

BROWNIE

Tiny Fey

Hit Dice: 1/2d6 (2 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 20 ft

AC: 17 (+2 size, +4 Dex, +1 natural)

Attacks: Short sword +6 melee

Damage: Short sword 1d4-2

Face/Reach: 2 1/2 ft by 2 1/2 ft/0 ft

Special Attacks: Spell-like abilities

Special Qualities: SR 16, low-light vision

Saves: Fort +0, Ref +6, Will +4

Abilities: Str 7, Dex 18, Con 11, Int 14, Wis 14, Cha 16

Skills: Bluff +7, Craft (woodworking) +6, Craft (leatherworking) +6, Craft (metalworking) +6, Escape Artist +8, Hide +16*, Listen +8, Move Silently +8, Search +5, Sense Motive +5, Spot +8

Feats: Dodge, Improved Initiative, Weapon Finesse (short sword)

Climate/Terrain: Temperate and warm forest

Organization: Gang (2-4) or band (5-12)

Challenge Rating: 1

Treasure: No coins; 50% goods; 50% items

Alignment: Always lawful good

Advancement: 1-3 HD (Tiny)

The brownie is believed by some to be a distant relative of the halfling and pixie. Brownies are quiet, shy creatures and tend to dwell away from others, preferring to live in pastoral areas.

Brownies appear as 1 1/2 feet tall humanoids. They have brown hair and blue or green eyes and favor brightly colored garments.

Brownies speak Common, Sylvan, and Halfling.

COMBAT

Brownies shun combat, but will attack if cornered. If unable to employ any spells, brownies attack with tiny short swords (treat as a dagger).

Spell-Like Abilities: 1/day—*confusion*, *continual flame*, *dancing lights*, *dimension door*, *magic circle against evil*, *mirror image*, and *ventriloquism*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 13 + spell level).

Skills: Brownies receive a +2 racial bonus to Listen and Spot checks.

*They also receive a +5 racial bonus to Hide checks in a forest setting.

The Brownie first appeared in the 1e MM (Gygax, 1977).