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Featuring Goat Riding Ninja Field Gnomes!

STAIRS OF THE

IMMORTAL

New Class, New Race, New Location

Gnomes of the Northeast

By J.Parker



A Dilly Green Bean Games Product/Swords & Wizardry Compatible

STAIRS OF THE

IMMORTAL

Gnomes of the Northeast

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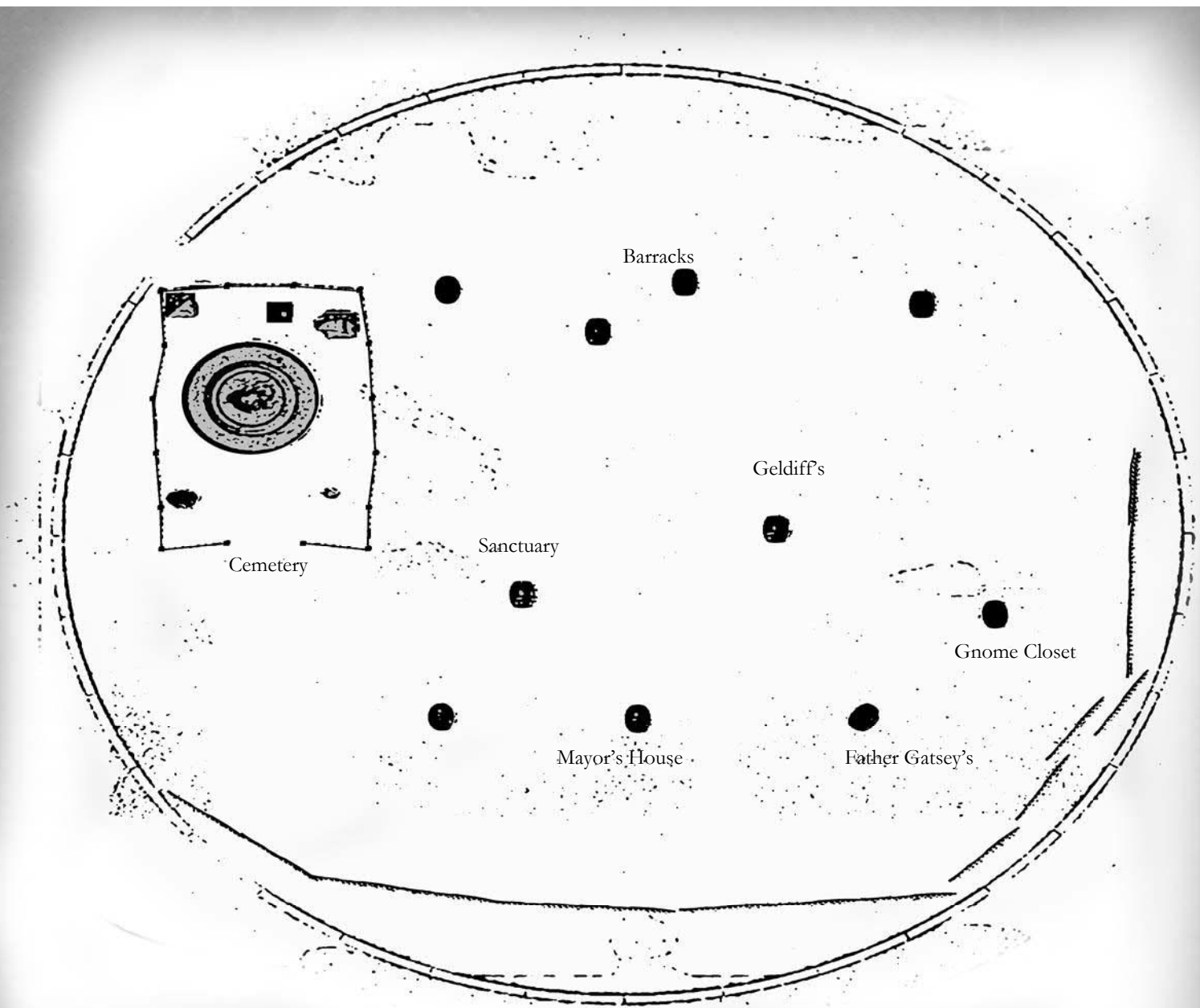
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Usable with Swords & Wizardry
Suggested: Stairs of the Immortal: Swords & Wizardry Edition
(For setting and advanced rule use)

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STAIRS OF THE IMMORTAL

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Windell



Great Stone Circle



STAIRS OF THE IMMORTAL

Village of Windell

Population Average: 45

Government: Mayor

Religion: Cult of Gor-Don

Special Trades: Agriculture, Magic

Historical Significance: Subject of countless tales and folklore

Famous Citizens: Grand Sorcerer Geldiff (Gnome sorcerer) and He Who Gnomes the Dead (Gnome necromancer)

