

PUSHER GNOMES



KNIGHT OWL GAMES

PUSHER GNOMES

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ISBN #: 978-1-329-81825-5



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Published by Knight Owl Games

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Pusher Gnomes

Gnomes in Meatlandia

The Pusher Gnome is presented below for use in the Meatlandia setting. However, there is no reason why they would not fit in other settings. When using Pusher Gnomes in settings other than Meatlandia, keep in mind that they would react to magic of any kind similarly to their reaction to Meat Magic.

Gnomes in Meatlandia, though not as common as other races, are still relatively abundant. It is known that there are Lava Gnomes—tinkers who have harnessed the heat of the mountains to create impressive steam works—in the southern mountains and various other tribes around the country, including the Bone Gnomes, Metro Gnomes, and the especially unsavory Loam Gnomes.

Though their social structures, habitats, and primary occupations vary greatly from tribe to tribe, all Meatlandian Gnomes are wary and skeptical of magic in all its forms, with a special disdain for the transmutation effects of Meat Magic. The practice of magic is outlawed in all Gnome cities and no self-respecting Gnome would ever subject him or herself to Meat Man transmutation—an act

which would most certainly mean ostracization and banishment. In fact, Meatlandian Gnomes have been known to burn the homes of Gnomes who have roamed into Chaos Zones or shown interest in magic tomes.

While Meatlandian Gnomes may associate at times with Priests, Elves, and even Bards, under no circumstances would they ever let a Meat Mage or Meat Man into their cities. Magic objects are treated with disgust and the rare Gnome who finds him or herself in possession of a magic item will quickly dispose of it (for an appropriate price, of course.)

PUSHER GNOMES

The Pusher Gnome is a specialist who has applied his or her innate racial talents to the manufacture and distribution of special Gnomish drugs. These drugs are so incredible that they can sometimes seem to have near-magical effects, though they are in fact completely mundane in their nature and origin. Of course, being Gnomes, the Pushers are not always successful in creating the drugs and unforeseen and (sometimes) dangerous side-effects are not at all uncommon.

Due to the incredible effects of their drugs (and their addictive properties), the concoctions created by the Pusher Gnomes are in

high demand throughout Meatlandia and can fetch a high price. Gangs of Pusher Gnomes have begun running and distributing drugs throughout all of the kingdom, with typically two or more gangs vying for control of the larger cities. The city of Meatlandia is home to six known Gnome gangs, with potential for several more.

Although Gnomes in Meatlandia do not necessarily have to be Pusher Gnomes, the vast majority of Gnomes encountered by non-Gnomes will be. In fact, most Meatlandians think of Gnomes as nothing more than drug dealers and thugs, which has contributed to vast anti-Gnome sentiment throughout the kingdom. For their part, most Gnomes do not care much for non-Gnomes, nor do they care what non-Gnomes think about their great and glorious race. Besides, most of the *bad* Pusher Gnomes are from *other* tribes.

When meeting Pusher Gnomes, one should keep the following in mind:

- Avoid eye contact. Pusher Gnomes do not like it and they may become extremely agitated.
- Don't ask for credit. Junkies do not get credit.
- Never ask any questions and do not answer questions like "guess what?", "you want to see something?", or "did I really just do that?". It will lead to an hours-long diatribe on the intricacies of Pusher Gnominess.

