

# TECHNOMANCY GREMLINS



**N**OW WITH MODERN  
*advances in tech-  
nomancy, you too can buy  
magi-mechanical marvels  
powered by tiny supernat-  
ural gremlins! You won't  
know how you ever lived  
without them!*

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**THESE WONDROUS ITEMS ALL CONTAIN** technomatic gremlins, Tiny magical quasi-real creatures summoned through technomancy to fulfill a purpose. Technomatic gremlins are ethereal and cannot interact with objects on the Material Plane, except for their housing items and items they were specifically designed to interact with. Technomatic gremlins have AC 10 and 1 hit point, though they can only be damaged by creatures on the Ethereal Plane or by creatures who can specifically effect creatures on the Ethereal Plane. Technomatic gremlins have limited intelligence and can speak Common, though they typically only converse about subjects that relate to their purpose.

**Table: Technomancy Gremlins Suggested Prices**

COST	ITEM
90 gp	5-Star Personal Gremlin Organizer
85 gp	Executive Automatic Gremlin Tailor
20 gp	Gremlin Direction Finder MK2
150 gp	Handheld Automatic Gremlin Drill
75 gp	Homekeeper Helper Gremlin
200 gp	Image-Capturing Premium Gremlin
80 gp	Instant Messenger Gremlin Elite
350 gp	Micro Describer Plus
95 gp	Pocket Barber Gremlin
100 gp	Slap-Cut-Chop-Mince-Dicator
100 gp	Steadfast Home Security Gremlin
50 gp	Timekeeper Gremlin Deluxe
250 gp	Universal Gremlin Translator Select

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## 5-STAR PERSONAL GREMLIN ORGANIZER

*Wondrous item, common (requires attunement)*

This small black pocketbook comes with a tiny ethereal gold goblinoid who holds a cheap pen and eagerly awaits your instructions. Roughly half of this 120 page book is blank scratch paper, and the other half is a calendar of the current year. The gremlin writes down anything you ask him to and even takes down dictation if requested. It will also mark reminders in the calendar and circle dates. Despite its love for writing however, its penmanship is quite poor, it doesn't actually understand what anything it's writing actually means, and any word with 3 or more syllables is always misspelled. Accurately understanding anything the gremlin has written requires a successful DC 10 Intelligence check.

## EXECUTIVE AUTOMATIC GREMLIN TAILOR

*Wondrous item, common*

This smooth metal box has a funnel-like shoot on one end and a hinged top that when opened reveals dozens of multicolored ethereal goblinoids, each wielding sewing needles and arranged along an assembly line. If you place yarn, wool, or any other common sewing material in the funnel and announce what item of clothing you'd like and in what size, the gremlins produce it to the best of their abilities using the provided materials. When the provided materials are insufficient, production stops until they are provided as the gremlins shout, “More yarn!” and similar.

The gremlins work quickly depending on the size of the requested garment, averaging about 1 square foot of finished material per minute. Once finished the lid pops open to reveal the gremlin's handiwork—generally quite poor and misshapen, but sufficient to weave passable garments.

When you request more than 3 garments within a 24 hour period, the gremlins go on strike claiming ‘unfair sweatshop conditions’ and you will be unable to utilize the *executive automatic gremlin tailor* for 1 week or until you profusely apologize to them with a successful DC 18 Charisma (Persuasion) check, whichever comes first.

## GREMLIN DIRECTION FINDER MK2

*Wondrous item, common*

This tiny ethereal silver goblinoid sits in a small clamshell container along with a small cup of water and a single thin needle. When prompted with a bonus action, the gremlin uses the old cup and needle trick to try and find magnetic north, although it is not particularly good at this. Whenever the gremlin tries to find true north roll a d10, and on a result of a 1 it gets confused, pointing in the exact opposite direction instead.

## HANDHELD AUTOMATIC GREMLIN DRILL

*Wondrous item, uncommon*

When the trigger of this odd handheld tool is pulled, a tiny ethereal red goblinoid with a hammer and chisel pops out of the nozzle to chisel a perfectly circular 1-inch diameter hole in whatever object or creature the drill was pointed at. Once you release the trigger, the gremlin ceases chiseling and returns to the drill. You can pull or release the trigger as a bonus action, and the trigger can be held down indefinitely as long as a humanoid creature manually holds the trigger down (no action required). The gremlin continues chiseling the 1-inch diameter hole deeper until the trigger is released, at the following rates depending on material (approximate using these materials for obscure materials):

- Earth, loam or dirt: 6 inches per minute.
- Wood: 3 inches per minute.
- Stone: 1 inch per minute.
- Metal: 1 inch per hour.

If the gremlin was directed at a creature, it deals 1 piercing damage every minute that creature remains in the gremlin's path.



## HOMEKEEPER HELPER GREMLIN

*Wondrous item, common*

This hand-sized tin is covered in colorful branding and home to a Tiny ethereal black-and-white spotted goblinoid holding a mop and bucket. You can direct the gremlin to clean rooms or objects, which it does to the best of its ability using any water or soap that is available, at a rate of 1 square foot of cleaning per minute. The gremlin is particularly literal with instructions, and cleaning instructions should be worded carefully to avoid mishaps. Examples of cleaning mishaps include scrubbing all the paint off a painting when instructed to 'make a room spotless' or washing all the books when instructed to 'clean the library'. The gremlin continues cleaning until verbally instructed to stop or when its cleaning orders are completed to its own potentially misguided satisfaction. The gremlin is always magically aware of where its tin is and it returns to it when done.

