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[As a fan of more sinister fey, the gimmerling is one of my favorite original monsters to Pathfinder Second Edition so far. The pointed ears, solid red eyes and love of traps and mayhem put me in mind of Pathfinder's goblins—maybe they're linked? D&D in general has made goblins less fey and more Tolkein-esque cannon fodder humanoids for a long time. These guys seem like a natural invitation back into the fey fold]

Gimmerling

CR 12 LE Fey

This small humanoid creature looks like a satirical portrait of a human child as a little monster. Its skin is a pale greenish grey, its large eyes are solid red, and it bears small but sharp claws and teeth.

Simultaneously cute and treacherous, a gimmerling is a fey creature that is a manifestation of aggressive mimicry. Much the same way that mantises and spiders disguise themselves as flowers to grab a bee, gimmerlings disguise themselves as children to lure humanoid prey into their clutches. Thus, they set up tableaus in areas with high traffic, seeming to be a youth caught in a trap or threatened by a monster (often a bribed ally or clockwork decoy). Once a do-gooder comes to help

them, they strike.

Gimmerlings cause the ground around them to revolt, forming jagged divots, sharp rocks, grasping roots and other hazardous terrain. They can attack through these structures as well as with their claws and teeth, battering a single enemy from multiple angles at once. They enjoy lording over fallen prey, and may be distracted by torturing a single victim long enough for their allies to either retreat or launch a counteroffensive. Gimmerlings are obsessed with innovation and mechanics, especially in the ways that they can be used to hold, injure and kill. They typically carry crossbows with envenomed bolts, and are skilled in the art of building traps.

Most gimmerlings are consumed with greed and gluttony. Their behavior often strikes observers as childish, and they are liable to bouts of obsession interspersed with completely losing interest in a stimulus. They usually do not trust each other long enough to form lasting alliances, but multiple gimmerlings will come together to share tales of mayhem, present their latest designs, and trade poisons and crafting supplies. A gimmerling responds better to authority than most other fey, and many find a role in the courts of the Eldest as spies, jailers or artisans. A few drift towards service to Mammon, as they find his insatiable greed relatable. Gremlins worship gimmerlings as gods, and some gimmerlings keep a mob of gremlins on call as assistants and disposable minions.

Gimmerling Boons and Banes (7th level, CL 12th, DC 23)

If someone can appeal to a gimmerling's curiosity for new ways to injure and kill, or gives it an especially interesting treasure or meal, the fey may reward their benefactor with a boon. Although most gimmerlings fight to kill, they use their bane when they want to draw out a bout of torment, or at the bequest of one of their superiors.

Boon: You gain poison use. If you already have poison use, you may apply a poison to a weapon as a swift action, and poisons you apply to a weapon have a +2 bonus to the save DC made against them. This boon lasts for one month.

Bane: You become preternaturally clumsy, and a danger to yourself. You suffer a -4 penalty to Reflex saves. When you fail a Reflex save, you fall prone. Whenever you take falling damage, you take 1d10 points of damage per 10 feet fallen instead of 1d6. Whenever you fall prone, you take 1d6 points of damage. This bane is permanent until removed.

Gimmerling CR 12

XP 19,200

LE Small fey (shapechanger)

Init +11; **Senses** blindsense 30 ft., low-light vision, Perception +24

Aura treacherous (15 ft.)

Defense

AC 26, touch 22, flat-footed 26 (+1 size, +7 Dex, +4 natural, +4 deflection)

hp 153 (18d6+90)

Fort +10, **Ref** +18, **Will** +14

DR 10/cold iron; **SR** 23

Defensive Abilities eldritch defense, uncanny dodge

Offense

Speed 40 ft., trickster's step

Melee 2 claws +17 (1d6+4), bite +17 (1d8+4)

Ranged +1 *light crossbow* +18/+13 (1d4+1/19-20 plus poison)

Special Attacks rend fallen, sneak attack +2d6, trip up

Statistics

Str 18, **Dex** 25, **Con** 18, **Int** 21, **Wis** 17, **Cha** 18

Base Atk +9; **CMB** +15 (+19 disarm); **CMD** 34 (38 vs. disarm)

Feats Agile Maneuvers, Combat Expertise, Greater Disarm, Improved Disarm, Improved Feint, Improved Initiative, Rapid Reload (light crossbow), Toughness, Weapon Finesse

Skills Acrobatics +28 (+32 when jumping), Bluff +25, Climb +25, Craft (traps) +26, Disable Device +23, Disguise +25 (+33 to appear as a humanoid child), Escape Artist +28, Knowledge (nature) +26, Perception +24, Sense Motive +24, Stealth +32; **Racial Modifiers** +8 Disguise to appear as a humanoid child

Languages Aklo, Common, Sylvan

SQ change shape (Small humanoid, *alter self*), improved poison use, innocent guise

Ecology

Environment any forests or urban

Organization solitary or conference (2-8)

Treasure double standard (+1 *light crossbow* with 20 bolts, 3 doses deathblade poison, other treasure)

Special Abilities

Eldritch Defense (Su) A gimmerling gains a deflection bonus to its AC and CMD equal to its Charisma modifier.

Improved Poison Use (Ex) A gimmerling does not risk poisoning itself when applying poison to a weapon. In addition, it may apply poison to a weapon as a swift action.

Innocent Guise (Su) When a gimmerling uses change shape, it appears especially childish and harmless. Its equipment appears to be toys or other items associated with youth (a vial of poison may appear as a bottle of juice, for example). A creature directly interacting with a gimmerling's possessions may disbelieve the illusion with a successful DC 23 Will save. This is a glamor effect, and the save DC is Charisma based.

Rend Fallen (Ex) A gimmerling deals sneak attack damage to prone opponents.

Treacherous Aura (Su) The ground within 15 feet of a gimmerling warps and buckles, counting as difficult terrain. A gimmerling can suppress or resume this aura as a swift action.

Trickster's Step (Su) A gimmerling's movement is not impeded by natural or magically created difficult terrain. In addition, they do not trigger mechanical traps unless they wish to.

Trip Up (Su) As a swift action, a gimmerling can lash out at an opponent on the ground within its treacherous aura. If that creature fails a DC 23 Reflex save, it is knocked to the ground and takes 2d10 points of bludgeoning damage. A successful Reflex save halves the damage and negates the prone condition. The save DC is Charisma based.