GANGS

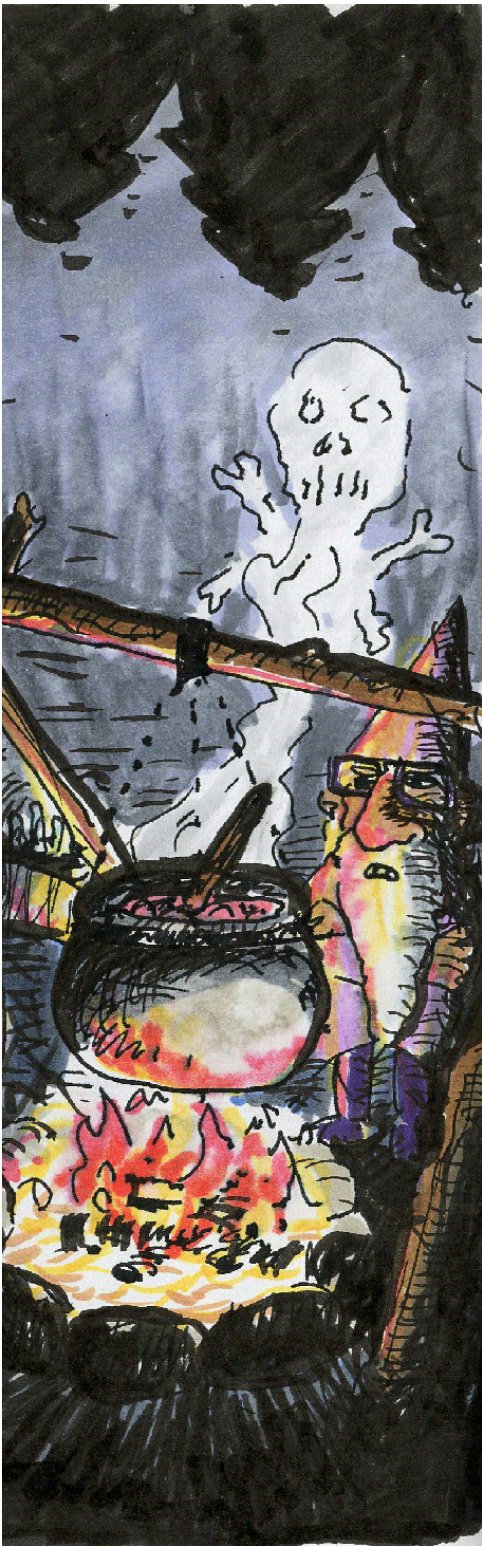
Although purchasing and using drugs are not crimes in Meatlandia, Pusher Gnomes are outlawed in all the major cities. Besides being a general public menace, municipal governments have not been able to tax drug sales and despise Pusher Gnomes making money at something that cuts into their Meat Magic business. Lawful rulers, like the Rust Lord, who are against Meat Magic have banned drugs as well and will persecute Pusher Gnomes. Likewise, the Death's Hand

has found it to be very lucrative to kill Pusher Gnomes, steal their goods, and sell them themselves.

In response to these pressures, the Pusher Gnomes operate in gangs—usually 4-24 (4d6) members in size—and will almost never be found completely alone. The rare solitary Pusher Gnome will usually team up with a group of adventurers (they will almost never work with Meat Mages or Chaos Nexuses, but do not usually have qualms with Chaos DJs or Raconteurs.) Standard Pusher Gnome gangs will be made mostly up of first level Pushers, with one third level Pusher for every four members and a leader who is fifth level.

It is important to note that a Gnome gang is not nearly as threatening as it is annoying. There is a 10% chance per member of the gang that they will begin a conversation on the subtleties of Gnomish street style (pointy hats were cool last year, but now it's all about conical hats), the music of the accordion-





flute, their favorite Grabbythrowyballstick players, or some other equally nonsensical subject.

DRUGS

Master of alchemy, botany, chemistry, and, above all, homeopathy, the Pusher Gnome is ideally suited to the task of creating drugs in all their forms and can do so with a minimum of equipment. However, when outfitted with the proper supplies and a laboratory, the chances of success are dramatically improved.

The average Pusher Gnome can make a variety of drugs and it is truly impressive to see the results. Though they usually are successful at making something, it is not always guaranteed that they will make the drug that they actually want to make. And even then, it is highly likely that there will be unforeseen side-effects. Although this has never seemed to bother the Gnomes in the least, other Meatlandians should be wary of trying Gnomish drugs without testing them first.

