



GNOMES

MASTERS OF ILLUSION

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GNOMES MASTERS OF ILLUSION

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Contents

CHAPTER 1: BACKGROUND

The Gnomes	3
Appearance	3
Alignment	4
Gnomes and Aging	4
Languages	4
The Gnome Cultures	4

CHAPTER 2: THE QUARDEN [The Hill Gnomes]

The Life Cycle of the Hill Gnome	5
The Family	6
The Clan	8
Marriages	8
Society	9
Class structure	9
Guilds and Social Clubs	9
Gatherings and Festivals	9
Social Etiquette	10
Recreation	10
The Arts	10
Education	11
Food and Drink	11
Clothing and Fashion	12
Religion and Myth	12
Government	13
The Military	14
The Law	15

CHAPTER 3: THE TIRISDEN [The Mountain Gnomes]

The Life Cycle of the Mountain Gnome	16
The Family	17
The Clan	17
Marriages	17
Society	18
Class structure	18
Guilds and Social Clubs	18
Social Etiquette	18
Recreation	18
The Arts	19
Education	19
Food and Drink	19
Clothing and Fashion	19
Religion and Myth	20
Government	20
The Military	21
The Law	21

CHAPTER 4: THE DAEWAN [The Imperial Gnomes]

The Life Cycle of the Imperial Gnome	22
The Family	23

Marriages	26
Society	27
Class structure	27
Guilds and Social Clubs	29
Gatherings and Festivals	29
Social Etiquette	30
Recreation	31
The Arts	31
Education	31
Food and Drink	32
Clothing and Fashion	33
Religion and Myth	33
The Military	36
The Law	37

CHAPTER 5: DEVELOPING A GNOME

Feats	38
Sample Gnome Pantheon	40
Gnome Views on the Classes	43
Subraces	46
Frightlocks	46
Oakcaps	47
Toedirts	48
Gnome Diseases	49

CHAPTER 6: EQUIPMENT

Exotic Weapons: Melee	50
Imperial Gnome Mundane Items	51
Standard Mundane Items	52

CHAPTER 7: SPELLS AND MAGIC ITEMS

Common Spells	57
Common Magic Items	66
Magical Buckles	70
Spells and Items of Prestigious Gnomes	71
Bandycook's Spells	71
Bandycook's Magic Items	72
Dooblebip's Spells	73
Dooblebip's Magic Items	74
Emerithop's Spells	74
Emerithop's Magic Items	76

CHAPTER 8: PRESTIGE CLASSES

Burrow Savage	78
Earthbound Lord	79
Gnome Guardian	81
Gnome Naturalist	82
Illusioneer	84
Master of Gnomonics	86
Stump Knight	88
Tiger Monk	89



Chapter 1: Background

The Gnomes

Little can be said in general about the multiple cultures that comprise the race of gnomes. However, all are sociable to a high degree, having ties to both family and the area in which they live. This high degree of social interaction makes gnomes very capable at organization, but it also means they are very conscious of the opinions of others. Their strong ties, beginning at a very young age, also act as a social deterrent against criminality or non-conformity. Outsiders sometimes join gnomish societies, but never fully integrate.

Overall, gnomes tend to be adept at problem solving or logic. Many gnome cultures developed mathematics and engineering very early in their history. This propensity toward logical thought has diminished neither gnomish creativity nor aptitude in magic. Gnomes not only excel at invention, but area know for refining and perfecting devices invented by others.

The most common type of gnome is a member of what is simply called 'the People' (*Quarden*, or simply *Den*). They are a democratic, clan-oriented culture known for their merchants and engineers. Humans often refer to the *Quarden* as hill gnomes. Another race of gnomes is known as the *Tirisdan*, or the Mountain Folk. They are a hierarchical society with a relatively rigid caste structure of nobility and commoners and tend to live in mountainous areas. Finally, there are the imperial gnomes, the *Daewan*, whose language and society is quite different from the other gnomish cultures.

Appearance

Adult gnomes range in height from 3 to 4 feet, and weigh between 40 and 60 pounds, on average. Just as with any other race, there are occasional gnomes who fall outside this range.

