

CLOUD GREMLIN

Cloud Gremlins are wicked fey creatures that love to create trouble in otherwise happy communities. Perpetual bullies, they use their magic to instigate chaos, and then feed on the resulting feelings of anger and sadness. The more a gremlin is able to feed, the larger and more powerful it eventually becomes. Some gremlins favor indirect methods to generate negative emotions, such as creating bad weather, stealing or ruining crops, or other mischief. Others take a more bold approach, magically disguising themselves and spreading hurtful gossip within an unsuspecting village. All gremlins especially savor using mere words to turn good friends into bitter enemies.

Cloud Gremlins typically work in groups of two to four. They sometimes coerce or hire other creatures to work for them, acting as bodyguards or cannon fodder to draw attention away from the gremlins themselves.

Gremlin Twerp

Small fey, chaotic evil

Armor Class: 15 (leather armor)

Hit Points: 36 (8d6+8)

Speed: 30 ft., Fly 40 ft., Teleport 30 ft.

| Str | Dex | Con | Int | Wis | Cha |
|---------|---------|---------|--------|---------|---------|
| 10 (+0) | 16 (+3) | 12 (+1) | 9 (-1) | 10 (+0) | 14 (+2) |

Saving Throws: Wis +2, Cha +4

Skills: Deception +4, Perception +2, Stealth +5, Thievery +5

Senses: Darkvision 60 ft., passive Perception 12

Languages: Equestrian, Sylvan

Challenge: 1 (200 XP)

DESIGN NOTES: A pair of cloud gremlins appeared in the IDW Micro-Series comic #2 (Rainbow Dash). In this issue, the gremlins made Ponyville's citizens miserable by turning the weather foul, until Rainbow Dash was finally able to thwart them. The stats below expand greatly on the creature concept and add several versions to simulate the higher power levels of gremlins that have had the opportunity to consume a lot of negative emotions.



TRAITS:

Cloudwalking: The gremlin treats clouds as solid objects and can stand on and manipulate them.

Cloud Summoning: A cloud gremlin that casts Fog Cloud can opt to make the cloud permanent (until it's destroyed). Repeated castings can build up the density, eventually turning it into a storm cloud.

Sneak Attack (1/Turn): The gremlin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the gremlin that isn't incapacitated and the gremlin doesn't have disadvantage on the attack roll.

Spellcasting: The gremlin twerp casts spells as a 3rd-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The gremlin twerp has the following spells prepared:

- Cantrips (at will): *Dancing Lights*, *Minor Illusion*, *Prestidigitation*, and one of the following: *Acid Splash*, *Fire Bolt*, *Poison Spray*, *Ray of Frost*, or *Shocking Grasp*.
- 1st-level (4 slots): *Charm Person*, *Disguise Self*, *Fog Cloud*, *Ray of Sickness*
- 2nd-level (2 slots): *Crown of Madness*, *Detect Thoughts*, *Mirror Image*, *Phantasmal Force*, *Suggestion*

ACTIONS:

Dagger. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage (and see *Sneak Attack*)

REACTIONS:

Slippery. The gremlin can teleport 30 feet if an enemy moves adjacent to it or misses it with an attack.

Gremlin Meanie

Small fey, chaotic evil

Armor Class: 16 (leather armor)

Hit Points: 55 (10d6+20)

Speed: 30 ft., Fly 40 ft., Teleport 30 ft.

| Str | Dex | Con | Int | Wis | Cha |
|---------|---------|---------|---------|---------|---------|
| 12 (+1) | 18 (+4) | 14 (+2) | 10 (+0) | 12 (+1) | 16 (+3) |

Saving Throws: Wis +4, Cha +6

Skills: Deception +6, Perception +4, Stealth +7, Thievery +7

Senses: Darkvision 60 ft., passive Perception 14

Languages: Equestrian, Sylvan

Challenge: 4 (1,100 XP)

TRAITS:

Cloudwalking: The gremlin treats clouds as solid objects and can stand on and manipulate them.

Cloud Summoning: A cloud gremlin that casts Fog Cloud can opt to make the cloud permanent (until it's destroyed). Repeated castings can build up the density, eventually turning it into a storm cloud.

Sneak Attack (1/Turn): The gremlin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the gremlin that isn't incapacitated and the gremlin doesn't have disadvantage on the attack roll.

Spellcasting: The gremlin meanie casts spells as a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The gremlin meanie has the following spells prepared:

- Cantrips (at will): *Dancing Lights*, *Minor Illusion*, *Prestidigitation*, and two of the following: *Acid Splash*, *Fire Bolt*, *Poison Spray*, *Ray of Frost*, or *Shocking Grasp*.
- 1st-level (4 slots): *Charm Person*, *Disguise Self*, *Fog Cloud*, *Ray of Sickness*
- 2nd-level (3 slots): *Crown of Madness*, *Detect Thoughts*, *Mirror Image*, *Phantasmal Force*, *Suggestion*
- 3rd-level (3 slots): *Clairvoyance*, *Fear*, *Hypnotic Pattern*, *Major Image*

ACTIONS:

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage (and see *Sneak Attack*)

REACTIONS:

Slippery. The gremlin can teleport 30 feet if an enemy moves adjacent to it or misses it with an attack.

Gremlin Bully

Medium fey, chaotic evil

Armor Class: 17 (leather armor)

Hit Points: 90 (12d8+36)

Speed: 30 ft., Fly 40 ft., Teleport 30 ft.

| Str | Dex | Con | Int | Wis | Cha |
|---------|---------|---------|---------|---------|---------|
| 14 (+2) | 20 (+5) | 16 (+3) | 12 (+1) | 14 (+2) | 18 (+4) |

Saving Throws: Wis +5, Cha +7

Skills: Deception +7, Perception +5, Stealth +8, Thievery +8

Senses: Darkvision 60 ft., passive Perception 15

Languages: Equestrian, Sylvan

Challenge: 7 (2,900 XP)

TRAITS:

Cloudwalking: The gremlin treats clouds as solid objects and can stand on and manipulate them.

Cloud Summoning: A cloud gremlin that casts Fog Cloud can opt to make the cloud permanent (until it's destroyed). Repeated castings can build up the density, eventually turning it into a storm cloud.

Sneak Attack (1/Turn): The gremlin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the gremlin that isn't incapacitated and the gremlin doesn't have disadvantage on the attack roll.

Spellcasting: The gremlin meanie casts spells as a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The gremlin meanie has the following spells prepared:

- Cantrips (at will): *Dancing Lights*, *Minor Illusion*, *Prestidigitation*, and three of the following: *Acid Splash*, *Fire Bolt*, *Poison Spray*, *Ray of Frost*, or *Shocking Grasp*.
- 1st-level (4 slots): *Charm Person*, *Disguise Self*, *Fog Cloud*, *Ray of Sickness*
- 2nd-level (3 slots): *Crown of Madness*, *Detect Thoughts*, *Mirror Image*, *Phantasmal Force*, *Suggestion*
- 3rd-level (3 slots): *Clairvoyance*, *Fear*, *Hypnotic Pattern*, *Major Image*
- 4th-level (3 slots): *Confusion*, *Greater Invisibility*, *Hallucinatory Terrain*
- 5th-level (1 slot): *Dominate Person*, *Mislead*, *Modify Memory*

ACTIONS:

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d4+5) piercing damage (and see *Sneak Attack*)

REACTIONS:

Slippery. The gremlin can teleport 30 feet if an enemy moves adjacent to it or misses it with an attack.