Military Might: A handful of Gnome rangers who ride goats

Notable Places: The Sanctuary (where Patron Mother Patsey lives), The Gnome Closet (the local shop run by Qartsey)

About:

The village of Windell is located northeast of Gwain's keep and just south of the Northern coastline. To the untrained and unmagical eye, the village is nothing more than an area of small hills and a medium-sized cemetery that is home to many who died during the last war, but had no home. Only those of magical descent can actually see the village, although some magic can

cause the veil to disperse for short periods of time allowing those who aren't magically inclined to see it. The entire village is covered in a magic veil created by their Grand Sorcerer, Geldiff, who retired after the war with Mortuary and took refuge with his gnomish brothers and sisters. The Majestic Quilt (the veil) makes the field gnomes invisible along with their abodes. If a gnome leaves the confines of the veil they will lose the invisibility protection. During festivals, the veil is lifted and the gnomes party freely in the open. They even allow friends and allies, from other races and kingdoms, to join them. It is said that when the gnomes appear that the Gods will watch with loving eyes. No mortal who respects the Gods would ever act against the gnomes of Windell during the celebrations.

***GM NOTE:** The Majestic Quilt is a level 9 spell of specialized invisibility. It only works on field gnomes and their structures. It's possible for someone to walk through the village and trip over random garden carts or even step on a careless garden gnome. The veil also tries to convince people to not enter the village area. Anyone trying to enter when the veil is active must roll 1d6: On a roll of 1-5 they get an urge to not walk through it, instead choosing to take a long route for no good reason.



New Race

Field Gnome

Field Gnomes are relatives of the mountain gnomes. The typical field gnome is about a foot and a half to two and a half feet tall. They have roundish faces and cute cheeks. If there is one species out there that mothers love, it's these small magical people. The true origin of the field gnomes is a mystery. It is known that they worship a deity called Gor-Don, Protector of the Portal. Wizards theorize that the field gnomes' point of origin must be on the other side of the portal that is rumored to exist at the Great Stone Circle, but field gnomes won't confirm it. Field gnomes are magically talented too and are also great farmers. They enjoy their harmony with nature and spend their daylight hours tending to their tiny crops. Field gnomes are herbivores by nature and utilize animals only for milk and plowing. The field gnomes aren't defenseless. They are well guarded by their Gnomier Goat Cavalry and their variety of magic wielders. There are tales of bandits getting brutalized by the Gnomier Cavalry. The field gnomes' hierarchy consists of a grand wizard, who is responsible for all his people. Their Patron Mother looks after the women and children during the day and supervises womanly duties like cooking and cleaning. Don't be fooled though. The field gnome women are not to be trifled with and when cornered show their true magical might. Most field gnomes are friendly people who are fun to have around unless you make them angry.

Field Gnomes have the following:
+2 to Dexterity and Wisdom, -2 to Strength
Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.
Average lifespan: 500 years

Angry Red Eyes: When angered, the field gnomes eyes will glow an eerie red causing FEAR. Anyone looking into the Field Gnome's Angry Red Eyes must make a save or run away.

Gnomey Magic Bolts: Field gnomes may generate bolts of magic at 1d6 magical damage. They don't use this ability unless forced to. The bolts automatically cause a threat to pause for 1 Action, giving the field gnome time to escape.

