

GNOME



gnomes, also known as Seeker Gnomes, are inquisitive, passionate about their craft, and dedicated to discovery - especially magical discovery.

FOCUSED

A gnome's energies are focused on gaining knowledge and discovery. This can take the form of hours studying ancient tomes or bold experimentation. No matter the how, it is always focused on magic or related subjects.

Gnomes have spent centuries perfecting the magical arts to a point of being second nature. Even those who do not become wizards, have some innate magical talent.

Together with their natural intelligence, their curiosity knows no bounds when it comes to magic.

DARK PAST

Gnomes were enslaved for generations underground by their Illithid masters and so they bare particular hatred for these creatures, but it has also left a mark on every gnome's psyche. Gnomes do not want to end up back in slavery and so work hard to avoid this fate at any cost. They toil and gain power to reduce the likelihood of being enslaved once again. Or, at least, to allay their fears of such a thing happening.

Not that they let this overwhelm them into becoming brooding xenophobics. On the contrary, gnomes possess a pleasant disposition and can be quite the diplomat when needed.

MAGICAL LANDS

With no homeland to call their own when they escaped bondage, the gnomes wandered the world in search of a homeland. While some engrained themselves with other cultures, others managed to carve out the gnomish empire over time.

This is a place filled with potent magics, which the gnomes keep secret from others. From this homeland, they have moved to many lands and are now a common sight all over the Known World, usually in positions where their crafting and magical talents will be useful.

SEEKERS OF KNOWLEDGE

Gnomes who take up adventuring will do so in search of knowledge and ancient magics. They are eager to come across some piece of ancient lore or long-forgotten tome that may hold the insight into one of their wild theories.

HOMEBREW GNOME

This is my own version of the Gnome for my Aythia campaign. It differs from that offered in the PHB as I don't particularly like those offered in that tome.

Feel free to use this version in your own campaign.

GNOME TRAITS

Gnomes share certain racial traits as a result of their arcane-infused legacy.

Ability Score increase. Your Intelligence score increases by 2, and your Charisma score increases by 1.

Age. Gnomes mature at the same rate humans do, and most are expected to settle down into an adult life by around age 40. They can live 350 to almost 500 years.

Alignment. Gnomes are most often neutral. The way they approach their studies tends to show their lawful or chaotic traits.

Size. Gnomes are between 3 and 4 feet tall and average about 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

Languages. You can speak, read, and write Common and Gnomish. The Gnomish language, which uses an old arcane script, is renowned for its technical treatises and its catalogs of knowledge about all things arcane.

Gnome Insight. You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Natural Magic. You know one Cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for it.

Magic Lore. Whenever you make an Intelligence (History) check related to magic items or alchemical objects, you can add twice your proficiency bonus, instead of any proficiency bonus you normally apply.

Crafty. You gain the tool proficiency with Alchemist Tools, plus one other Artisan Tool proficiency.

Item Crafting. Whenever you attempt to create an item, be it mundane or magical, the time it takes to create the item is reduced by a number of days equal to your Intelligence modifier (minimum 1 day).