Gnomes appear proportional to a human. They tend to be of medium build but have large shoulders. Their arms are more muscular than the average human. Male gnomes often sport hair on their arms and chests, though much less on their legs and backs. Female gnomes sometimes have hair on their arms, though rarely on their legs. Gnomes have eyes slightly larger than a human's, and their eyebrows tend to be thick. Perhaps their most noticeable attribute is their large nose.

The bulbous proboscis is probably the single most famous gnomish characteristic, especially to humans who know little about gnome culture. Of course, to gnomes, humans seem to have quite pathetic noses, and a derogatory term for humans in the hill gnome language is *MAAIKERGIR* or 'little nose'. Due to this large nose, gnomes have very acute olfactory senses. This also means that many fragrances they consider enjoyable, humans can't even smell, and while gnomes might consider their cooking to have strong smells, humans would notice nothing. A result of this olfactory sensitivity is the extreme cleanliness of the average gnome.

The coloring of gnomes tends to be darker than humans. The eyes of gnomes are usually light, often green or hazel. Blue eyes are very rare and gray denotes a 'kingly'

disposition among mountain gnomes. Gnomish hair tends to be of dull, earthen tones, often deep browns but sometimes dark red or even sandy blonde. Hair color is often consistent within family lines and may even help to distinguish different groups within a single clan. At young ages, hair tends to be curly, often quite so. Curly hair on an adult is seen as a sign of frivolity or other childish behaviors in the hill and mountain gnome cultures. This is not necessarily a bad thing. Many entertainers spend long hours having their hair curled.

Mountain gnomes' physiques differ only slightly from other gnomes. They are often short, rarely growing taller than 3½ feet, but are stocky of build, with thick chests and limbs. Mountain gnomes often exceed 60 pounds in weight, but this is due to their musculature rather than fat. Mountain gnomes have excellent vision, though their sense of smell is not as acute when compared to other gnomes. Their skin coloring tends to be lighter, often a very pale tan, though often with a very ruddy, leathery appearance. Their eye color is darker, often with no real distinction between pupil and iris.

Imperial gnomes are very similar to hill gnomes, and have dark eye coloring, with fair colored eyes, especially green, considered highly attractive. Imperial gnomes have light skin, even lighter than mountain gnomes.

Alignment

Due to the strong social connections within gnomish culture, gnomes tend toward lawful or neutral alignments. Chaotic individuals are not unheard of, but due to the social deterrence against non-conformity, these individuals usually leave gnome society soon after reaching maturity. Other races have a much higher chance of meeting chaotic gnomes because these individuals are more likely to be found outside of gnome society. Even when chaotic in nature, a gnome is likely to be much more team-oriented and loyal than an average chaotic character. Gnomes of any alignment are very amenable to teamwork and cooperation.

If gnomes are to be believed, evil is very rare within their society. However, it is not unknown. Evil gnomes tend to gather in small societies outside of gnomish nations. Evil gnomes have been known to head small thieves' or assassins' guilds, as well as being involved in other violent crimes. The same propensity toward logic and invention that drives gnome society also allows evil gnomes to achieve great success in their endeavors.

Mountain gnomes are known for their tendency toward Good and Law. It is rare that a mountain gnome is evil, though it could simply be these evil individuals are cast out of society and disappear. Imperial gnomes rarely are anything other than Lawful, however, Evil is much more prominent among imperial gnomes.

Gnomes and Aging

The life expectancy of gnomes is about 230 years. They reach physical maturity at the age of 40, though the age of adulthood in each society varies. The debilitation that comes with old age usually begins for a gnome after the one hundred fiftieth year of life. Strength tends to be the first noticeable failing, though Constitution also weakens. Gnomes rarely lose their Dexterity, keeping their coordination long into their old age. Mental faculties often remain strong until extreme old age, well after a gnome reaches the elderly age of 200.

Languages

There are only two gnome languages, though there are multiple dialects of each. The most common is the hill gnome language, called *DENEMER*. Hill gnomes, as well as mountain gnomes, use *Denemer*. *Denemer* is broken into *VANDENEMER* and *RUSDENEMER*. *Vandenemer*, or simply *VANDER*, is *Denemer* in its ancient form. *Vander* is rarely used, save in religious ceremonies and legal treatises. *Rusdenemer*, or *RUSNER*, is the common language used on the streets. The dialect of the mountain gnomes, called *TIRSDENEMER*, or *TIRS DER*, is closer to *Vander* than to *Rusner*.