Available Paths: Magic, Warrior

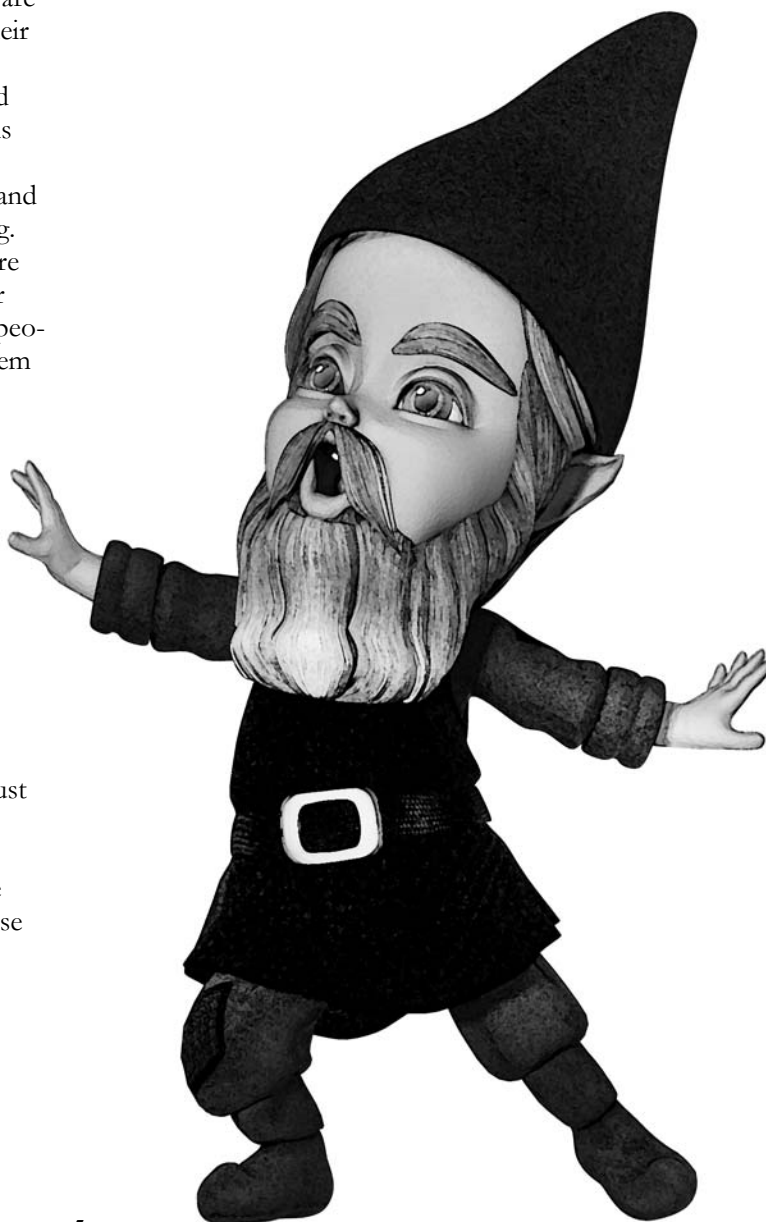
Views of Other Races

Dwarves: They look pretty in all that metal and they make good use of their pigs. A little too violent and uppity for us.

Elves: Those are the people with the pointy ears right? They're ok....we guess.

Hobbs: We love a good party and love field folk like us. But the Hobbs...they take it to excess. How many festivals do you really need? And all the attention they attract....not good for a village of short people.

Humans: Damn humans are always fighting over something. It's hard to trust a race that is always looking to gain, and not to give.



STAIRS OF THE IMMORTAL

NEW WARRIOR Class

Gnomier Goat Cavalry

Prerequisites: *Must be Grunt at lvl 5 and must pass the trials.*

Prime Attribute: Dexterity
+13 (+5% experience bonus)

Hit Dice: 1d8/level

Armor/Shield Permitted:
Padded, Leather

Weapons Permitted: Edged
Weapons, Bows

Race: Field Gnome

Alignment: Neutrality

There is a saying: Don't go to war with the field gnomes. The Gnomier Goat Cavalry is the reason why. These sharp warrior field gnomes are dangerous and crafty. They have often been confused for assassins

because the Gnomier uses both mount and stealth to carry out their warfare. Most ride their little war goats while others dress in black outfits and wait in the shadows with sharp blades and small bows. The life of a Gnomier is an honorable one. They value loyalty and their members are some of the most trusted field gnomes to ever live. The Gnomier spends their time patrolling the village and guarding the Great Stone Circle. Their goats are cared for at night by the shepherd and the barracks are connected to the shepherd's barn. So if there is an attack, the Gnomiers can get to their mounts. The Gnomier trains with bows, short swords and spears. They aren't fans of shields and heavy armors because it slows them down.

-Loyal to the Field Gnomes: The Gnomier has sworn an oath to their race and lives by it. They will not betray their people even when 'magically' pushed to. They gain a +5 to any rolls to resist any form of mental or magic control that would cause them to hurt one of their own.

-Like a Ninja! The Gnomier can be extremely stealthy. They blend with shadows easily which gives them +2 to any stealth rolls involving darkness. They also get one automatic free action before anyone else may act.

LEVEL	Exp. Points	Hit Dice	Saving Throw
6	16,000	6	10
7	32,000	7	9
8	65,000	8	8
9	130,000	9	7
10	260,000	9+2hp	6
11	470,000	9+4hp	5
12	560,000	9+6hp	4
13	660,000	9+8hp	4
14	760,000	9+10hp	4
15	860,000	9+12hp	4
16	960,000	9+14hp	4
17	1,060,000	9+16hp	4
18	1,160,000	9+18hp	4
19	1,260,000	9+20hp	4
20	1,360,000	9+22hp	4
21	1,460,000	+2 hp per level	4

-Goat, HO!: When riding a goat, the Gnomier gains +5 to any combat rolls. They also have a natural rapport with goats, offering the Field Gnome a 5 in 6 chance of charming one of these four legged farm animals.



STAIRS OF THE IMMORTAL

GRAND SORCERER GELDIFF

Class: Apprentice, Mage, Wizard (15)

Alignment: Law

Race: Field Gnome

Deity: Gor-Don

Age: 350+ (actual age unknown)

Hit Points: 56

Saving Throw: 4

Armor Class: 2[17]

Stair Level: 15

Strength: 06

Dexterity: 15

Constitution: 10

Intelligence: 18

Wisdom: 18

Charisma: 17

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Dwarf, Elf, Goat

Class Abilities:

Magic Supremacy: +10 to all magic rolls.

