

Gnomes

Gnomes are clever humanoids that dabble in the art of illusion, mischief, and misdirection. They stand about 4 feet tall, weighing about 100 pounds, and live in hills and burrows. They are generally slim with long beards and large noses. Some legends tell of them being distant relatives to dwarves. They have a strong affection for gems and often collect them for their beauty. They can see up to 60 feet in the dark with their infravision and have an inherent magic resistance. Along with speaking gnome and common, gnomes are also able to speak the languages of dwarves, halflings, orcs, goblins, and kobolds.

Due to living underground, gnomes are able to detect unsafe structures above or below ground with a 2 in 6 chance (1 or 2 on 1d6). They have this same chance to determine how deep they are underground, knowing the direction they are facing, or noticing if passages are sloped. A gnome must be investigating these things to determine them.

Requirements: INT 15, DEX 16, CON 9
 Prime Requisite: DEX, INT
 Hit Dice: 1d4
 Maximum Level: 12

Gnomes receive the following saving throw bonuses:

- +2 save vs. breath attacks
- +4 save vs. poison
- +4 save vs. petrify or paralyze
- +1 save vs. wands
- +2 save vs. spells or spell-like devices

Gnomes have the abilities of a thief, granting them the same level of skill equal to the same level of a thief. They also have racial modifiers for these skills listed below.

Gnome Thief Skill Adjustments

Skill	Adjustment
Pick Locks	+5%
Find and Remove Traps	+7%
Move Silently	+5%
Climb Walls	-15%
Hide in Shadows	+5%

Gnomes have the means to manipulate illusionary magic. These illusionist spells can be found in the *Advanced Edition Companion*, but will no longer gain proficiency in such magic once they achieve level 7. If you do not have the *Advanced Edition Companion*, you can obtain a free no-art copy at...

<http://www.goblinoidgames.com/labyrinthlord.html>

Gnome Spell Progression

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

Gnomes may use the same types of weapons and armor as a thief, without penalties.



Gnome Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
3,502	2	2
7,002	3	3
14,002	4	4
28,002	5	5
56,002	6	6
120,002	7	7
240,002	8	8
470,002	9	9
590,002	10	+1 hp only*
710,002	11	+3 hp only*
830,002	12	+5 hp only*

*Hit point modifiers from constitution ignored

Gnome Saving Throws

Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Spell-like Devices
1-4	16	13	13	13	14
5	14	12	11	13	12
6-8	14	11	11	11	12
9-12	12	10	9	11	10



Gnome Attack Table

Attack Values: Roll 1d20 and hit the Armor Class with the listed value or higher

Gnome Level	Armor Class															
	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
4-5	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
6-8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
9-10	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
11	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
12	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5

Optional Rule

You may decide to not use the *Advanced Edition Companion* for the gnome's spells. If you decide to do this, you can have them use magic-user spells, but they will no longer gain proficiency in such magic once they achieve level 6. In such cases, use the **Gnome Spell Progression** and **Gnome Level Progression** tables shown below.

Class Level	Gnome Spell Progression		
	Spell Level		
	1	2	3
1	1	-	-
2	2	-	-
3	2	1	-
4	2	2	-
5	2	2	1
6	2	2	2

Gnome Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
3,752	2	2
7,502	3	3
15,002	4	4
30,002	5	5
60,002	6	6
120,002	7	7
160,002	8	8
240,002	9	9
360,002	10	+1 hp only*
480,002	11	+3 hp only*
600,002	12	+5 hp only*

*Hit point modifiers from constitution ignored

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