The imperial gnomes, the *Daewan*, speak a completely separate language called *CHUNGHUL*. Its alphabet is pictographic and there are well over 100,000 symbols. *Chunghul* has three variants and three main dialects. The variants are modes of address. One mode, *TUIDOL*, is used for those superior, and always when addressing the Emperor. The second mode is *MINIDOL*, and is used when addressing those of the same station. *PUJEDOL*, the third variant, is used when speaking to those below your station or children.

The dialects of imperial are *DAECHUN*, *CHULCHUN* and *YANGCHUN*. *Daechun* is the court language, used in the capitol and by all nobility and government officials. *Chulchun* is the standard language, used by the majority of the populace in their everyday lives. *Yangchun* is a trade language, with no regional dialects or strong accents. It can be heard anywhere in the Empire and is only understandable to those who speak *Daechun* or *Chulchun*.

The Gnome Cultures

There are really only two principle gnome cultures, just as there are only two principle gnome languages. The two main cultures are the *Daewan* and the *Quarden*, the imperial gnomes and the hill gnomes. The hill gnomes, however, have a cousin-culture, distinct in the same way that the separate dialects of the hill gnome language are distinct. The culture related to the hill gnomes is the *Tiridsen*, the mountain gnomes.

Chapter 2: The Quarden (The Hill Gnomes)



Perhaps the most common gnomes to be found, the *Quarden* or hill gnomes usually live in small communities and prefer hilled or wooded areas, thus the term 'Hill gnome'. While not exactly insular, hill gnomes have little interest in the happenings of the world outside their small nations. They welcome outsiders, and are wonderful hosts, but they rarely travel outside of their own borders except on short, mercantile excursions.

Though most common, hill gnomes do not consider themselves superior to their cousins in any way. Most hill gnomes are aware of other races, and their religion explicitly ties the creation of the gnomes and the actions of the gnomish gods to the gods of other races. While hill gnomes may not wish to travel into the lands of the other races, those races would certainly find welcome in hill gnome communities. Those rare hill gnomes who leave their homes and wander the world return with eyewitness accounts of the other races. Of course, because of the inherent peculiarity of a traveling-gnome, the other gnomes will generally not believe anything related by them.

Hill gnomes are known as merchants, engineers and farmers. Many agricultural advances have filtered out of the gnome lands. The same creativity and intelligence gnomes bring to the sciences is applied to farming, and most farmers have very effective tools and equipment. Hill gnome farms tend to produce more than a human farm of the same size, which is doubly useful, as gnomes eat less.

Hill gnome engineers are rarely able to make a viable living solely through engineering, unless they are willing to seek employment outside of their own nations. Often, hill gnome engineers have another livelihood that supplements their technological and mechanical studies. Most villages and all towns have at least one dedicated engineer who is responsible for such things as mills, bridges, clocks and other mechanical devices.

The small villages and larger towns found in the lands of the hill gnomes are commonly filled with small

merchants. These traders and shopkeepers rarely create great fortunes, but they are almost always comfortable and famously fair and equitable in their dealings. The markets surrounding hill gnome lands are usually very popular with other races, due to the hill gnomes' reputation for honesty in mercantile transactions.

By and large, hill gnomes are peaceful and friendly. Their society could be considered Neutral Good. Hill gnomes will aid those who need it and will rarely expect anything in exchange. Likewise, when traveling outside of their nations, they will expect to find aid when necessary and are often surprised that not all cultures are such generous hosts.

The Life Cycle of the Hill Gnome

From BIRTH to EARLY CHILDHOOD (Birth to 10 years)

Infant gnomes are a family responsibility. Even young siblings are expected to help with the care of infants. Fathers spend as much time with their infant children as possible. A child is considered the greatest treasure a family possesses and no cost is spared to ensure it happiness and health.

The community will become involved if there are problems raising the child. Smaller families, without the same level of support as extended ones, can often count on the help of their clan and neighbors. Food, clothing and time will all happily be donated to a family with an infant child.

CHILDHOOD (10–20)

During childhood, hill gnomes begin to extend their sense of family from its most basic level to include clan, friends, neighbors, *etc.* This stage of development is very important. Among gnomes, it is believed that those who do not properly bond outside of their family have aberrant personalities. It is said this is how chaotic and evil gnomes begin.

