



# Gnomes vs. Gremlins

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# LETTERS FROM THE FLAMING CRAB

## GNOMES VS. GREMLINS

**Special Thanks to Our Captain, Sasha Hall**

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### **Our deepest gratitude to the following honorary crew members of the UCS Flaming Crab**

AinvarG, Amberkat, Jim Austerman, Terje Blomqvist, Adelaide Bordas, Tyler Brenman, Lukas Buergi, Yuri Clovershield, Lewis Crown, Keith Davies, Michael Dorn, Veronica Ellis, Iris Gehrmann, Steven Kohn, Samuel Kohner, Mad Tinker Gnome, Imban, Tom Johnson, Wright S. Johnson, Scott Maynard, Massimo, Adam Matherly, R.A. Mc Reynolds, Chad "Doomedpaladin" Middleton, Peter Francis Osborne, Kelly & Ken Pawlik, Steven 'Sammeal' Reinhart, Joshua Root, Matt Roth, Sasha Hall, Elliot Smith, Oliver von Spreckelsen, Lindsey Shanks-Abel, Michael G Townsend, Margherita "Bardess" Tramontano, Russell Ventimeglia, C.J. Withers, Bert Zmolek, The King of Hearts

*Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.*

**Coming in June: Learning & Libraries**

**Coming in August: Imaginary Friends**





To Doctor Margaret Alice Murray, high priestess of the Circle of the Mother Goddess:

My dearest Margaret,

I find myself in a bit of a ~~quandary~~ quandary. You see, a few days ago the Flaming Crab made what my first mate drily refers to as an emergency landing in a thick patch of forest. I am sorry to say we made quite a mess of things. Dozens of trees were uprooted and we carved a long furrow into the forest floor. Of course, my ship was damaged as well. Not only was the hull breached in several places but a component key to our flight, the gyroscopic stabilizer, was mangled to the point of uselessness. We were, in a word, grounded.

The Goddess of Fortune seemed to favor us, however, as we quickly made contact with a helpful, if diminutive, subterranean species. These gyrenomes, as they call themselves, are perhaps the most technologically advanced civilization we have discovered since the experiment at Philadelphia sent the UCS Flaming Crab hurtling across the planes. In fact, my chief engineer believes their technology to be, in many respects, more advanced than our own! The gyrenomes were pleased to offer their aid in repairing the ship and in no time an exchange of ideas, supplies, and technicians began.

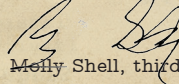
Later that evening we encountered another species, also diminutive but not nearly so friendly. These strange little beings, who we later learned are known as mogwai, are ~~possessed~~ possessed of an ability to wreak havoc on machinery with but a touch. We repulsed their attack on the Flaming Crab but only after we dropped our firearms and resorted to melee. Suffice it to say, their attack left the ship even more damaged.

Under normal circumstances I would simply set up watches and keep the attacking mogwai from further damaging the Flaming Crab but these are not normal circumstances. My beloved Marina, whom I hope to introduce you to someday, has made contact with one of the mogwai and discovered their motivations. While these pesky gremlins do have a genuine hatred of all things technological they have also suffered at the hands of the gyrenomes, who have pumped out liquid and gaseous toxins into the mogwai's forest home.

I remember our long discussions about the effects of war and industry on the world's environments, Margaret, and I find myself ~~looking~~ looking for an answer to a most perplexing question. How do I repair my ship and, at the same time, how do I avoid doing more damage to the mogwai and their home?

I wish you were here to advise me.

Your faithful and loving acolyte,



Molly Shell, third degree initiate, Circle of the Mother Goddess

It seems concerns about technology and the environment aren't unique to our world. They exist on Captain Shell's world, which isn't too different from our own, and on at least one of the worlds she's visited... and with tinkering gnomes and technology smashing gremlins that one is quite different from our own!

We've taken the concepts presented in Captain Shell's later to High Priestess Murray and developed them into two races on opposite ends of the technological spectrum. Both races are fae but one, the gyrenomes, have embraced technology to the exclusion of all else while the other, the mogwai, seek its utter destruction. We offer both, and a fun malfunction table both races can make use of, to gamers to make use of as they wish.

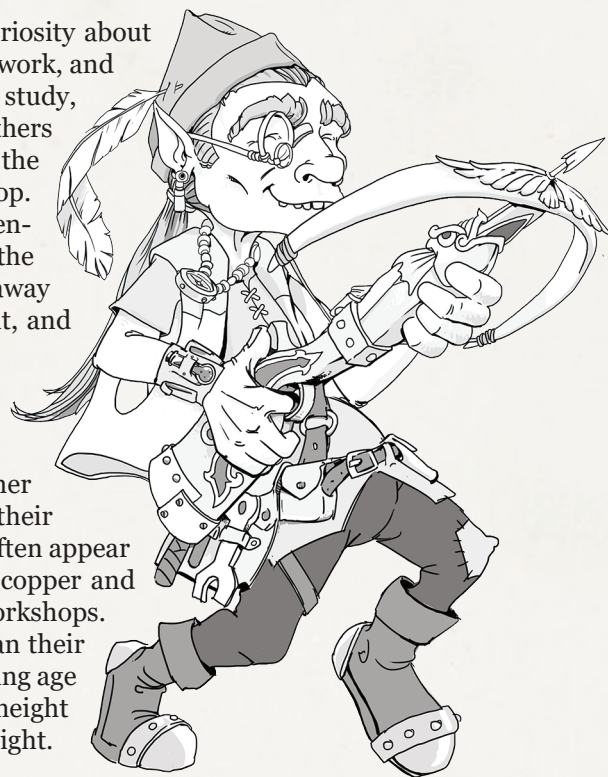
Play well!

J Gray



# Gnome, Gyrenome

Legends speak of the Inventors, a small group of gnomes whose curiosity about technology developed into an obsession. Mesmerized by gadgets, clockwork, and chemistry, the Inventors collected all manner of technology to dissect, study, and modify. This gnomish sect became increasingly isolated from others of their race as their fascination with machinery grew. Some tales say the Inventors left their home, by choice or exile, and built the First Workshop. Others suggest the more natural gnomes moved away, leaving the Inventors behind with their gadgets and machinery. No matter the truth, the Inventors were the first gyrenomes, a strange subspecies which broke away from their more natural cousins in search of innovation, advancement, and modernization.



## Physical Description

Gyrenomes are rail thin but surprisingly strong when compared to other gnomes. Their fingers are long and thin and show remarkable agility in their constant fiddling. They are typically 2 & 1/2 to 3 feet tall, though they often appear shorter due to poor posture. Their hair is metallic: brass, bronze, or copper and cut short so it resembles the stiff wire-bristled brushes used in their workshops. Due to their sedentary lifestyles, gyrenomes have shorter lifespans than their cousins, and rarely live into their second century. Use the random starting age tables for humans to determine a gyrenome's age and use the random height and weight table for a gnome to determine a gyrenome's height and weight.

## Society

Gyrenome communities form around their workshops, so gyrenomes with similar skills and passions naturally congregate together. Gyrenome co-workers, attracted to each other due to mutual interests, often pair up, and the children produced by such unions frequently apprentice at the same workshops as their parents. Finding several generations of the same family living in proximity to a single shop is common.

With their love of invention driving them, gyrenomes spend most of their hours laboring and tinkering, with little time to spare for trouble. As such, their laws can be distilled to, "do not harm your fellows," and "do not interfere in projects of which you are not part." Minor infractions result in solitary detention with no access to tools or design materials. Significant damage done to another gyrenome's work results in the offender having their journeyman status temporarily revoked so they can be apprenticed to the gyrenome so wronged. Gyrenomes who are considered truly dangerous to society are stripped of all tools and technology and exiled.

## Relations

Gyrenomes are generally too busy with their projects and experiments to give much thought to other races. Some will work with humans whose natural curiosity often points the way to interesting discoveries. Due to their impressive craftsmanship, appreciation for fine tools, and their ability to focus on a task for a long period of time dwarves are the easiest race for gyrenomes to identify with, and many a trade has been made between the two races. They have difficulty engaging with elves and other fey, including other gnomes who hold fast to the belief in nature's superiority. Gyrenomes view the mogwai as obnoxious pests, much like rodents, though they despise any creature who openly sabotages their creations.

