluff +6, Knowledge (arcana) +5, Perception +7, Sense Motive +5, Sleight of Hand +7, Stealth +11, Use Magic Device +6; Racial +2 Perception

Languages Ignan and Undercommon

SQ candleshape

ECOLOGY

Environment any underground or urban

Organization solitary, pair, or infestation (13-20, plus 1-3 sorcerers of 1st-3rd level and 1 sorcerer leader of 3rd-4th level)

Treasure standard

SPECIAL ABILITIES

Candleshape (Sp) A wickling can take on the appearance of an ordinary wax candle (either lit or unlit, depending on the current state of the wickling's wick) as a full-round action. Dismissing the candleshape appearance is a standard action. A creature that interacts with a wickling in this form may disbelieve the illusion with a DC 9 Will save. This ability is the equivalent of a first-level illusion (*glamer*) spell.

Flame Lick (Ex) A wickling's long tongue has a reach of 5 feet, and may ignite flammable objects on contact. Licking a creature requires a successful touch attack, and deals 1 point of fire damage.

Wick (Su) A wickling with a lit candle flame sheds light as a candle, increasing the light level in a 5-foot radius by one step. A strong wind, an effect that deals cold damage, or even a single waterskin full of nonflammable liquid is sufficient to put out a wickling's candle flame. A wickling whose flame has been extinguished becomes sickened for one round, loses its damage reduction, and loses its spell-like abilities until the wick is relit. Any flame that it wields via its *produce flame* spell-like ability is similarly extinguished. An extinguished wickling that is affected by any fire attack or effect (including another wickling's flame lick attack) becomes relit, though a wickling's tongue is not quite prehensile enough to relight its own wick.

The wickling is a clever breed of gremlin, dangerously obsessed with the practice of starting fires. A wickling that infiltrates an office or library often lies in wait for days, observing the patrons and practices of the place simply to better savor the aftereffects of its inevitable pyromaniacal spree. Needless to say, these awful creatures pose an entirely new kind of threat in places where black powder weapons or explosive alchemical materials are commonly manufactured.

A wickling is one foot tall and weighs three pounds.

WICKLING FAMILIARS: Despite their book-burning tendencies, in some parts of the world it is not uncommon to see wizards with less scruple than sense poring over their spellbooks by the candlelight cast by their wickling familiars. In order to gain a wickling familiar, a spellcaster must be neutral evil, have a caster level of 5th, and have the Improved Familiar feat.



A wickling infestation is equal parts horror and comedy of errors.; a blend of patience and pyromania... precision and blundering chaos.

- Jalar Tombren; fey scholar

APPENDIX

SKELETON, NIGHTKIN

Presented per the 'skeleton' template from the *Pathfinder® Roleplaying Game: Bestiary™*, for use with a nightkin's death throes special attack (see page 3 of this document).

NIGHTKIN SKELETON CR –

XP –; NE Tiny undead

Init +4; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 12, flat-footed 12 (+2 size)

hp 9 (2d8)

Fort +0, Ref +0, Will +2

DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 20 ft.

Melee 2 claws +3 (1d2)

Space 2.5 ft.; Reach 0 ft.

STATISTICS

Str 10, Dex 11, Con –, Int –, Wis 10, Cha 10

Base Attack +1; CMB -1; CMD 8

Feats Improved Initiative^B



MONSTER ROLES

The following lists categorize all of the monsters in this book by their roles, as described in the Monster Advancement section of the *Pathfinder® Roleplaying Game: Bestiary™*. These roles indicate what types of character classes are treated as key classes.

COMBAT ROLE

gobbledeguk, gobbledygook, nightkin, osswyrd, witchwyrd, wickling

SKILL ROLE

pestermin

MONSTERS BY CHALLENGE RATING

The following section lists all monsters included in this document, alphabetically by CR.

CR 1/2

gobbledeguk

CR 1

nightkin, pestermin, wickling

CR 2

osswyrd

CR 3

witchwyrd

CR 9

gobbledygook

CREDITS

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