Hill gnomes of this age are allowed great freedom to interact and play with other young hill gnomes. Considerations of family position or wealth are not involved. Children learn to play as equals. Older males and females who no longer have responsibilities in their homes often volunteer to watch over these young children. There is always an adult present during the playtime for these children, but these adults are not there as disciplinarians but as guardians, ensuring the children's safety.

YOUNG ADULTHOOD (20–40)

Once a hill gnome reaches the age of 20, she begins her studies. Most communities have formal schools in which all young hill gnomes of the community study, regardless of position or wealth. Adult hill gnomes who no longer have children usually run these schools. Often, these adults are individuals respected in the community. Children learn basic literacy, history, natural sciences and mathematics.

By the age of 30, a young hill gnome's career path should have been chosen. Usually, the eldest of the family, male or female, will take on the family's business, be that a farm, a pottery, trade, *etc.* If schooling can offer no opportunity to improve the skills the young adult will use in the future, a hill gnome can leave school at the age of 35.

ADULTHOOD AND MIDDLE AGE (40–150)

At the age of 40, a hill gnome is considered an adult. There are celebrations, shared by all the community, in which the hill gnome is welcomed into adulthood. This also means that the hill gnome is free to marry. Until reaching adulthood, a hill gnome can date and court, but never marry.

Reaching adulthood means that a hill gnome is expected to contribute to the community and the family. Often, this is through labor, though if the hill gnome has chosen to pursue work outside the family, it can be through contributions of food, clothing, goods, money, *etc.*

OLD AGE (over 150 YEARS)

At the age of one hundred and fifty, a hill gnome is considered an elder. The hill gnome no longer needs to work, and will be supported by the family or the community if the gnome's family isn't up to the task.

Elders are still expected to contribute, but through their knowledge and experience, not through their labor. Often,

they help with childcare or with teaching. Sometimes they train young artisans or work as political or legal advisors.

Death

The mourning for a dead hill gnome can last as long as a week, depending on the importance of, or affection for, the deceased. The funeral begins on the sunrise after the death of the individual. Should a hill gnome die while sleeping, and be found during the day, the funeral rites will begin immediately.

The mourning rites include singing the history of the deceased: an impromptu lay regarding the virtues of the deceased performed by a member of the family. Before the sun sets, a feast begins, in which the best and most creative jokes played by the deceased are remembered. Any great accomplishments made by the deceased are praised, and, as the night progresses and the alcohol flows, songs are sung, jokes are told and finally, with the sunrise, each adult gnome in the community makes their personal farewell to the deceased.



The bodies of dead hill gnomes are interred in family gravesites. Hill gnomes are buried in wooden caskets, usually dressed in nothing but a cotton shirt. A piece of the deceased's favorite food is placed in the mouth of the body, and an object representing something the deceased loved in life, like a pipe, a book or a pair of walking shoes, is placed in the casket.

The Family

Hill gnome society is patrilineal. Children take their family names from their father. A wife does not take her husband's name, and children will often have a mother's family name as one of their middle names.

THE HOUSEHOLD

There can be as many as four generations (or more) in a single hill gnome household. Depending upon the size of the family and their wealth, all the descendants of a couple may live together. Hill gnomes consider family co-habitation extremely desirable. Resources are pooled to create an estate large enough to house everyone. If the

family is not wealthy enough, or just simply too large, multiple homes may be needed to house the family, but usually these families remain as close as possible. The term 'living on different lanes' is considered derogatory, as it denotes a peculiar family, one without the proper amount of love and respect to live together.

No areas or zones are created in a hill gnome home. The bedrooms and living areas may seem haphazard, in that parents and children are not close by, nor are adults and children segregated. It simply tends to be a situation of convenience. Rarely do arguments over accommodations arise in a hill gnome household, as a bedroom is not considered a desirable place to spend time. Kitchens and sitting rooms are considered very important, as the family regularly meets in these areas.

If all the family cannot stay under the same roof, usually the unmarried and the youngest siblings remain with the parents. Parents will reside with their children even after their children are married and have their own children. Unmarried children remain with their parents. Siblings will live together if they cannot all live with their parents. Therefore, it is common for at least one or two great grandparents, three or four grandparents, four to eight parents and many children to be living in a single domicile. As would be expected, hill gnome homes are quite large, even the smallest having twenty different rooms.

