

Spider Gnome

Small Monstrous Humanoid

Hit Dice: 1d8+2 (10 hp)

Speed: 30 ft.

Initiative: +7 (+3 Dex,

+4 Improved Initiative)

Armor Class: 19 (+1 size, +3 dex, +3 natural, +2 dodge)

Base Attack Bonus: +1

Grapple/Parry: -4/+3 **Melee/Ranged:** +1/+5

Attack: Shortspear +1 Melee (1d8-1 plus Poison)

Full Attack: Shortspear +1 melee (1d8-1 plus Poison), Sling +5 ranged (1d4), or Bite +1 melee (1d4-1)

Abilities: **STR** 9 **DEX** 16 **CON** 15
INT 10 **WIS** 12 **CHA** 14
PER 16 **APL** 9 **LCK** 10

Saves: **Fort:** +2, **Ref:** +5, **Will:** +3
Rep: --- **Faith:** +9

Skills: Climb +11, Hide +7, Listen +3, Spot +3, Move Silently +5, Craft (Alchemy) +5

Feats: Improved Initiative

Sight: Darkvision 90ft. and Low-light vision

Special Attacks: Poison, Spell-like abilities, Web

Special Qualities: Gnome Traits, Spider gnome traits, Spell resistance 12, Poison immunity. .

Space/Reach: 5 Ft. / 5 ft.

Frequency: Uncommon

Value: None (25% chance of finding 1d4 vials of random poison in their possession)

Climate/ Habitat: Cold mountains, and in underground damp environments.

Challenge Rating: 4

Alignment: Usually Chaotic Evil

Organization: Solitary, Pair, Covey (1-5) or Nest (5-100 plus 1d6 guardian animals)

Treasure: Standard

Advancement: By character class

LA: +1

This monstrous humanoid stands little more than half the height of a man. It has a compound upper body with dark tan skin, fair hair, and large eyes. It has eight spider-like legs which protrude from its torso giving it, its name.

Spider gnomes are a strange breed of Gnome which are shy, crafty and cunning. They have a knack for alchemy and often use poisons to augment their regular defenses.

Slightly taller than their cousins, Spider Gnomes stand between 3½ ft and 4 feet tall and weigh between 20 and 35 pounds. On average they live between 45 and 60 years, though it is not uncommon for them to live into their eighties. Their skin color ranges from a dark tan to dark grey color, they are covered in a pelt of fur that ranges in color from light brown to black which leaves bald patches on their chest and arms. Most spider gnomes decline to wear clothing though they often hoard clothes stolen from unwary travelers.

They are attracted to bright shiny objects, and often collect bits of jewelry and rough gemstones from wherever they can get them, leading them into conflict with adventurers, and travelers alike.

Male Spider Gnomes decorate themselves with swirling tattoos as a right of passage into adulthood which they reach at the age of 11 years.

Though they are fierce and cunning warriors most tribes of spider gnomes are ruled over by other creatures such as Orc chieftains, or Rock Trolls. It is thought that they allow this to happen because they prefer the added strength of the more brutish races who they can easily manipulate. Spider Gnomes speak common and giant.

SPIDER GNOMES IN MAIDENS HEARTH

Spider Gnomes in the Maidens hearth live primarily in the Bitterstep and Dragons Teeth mountain ranges in the northwestern region of the hearth.

They live in small semi-nomadic tribal groups that swear fealty to the many giants that live in the surrounding mountains. While their cousins disappeared long ago in the wars the caused many of the gnomish races to become extinct the spider gnomes thrive on in the mountains removed from the eyes of elves and men.

Still on occasion the Men of Bransysara make hunting expeditions into the mountains that overlook their country to regulate the numbers of the gnomes which they consider pests.

In Adawar's time while the great battle of Illian was transpiring a force of Spider gnomes, along with rock trolls, Azoukar, and Irde poured into the hill country of Bransysara slaughtering and plundering the coastal kingdom, so that the Bransysarii could not come to the aid of their southern allies.

In the intervening seven hundred years since that time many of the Bransysarii have told and retold the story of the devastation that the mountain dwelling races caused upon their pastoral society. Indeed even the royal family claims heritage to the greatest of the heroes from this brief war Bransysar Half-elves, the lone Knight of Dawar who established the realm after the menace was driven back into the mountain homes.