## Alignment and Religion

Gyrenomes are universally interested in progress and technology; they rarely think about the consequences of their experiments, or what might happen if their powerful inventions should wind up in malevolent hands. Similarly, gyrenomes rarely fret over the damage they cause to the environment, seeing it as the natural by-product of their creative impulses. As a result, most gyrenomes are either true neutral or chaotic neutral.

It is rare for a gyrenome to take up a religious cause, but the few who do tend to worship deities of craftsmanship and innovation. Despite their lack of interest in actual deities, gyrenomes speak with near universal reverence for the Inventors, the first of their kind.



## Adventurers

Gyrenomes are not afflicted with wanderlust, but they do possess a keen curiosity, particularly regarding the use of their inventions outside the controlled environs of the lab or workshop. It is not unusual to see a gyrenome inventor perusing the stalls of a city marketplace for parts or wandering the countryside as a member of an adventuring troupe. Occasionally, an adventuring gyrenome is mistaken for a wandering peddler or tinker as they clank about with their pack and pockets stuffed with metal scraps and copper wire.

Gyrenomes who do adventure prefer to rely on ingenuity and useful gadgetry to solve problems. When traveling with a gyrenome, one almost becomes accustomed to them pulling some weird contraption out of their pack in order to save the day.

## Names

**Male Names:** Bram, Creck, Grine, Markit, Porrit, Sillic, Turbid, Zot

**Female Names:** Bocca, Camber, Dru, Hesh, Losta, Rheesa, Wynne, Zieba

**Surnames:** Bridesmith, Cogsmore, Copperwit, Ironmind, Mercurious, Pulleypot, Steingraph

## Gyrenome Racial Traits

**+2 Dexterity, +2 Intelligence, -2 Wisdom (0 RP):** A lifetime of piecing together machines has made gyrenome hands agile. As a race they are inventive, though their drive to innovate often overshadows their common sense.

**Type (0 RP):** Gyrenomes are Humanoid creatures with the gnome subtype.

**Small (0 RP):** Gyrenomes are small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

**Slow (-1 RP):** Gyrenomes have a base speed of 20 feet.

**Efficient Loader (1 RP):** If a gyrenome spends 10 minutes in the morning organizing her pack and equipment she is treated as being Medium size for the purposes of determining her carrying capacity. This does not affect her Strength in any way and has no effect on encumbrance due to armor.

**Jury-Rig (1 RP):** Gyrenomes can use the miscellaneous objects they have on hand to temporarily repair an item with the broken condition as a move action. A jury-rigged item suffers no adverse effects of the broken condition, and is treated as though it is not broken for 1 round per character level. The object regains no hit points and damage can still destroy the object.

**Master Tinker (2 RP):** Due to handling equipment

nearly from birth, gyrenomes receive a +2 racial bonus on Disable Device and Knowledge (engineering) checks.

**Tech Savvy (3 RP):** All gyrenomes have the Technologist feat. In addition, a gyrenome creating an item using the Craft Cybernetics, Craft Pharmaceutical, Craft Technological Arms and Armor, or Craft Robot's Bane feats can choose to do so in half the normal time and at half the normal cost, but at a risk. If the gyrenome rolls a 1 on their crafting check or fails the check by 5 or more they must roll on **Table: Malfunctions** to determine the result. Malfunctions are not always immediately apparent and may not take effect until the next time the object is used or operated. A gyrenome can avoid the chance of rolling on the malfunction table by forcing themselves to take the full time and incurring the full cost usually needed to create the item. Doing so, however, requires a DC 15 Will save because they must resist the urge to tinker and experiment with the item as they build it.

**Thick Skinned (2 RP):** Gyrenomes have acid resistance 5 and fire resistance 5.

**Weapon Familiarity (1 RP):** Gyrenomes are proficient with hand crossbows and repeating crossbows, and treat one-handed firearms, including technological firearms, as martial weapons.

**Languages (0 RP):** Gyrenomes begin play speaking Common and Gnome. Gyrenomes with high Intelligence scores can choose from the following: Celestial, Dwarven, Goblin, Infernal, and Sylvan.

Gyrenomes were created using the race building rules as outlined in *Pathfinder Roleplaying Game: Advanced Race Guide*. Their racial abilities total 9 RP, making them a standard race.

## Alternate Racial Traits

While all gyrenomes share a love of science and technology, they vary wildly in their focus and expression of that love. As a result, there is a great deal of variation in their abilities, even among gyrenomes from the same family. The following racial traits can be selected with the GM's permission.

**Fey Roots:** Some gyrenomes retain a bit of the intrinsic magic of their forebears. These gyrenomes gain a +1 racial bonus on saving throws against spells of the charm and compulsion subschools. A gyrenome with this trait who possesses a Charisma score of 11 or higher also gains the following spell-like abilities:

1/day – *dancing lights*, *ghost sound*, and *prestidigitation*.

The caster level for these effects is equal to the gyrenome's level. The DC for these spells is equal to 10 + the spell's level + the gyrenome's Charisma modifier. This racial trait replaces tech savvy.



**Slow Metabolism:** The sedentary lives of some gyrenomes have resulted in a drastically slow metabolism. A gyrenome with this ability gains a +2 racial bonus to saving throws against poison and disease. This racial trait replaces efficient loader.

**Smog Breather:** Some gyrenomes live in environments that have been fouled with airborne pollutants. A gyrenome with this ability can forego making a saving throw and choose to ignore cloud effects, such as those caused by *stinking cloud* or *cloudkill* for up to one minute of being in the cloud. When one minute has passed, the gyrenome begins to suffer the effects of the cloud as normal. This racial ability replaces thick skinned.

**Zero Gravity Savant:** Some gyrenomes study the effect that environments with little or no gravity have on the humanoid form. Gyrenomes with this ability have a +2 racial bonus on Fly checks and improve their maneuverability by one step while flying. This racial trait replaces master tinker.

## Favored Class Options

The following options are available to all gyrenomes who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

**Alchemist:** Add +1/4 to the alchemist's natural armor bonus when using the character's mutagen.

**Bard:** Add +1/2 to the bard's bardic knowledge bonus.

**Gunslinger:** Decrease the cost of making metal cartridges with the Gunsmithing feat by 1%.

**Occultist:** Increase the occultist's total number of points of mental focus by 1/2 point.

**Rogue:** Add +1/2 to Craft (alchemy) and Knowledge (nature) checks related to creating and identifying poisons.

**Summoner:** Add +1/4 to the number of uses per day the of the summoner's *summon monster* ability.

**Swashbuckler:** Increase the total number of points in the swashbuckler's panache pool by 1/4.

**Wizard:** Add + 1/5 to the DC for all saving throws against spells the wizard casts from the transmutation school.

## Racial Archetypes

The following racial archetypes are available to gyrenomes.

### Nanotechnician (Alchemist)

The nanotechnician is equal parts mad scientist and computer programmer. Using microscopic, self-replicating, programmable machines in addition to alchemy,

the nanotechnician can alter both his physiology and the surrounding environment. Nanotechnicians are rare, even among populations of gyrenomes and are eager to prove that technology is equal to magic.

**Boost (Su):** At 1st level, a nanotechnician can suspend hundreds of nanites in an ounce of edible oil which can be used to temporarily grant her a bonus or special ability. It takes one hour to produce the boost, and an additional full-round action to program its effects. Programming the boost requires concentration. A nanotechnician can only maintain one boost at a time. If she brews a second dose, any existing boost becomes inert. The nanites in the boost are keyed to the bioelectric signature of the nanotechnician that creates it; it has no effect when used by any other individual.

The boost can be consumed during the full-round action taken to program it. Upon being consumed, the nanites in the boost activate to cause an immediate biochemical reaction granting one of the following bonuses:

**Healing Boost:** The nanotechnician gains fast healing 1. The healing increases by 1 for every 3 alchemist levels she has.