To make a drug, the Pusher Gnome will either need to consult the Pusher Gnome Drug Table or utilize one of the standard drug recipes listed below. In either case, the Pusher Gnome must roll for success and consult the results table to see what happens. As Pusher Gnomes do not believe in mass-production and value originality and creative expression above all else, the process never gets easier, no matter how many times a Pusher Gnome has “followed” a given recipe.

All recipes will be made up a number of ingredients matching the difficulty rating for the drug. The player may decide what they are and describe the ingredients, as well as his or her character’s method of procuring them. It should not be very difficult to come up with the ingredients, but they should have an average value of 1 GP each. Many Pusher Gnomes are habitual hoarders and collectors of random plants, minerals, and other various and interesting things that they may (but probably will not) one day use in a concoction.

Pusher Gnome Character Class

While it is possible to run a standard Gnome in Meatlandia, most Gnomes encountered outside of Gnome cities are Pusher Gnomes (about 95%). The Gnomish distaste for Meat Magic and, to a lesser degree, Chaos Magic make all but the most adventurous Pusher Gnomes incredibly unlikely to venture out into the greater world.

ABILITY SCORE ADJUSTMENTS:

Str: -1

Wis: -1

Dex +2

RACIAL ABILITIES:

Pusher Gnomes have the special abilities of all Gnomes, including the following:

- Infravision 60 feet
- Magic resistance (all saves vs. magic are made at +2)
- Digging: Gnomes are excellent diggers. They have an inherent skill of 2 in 6.
- Detect grade/slope underground: 5 in 6

DRUGS:

Pusher Gnomes can concoct drugs with equally surprising rapidity and results. Although the drugs they mix up are not always what they intend (in fact, they are usually not), they are usually something interesting. As Pusher Gnomes increase in levels, their ability to achieve desired results increases as well. To create drugs, the Pusher Gnome will consult the Drug Creation Table, roll a check, and then consult the Results Table to find out what happens. Pusher Gnomes add their Int. Modifier to their Drug Creation checks.



HIT POINTS:

Pusher Gnomes begin play with 1d4 hit points and gain 1d4 hit points per level until level ten. They gain one hit point per level after ten.

COMBAT:

Pusher Gnomes fight and save as Thieves/Rogues/Specialists of the same level. However, they also gain a +2 to all saves vs. magic. They have no armor restrictions. Due to their small size, Pusher Gnomes must use medium weapons 2-handed and cannot wield large weapons. Pusher Gnomes are +1 to hit against Kobolds and Goblins (who they hate passionately) and +4 to AC against large or giant creatures due to their tiny size.

Pusher Gnomes will always prefer unique or modified weapons to more typical options, with DIY weapons and armor always garnering the most respect and praise. Favorites include spiked clubs, broken bottles, and lengths of chain.

SKILLS:

If you use a skill system, Pusher Gnomes gain skills as Thieves/Rogues/Specialists at 2 levels lower than their actual level. If you are playing with the LotFP system, assume that Pusher Gnomes begin play with two skill points and gain one skill point per level.

ADVANCEMENT:

Level	XP	Hit Dice	Fighting Ability	Drug Creation Modifier
1	0	1d4	1	0
2	1,250	2d4	1	+1
3	2,500	3d4	1	+3
4	5,000	4d4	2	+5
5	10,000	5d4	2	+7
6	20,000	6d4	3	+9
7	40,000	7d4	3	+11
8	60,000	8d4	4	+13
9	100,000	9d4	4	+15
10	140,000	10d4	5	+17
11	270,000	10d4+1	5	+19
12	450,000	10d4+2	6	+21

Creating Gnomish Drugs

The following section describes the process for creating Gnomish Drugs. In order for a Pusher Gnome to create a drug, he or she must first choose the desired aspects of the drug from the Drug Creation Table, noting the Difficulty Modifier for each category. The Difficulty Modifier may be further impacted by the use of equipment, help from other Gnomes, and the inclusion of side effects. Once the Difficulty Level for the drug is tallied, the player rolls a d20, adds his or her Drug Creation Modifier and Int modifier to the result, and

consults the Results Table to see if the experiment was successful and what kind of drug he or she has actually created.