Magic Defense: Magic damage is reduced by half

Know Thy Brethren: Can easily spot another wizard

Final Sacrifice: Wizard explodes doing 500 points of damage to any creature within 100 yards. The wizard may NOT be resurrected after doing this.

Afterlife: After a wizard dies roll 1d10. On a 10 the wizard returns as a magic spirit (resulting in becoming an NPC)

Know thy moon: Minxil +6 to spell rolls

A WANDerous thing: When armed with wand, AC gains a bonus of -6[+6] against incoming magic attacks

Magic Defender: +6 to Magic Saving Throws

Wand Wu-Fu: Roll 1d6: 2-4 Reflect, 5-6 Deflect incoming magic attacks with wand.

Magic Maker: 1-5 chance of crafting new magic items imbued with magic spell properties. May NOT exceed Wizard level.

Equipment:

Robes of the Grand Sorcerer: -7[+7]

-Magic damage is reduced by half

Staff of the Grand Sorcerer: 1d4 damage

-The staff has the ability to mass teleport every field gnome at once to a safe location if a dire threat has overtaken the town. It can also throw up a magic dome over the village (40HP) to protect it in case of an impending attack.

Hat of Invisibility: Makes the wearer invisible at will.

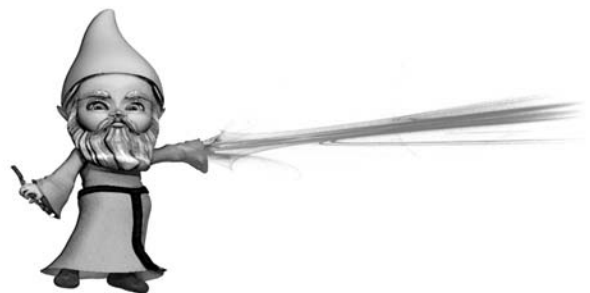
Grimoire of Geldiff: Contains over 100 spells (Levels 1-9)

-Geldiff always keeps ready all level 1 spells for parlor tricks. In times of war he will ready more powerful spells (at the Game Master's discretion).

Deeds

Revered by the field gnomes, Grand Sorcerer Geldiff has served his people for well over a century. He grew up in far off lands and watched his people suffer under the tyranny of a vile king. Geldiff struck a deal with Gor-Don, a magical creature, and led the field gnomes to these new lands. Here, Geldiff helped form the village of Windell and established the Magic Quilt with the help of Gor-Don. As part of the deal, Geldiff protects the Great Stone Circle from threats and serves Gor-Don. Geldiff's primary role is as the field gnome's Grand Sorcerer. He spends most of his time entertaining children and maintaining his magical prowess. He doesn't believe in short cuts and doesn't use his magic to make life easier for his people. Instead he uses his knowledge to educate the field gnomes and make them better survivors. Over the years Gildeff has made pilgrimages south so that he may converse with others who wield magic. And while the sorcerer has made many friends along the way, he is well aware of others who would do his people harm.

Geldiff is an old man who has great power in magic. He's friendly with a slight twist of cranky every now and then. He believes that he owes Gor-Don a great debt and goes out of his way to appease the portal creature. When the field gnomes are in danger, Geldiff's tone changes and he becomes almost haunting in his demeanor. Field gnomes that have witnessed Geldiff angry say that they had nightmares for weeks after. The Grand Sorcerer lives at the center of Windell, where he can keep an eye out on people.



STAIRS OF THE IMMORTAL

MAYOR LOPSEY

Class: --

Alignment: Law

Race: Field Gnome

Deity: Gor-Don

Age: 350+ (actual age unknown)

Hit Points: 10

Saving Throw: 15

Armor Class: 9 [10]

Stair Level: --

Strength: 08

Dexterity: 14

Constitution: 10

Intelligence: 15

Wisdom: 15

Charisma: 18

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat

Class Abilities:

N/A

Equipment:

N/A

Deeds

Mayor Lopsey is a fun loving field gnome who lives by the rule 'work and play, all day'. As long as his people get the daily farm chores done, they can have as much fun as they want that evening. And it's a standing order. This keeps everyone happy. Mayor Lopsey came to power after the previous mayor, one VERY paranoid Mister Dansey, was eaten by wild wolves on the way back from the Great Stone Circle. But no one complained. The field gnomes held a small service and buried Dansey in the cemetery. Before Lopsey was mayor, he ran a very productive farm on the eastern part of town. He always had plenty of extra food come harvest time and he always shared. His kids are always helping other farmers and his wife is the personal assistant to the Patron Mother. Mayor Lopsey has never seen battle

and is truly just a farmer who got put in charge. When in doubt, Lopsey looks to Fropsey or Stoksey for advice.



