

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