ADVENTURING SPIDER GNOMES

Though rare some Spider Gnomes do leave their mountain homes, and tribes to explore the world. They are often greeted with suspicion and misgivings, though they as often pay little attention to the prejudices of other races.

Adventuring spider gnomes often take levels as Rogues, or as Sorcerers. A select few of them take levels as a Cleric.

Spider Gnomes worship their own pantheon of nature gods. Many Spider gnomes also worship Lluranga, Goddess of spiders (Lolth), and the Arazun. Good Spider Gnomes which adventure often adopt the worship of Dawar, or Aryandwë.

COMBAT

Spider Gnomes are fierce and cunning adversaries that use surprise and strength of numbers to overwhelm those they choose to fight.

This leads them to trail a potential victim, sometimes for many days in order to study the victim's habits. Then when they feel they are ready they set an ambush from both in front and behind, often incorporating the unstable terrain of the mountains in their favor.

Rolling boulders and loose stones down on the heads of victims is a favored tactic that they will use when able.

If a battle turns against them a Spider Gnome will throw their web on their enemy before making a hasty retreat.

Gnome Traits (Ex): Spider Gnomes possess the following racial traits;

---- +2 Constitution, -2 Strength

---- Small size: +1 bonus to Armor Class, +1 Bonus on attack rolls, +4 bonus on Hide checks, -4 penalty on grapple checks, lifting and carrying limits $\frac{3}{4}$ those of Medium characters.

---- Weapon familiarity: Spider gnomes may treat gnome hooked hammers (see chapter 7 of the *Players Handbook*) as martial weapons rather than as exotic weapons.

---- + 2 racial bonus on saving throws against illusions.

----Add +1 to the Difficulty Class for all saving throws against illusion spells cast by other gnomes. This adjustment stacks with those from similar effects, such as the Spell Focus Feat.

---- +1 racial bonus on attack rolls against kobolds, and bugbears.

---- +2 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and mountain giants).

---- +2 racial bonus on Listen, Spot and Move Silently checks.

---- +2 racial bonus on Craft (Alchemy) checks.

---- Automatic Languages: Common, Giant. Bonus Languages: Draconic, Dwarven, Elven, Irde (Orc), Old Gnomish.

---- Spell-Like Abilities: 1/day---*speak with animals* (mountain animals only, duration 1 minute). A Spider gnome with a Charisma score of at least 10 also has the following spell-like abilities; 1/day *dancing lights*, *detect magic*, *ghost sound*, *prestidigitation*. Caster Level 1st, save DC 10+ spider gnome's Cha modifier + spell level.

Spider Gnome Traits (Ex): In addition to their Gnome Traits, a Spider gnome has the following;

----+2 Dexterity, -2 Appeal

----+2 racial bonus to Move Silently checks

----+8 racial bonus on Climb checks

----Poison Use: Spider gnomes gain the ability to use poisons as a assassin does. (for more information see the *Dungeon Masters Guide*).

----Poison immunity (Ex): Spider gnomes are immune to all types of magical and non magical poisons, and they gain a +4 racial bonus on all saves against disease.

----Web (Ex): See below for more details

----Spell-Like Abilities: 1/day *Detect Good*, *Law*, *Chaos*, *Evil*, *Obscuring Mist*, *InFLICT Light Wounds*.

----Spell Resistance: A Spider Gnome has a spell resistance of 12.

----Favored Class: Rogue

Web (Ex): A spider gnome can throw a web up to three times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DC's are Constitution-based, and the Strength DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Poison (Ex): A spider gnome has 1d4 vials of any one type of poison that is appropriate to their region found in the Poison table of the *Dungeon Masters Guide*. A DM may choose to give them any number of other types of poison as they are avid collectors of the nefarious liquids. In addition they have 1d6 vials of their own concoction known as Bitterstep Venom.

Bitterstep Venom: Injury, Fortitude DC 16 initial is 1d4 Constitution damage, and the secondary damage 1d6 Int. The save DC is Constitution based.

Poison immunity (Ex): Spider gnomes are immune to all types of magical and non magical poisons, and they gain a +4 racial bonus on all saves against disease.