STAIRS OF THE IMMORTAL

FROPSEY

Class: Grunt, Gnomier Goat Cavalry (10)

Alignment: Law

Race: Field Gnome

Deity: Gor-Don

Age: 350+ (actual age unknown)

Hit Points: 80

Saving Throw: 4

Armor Class: 5 [14]

Stair Level: 10

Strength: 08

Dexterity: 18

Constitution: 10

Intelligence: 14

Wisdom: 15

Charisma: 12

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat

Class Abilities:

It's a paycheck

Loyal to the Field Gnomes

Like a Ninja

Goat, HO!

Equipment:

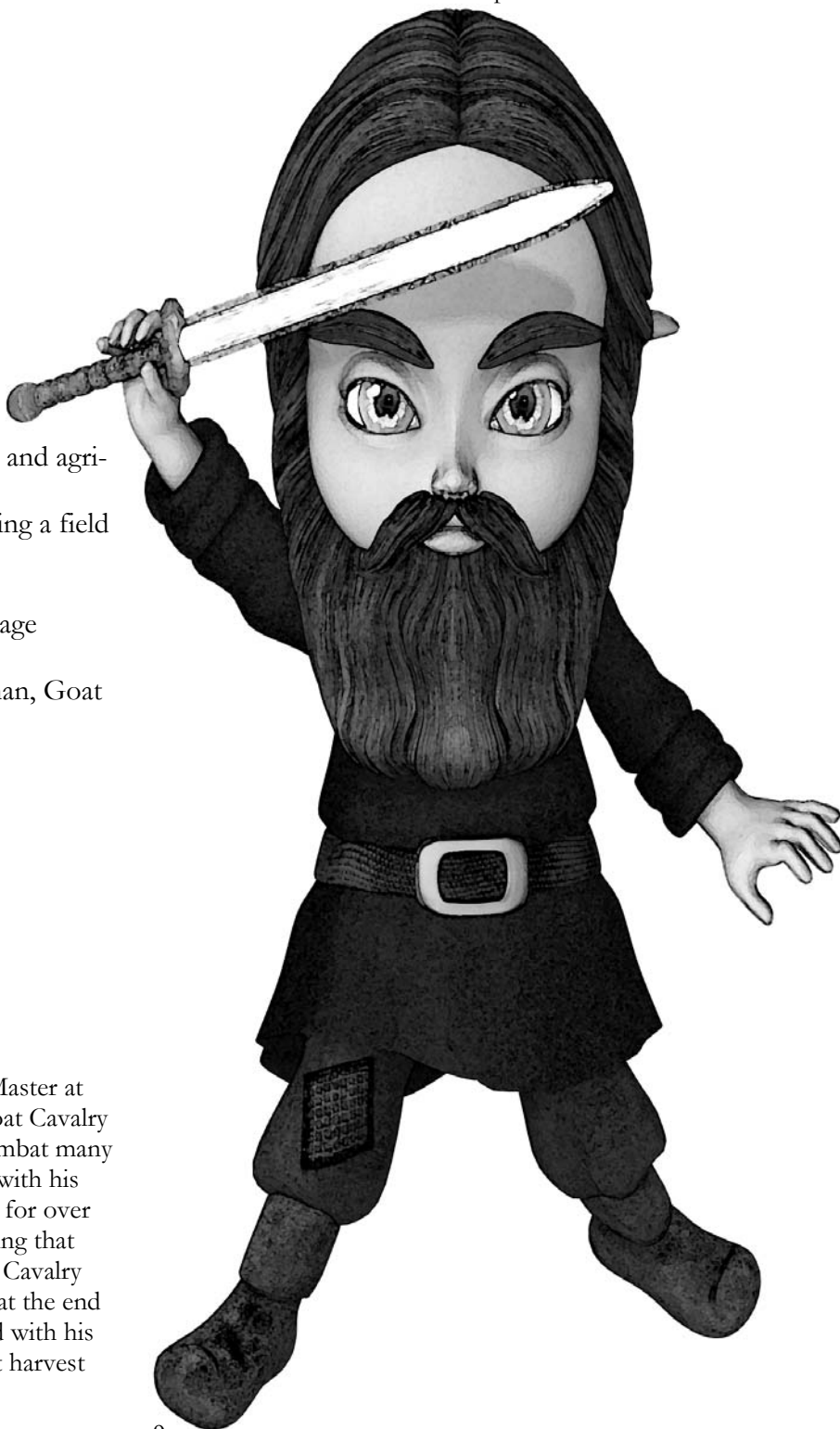
Cavalry Blade: 1d8 damage

Cavalry Leather Armor -2 [+2]