**Mental Boost:** The nanotechnician gains a +2 alchemical bonus to her Intelligence, Wisdom, and Charisma scores. This bonus increases to +4 at 7th level and +6 at 13th level.

**Null Boost:** The nanotechnician gains spell resistance (SR) equal to 6 plus 1 per alchemist level.

**Physical Boost:** The nanotechnician gains a +2 alchemical bonus to her Strength, Dexterity, and Constitution scores. This bonus increases to +4 at 7th level and +6 at 13th level.

**Shocking Boost:** The nanotechnician's hands crackle with electricity, granting her a melee touch attack that deals 1d4 electricity damage plus an additional 1d4 electricity damage for every two alchemist levels she possesses.

**Speed Boost:** The nanotechnician's speed increases by 10 feet. It increases by an additional 10 feet for every 4 alchemist levels she possesses.

The boost lasts for a number of minutes per day equal to the nanotechnician's alchemist level. These minutes must be used consecutively. Once the boost's duration has elapsed, the nanotechnician is sickened for the same number of minutes that they were affected by the boost. This replaces mutagen.

**Reprogram (Ex):** At 3rd level, the nanotechnician can add non-replicating nanites to an extract, allowing her to mix it as a full-round action. At 18th level, she can mix an extract as a standard action. This replaces swift alchemy and instant alchemy.

**Nanite Cloud Bomb (Su):** At 20th level, the nanotechnician can suspend active nanites in her bombs. In



addition to the normal effect of the bomb being thrown, upon detonation, the nanites spread out into a cloud, filling a 10 foot cube with microscopic engines of consumption. A creature that begins its turn in a square containing the nanites takes 10d10 points of untyped damage, or half that with a successful Fortitude saving throw (DC equal to 10 +  $\frac{1}{2}$  the nanotechnician's alchemist level + her Intelligence modifier). Non-organic creatures such as constructs and robots are immune to this effect. The nanites remain active for 10 rounds before becoming inert; the nanotechnician can direct the nanite cloud to move up to 15 feet in any direction as a swift action. This replaces grand discovery.

**Discoveries:** The following discoveries complement the nanotechnician archetype: combine extracts, eternal potion, explosive bomb, infusion, spontaneous healing, and tainted infusion.



## Rocketeer (Swashbuckler)

The rocketeer is a dashing aerial ace, more comfortable in the skies than on solid ground. Whether she is wearing a jetpack, or has been granted the ability to fly via other means, the rocketeer is a dynamic bird of prey, dazzling her foes with her acrobatic maneuvers and sense of chutzpah.

**Weapon and Armor Proficiency:** A rocketeer gains proficiency with all simple weapons and martial weapons, as well as one-handed firearms, including one-handed technological weapons, such as laser pistols. This replaces the swashbuckler's weapon proficiency.

**Panache:** A rocketeer regains panache when she confirms a critical hit or makes a killing blow with a light or one-handed piercing melee weapon, a one-handed firearm, or a technological weapon. This ability alters panache.

**Deeds:** The rocketeer gains the following deeds, each of which replaces an existing deed.

**Tailslide (Ex):** At 1st level, while the rocketeer has at least 1 panache point, she can fly or glide at less than half her flying speed and remain airborne at the end of her turn. This deed replaces opportune parry and riposte.

**Afterburner (Ex):** At 3rd level, as a swift action, when flying or gliding, the rocketeer can spend 1 panache point to move at three times her typical movement rate. This deed replaces menacing swordplay.

**Barrel Roll Attack (Ex):** At 3rd level while the rocketeer has at least one panache point when flying or gliding, the rocketeer can move up to twice her flying or gliding speed and make an attack roll with a +2 bonus at the end of her movement as a full-round action. The rocketeer does not require a clear path to her target to use this deed, nor does she need to move in a straight line. This deed replaces swashbuckler initiative.

**Climb (Ex):** At 3rd level, as a move action, the rocketeer can spend a panache point when flying or gliding to move upward at a 45 to 90 degree angle at full speed. This deed replaces precise strike.

**Hover (Ex):** At 7th level, while the rocketeer has at least 1 panache point and is flying she can hover without making a Fly check. This deed replaces swashbuckler's grace.

**Roll-Off-The-Top (Ex):** At 7th level, as a swift action while flying or gliding the rocketeer can spend 1 panache point to increase her altitude by 10 feet and make a 180 degree turn without sacrificing any movement. This deed replaces superior feint.

**Torque Roll (Ex):** At 11th level, as a full round action a rocketeer can spend a point of panache to move up to twice her fly speed and make a single melee attack against each foe she threatens during her movement. The rocketeer does not draw attacks of opportunity for moving through threatened spaces while using this deed. This deed replaces bleeding wound.

**Aeronaut:** At 1st level, the rocketeer gains a boost glider. Her boost glider is battered, and only she knows how to use it properly. All other creatures treat her boost glider as if it had the broken condition. If the boost glider already has the broken condition, it does not work at all for anyone else trying to use it. This starting boost glider can only be sold for scrap (it is worth 4d10 gp when sold). The rocketeer also gains a +1 inherent bonus to Fly checks, and Fly is considered a class skill for rocketeers. This bonus increases by 1 at 5th level and for every four levels beyond 5th level (to a maximum of + 4 at 17th level).

At 5th level, the rocketeer has tinkered and modified her boost glider, adding a thruster and improving its capabilities. She can henceforth treat her boost glider as a jetpack with a capacity of 100 charges.

This replaces swashbuckler finesse and swashbuckler weapon training.

**Dogfighter (Ex):** At 7th Level, while using a jetpack, the rocketeer's maneuverability while in flight improves to average. At 11th level, her maneuverability improves to good, and at 15th level it improves a final time to perfect. This replaces nimble.



## New Racial Rules

The following options are available to gyrenomes. At the GM's discretion, other appropriate races may also make use of some of these.

### Gyrenome Equipment

Gyrenomes have access to the following equipment.

**Action Vest:** This sturdy but pliable leather vest, a favorite of gyrenome adventurers and inventors, is studded with a variety of ties and fasteners. While wearing an action vest, a gyrenome can attach up to five small, one-handed items, such as daggers, flasks, or thieves' tools. The wearer of an action vest can access any items attached to it as a swift action.

**Insta-Rations:** Busy gyrenomes don't have time to take a meal break. They need sustenance that can be consumed while they work. Insta-rations are small disc shaped tablets that can be swallowed with a gulp of water, each one of which contains all of the vitamins and nutrients a gyrenome needs to sustain herself for a day. Gyrenomes who subsist on nothing but these rations for 1 week gain a +1 alchemical bonus to Fortitude saving throws made to resist the fatigued condition.

Items	Cost	Weight	Craft DC
Action Vest	500 gp	3 lbs.	20
Insta-Rations	1 gp	-	25

### Gyrenome Feats

Gyrenomes have access to the following feat.

#### Ki Field

*Your ki energizes subdermal implants that allow you to create a short lived protective field.*

**Prerequisite:** Gyrenome, ki pool class feature

**Benefit:** As an immediate action, you can spend a point from your ki pool to grant yourself a +2 shield bonus to your armor class until the beginning of your next turn.

### Gyrenome Technological Items

Gyrenomes have access to the following technological items.

#### BOOST GLIDER

**Price** 4,000 gp; **Slot** shoulders; **Weight** 10 lbs.

**Capacity** 5; **Usage** 1 charge/boost

#### DESCRIPTION

A boost glider consists of a pair of steel and wood wings affixed to a single cylindrical tank worn on a shoulder harness. A pair of motion sensitive rings worn on the thumbs are used to activate the thruster and control directionality.

Without being activated, the boost glider can, with a DC 15 Fly check, be used to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely, the user can make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 20 feet she falls.

The boost glider can be activated as a swift action to ignite the thruster, increasing the user's altitude by 20 feet for every 10 feet she moves laterally.