ROLE OF PARENTS

Father and mother both play very important roles in the hill gnome's family. The structure is patriarchal, and the father is seen as the leader of the family and the main decision maker. The mother is the nurturer, but in matters of the household, she reigns supreme. Fathers accept the dictates of mothers in matters of the home.

A father is expected to be a young gnome's first teacher. Time spent with a father is rarely just playtime. With very young gnomes, the father will work on vocabulary and pronunciation of words, usually through repetition. It is the father who spends time helping the child to learn how to walk and the where and when of bodily functions. As the child grows, the father teaches sports, which are often based on martial practice, though few recognize this. Wrestling, archery and the javelin are often taught at a very young age.

In most villages or towns, formal schools exist, either in dedicated schoolhouses, or in other buildings—sometimes even in fields—where gnome children congregate to study. The common age for beginning school is 20. At this time, the father stops being the main teacher, but it remains his responsibility to ensure the child is studying with adequate diligence. If a child causes a problem at school, the teacher will contact the father. For children who live in rural areas without schools, fathers will take time during the day to teach their children all they think is necessary.

It is the duty of the father to find employment or an apprenticeship for his children. While hill gnome females rarely work, it is not unheard of. Traditionally, the father chooses the career for his children, however, in practice the choice is usually made in consultation not just with the child, but the entire family, often including uncles, aunts, cousins and even teachers.

The father is also the disciplinarian. It is rare that hill gnome children need strict discipline, as the tight-knit family structure is usually adequate deterrence against misbehavior. There are always fights, pranks, ill-considered jokes and ownership disputes, but with the father as the judge, jury and punisher, these problems rarely become worrisome. In most families, the silent glare of a father is enough to make a hill gnome child reconsider some improper action.

The mother, from the very creation of the child, is the nurturer. In this role, the mother feeds, clothes, bathes and ensures the children get enough sleep. The all-encompassing responsibilities seem quite daunting, especially among larger hill gnome families, but when children are old enough, the father makes certain they take on chores to help their mother.

Infants, of course, demand the most care. Most gnome children are born at least ten to fifteen years apart, sometimes more. Because of this, a gnome mother very rarely has more than one infant to care for. Neighbors, friends and family members

all join to help a mother care for her infant. Strangely, this may be the most restful time for a hill gnome mother. The mother is usually the first to whom the children rush for aid and sympathy. Because of her healing skills, fathers often look to mothers when they too are ill or have been hurt. The greatest problem arises when a mother becomes ill. At this time, the responsibility for care devolves to family and neighbors.



Once the children are old enough to attend classes or to help their father in his livelihood, the mother may have another young child to care for. If not, a mother hill gnome may have friends and neighbors she is expected to help. There is little free time, as, once she is no longer responsible for her children through the day, a mother may help her husband with his work.

When the children finish school, and become either apprentices or full-time helpers for their fathers, the mother has more free time. Usually, once all her children have become adults, a hill gnome mother begins to actively seek out other mothers to help. Usually there are enough children within a single household to keep a mother constantly busy, but if not, there are always neighbors to help, new clothes to sew, and cooking to be done.

GRANDPARENTS AND GREAT-GRANDPARENTS

Hill gnome children are likely to live with their grandparents, great-grandparents and sometimes even great-great-grandparents. The term used among the hill gnomes for these elders of the family, *DEKKERKEN*, loosely translates as 'blood parents' or 'kin parents'. Kin parents are always available to parents as support. Hill gnomes living in towns usually have only two or three children, and so kin parents have little need to help. However, in rural areas, especially among farming families, large numbers of children are common. In such a circumstance, kin parents act as reinforcements for regular parents. If a mother is busy with an infant, a kin parent will take responsibility for other little ones.

Kin parents also act as an important resource for new parents. When a hill gnome mother is uncertain, she has a plethora of grandmothers, great-grandmothers, great-aunts, etc. to turn to for advice. A father who feels he is not performing well can turn to kin parents for a frank appraisal. However, while they may enjoy offering up the benefits of experience, kin parents will only make suggestions when they are asked. No one wants to force his or her opinion on another.