Deeds

The field gnomes take great pride in their Master at Arms, ole Fropsey. A talented Gnomier Goat Cavalry member, Fropsey has proven himself in combat many times and has a reputation for being crafty with his blade. He has served as the Master at Arms for over fifty years and has fought many threats during that time. Fropsey is close with all the Gnomier Cavalry members and loves to hang out with them at the end of a long day. Growing up, Fropsey worked with his parents in the fields and was always there at harvest

time. When he was just a teen, his sister was kidnapped by goblins. Fropsey took his father's sword and went out into the wild. The little field gnome easily tracked down the goblins, but they had already murdered his sister. Fropsey killed them all and brought his sister's remains back to Windell. He swore to his father that no other goblin would ever hurt another field gnome. On that day Fropsey began training and his dedication to the cause has made him a respected Gnomier.



PATRON MOTHER PATSEY

Class: Apprentice, Mage (10)

Alignment: Law

Race: Field Gnome

Deity: Gor-Don

Age: 350+ (actual age unknown)

Hit Points: 40

Saving Throw: 4

Armor Class: 2[17]

Stair Level: 10

Strength: 04

Dexterity: 12

Constitution: 08

Intelligence: 18

Wisdom: 18

Charisma: 18

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Dwarf, Elf, Goat

Class Abilities:

Magic Defense

Know Thy Brethren

Know thy moon: Minxil

A WANDerous thing

Magic Defender

Equipment:

Robes of the Patron Mother -7[+7]

-Magic damage is reduced by half

Staff of the Patron Mother: 1d4 damage

-The staff has the ability to resurrect the dead and cure all conditions.

Hat of Invisibility: Makes the wearer invisible at will.

Grimoire of Patsey: Contains over 100 spells (Levels 1-9)

-Patsey focuses on cure and healing spells. She can also turn blood into water and cast other transmutation style magic.

Deeds

Where Gildeff is considered the Grand Sorcerer and the field gnome who doesn't like to spoil his people, Patron Mother Patsey is the exact opposite. She uses her magic in any way to help cultivate crops and keep her people healthy. She is as old as Gildeff and was born in the old lands. She was a slave to a tyrant king, but rescued by Gildeff and his allies before fleeing through Gor-Don's portal and into these new lands. With the field gnomes in turmoil, Patsey took the role of mother to most of the families and helped get them resituated. She then used her magic to boost crop output the first year in order to guarantee the survival of Windell. When the field gnomes finally reached stability, Patsey was declared the Patron Mother by Gildeff. For a short time the two elder gnomes had a loving relationship, with Patsey giving birth to a dozen children. But she grew tired of the demands of a relationship and chose to instead live a life of devotion to the women and children of Windell. And she has fulfilled that role perfectly.

Patsey is the motherly type who would do anything for her children. She tries to give outsiders the same treatment unless they deserve otherwise. She is thankful to Gor-Don for all that he has done, but is cautious about the long term relationship. For the lands they came from warned of Gor-Don and his kin. But slavery and tyranny make strange bedfellows and it's amazing what someone, who is desperate, will do to save their people.



STAIRS OF THE IMMORTAL

FATHER GATSEY

Class: Brother, Priest (10)

Alignment: Law

Race: Field Gnome

Deity: Gor-Don

Age: 350+ (actual age unknown)

Hit Points: 60

Saving Throw: 6

Armor Class: 7 [12]

Stair Level: 10

Strength: 08

Dexterity: 13

Constitution: 12

Intelligence: 17

Wisdom: 17

Charisma: 12

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human

Class Abilities:

Apothecary of the Church

Not a Victim

The Order from God

Speaker of God

Protected by God

The Divine Right

Keeper of the Faith

Know Thy God

Magical Defender

Rituals of the Church

Spells:

Candlelight

Mother's Touch

Equipment:

