

Labyrinth Lord: Gnomes



Labyrinth Lord
Compatible Product

Labyrinth Lord: Gnomes

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Labyrinth Lord:

Gnomes

Requirements: DEX 13, INT 9
 Prime Requisite: DEX and INT
 Hit Dice: 1d6
 Maximum Level: 8

Gnomes are physically similar to dwarves, though they are about half the height (2'-2½' tall) and of thinner build. They have tan to brown skin, large noses, and light eyes. Males grow beards almost as long as they are tall. They despise (and are despised by) kobolds, and get on well with dwarven clans, which they tend to live intermingled with. Even with all these similarities to dwarves, gnomes are able to cast magic spells as a magic-user of the same level (similar to elves). A gnome must have at least 13 in both prime requisites in order to get +5% to experience. They must have a DEX of 16 and an INT of 13 to get a +10% bonus.

They can wear similar armor and wield similar weapons as thieves, however because of their small stature, they are limited to weapons which are neither large nor require two hands. They can, however, use a long sword if they use two hands to wield it. Any armor must be specially crafted for a gnome, and weighs half as much as that same armor for a man.

Gnomes have infravision of 90 feet. They are expert miners, and are able to detect slanting passages, traps, shifting walls, and new construction on 1-2 on 1d6. Gnomes gain a +1 bonus to saving throws versus earth based attacks (including acid and petrification).

Starting at first level, gnomes have the skills of a thief that is two levels higher, along with the ability to backstab as a thief. For example, a 1st level gnome has the skills of the third level thief, an 8th level gnome has the skills of a tenth level thief. At 4th level, gnomes gain an 80% chance to read any normal language.

When a gnome reaches 8th level, he has the option of creating an underground stronghold that will attract gnomes and dwarves from far and wide. A gnome ruler is only allowed to hire gnome and dwarf soldiers and mercenaries, but may hire other races for other tasks.

Like halflings, larger than man-sized creatures suffer a to-hit penalty. Gnomes speak the same languages as dwarves.

Gnome Level Progression

Experience	Level	Hit Dice (1d6)
0	1	1
4,065	2	2
8,125	3	3
16,251	4	4
32,501	5	5
65,001	6	6
130,001	7	7
200,001	8	8

Gnome Spell Progression

Class Level	1	2	3	4
1	1	-	-	-
2	2	-	-	-
3	2	1	-	-
4	2	2	-	-
5	2	2	1	-
6	2	2	2	-
7	3	2	2	1
8	3	2	2	2

Gnome Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-3	13	8	10	9	12
4-6	10	6	8	7	10
7-8	7	4	6	5	8

Gnome Thief Skills

Level	PL	FRT	PP	MS	CW	HS	HN
1	27	20	30	30	89	20	1-3
2	31	23	37	37	90	27	1-3
3	35	33	40	40	91	30	1-3
4	45	43	43	43	92	37	1-4
5	55	53	53	53	93	47	1-4
6	65	63	63	63	94	57	1-4
7	75	73	73	73	95	67	1-4
8	85	83	83	83	96	77	1-5

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