#### CONSTRUCTION

**Craft** DC 21; **Cost** 2,000 gp; Craft Technological Item, production lab

#### OMNITOOL GAUNTLETS

**Price** 450 gp; **Slot** hands; **Weight** 2 lbs.

**Capacity** 100; **Usage** 1 charge/hour

#### DESCRIPTION

These gauntlets, made of flexible metal plates and rings which have been cleverly fastened together, are used by gyrenome artisans and inventors in their work. A gyrenome wearing omnitool gauntlets can expend a charge to be considered to be using masterwork tools when making any appropriate Craft or Disable Device checks.

#### CONSTRUCTION

**Craft** DC 20; **Cost** 225 gp; Craft Technological Item, production lab

#### TRACTOR BEAM BATON

**Price** 1,500 gp; **Slot** none; **Weight** 1 lb.

**Capacity** 100; **Usage** See Text

#### DESCRIPTION

This metal baton is studded with knobs and buttons around the base. For each charge expended, a tractor beam baton creates a beam of sustained force that can be used to move 10 pounds of matter up to 20 feet per round. Multiple charges can be expended to increase the amount which can be moved by 10 additional pounds per charge. For example, moving a 30 pound object 60 feet over 3 rounds would expend 9 charges from the baton. Matter moved with a tractor beam baton can be moved vertically, horizontally, or in both directions.

Tractor beam batons are intended to move inorganic



matter. While living creatures can be moved by the baton, any organic creature which comes in contact with the beam takes 1d4 points of force damage per round. Using a tractor beam baton as a weapon damages its delicate internal workings, giving it the broken condition.

When correctly connected to a generator, a tractor beam baton regains 12 charges per hour.

## CONSTRUCTION

**Craft** DC 23; **Cost** 750 gp; Craft Technological Item, production lab

## Gyrenome Spells

Gyrenomes have access to the following spell.

### OVERCLOCKED WEAPON

**School** transmutation; **Level** psychic 1, sorcerer/wizard 1, summoner 1

**Casting Time** 1 standard action

**Components** V, S, M (a shaving of iodized copper)

**Range** personal

**Target** you

**Duration** 1 minute/level

*Overclocked weapon* improves the performance of technological weapons while at the same time making the device less stable. Any discharge from a technological weapon you are carrying when the spell is cast deals damage as if one size larger than it actually is. If the natural result of your attack roll is a 1, your weapon misfires dealing damage to you equal to its enhanced damage and giving it the broken condition. Only you can benefit from this spell. If anyone else uses your weapon to make an attack, it deals damage as normal.

## Gnomehome

### *Below the Edziit Forest*

Deep under the Edziit Forest lays a warren of dimly lit stone and clay caverns. The caves vary in size and are connected by a series of tunnels approximately three and half feet in height. The smaller caves serve as homes for the gyrenomes, small gnome-like creatures possessed of an unending fascination with technology, while the largest of these chambers house all manner of strange and intricate devices, and act as workshops.

Gyrenomes prefer to be as self-sufficient as possible. Utilizing a mixture of contraptions and innovative thinking, the colony has tried to ensure everything they need can be obtained or delivered right to them. Only the uncertain nature of invention forces them to venture out to

the settlements of other races in order to procure special materials, unique tools, or find hapless test subjects for their technological masterpieces.

Over 300 gyrenomes, 39 of which have not yet come of age, reside in the colony of Apunder beneath the forest of Edziit. The interconnected tunnels and caves are well-lit and remarkably stable, but the cramped quarters, low ceilings, and minimal exits to the forest of Edziit cause some unease for most surface-dwelling races.

## Noteworthy Gyrenomes

The gyrenome colony is loosely led by **Feld Golcone** (male N middle-aged gyrenome investigator [mastermind] 4 / mesmerist 2) and **Vora Quartzine-Golcone** (female N middle-aged gyrenome alchemist [nanotechnician] 8). Feld is extremely personable and the colony of gyrenomes adores the accolades he showers upon them. Vora is arguably one of the most talented creators in the workshop, and fellow gyrenomes admire the sheer imagination of her designs. Vora finds the mogwai a nuisance as they often damage gyrenome equipment and interfere with experiments, but she often forgets about the creatures and resumes interest in her next endeavor. Since most gyrenomes would rather spend their time creating than plotting a war, any interactions with the mogwai are often accidental and reactionary, similar to what would occur upon finding a rat.

**Donal Addmass** (male N middle-aged gyrenome bard [archivist] 7) is balding on top, and wears round spectacles. His eyes are bright, alert, and cheerful and he has seemingly unending patience with the youngest of the gyrenomes. Donal acts as a teacher and caregiver, introducing children to technological theory and building the foundations for their own technological pursuits.

## Notable Locations

**Feld and Vora's Dwelling:** Like most gyrenome dwellings, Feld and Vora's home is quite modest in size. A small sleeping area off the common room houses a bed, their tools, and a few personal items. The couple's offspring have come of age, and moved into the common quarters shared by unmarried adults. The additional sleeping area, which once served as the children's bedroom, currently houses a few of Vora's unfinished creations. She plans on returning to them, but her attention has shifted elsewhere and their presence in her personal dwelling ensures they aren't scavenged by another eager gyrenome. A notable difference between this dwelling and the others is the large open window that faces towards The Centre. Those standing directly in front of the window have an overview of the large cavern, and the goings on inside. From this vantage point above The Centre, it is easy for Feld and Vora to share news with the colony.

**Family Dwellings:** Family homes vary in size and



generally consist of a small common room with even smaller rooms leading off of it. Families, typically elderly couples or parents with young children, reside in these multi-room apartments. Space is finite in gyrenome settlements, so individuals are given only what space is needed to house them. They are expected to move to smaller accommodations as children become apprentices or as the elderly pass on.

**Common Quarters:** A handful of medium sized caves serve as co-ed dormitories for gyrenomes who have come of age, but have not yet settled down with a mate and begun their own family. Bunks are attached to the cave walls in these rooms in such a fashion that they can be folded up and stored vertically, allowing for group activities in the confined quarters. Such activities are rare since the residents often work such long hours in the workshops.

**The Centre:** In the centre of the gyrenome complex is a large cavern which acts as a nursery, a school, and as the main gathering place of the colony. It is here, in the deeper bowl in the centre of the room that the youngsters explore their talents and conduct various experiments under the encouraging but watchful eye of Donal Addmass. The larger

rim around the perimeter of the room is where grown gyrenomes meet for various announcements and celebrations.

**Workshops:** At the end of several corridors, extending away from The Centre, are the great workshops. There are three workshops in total, each designed for specific tasks: metalwork and fabrication, microchips and computing systems, and materials fabrication. All manner of strange contraptions fill these rooms including sparking power supplies, twitching machines meant to perform menial tasks, and unidentifiable, humming, half-finished future masterpieces. Work lights line the cavern walls and the benches the gyrenomes sit at. Humming, clicking, and the whirring of ventilation and exhaust fans fill the air as various contraptions are put to use and new inventions are tested.

**Exits to Above Ground:** Guarded tunnels, found in the corridors near The Centre, serve as exit points to the Above Ground. The clay steps, each exactly the same size and shape, lead to round steel hatches that require an access card to open. Above Ground access points are located in areas covered with brush and other plant life.





