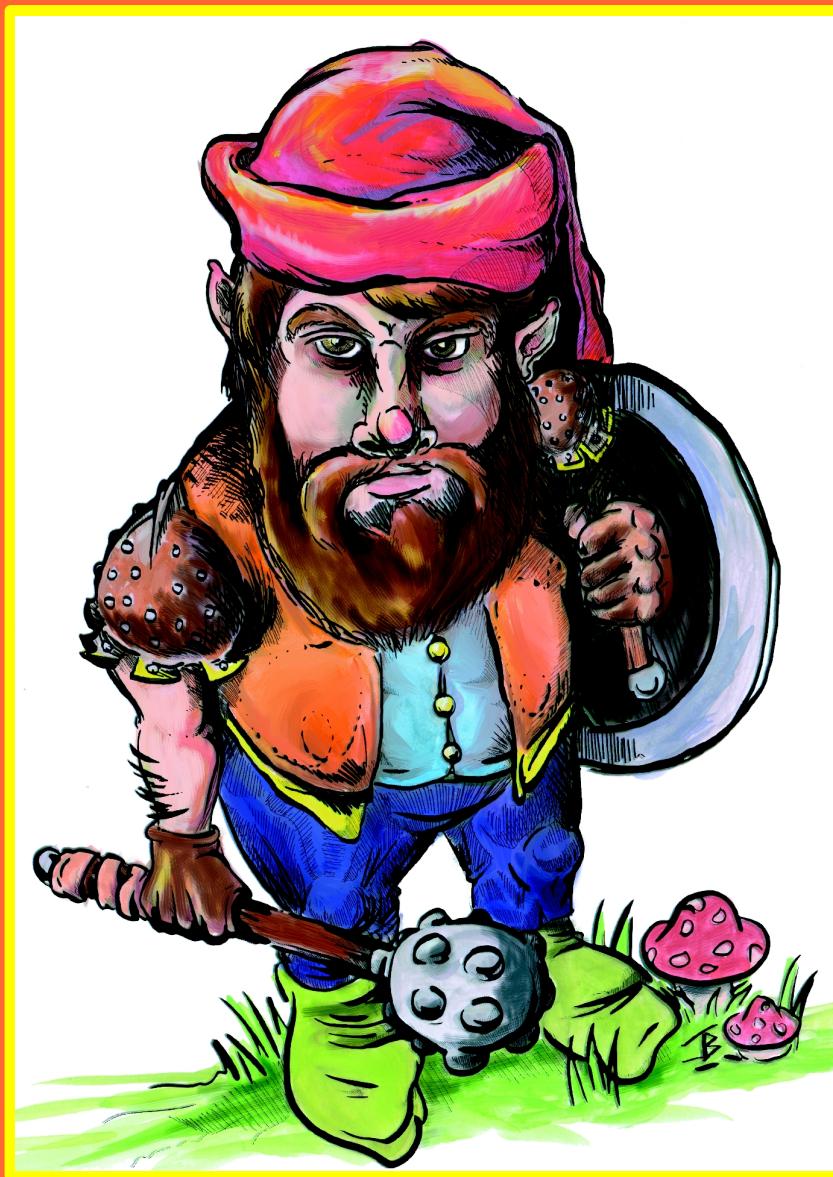


DELVING DEEPER

by Luke Fleeman with Art by Jason Braun



LABYRINTH LORD
COMPATIBLE PRODUCT

Gnome

Brave Halfling Publishing

The Gnome

Requirements:	INT 9 and DEX 12
Prime Requisite:	INT
Hit Dice:	1d4
Maximum Level:	9

Gnomes are the plucky smaller cousins of dwarves. They are noticeably different in several physical aspects, as well as demeanor. Gnomes have friendly, curious eyes, and large, sensitive noses, which are a point of pride; the larger the nose, the greater the prestige. They wear long beards and mustaches, and decorate themselves with fine jewels, as well as many small pockets filled with toys and contraptions. They also enjoy illusion magic and chicanery, using it to entertain and protect themselves. Gnomes are friendly but careful, preferring to observe people before engaging them. One notable war-like instinct of these otherwise peaceful people is their enduring hatred of kobolds and goblins, their traditional enemies.

Gnomes who leave their homes, built in the rocks and caves, are often more curious than careful. Seized with wonder about the greater world, these young gnomes are eager to meet new friends, see new devices, and bring home fine gems and jewelry. These wanderers are great company and endearing friends, and have no problem finding allies to journey with. Additionally, a gnome's proficiency with illusion magic makes them an ideal compliment to a magic-user or elf's more advanced magical abilities.

Gnomes use the magic-user column on the character attack table, and use the saving throws of a dwarf. Gnomes may use any melee weapon, as long as it requires only one hand, but are limited to leather armor or lighter in regards to protection.

Gnomes, like dwarves, live underground, but have finer sight; they have infravision of 90 feet. They lack the same expertise in detecting traps and shifting passages, instead developing their proficiency with contraptions. Whenever a gnome encounters a mechanical device or contraption he does not know how to use, he may roll 1d6. On a roll of 1-2, he operates it correctly. On a roll of 6 however, he fouls the machinery, causing it to break and having a negative effect determined by the Labyrinth Lord. A gnome may use this ability to attempt to disarm traps or other labyrinth obstacles, but the Labyrinth Lord is able to determine negative effects at his or her discretion.

Gnomes are proficient with crossbows, receiving a +1 on attack rolls with any crossbow. They are also committed foes of kobolds and goblins, entitling them to a +1 on damage rolls against these enemies.

Gnomes may cast spells as a magic-user of their level, but their spells are mostly limited to simple illusions and phantasms and other harmless or defensive spells, as listed on their spell list below.

Because they are so small (like halflings) they have a lower armor class (-2) when attacked by creatures greater than human sized.

Gnome Spell List

Level 1: light, ventriloquism, read magic, detect magic.

Level 2: continual light, invisibility, mirror image, phantasmal force.

Level 3: infravision, invisibility 10' radius, clairvoyance.

Level 4: hallucinatory terrain, polymorph self, polymorph others.

Level 5: feblemind, teleport.

Reaching 9th Level: A gnome who reaches 9th level may establish a hall of wonders. This rocky den draws smiths and craftsmen from all around, as well as young gnomes who want to study at the feet of the master. Such a place is teeming with machinery and mechanical implements.

Gnome Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
4,065	2	2
8,125	3	3
16,251	4	4
32,501	5	5
65,001	6	6
120,001	7	7
240,001	8	8
360,001	9	9

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