ABILITY SCORE MODIFICATION:

Gnomish drugs have a tendency to temporarily improve ability scores. Add/remove two points to the difficulty modifier for every ability score point change.

COMBAT MODIFIERS:

Many of the Gnomish drugs are created with the idea of making their users into better warriors. For every point added to (or subtracted from) a character's to-hit, damage, armor class, or saving throws, add/remove one point to the difficulty modifier. Add three to the difficulty modifier for each additional attack per round or hit die granted.

SKILLS

If a Gnomish drug enhances or modifies any skill, add/remove one point to the difficulty modifier for every skill point (in LotFP style play) or every 15% of change.

SPECIAL EFFECTS:

If a drug imparts magic-like effects (healing, invisibility, telepathy, etc.), add three times the spell-level of the intended effect (so that healing would be +3 and flight would be +9) to the difficulty modifier.

EQUIPMENT:

Gnomes using an Alchemy Kit (minimum of 300 GP value) will gain a +5 to their checks. Gnomes using a fully outfitted laboratory (minimum of 3,000 GP value) will gain a +10 to their checks. Because Pusher Gnomes are inherently creative, unique, and, above all, argumentative, Gnomes receiving help from other Gnomes will accrue a -1 to their checks for each helper involved.

DRUG CREATION TABLE

Difficulty Modifier	Duration	Hit Size	Type	Delay
1	1 round (or instant)	1 liter / 1 kilogram	Intravenous	2 hours
2	1 minute (4 rounds)	500 ml / 500 grams	Smoke	1 hour
3	5 minutes	100 ml / 100 grams	Inhalant	30 minutes
4	10 minutes	20 ml / 20 grams	Edible	15 minutes
5	30 minutes	1 ml / 1 gram	Beverage	5 minutes
6	1 hour	200 mg		1 minute
7	2 hours	50 mg		1 round / 15 seconds
8	4 hours			End of round
9	8 hours			Instant
10	12 hours			
11	16 hours			
12	20 hours			
13	24 hours			

RESULTS TABLE

Check	Description	Result
Above Difficulty Level	Excellent	Drug comes out exactly as intended! Who would have thought?
Matches Difficulty Level	Pretty Damn Good	Intended results are met, but roll for additional side-effect.
1-4 under Difficulty Level	Average	Intended results are met, but roll for two additional side-effects.
5-10 under Difficulty Level	Failure	Intended results are not achieved. Instead, roll for three side-effects.
More than 10 under Difficulty Level	Fumble	Intended results are not achieved. Roll effect on fumble table.
Natural 1	Critical Failure	Explosion! Mixture blows up, destroying the materials used to create it and inflicting 1d4 HP of damage / 4 levels of difficulty.



SIDE EFFECTS

The table below includes common side effects of Gnomish drugs. Each side effect grants a -5 to the Difficulty Modifier