## Table: Malfunctions

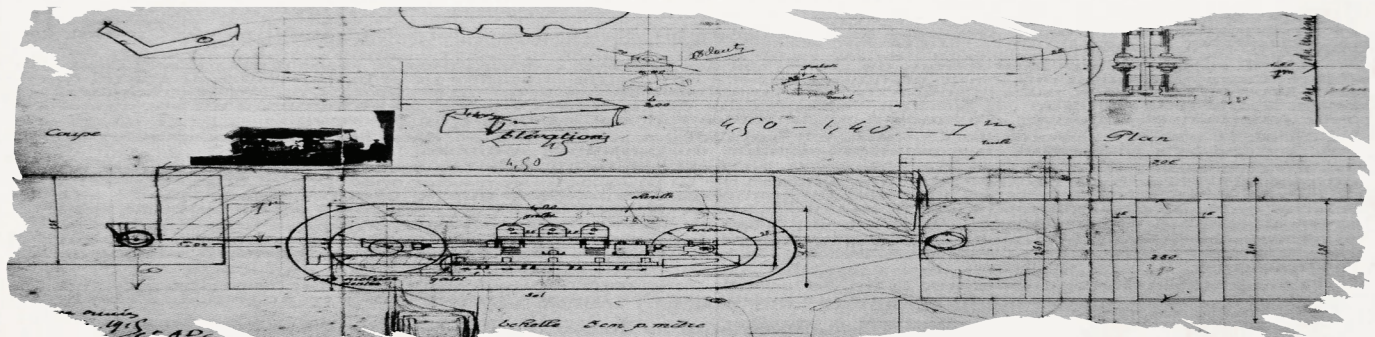
d%	Malfunction Name	Malfunction Effect
01-02	Accidental Grenade	The next time the device is activated it explodes dealing 5d6 points of bludgeoning damage to all creatures within 10 feet. A creature that makes a DC 15 Reflex saving throw takes half damage.
03-04	Army Knife	When activated, instead of functioning normally, the device transforms into a random tool that is utterly useless in the current situation. It cannot be changed back into the original device and no longer functions.
05-06	Bad Battery	When the activator rolls a natural 1 on an attack roll while wielding this device, the power source expends all of its charges. The device otherwise functions as normal.
07-08	Beeping Nuisance	Regardless of its intended purpose, when the device is activated it beeps impotently with no other effect. The beeping persists for 1d4 rounds.
09-10	Blue Aura of Doom	When activated, the device glows blue and begins to recite messages of error in a gloomy voice but otherwise functions as normal. The device continues to recite these messages of error for a full 24 hours after which time the device ceases to function entirely.
11-12	Cheap Dye	When activated, the device fails to function as intended but instead discharges a stream of innocuous colored liquid on a random adjacent creature. The dye can't be washed away for 24 hours.
13-14	Corrosion	When activated, the device leaks corrosive liquid, dealing 1d4 points of acid damage to the activator. The device otherwise functions as normal.
15-16	Discharge	When activated, the device shoots a bolt of electricity into an adjacent square. This discharge deals 1d4 points of electricity damage. The device otherwise functions as normal.
17-18	EMP	Rather than its intended effect, this device releases an electromagnetic pulse upon activation. This EMP affects all technological devices within 20 feet, preventing them from functioning for 1d6 minutes. After activation, the device ceases to function entirely.
19-20	Faulty Targeting	Attacks made with the device suffer a -2 penalty. The device otherwise functions as normal. If the device is not a weapon, then roll again on this table.
21-22	Faulty Wiring	When activated, there is a 50% chance the charge is consumed without the device having any effect. The device otherwise functions as normal.
23-24	Greasy	Every time a wielder attempts to activate the device, they must make a DC 14 Reflex saving throw or immediately drop the item.
25-26	Hard to Repair	The Craft (technology) DC to repair the device is increased by 10. The device otherwise functions as normal.
27-28	Heat Surge	1d4 rounds after being activated the device becomes unbearably hot, dealing 1d4 points of fire damage to every creature touching it. The device otherwise functions as normal.
29-30	Hiccup	Every time the device is activated the wielder must roll a Knowledge (engineering) skill check. On a fail, the device deactivates within 1d4 rounds, then reactivates itself in other 1d4 rounds.
31-32	Hyper Sonic Signal	The device emits a high-pitched noise that is inaudible to most creatures, but acts as a beacon to any creature with sensitive hearing. The device makes this noise continuously and those who carry it may find themselves contending with a swarm of bats. The device otherwise functions as normal.
33-34	Inefficient	The device uses double the normal charges for each activation. The device otherwise functions as normal.
35-36	Irritating Drone	When activated, the device emits an audible hum for 5 rounds, causing the wielder to suffer a -5 penalty to Stealth checks. In addition, spell casters within 10 feet of the activated device suffer a -2 penalty on Concentration checks. The device otherwise functions as normal.



37-38	Loser	When activated, the device functions as normal but emits a cutting insult against the wielder in a droll, robotic voice. The wielder must succeed at a DC 10 Will save or become shaken for one minute due to the blow to their self esteem.
39-40	Matter Translocation	Every time the device is activated, roll 1d6. On a result of 1, the activator is teleported to a random, empty space somewhere within 100 feet of their present location. On a roll of 2 thru 6, the device functions as normal.
41-42	Mini Drone	When activated, instead of performing its usual function, the device flies around the wielder's head for 1d6 rounds, and then explodes, dealing 1d4 damage to the wielder and anyone adjacent to them.
43-44	Mousetrap	The device fails to function and instead clamps down on the activator's hand (or whatever body part was used to activate the device). Removing the device requires a standard action and either a DC 20 Escape Artist or Strength check. After the device is removed, it ceases to function.
45-46	Nasty Beasts	Every time the device is activated, roll a 1d10. If the roll is a 1, a random animal, chosen by the GM, appears next to the wielder and attacks them. Otherwise the device functions as normal.
47-48	One-Sense Telepathy	When activated, the device fails to function as normal. Instead, every creature within 30 feet with an Intelligence of 3 or higher can detect the wielder's surface thoughts. The wielder does not get a Will save and the effect fades after one minute. A creature that moves out of the area of effect during that minute ceases to hear the wielder's surface thoughts. After the duration ends, the device breaks and ceases to function.
49-50	Overheated	Once the device has been activated it cannot be activated again for 1d4 rounds. If there is already a duration before this device can be reactivated, that duration is doubled instead. The device otherwise functions as normal.
51-52	Pneumatic Blast	Upon activation, the device emits a forceful blast of air with a 20 foot radius. While creatures in the vicinity are not affected, the rush of air extinguishes all open flames and can cause unattended light objects to scatter. The device otherwise functions as normal.
53-54	Poorly Constructed	Every time the device is activated there is a cumulative 1% chance the device will fall apart rather than have its intended effect.
55-56	Quiet-Maker	If the device's purpose does not involve making sounds it functions as normal but suppresses all sounds as if casting the muffle sound spell with a 10 foot radius. If the device's purpose involves making sounds it does not function at all.
57-58	Security Question	Every time the device is activated it asks the wielder a riddle. If the user successfully answers the riddle it functions as normal. Otherwise, it refuses to function. If the wielder fails to correctly answer three riddles in a row the device ceases to function entirely.
59-60	Razzle Dazzle	When activated, the device emits a sudden burst of light. The wielder of the device must succeed at a DC 15 Reflex save or be dazzled until the beginning of her next turn. The device otherwise functions as normal.
61-62	Recorder	When activated, the device fails to function as intended. Instead, it echoes every word spoken within a 10 foot radius for 1 minute.
63-64	Refrigeration Leak	When activated, this device releases a stream of icy air into an adjacent square, dealing 1d4 points of cold damage. The device otherwise functions as normal.
65-66	Reprimand	Every time the device is activated it emits the word "no" loudly. It otherwise functions as normal.
67-68	Selective Fault	The device functions as normal in the hands of anyone except the creature who activated it for the first time after this malfunction was acquired.
69-70	Skunk Bomb	When the device is activated, it emits a billowing smoke cloud which has the effect of a stinking cloud. The cloud fills a 10 foot radius centered on the device but otherwise acts as if cast by a spellcaster with a caster level of 5. Afterwards, the device breaks and ceases to function.