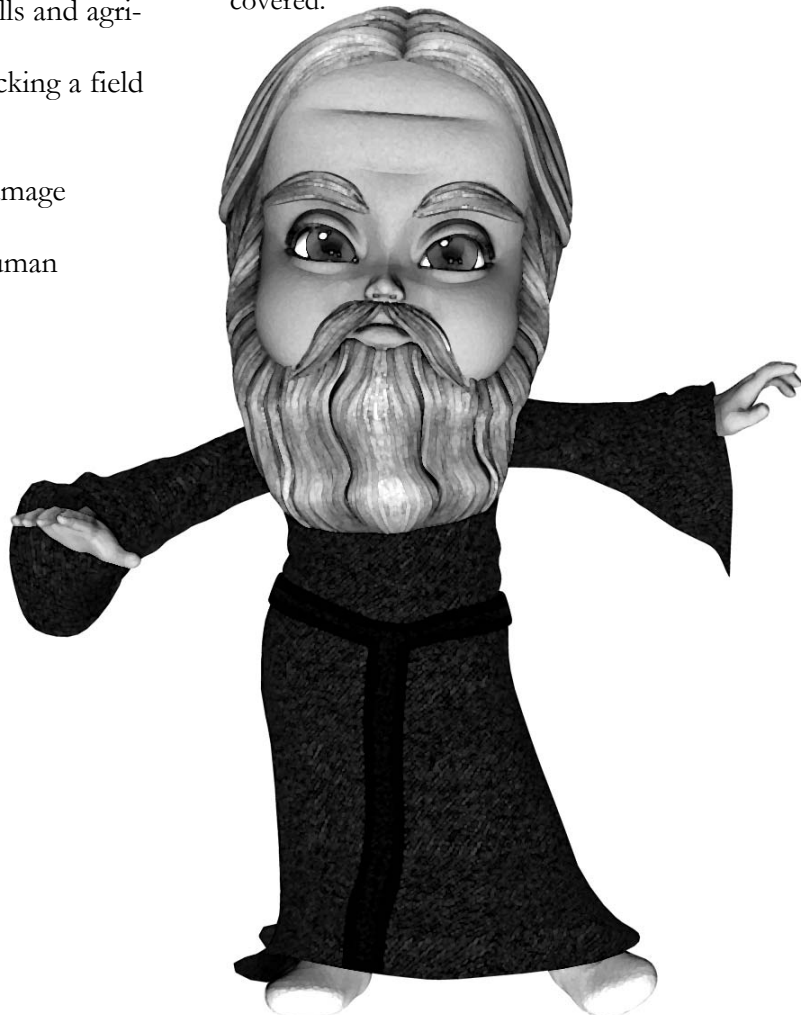
Robes: -1 [+1]

Staff: 1d6 damage

Deeds

Father Gatsey is the field gnome known for brokering the deal between Gor-Don and Geldiff. Gatsey had discovered Gor-Don while on a pilgrimage in the field gnomes' former home lands. Thinking Gor-Don was a god, Gatsey founded a whole religion around the magical creature. It was this faith that convinced Gor-Don to allow the worship of him to continue. The religion grew and soon the field gnomes had a new god, one who actually heard their cries for help. When the field gnomes escaped through Gor-Don's portal, Gatsey set up a prayer house in their new home of Windell and has continued to preach the good word of their god to this day.

Father Gatsey holds a sermon every fifth day and once a month takes a band of followers to the Great Stone Circle with Geldiff so that they may pray to their god and commune. And while Geldiff is close to Gor-Don, Gatsey is closer and completely enthralled by the creature. He will not even humor suspicious thoughts about his god. And when pushed those people suffer tragic 'accidents' as the previous mayor of Windell discovered.



STAIRS OF THE IMMORTAL

MOKSEY the BRAVE

Class: Grunt, Gnomier Goat Cavalry (10)

Alignment: Law

Race: Field Gnome

Deity: None

Age: 285

Hit Points: 80

Saving Throw: 4

Armor Class: 5 [14]

Stair Level: 10

Strength: 08

Dexterity: 18

Constitution: 18

Intelligence: 18

Wisdom: 16

Charisma: 08

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat

Class Abilities:

It's a paycheck

Loyal to the Field Gnomes

Like a Ninja

Goat, HO!

Equipment:

Cavalry Blade: 1d8 damage

Cavalry Leather Armor -2 [+2]

Deeds

Moksey the Brave is the most vicious Gnomier in the ranks. He has been responsible for dozens of bandit and goblin kills. The humans even know of him by name and most criminals get goose bumps just saying it. He is an expert with the blade and as stealthy as an assassin. And many assassins have felt his blade and not lived to tell about it. Moksey is the wild card of the

field gnomes too. He enjoys farming, but gets an unnerving thrill in taking down larger creatures. You can always tell Moksey is about to act because he will grin....then lash out and hit a vital organ. Moksey is also the leader of the Gnomier Goat Cavalry. And while his service is impeccable, he refuses promotion and demands to remain with his troops and not to be recognized as a hero or noble. Moksey is also known for his charity work. He will always help a child in need and spends a lot of his time patrolling Windell just looking for people to help. At night, Moksey goes into his 'shadow' mode and lurks in the dark waiting for something to happen.



STAIRS OF THE IMMORTAL

QARTSEY or 'Q'

Class: Grunt, Gnomier Goat Cavalry (10)

Alignment: Law

Race: Field Gnome

Deity: None

Age: 285

Hit Points: 80

Saving Throw: 4

Armor Class: 5 [14]

Stair Level: 10

Strength: 08

Dexterity: 18

Constitution: 18

Intelligence: 18

Wisdom: 16

Charisma: 08

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat, Dwarf, Elf

Class Abilities:

It's a paycheck

Loyal to the Field Gnomes

Like a Ninja

Goat, HO!