Roll	Side Effect
1	Makes the user extremely shaky: -2 to AC, -2 to hit, -1 Dex
2	User becomes cocky, rude, and extremely agitated for duration: -2 Cha
3	User is disoriented for duration: -2 to reactions, perception, and initiative
4	Difficulty concentrating: -1 to all skill checks, -1 to hit
5	Diarrhea/Vomiting for duration. Roll d20 every hour—10 or less is an emergency!
6	Drunk: -4 to Dex, Wis, Cha
7	Unable to speak at all for duration
8	Blinded for 2d12 hours
9	Phobia: Fear of 1. others, 2: open spaces, 3: small animals, 4: dark, 5: tight spaces, 6: water
10	Hallucinations/delusions for duration
11	Extreme sensitivity to loud noises and bright light: -4 to all checks when exposed.
12	Hang over. Effect takes place after drug wears off and lasts for 3d4 hours. -2 to all checks.
13	Loss of fine motor control. -6 to all checks requiring hands.
14	Intense anger: easily provoked and very violent. Add +1 to init, but must fight anyone who angers him or her.
15	Lovesick. Will attempt to seduce any character on roll of 6 or less on d20. A 1 means that the character becomes obsessed with the target.
16	It's getting hot in here! Character will take off all of his or her clothes (including armor) for the duration.
17	Extreme weakness: -4 to Str., -2 to hit and damage. -4 to all physical saves and checks.
18	Incessant flatulence. -3 to Cha for duration.
19	Complete unwillingness to move for duration. If forced to move, all checks will be made at -10
20	Suicidal. Roll d20 every hour, 1 or 2 means that character will try to kill him or herself. Likewise, a natural 1 in combat means that character attacks him or herself intentionally. Character is -5 to AC and -5 to all saves for duration.

FUMBLE TABLE

Roll	Result
1	Fumes released by the concoction cause paralysis. Everyone within 10 feet save or be paralyzed for 4d6 hours.
2	Concoction boils over and becomes highly corrosive. Will eat through metal, wood, and other natural materials. Will cause 1 point of damage to any who touch it until it is washed off.
3	Drug has completely unknown and unintended results. GM is encouraged to make up something fun. Otherwise, randomly select a 2 nd level Magic User spell.
4	Concoction sprays out all over the place. Anyone within 20 feet must save or be covered in its mist-like spray. The mist is harmless, but will cause large boils to appear wherever it touches. Boils will last for 3d4 days.
5	Fumes released by the concoction are extremely nauseating. Anyone within 20 feet will be covered with a nauseating stench for 4d12 hours.
6	Gas from the concoction changes hair and beard color to a bright pink. The only way to fix this is to cut it all off and regrow your hair/beard!

Standard Drug Recipes

These recipes can be modified in any way and should be considered to be rough guidelines. Common modifications would be to increase hit size or decrease duration to make the drug easier to create.

FIZZYPUNCHPUNCH

Effects: Fizzypunchpunch is a powerful stimulant that causes adrenalin to flow in the bloodstream. The adrenalin causes the user to inflict double damage from all melee attacks, adds +2 to Str., and gives the person +1 Hit Die

Side Effects: Makes the user extremely shaky: -2 to AC, -2 to hit, -1 Dex.

Duration: 30 minutes

Hit Size: 1 gram of powder, snorted through the nose.

Delay: Instantaneous

Difficulty Rating: 22

Street Value: 220 GP

TASTYZOOMZOOMS

Effects: Hyper reactions—everything seems to slow down around the user. +4 to hit, +4 to AC, +1 attack/round

Side Effects: User becomes cocky, rude, and extremely agitated for duration: -2 Cha.

Duration: 10 minutes

Hit Size: 200 mg, taken by squirting onto the tongue.

Delay: 30 minutes.

Difficulty Rating: 21

Street Value: 210 GP

HEALYFEALYBETTERBITES

Effects: Heal 1d6 Hit Points almost instantly.

Duration: Instant, but side effects last for 4 hours.

Side Effects: User is disoriented for duration: -2 to reactions, perceptions, and initiative.

Hit Size: 100 grams eaten in a cookie.

Delay: Instant.

Difficulty Rating: 14

Street Value: 140 GP

SUPERSMARTYPARTYPANTS

Effects: Increased Mental Awareness: +2 Int, +1/15% to all skill checks, +1 to all mental saves

Duration: 12 Hours

Side Effects: Hang Over. Effect takes place after drug wears off and lasts for 3d4 hours. -2 to all checks.

Hit Size: 500 ml beverage.

Delay: 1 hour

Difficulty Rating: 24

Street Value: 240 GP



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