71-72	Slow Shutdown	This device functions as intended but once activated it continues to function and deplete charges unless the wielder succeeds at a DC 10 Knowledge (engineering) check.
73-74	Slow Start	Before the device can be activated it must be primed by manually cranking it. The cranking process is a full-round action which provokes an attack of opportunity. The device otherwise functions as normal.
75-76	Sonic Boom	When activated the device emits a brief but shockingly loud noise. Creatures within 10 feet of the item must succeed at a DC 14 Fortitude saving throw or be deafened for 1 round. The device otherwise functions as normal.
77-78	Spring Loaded	Every time the device is activated, roll 1d10. If a 1 is rolled, the device breaks apart violently. It does not harm anyone but the pieces land in a random square within 10 feet of the wielder. The square becomes random terrain until the pieces are removed.
79-80	Static Shock	Every time the device is activated, a static charge is released dealing 1d6 points of nonlethal damage to the wielder. The device otherwise functions as normal.
81-82	Structural Weakness	The device has a hardness 0 and half the usual number of hit points for an item of its type. The device otherwise functions as normal.
83-84	Surprise	This device functions as intended, but has a cumulative 1% chance for every hour since last use to randomly activate by itself.
85-86	Contact Home	Every time the device is activated, roll 1d6. On a result of 1 the device does not function as intended. Instead, a voice familiar to the activator chides them for not contacting them in quite some time. On a roll of 2 thru 6, the device functions as normal.
87-88	Timey-Wimey	Every time the device is activated, roll 1d10. On a result of 1, the activator is transported 1d4 rounds forward in time. If the space they were in is occupied when they return the wielder is shunted randomly to an empty adjacent square.
89-90	Unintended Flashlight	The device does not function as intended. Instead, it emits a light with the intensity of a torch. While activated, the device consumes charges at a rate of 1 charge per minute.
91-92	Waste Gas	When activated, the device does not function as intended but instead releases a cloud of flammable gas with a radius of 10 feet centered on the device. If the gas is ignited by a spark or open flame it explodes, dealing 1d10 fire damage to anyone in the cloud (DC 15 Reflex save to halve damage).
93-94	Weak Power Source	The effect dealt by a device with this malfunction is reduced by one die step. For example, if a weapon typically deals 1d6 fire damage it instead deals 1d4 fire damage. The effect is permanent and cannot be repaired.
95-96	Brain Zap	Every time the device is activated, the activator must succeed at a Will save (DC 18) or suffer a psychic discharge and forget the events of the last minute, as with modify memory.
97-98	Zapping	When activated, the device vanishes. It will continue to appear and vanish again randomly near the activator for the rest of their life.
99-00	Reroll	Roll twice and apply both results to the device.





# Gremlin, Mogwai

Why did gremlins leave the land of fairies to be stranded in the mortal world? Why do they love disabling complex devices more than everything? The answer might be determined by examining an elusive gremlin subrace known as the mogwai.

Mogwai are gremlins who have found a meaningful life in their bond with nature; not necessarily evil, they mostly just wish to be left alone. They believe technology to be unnatural and a menace to their environment and they will go to great lengths to destroy machinery. Though mogwai don't trust technology, they have learned a surprising amount of engineering knowledge, using it to better destroy the objects of their hatred.

## Physical Description

Between half a foot and two feet high, mogwai possess thick, bulbous noses and long, rounded ears. They are covered with a short layer of thick hair which is most often white, brown, or gray.



## Society

Mogwai live in small tribes of less than a hundred individuals. They are typically led by the eldest male and female, with one serving as chief and the other as shaman. Their homes are not built but molded into the rocks or trees by the tribe's magic users. Mogwai are gatherers and hunters, using a variety of natural poisons to kill prey. They never use metal tools or weapons except those stolen specifically to destroy mechanical contraptions.

## Relations

Mogwai avoid humanoids except when other civilizations begin to destroy nature or tamper with their wilderness homes. They see technologically advanced humans and dwarves with deep suspect and don't trust them. Their relationship with elves and halflings are better, but mogwai prefer staying hidden and dealing only with other fey and priests of nature. Constructs, half-constructs, and androids are abominations to mogwai, who always try to destroy them on sight. Their deepest hatred is reserved for creatures with artificial implants or who were once one with nature but have since turned their backs on the natural world, such as gyrenomes.

## Alignment and Religion

Mogwai are ferociously connected to natural environments, resulting in a true neutral alignment. Druidism and Shamanism are the most followed religions among their kind but some choose to worship faerie lords and gods of nature.

Mogwai's hatred of technology could almost be considered a religion. Their lore tells speak of "foul instruments" that in the past caused the "Detachment", a cataclysm which forced them from the realms of the fey. Some sages speculate that gremlins may have been a highly technological race, which would explain their skill at dismantling devices and their ability to recognize technological items. Mogwai rarely reveal their secrets to anyone, sharing what they remember of their origin stories only with trusted allies.

## Adventurers

Few mogwai interact with races long enough to trust them. Those that do adventure in the outer world are seen as oddities but always welcomed home so long as they do not adopt technological ways.

Rangers and hunters are common among the mogwai, as are barbarians and rogues. Most divine spellcasters are either druids or shamans. Clerics exist but are much rarer. Arcane spellcasters are respected and honored, though mogwai wizards are almost unheard of; witches, sorcerers, and the occasional summoner are more common. Mogwai alchemists are well known as poison experts.

A few renegade mogwai embrace technology, putting to good use their mechanical abilities. These "traitors" are forever ostracized by the rest of their race.



## Names

**Male Names:** Brzzet, Getwid, Izmog, Quigau, Sagu, Wakhmo.

**Female Names:** Calliira, Emat, Finella, Pestri, Quaut, Tipri.

## Mogwai Racial Traits

**+2 Dexterity, +2 Intelligence, -2 Strength (0 RP):** Mogwai are weak but agile, and more intelligent than other gremlins.

**Fey (2 RP):** Mogwai are fey creatures.

**Tiny (4 RP):** Mogwai are Tiny creatures. They gain a +2 size bonus to Dexterity, AC, and attack rolls, a -2 size penalty to Strength, on combat maneuver checks and to their CMD, and a +8 size bonus on Stealth checks.

**Fast (0 RP):** Mogwai are fast for their size, and have a base speed of 30 feet.

**Low-Light Vision (— RP):** Mogwai can see twice as far as humans in conditions of dim light.

**Gremlin Magic (1 RP):** Mogwai can cast *prestidigitation* 1/day as a spell-like ability.

**Natural Tinker (1 RP):** Disable Device and Survival are always class skills for mogwai.

**Rage Against the Machine (1 RP):** Mogwai gain a +1 racial bonus on attack rolls against constructs and androids.

**Sabotage Touch (2 RP):** Mogwai with a Wisdom of 13 or higher can, once per day, perform a sabotage touch against a non-intelligent technological object. To use sabotage touch, the mogwai must first succeed at a touch attack against the object. If the mogwai succeeds, the object suffers a random malfunction as rolled on **Table: Malfunctions**. Malfunctions are not always immediately apparent and may not take effect until the next time the object is used or operated. Sabotage touch cannot be used on technological creatures with an Intelligence score higher than 3, or creatures with cybernetic parts.

**Technology Resistance (1 RP):** Mogwai gain a +1 racial bonus on saving throws against attacks from technological items or creatures.

**Languages (0 RP):** Mogwai begin play speaking Sylvan. Mogwai with high Intelligence scores can choose from the following: Common, Elven, Gnome, and Goblin.

Mogwai were created using the race building rules as outlined in *Pathfinder Roleplaying Game: Advanced Race Guide*. Their racial abilities total 11 RP making them an advanced race.

## Mogwai Alternate Racial Traits

The following racial traits may be selected instead of typical mogwai racial traits. Consult your GM before selecting any of these new options.

**Bite:** More primal mogwai possess a natural bite attack dealing 1 point of damage. The bite is a primary attack, or a secondary attack if the creature is wielding manufactured weapons. This racial trait replaces gremlin magic.

**Darkvision:** Some mogwai retain the ability possessed by other gremlin subraces to see in the dark up to 60 feet. This racial trait replaces gremlin magic and low-light vision.

**Kneecapper:** A mogwai with this ability gains a +4 racial bonus on combat maneuver checks to trip an opponent. This racial trait replaces rage against the machine.