Equipment:

Cavalry Blade: 1d8 damage

Cavalry Leather Armor -2 [+2]

Deeds

Qartsey or Q is Windell's local merchant and he also doubles as the Gnomier Cavalry quartermaster. When it comes to trading goods Q is the field gnome to go to. He knows the ins and outs of the human markets and usually has a good idea about what he can get for certain items. Before the days of Windell, Q was the slave to a merchant in a far off land on the other side of the portal. It was there where he learned his merchant skills. When Q was rescued, he joined Geldiff and fled to these lands. Here he trained as a Gnomier so that he would never end up being a slave again. While Q can be a stiff when it comes to business, he is also known for donating goods to the town when needed. During the Winter Festival, Q dresses up in a red outfit and hands out gifts to all the children. Q's shop is located at the Eastern side of town.



STOKSEY the GOAT RIDER

Class: Grunt, Gnomier Goat Cavalry (10)

Alignment: Law

Race: Field Gnome

Deity: None

Age: 285

Hit Points: 80

Saving Throw: 4

Armor Class: 5 [14]

Stair Level: 10

Strength: 08

Dexterity: 18

Constitution: 18

Intelligence: 12

Wisdom: 16

Charisma: 08

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat, Dwarf, Elf

Class Abilities:

It's a paycheck

Loyal to the Field Gnomes

Like a Ninja

Goat, HO!

Equipment:

Cavalry Blade: 1d8 damage

Cavalry Leather Armor -2 [+2]

Goat (Daisy)

Deeds

There are tales of a marauder goat and its mad rider that make great bedtime stories for children across the Kingdom of Pendragon. And while those tales are wildly entertaining, they are also true. Stoksey the Goat Rider is very real. He got his reputation from a first encounter with goblins when the field gnomes arrived through the portal. Stoksey mounted a goat that was

feasting on nearby grass and charged the creature head on into the goblins. Those same goblins were later caught by humans and when tortured, the goblins told a tale of a shrunken mad human on a goat. The story was so outrageous that it became a folk tale. As for the real Stoksey, he helped form the Gnomier Goat Cavalry and has served as one of their officers since day one. He is talented with riding goats and he keeps his personal favorite, Daisy, in a small shelter next to his house. Stoksey is responsible for training new goat cavalry Gnomiers in the art of riding goats into battle. He is a firm believer that if you love your goat, you can win any battle you charge into. Of course some people have taken that to mean many different things. Stoksey has yet to find love and is always talking to Daisy like she was a field gnome.



HE WHO GNOMES THE DEAD

Class: Apprentice, Necromancer (14)

Alignment: Law

Race: Field Gnome

Deity: None

Age: 375+ (real age unknown)

Hit Points: 56

Saving Throw: 4

Armor Class: 5 [14]

Stair Level: 14

Strength: 08

Dexterity: 14

Constitution: 12

Intelligence: 18

Wisdom: 18

Charisma: 08

Racial Abilities:

Field Gnomes gain +2 to all magic rolls and agriculture rolls.

Height: 1.5-2.5 feet tall. Anyone attacking a field gnome suffers a -2 to their attack roll.

Angry Red Eyes

Gnomey Magic Bolts: 1d6 magic damage

Languages: Common, Gnomish, Human, Goat, Death (undead)

Class Abilities:

Oath of the Dead

The Pact

-Locked

Underworld

Magic Defense

Know Thy Brethren

Know thy moon: Minxil

A WANDerous thing

Magic Defender

Equipment:

Reaper Robes -7[+7]

-Magic damage is reduced by half

Divine Staff of Death: 1d4 damage

-The staff has the ability to resurrect the dead and cure all conditions.

Hat of the Dead Mask: Makes the wearer appear to be undead (skeleton).

Grimoire of He Who Gnomes the Dead: Contains over 100 spells (Levels 1-9)

-Mostly Necromantic

Cemetery: Anyone entering the cemetery must make a save or run in terror. It always appears dark and decayed.

Deeds

In the cemetery in the upper West corner of Windell there is a necromancer field gnome who is only known as He Who Gnomes the Dead. None of the field gnomes know where he comes from and some don't believe he is real. But one thing is for certain, this necromancer field gnome is very real and he watches over the dead field gnomes in his cemetery. He Who Gnomes the Dead is not evil, even though he appears that way. He has sworn an oath to prevent Mortuary from raising those who rest in the cemetery. It is an oath he takes very seriously. He Who Gnomes the Dead's spirit guide is Sir Bonafard, a Pendragon knight who was killed during the last age. Sir Bonafard knows the horrors of the undead and frequently tells He Who Gnomes the Dead tales about the last age and the war. He Who Gnomes the Dead is also known by many in the magic community, mostly as a enigma who communes with the dead. Geldiff visits He Who Gnomes the Dead once a week and the two field gnomes play cards and discuss things that people of magic discuss. Every now and then a child will go into the cemetery and bring He Who Gnomes the Dead a special treat.



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