

# Gnome, Deep (Svirfneblin)

March 8, 2023



Small humanoid (gnome), neutral good

**Armor Class** 15 (chain shirt)

**Hit Points** 16 (3d6 + 6)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	12 (+1)	10 (+0)	9 (-1)

**Saving Throws**

**Skills** Investigation +3, Perception +2, Stealth +4

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Gnomish, Terran, Undercommon

**Challenge** 44928 (100 XP)

**Stone Camouflage.** The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Gnome Cunning.** The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Innate Spellcasting.** The gnome's innate spellcasting ability is

Intelligence (spell save DC 11). It can innately cast the following spells, requiring no material components: At will: "" (self only) 1/day each: "", "", ""

## Actions

**War Pick.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

**Poisoned Dart.** Ranged Weapon Attack: +4 to hit, range 30/120 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.