### Random Mogwai Starting Ages

Adulthood	Intuitive	Self-Taught	Trained
35 years	+3d6 years (38-43 years)	+5d6 years (13-18 years)	+8d6 years (43-83 years)

### Random Mogwai Height and Weight

Base Height	Height Modifier	Base Weight	Weight Modifier
2 ft. 4 in.	+2d3 in. (2 ft. 6 in. - 2 ft. 10 in.)	30 lbs.	+2d3 lbs. (32 - 36 lbs.)

### Mogwai Aging Effects

Middle Age	Old	Venerable	Maximum Age
90 years	140 years	190 years	190+3d% years



## Mogwai Favored Class Options

The following options are available to all mogwai who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

**Alchemist:** Add +1 to Craft (alchemy) checks to craft poison and +1/3 on the DCs of poisons the alchemist creates.

**Barbarian:** Add +1/2 to the critical hit conformation for attacks made against construct and technological opponents (maximum bonus of +4). This bonus does not stack with the Critical Focus feat.

**Rogue:** Gain 1/6 of the Technologist feat. If the rogue already possesses that feat, add a +1/2 bonus on Disable Device checks regarding technological traps and a +1/2 bonus to trap sense regarding technological traps.

**Shaman:** Add one spell from the druid spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

## Racial Character Options

The following character options are available to mogwai.

### Primal Nature (Oracle Mystery)

**Class Skills:** An oracle with the primal nature mystery adds Disable Device, Intimidate, Knowledge (nature), and Survival to her list of class skills.

**Bonus Spells:** *break* (1st), *protection from technology* (4th), *nature's exile* (6th), *magic circle against technology* (8th), *primal regression* (10th), *antitech field* (12th), *transmute metal to wood* (14th), *atavism, mass* (16th), *return to nature* (18th).

**Revelations:** An oracle with the primal nature mystery can choose from any of the following revelations.

**Erosion Touch (Su):** As a melee touch attack, you can deal 1d6 points of damage per level to objects or constructs. If used against an object in another creature's possession, treat this attack as a sunder combat maneuver. You can use this ability once per day, plus one time per day for every three levels you possess.

**Gift of Claw and Horn (Su):** As a swift action, you grow a natural weapon. The natural weapon lasts for a number of rounds equal to 1/2 your oracle level (minimum 1). You must choose if the natural weapon is a bite, claw, or gore attack when growing it and the attack deals the normal damage for a creature of your size. At 5th level,

your natural weapon gains a +1 enhancement bonus. This bonus increases by +1 at 10th, 15th, and 20th level. At 11th level, you gain two natural weapons at a time. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

**One With the Wild (Sp):** Once per day, you can enter into a trance for 10 minutes, fusing your consciousness with the land's spirits. This functions as the *commune with nature* spell. You must be at least 7th level to select this revelation.

**Primitive Horde (Ex):** Add all *summon nature's ally* spells to your spell list. You must still select these spells using your allotment of spells known. At 5th level, each creature you summon with one of these spells gains the primordial template.

**Prophetic Armor (Ex):** You are so in tune with your primal nature that your instincts often act to save you from danger that a more civilized mind isn't even aware of. You may use your Charisma modifier (instead of your Dexterity modifier) as part of your Armor Class and all Reflex saving throws. Your armor's maximum Dexterity bonus applies to your Charisma, instead.

**Sabotage (Ex):** You gain Favored Enemy Spellcasting (constructs) as a bonus feat. At 7th level, you gain Robot's Bane. At 11th level, you gain Technophobe. You do not need to meet the prerequisites to receive these feats.

**Siphon Power (Su):** You are able to drain technological items and creatures to boost your own vital energy. This is a touch attack that functions as the *discharge* spell, using your class level as your caster level. Upon a successful attack, you regain hit points as if you had just cast *cure light wounds* upon yourself. You must be at least 7th level before selecting this revelation.

**Spirit of Nature (Su):** When in a natural setting, whenever you are reduced to negative hit points, you automatically stabilize. At 5th level, you gain fast healing 1 for 1d4 rounds whenever you are reduced to negative hit points. At 10th level, the ability works everywhere, even in civilized or wholly artificial realms. At 15th level, you gain fast healing 3 for 1d4 rounds when reduced to negative hit points.

**Woodland Stride (Ex):** You can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

**Final Revelation:** Upon reaching 20th level, you become nature's avenger. You gain the primordial template and immunity to every spell and effect that doesn't affect animals or plant creatures. Once per day, you can cast *shapechange* as a spell-like ability without requiring a material component, but only to transform into an animal or a plant.



## Blowslinger

### (Gunslinger Archetype)

Mogwai sharpshooters specialize in the blowgun rather than in firearms. Silent and deadly, blowslingers are experts in forest ambushes, using deadly poisons to compensate for their size.

**Expert Slinger (Ex):** A blowslinger is proficient with simple weapons only. She begins play with a masterwork blowgun instead of a firearm. This modifies the gunslinger's weapon proficiencies.

**Alchemical Pellet (Su):** A blowslinger can imbue a blowgun pellet with a dose of poison, alchemical remedy, or alchemical weapon she possesses as a standard action. The pellet does no direct damage when it strikes a target. Instead, the target is subjected to the effects of the original poison, alchemical remedy, or alchemical weapon. The alchemist must still load and fire the pellet as standard. An enhanced pellet can only be used by the blowslinger who created it and remains viable for one minute before it reverts back into mundane ammunition. The poison dose, alchemical remedy, or alchemical weapon used to create the enhanced pellet is destroyed in the process. Shooting an alchemical item from a blowgun doesn't inflict any other damage to the target. At 7th level, a blowslinger can use her alchemical pellet ability as a move action. At 15th level, this ability becomes a swift action. This replaces gunsmith and the startling shot and menacing shot deeds.

**Grit (Ex):** A blowslinger regains grit when she scores a critical hit or deals a killing blow with a blowgun. This ability modifies the grit class feature.

**Deeds:** A blowslinger can perform the following deeds with a blowgun instead of a firearm: deadeye, gunslinger initiative, dead shot, targeting, death's shot, and stunning shot. She swaps some deeds for the following:

**Poison Reserve (Ex):** A blowslinger can fill her mouth with poison as a standard action without suffering damage and apply it to her blowgun darts as a free action for 2 rounds per grit point spent. After this time, the blowslinger must spit out the poison or suffer its effects as if the onset time has expired. This replaces quick clear.

**Blowgun Melee (Ex):** At 3rd level, the blowslinger can make a surprise melee attack as a standard action using her blowgun as a melee weapon. When she does, she is considered to be proficient with the blowgun as a melee weapon and gains a bonus on attack and damage rolls equal to the enhancement bonus of the blowgun. A staff blowgun deals damage as a light mace. If the attack hits, the gunslinger can make a combat maneuver check to knock the target prone as a free action. Performing this

deed costs 1 grit point. This replaces pistol-whip.

**Utility Dart (Ex):** At 3rd level, if the blowslinger has at least 1 grit point, she can perform the following utility shots with her blowgun darts. Each utility shot can be applied to any single attack with a blowgun, but the gunslinger must declare the utility shot she is using before firing the shot. This replaces utility shot.

- **Clockwork Jam:** The blowslinger makes an attack roll against a mechanical creature or technological creature or a mechanical or technological object within the first range increment of her blowgun. On a hit, a mechanism jams, preventing the object from functioning for one round; a mechanical construct or robot is staggered for one round in addition to suffering damage for the hit.
- **Scoot Unattended Object:** The blowslinger makes an attack roll against a Tiny or smaller unattended object within the first range increment of her blowgun. A Tiny unattended object has an AC of 5, a Diminutive unattended object has an AC of 7, and a Fine unattended object has an AC of 11. On a hit, the blowslinger does not damage the object, but can move it up to 15 feet away from the shot's origin. On a miss, she damages the object as normal.

**Ambush (Ex):** At 11th level, a blowslinger can spend 1 grit point when making a blowgun attack to ignore the effects of concealment (other than total concealment) and cover (other than total cover) against that shot. This deed replaces bleeding wound.

