Gnome

written by CresthavenRPG Guru | September 14, 2015

Uncommon | Small | Neutral good | Humanoid

Gnomes, or “Earthmen” as they are sometimes called, live in the Underland, a series of subterranean caverns and are supposed to guard the earth’s treasures underground.

Armor Class	Hit Points	Move
12	4 *(1 Hit Dice)*	walk 20 ft

Appearing	6d10
Habitat	Underground
Negotiation	yes
Morale DC	7
Challenge	0.8 (240 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
-1	0	0	1	-2	1

Combat

Has 1 attack. Hit Bonus +2. Damage Blast. 3d4 damage damage

Special Attacks

Blast. Gnomes are equipped with a wooden and steel contraption that launches small metal projectiles and a high rate of speed.

Treasure

Individual: 6d4 gp

Lair: None