## IMAGE-CAPTURING PREMIUM GREMLIN

*Wondrous item, uncommon*

This Tiny ethereal white goblinoid sits within a small iron box and is surrounded by tiny pigments. The box has a switch that when pressed strikes the gremlin on the head with a tiny hammer. Whenever the gremlin is hit by the hammer it rapidly paints whatever it sees out of the small porthole at the front of the box. The gremlin takes 1 minute to finish the picture and the result is a perfectly accurate painting, albeit extremely tiny. The gremlin comes with enough pigments for 5 paintings and each subsequent painting requires paints worth at least 12 gp.

## INSTANT MESSENGER GREMLIN ELITE

*Wondrous item, common*

A Tiny ethereal green goblinoid sits within a rectangular metal box, constantly holding an ear trumpet up to the perforated metal screen that occupies one side of its receptacle. By holding up the box to a person's face, you can instruct the gremlin to remember up to 3 people's faces and their first names.

As an action, you can instruct the gremlin to deliver a message to a person they remember at a specific location. Messages sent in this way can be up to 10 words long.

Once instructed to send a message, the gremlin exit its box and walks towards the specified location at a rate of 20 feet per round (or roughly 2.25 miles per hour). The gremlin is ethereal and passes directly through any solid objects it encounters on its journey.

Once the recipient of the message is found, the gremlin relays your message and immediately begins walking back to its box. The gremlin is always magically aware of where its box is.

If the journey takes the gremlin more than 24 hours, it forgets exactly what the message was and there is a 50% chance that what it delivers is garbled and nonsensical.

If the intended recipient is not in the specified location when the gremlin arrives, the gremlin asks around and tries to find them. The gremlin has a passive Survival score of 10, and will only locate recipients who can be found with a Wisdom (Survival) check of 10. If the gremlin fails to find the intended recipient after 24 hours, it gives up and returns to its box.

## MICRO DESCRIBER PLUS

*Wondrous item, uncommon*

This little porcelain chair has a Tiny ethereal purple goblinoid sitting on it, and in the creature's hands sits another even smaller purple goblinoid, and in their hands sits an even smaller goblinoid, and the motif seems to go on forever smaller.



This item includes 10 gremlins of decreasing scale from the largest at 4 inches tall, to the smallest at merely 500 microns tall (roughly the size of an amoeba).

If you place a single drop of a substance in front of the series of tiny gremlins, the largest of them leans towards it and allows the smaller gremlins a minute to observe the drop's contents at a cellular level. The smallest gremlin explains to the next size up, and so on, with the largest gremlin communicating back to you the description of the contents at a cellular level.

The gremlins are not particularly intelligent so most of their descriptions are similar to 'some sorta green globs' or 'a buncha squidgy spiny things what tried to eat me'.

Although this information is not scientifically or medically helpful, it can easily be used to identify if a substance is the same as another previously observed substance, as the gremlins are consistent in their descriptions.

## POCKET BARBER GREMLIN

*Wondrous item, common*

This Tiny ethereal blue goblinoid pops out of a decorative handle at the push of a button. The magical creature contained within this pearl handle has a pair of tiny scissors in each hand. You can press the button to send the gremlin out, causing it to immediately start snipping whatever the handle is directed at within 2 inches. The gremlin deals 1 slashing damage every minute to any object it is directed at.

## SLAP-CUT-CHOP- MINCE-DICINATOR

*Wondrous item, common*

This trinket resembles a pepper grinder but cranking the handle instead opens a miniature door to a Tiny knife-wielding ethereal yellow goblinoid in a chef's outfit. You can instruct the gremlin to help you prepare food, gaining a +2 bonus to ability checks made for cooking (whether using a skill or tool kit). You can also instruct the gremlin to chop Small-sized or smaller objects that can be effectively cut with a knife in the following ways:

- *Diced:* Cuts the material to the size of dice, takes 1 round to complete.
- *Minced:* Extremely fine cuts reducing the material to the size of sand grains, takes 1 minute to complete.
- *Powdered:* Cuts until material resembles a fine powder, takes 1 hour to complete.
- *Liquified:* Cuts until material is fully liquified, takes 24 hours to complete.

## STEADFAST HOME SECURITY GREMLIN

*Wondrous item, common*

This military-styled tin contains a Tiny ethereal mottled green goblinoid that is dressed in soldier's armor and salutes with earnest eagerness. You can instruct this gremlin to patrol an area, such as the perimeter of a room, campsite, or structure, while keeping watch for a creature type you instruct it to watch for. It completely ignores any creatures that are not of the chosen creature type. If it spots a creature of the chosen type, it immediately begins shouting and runs back into its tin to hide.

## TIMEKEEPER GREMLIN DELUXE

*Wondrous item, uncommon*

Inside of this iron locket waits a Tiny ethereal green goblinoid endlessly counting to itself. The magical creature obeys very limited instructions but only when they relate to timekeeping. It counts the seconds, minutes, and hours accurately out loud as they pass, immediately losing count if interrupted.

## UNIVERSAL GREMLIN TRANSLATOR SELECT

*Wondrous item, uncommon*

This Tiny ethereal orange goblinoid sits inside a decorative silver earring. The gremlin speaks Common and has limited knowledge of all other known languages, able to understand and translate the following phrases regardless of what language they are spoken in:

- Excuse me
- Please
- Yes
- No
- Where is the bathroom

When prompted the gremlin provides you with the correct translation of any of those phrases in any language. It can also attempt to translate anything spoken or written in any language, however it only recognizes the words that comprise the above phrases. 🗨️

