

FAMILIAR: RUM GREMLIN



Found on docks and ships, these small, pot-bellied monstrosities have bright green hair, orange eyes, and a drunken stare. They are only a foot tall and weigh ten lb, but they are renowned for causing mischief far beyond their tiny size. Their mouths are filled with razor-sharp teeth.

Drunken Tricksters. Rum gremlins make their homes near the docks of seaside towns and some are known to stow away on ships. Each rum gremlin radiates a magic aura of drunkenness affecting any creatures in the area. Those affected find it difficult to stay on their feet and may become sick from the effect.

Rum gremlins often prey on sailors and dockworkers, working in groups to swarm affected victims who they drag into their lairs below docks or in the holds of ships. They also take great delight in the collateral damage their magic can wreak, frequently sparking accusations and quarrels in places they inhabit before picking off isolated victims.

Befriending. The little Horrors Love practical jokes and mischief, and will sometimes take a fondness to particular victims they find especially comedic. Any degenerate hoping to befriend a rum gremlin should likely begin by taking whatever steps they can to keep the gremlin entertained. Providing it with copious amounts of alcohol may also draw it's favour; but be careful, while most gremlins are partial to rum, each may have it's own particular taste in spirits, and will often become upset if provided with anything else.

RUM GREMLIN

Tiny fey (familiar), chaotic evil

Armor Class 14

Hit Points 4 (1d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	13 (+1)	8 (-1)	3 (-4)	2 (-4)

Skills Stealth +8

Condition Immunities intoxicated

Senses passive Perception 6

Languages Common

Challenge 1/8 (25 XP)

Gnaw. Unarmed Melee Attack: +3 to hit, range 5 ft, one target. Hit: 1 piercing damage.

Aura Of Drunkenness. 3 times per day: The rum gremlin radiates an aura of drunkenness to a radius of 5 feet. Every creature that starts its turn in the aura must make a successful DC 10 Constitution saving throw against poison or become intoxicated for one hour, or until the gremlin chooses to end the effect. Creatures that have drunk any alcohol during the previous hour have disadvantage on the saving throw.