**Vigilant Blower (Ex):** At 11th level, a blowslinger can spend 1 grit point to avoid attacks of opportunity when making a ranged attacks with a blowgun. This deed replaces expert loading.

**Cobra Dart (Ex):** At 11th level, a blowslinger learns to better apply poison to their missiles. When shooting a poisoned dart or pellet from a blowgun the blowslinger can spend 1 grit point to increase the save DC of the poison by 2 and increase its duration by 1 frequency increment. Additionally, the poison takes effect immediately and does not have an onset time. This replaces lightning reload.

**Blowgun Training (Ex):** At 5th level, a blowslinger gains a bonus on damage rolls with the blowgun equal to her Dexterity modifier. Furthermore, when she scores a critical hit with a blowgun, her critical modifier increases by 1 (a 2 becomes a 3, for example). Every 4 levels thereafter, the damage bonus increases by +1. This ability replaces gun training.

## New Racial Rules

The following options are available to mogwai. At the GM's discretion, other appropriate races may make use of some of these new rules.



## Mogwai Equipment

Mogwai have access to the following equipment.

**Ball of Wasps:** Mogwai druids and rangers prepare these alchemical weapons by filling thin wooden balls with wasps they have captured and anesthetized with special fumes. The jars can be thrown and are treated as splash weapons, shattering on impact and freeing the swarm inside.. The swarm is a standard wasp swarm and attacks any nearby creature. The thrower has no control over the swarm and can become their target when in range.

Items	Cost	Weight	Craft DC
Ball of Wasps	10 gp	1 lb.	30

## Mogwai Feats

Mogwai have access to the following feats.

### Spit Darts (Combat, Grit)

*You can shoot your darts even without a blowgun.*

**Prerequisites:** Utility dart deed, or Amateur Gunslinger feat and proficiency with the blowgun.

**Benefit:** As long as you have at least 1 grit point, you can hide up to two blowgun darts in your mouth without suffering damage. You can even speak two word sentences without hurting yourself, but the darts will puncture you if you speak more than three words in a single round. If this happens, you suffer damage as if struck by each dart in your mouth. As a standard action, you can spend a grit point to spit a dart at an adjacent opponent. This does not provoke an attack of opportunity.

### Toxic Bomb

*You use bombs to deliver noxious poisons.*

**Prerequisites:** Bomb and use poison class features.  
**Benefit:** You may add 1 dose of an inhaled or contact poison to your bomb. A bomb so modified doesn't inflict damage but sprays out the poison in a 10 ft. radius. Any creatures caught in the blast are exposed to this poison and must immediately attempt a save with a +4 bonus against the poison as though the onset time had elapsed.



## Mogwai Spells

Mogwai have access to the following spell. With the GM's permission, this spell can be used by other races too.

### DETECT TECHNOLOGICAL CREATURES

**School** divination; **Level** alchemist 2, bard 2, druid 2, shaman 2, sorcerer/wizard 2, summoner 2

**Casting Time** 1 standard action

**Components** V, S, F (a ball of wire)

**Range** 60 ft.

**Area** cone-shaped emanation

**Duration** 3 rounds/level

**Saving Throw** none; **Spell Resistance** no

This spell functions as *technomancy*, except that you can sense the presence of technological creatures in the area of effect. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of technological creatures.

*2nd Round:* Number of technological creatures in the area.

*3rd Round:* Power and location of any technological creature in the area. Treat technological creatures as having a more or less powerful "aura" for this spell's ends. See **Table: Detect Technological Creatures** for more details.

If a technological creature is outside your line of sight, then you discern its direction but not its exact location.

**Table: Detect Technological Creatures**

Creature/Item	None	Faint	Moderate	Strong	Overwhelming
Half-construct/cybernetically enhanced creature (HD)	4 or lower	5-10	11-25	26-50	51+
Mechanical/technological creature (HD)	-	1 or lower	2-4	5-10	11+



# Gremlin Warren

## *A Natural Community in Edziit Forest*

Deep in the Edziit Forest hides a community of gremlins virtually unknown to the rest of the world: the mogwai. The little hunters had succeeded at keeping their presence unknown to everyone in the region, and just wanted to enjoy their peaceful solitude.

When the toxic fumes and run-off from the gyrenome's underground community began to pollute the forest, the mogwai discovered they were not alone in the forest in the most unpleasant of ways. The mogwai shaman immediately deduced the presence of "foul instruments" of technology and, after first contract was made, recognized the gyrenomes as the "traitors of fey" from their legends. War was declared at once. The gyrenomes sent envoys to seek compromise but with no success. Since then, the area near the entrance to the gyrenome tunnels has become a double siege camp with no party willing to concede to the other.

## Noteworthy Mogwai

The mogwai tribe is lead by **Chief Wakhmo** (male N middle-aged mogwai ranger 9 [poison darter, trapper]) and **Shaman Pestri** (female LN old mogwai shaman of Nature 9). While the chief has good sense and can be convinced to compromise, the shaman is strict and fanatic in her views and won't consent to any concessions or quarter. Wakhmo does not wish to put the tribe at risk but he doesn't have the support to go against the proclamations of the shaman.

**Finella** (female NG middle-aged mogwai witch 4, Plant patron) is Wakhmo's mate and the second oldest female in the tribe. She's gentle and nurturing, and if Pestri should "retire", she would surely assist Wakhmo in seeking peace with the gyrenomes.

**Izmog** (male CN mogwai rogue 5 [Scavenger]) is the tribe's secret renegade. While he's still loyal to his kin, he thinks that it would be better to defeat the enemy with their own weapons. He has begun to sneak into the caves at night to steal and hoard a number of mechanical parts and discarded devices. He studies his ill gotten gains, attempting to work out function and to build new devices out of old parts. Some of his odd inventions could be useful against the invaders but would most likely blow up in his face. Should he be discovered, the penalty would be banishment or possibly even death.

## Notable Locations

The mogwai village has no name and is simply referred to by its inhabitants as Home. The tribe counts only 50 individuals, 10 of which are children and would barely be a village in the eyes of other races. There are just a few rooms

or houses shaped with magic from the rocks and trees of the forest.

**Wakhmo's House:** As the chief, Wakhmo has the right to have a separate dwelling for himself and his family. This spherical room is little more than a squirrel's den, cramped with supplies and personal items, with only one little circular window for light and air. The chief lives here with his mate, Finella, and their daughter, Falla (young NG female mogwai commoner 1).

**Pestri's House:** Isolated from the other dwellings, this is slightly larger than the chief's house. Inside are racks of herbs, crude pottery, carefully sorted piles of spell components and the like. In a corner stands one of the few metal items used by the mogwai: a copper cauldron mounted on a wooden tripod. The shaman lives alone, occasionally receiving the company of her apprentice, Smooska (young N female mogwai adept 1).

Pestri has been very busy since the beginning of hostilities, making several *bags of rust* to distribute to the warriors on duty at the barricade. 1d4 of these bags can be found in her hut at any time. She is also studying a way to incorporate rusting powder into blowgun pellets.

**Family Dwellings:** Mated couples with children live in communal houses with separated rooms. When the children become adults, the family returns to the common quarters to make space for another family with children. If a couple separates, one of the parents remains in the family dwelling with the children, while the other goes to the common quarters.

**Common Quarters:** Shaped into the biggest tree of the grove, this dwelling is much larger than the others and hosts the unmated adults of the tribe. It also functions as a common room or village hall for community activities, games, and important gatherings.

**Kindergarten:** Here, Finella tends to the village's children and teaches them while their parents are busy. Should the village be menaced, she would assemble all the children here and protect them with her life.

**Izmog's Hut:** Outside the village, hidden in a thick grove and surrounded with traps, is a shack which has been cobbled together from fallen branches, vines, and leaves. Here, Izmog keeps every widget and doohickey he has managed to scavenge and conducts his bizarre experiments. Rummaging inside, a visitor has a 5% chance to find a useful technological item in the junk.

A scrapyard robot stands guard in the rear, covered with a dirty cloth. It will activate only if someone removes the cover, and behaves as confused for 1d4 rounds before shutting down again.



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