THE EXTENDED FAMILY

The large family that inhabits the average hill gnome home, with many cousins, uncles, aunts, kin parents and such, means that a hill gnome can rarely feel alone. Families work together as a common unit with a common purpose. While friction is a given in tight quarters, the tradition of the hill gnomes is that family is the most important aspect of any being's life. Therefore, even in homes that seem full to splitting, one rarely hears complaints about a lack of space. If one is lucky enough to live in a home with a large family, one shouldn't worry about something as unimportant as space.

Not only do all adult hill gnomes help with the upkeep of their home, they also help with the needs of all the family. No hill gnome would willingly hoard food or have three pairs of breeches hanging in the cabinet when a family member is hungry or has breeches that are more patch than original. In fact, this sense of familial obligation often extends to the entire clan, if not the entire village.

The Clan

There is no firm definition of clan. The hill gnome word that is translated as clan, *KENNEDEN*, has as much to do with geographic proximity as extended familial relationships. Clan can be used to cover the population of a farming community, or all the hill gnomes with the surname Ketger. Its most common usage is as a more encompassing familial designation, for example, all the hill gnomes who can claim relationship to Jonneke Jennekel Harmien Dekke Lencart of Hermantie.

The hill gnomes consider the fluidity of the word a great asset, though it has frustrated scholars studying hill gnome society. Faced with this frustration, hill gnomes will likely point to the words *JERTEMERN* and *LATJE*. The former is closer to a familial clan, in that it is used to trace descent from a single family or individual. The latter indicates a community or group that considers its relationship familial. So, if one considers all the hill gnomes who can claim relationship to Jonneke Jennekel Harmien Dekke Lencart of Hermantie, a more proper term than *kenneden* would be *jertemern*. When one considers a close-knit farming community, the proper term would be *latje*. Hill gnomes themselves commonly use *kenneden*, or clan, in both situations, the imprecision of the term notwithstanding.

Marriages

In hill gnome society, marriages are a matter for two individuals, and no one else. Once the union is completed, the families of the two individuals become one family. The concept of marrying into a family is firmly a part of hill gnome tradition. This new, combined family will support the married couple in all things save the dissolution of the marriage. While divorce is a legal reality among the hill gnomes, the idea of splitting a family is abhorrent. In cases of divorce, the married couple might separate, but the two families joined by the union do not.

Arranged marriages are part of hill gnome history, but are very rare occurrences. Hill gnomes are told to marry for love, though a few marry for other reasons. The wedding ceremony is presided over by a respected elder, known to both families. The ceremony is short, usually an exchange of vows, the formal introduction of the two families, a prayer for a long and prosperous union and a



closing speech by the elder. Ceremonies are usually held in the morning. The rest of the day (and most of the night) is spent feasting, singing, joking and dancing. However, during the marriage day and first night, the bride and groom are immune from practical jokes. It is the one day in any hill gnome's life in which that gnome need not worry about being the victim of a prank.

Society

Hill gnome society is very much like the hill gnome family: open, accepting and tight-knit. Personal relationships are treated as valuable beyond measure. This strong sense of community has resulted in an almost complete lack of crime, an extreme sense of equanimity and fairness, and an excellent reputation among other races.

Social aberration in hill gnome society is usually marginalized. It is not through intent to shun those who do not share the values of family and community, but a lack of ability to interact with the same. Such deviant behavior is especially uncommon, which is another reason why hill gnomes have never really learned how to deal with it.

Class structure

While class and caste do exist in hill gnome society, they are of little importance. Equality, before the law and one's peers, is important to hill gnomes, even those of great wealth and station. Like a family, each member of a community is valued, loved and accepted as much as any other. To accord some members greater privileges would be like having a spoiled child in a family; it invariably causes friction and lessens the cohesion of the whole.

Hill gnomes do have a hereditary nobility, called *HEN ANNIEMER*, amounting to about twenty clans. This small

percentage of the hill gnome populace no longer has any special political or social privileges, but their family names are often heard in legends and tales of ancient adventures. An underclass, which is sometimes referred to as the *ANDEWIEN*, or street-feet, also exists in urban areas. The *andewien* are a guilty secret of the hill gnomes, as it shows a breakdown in communal relationships. Most *andewien* are social deviants, who have left home and do not feel the same familial and communal attachments as other hill gnomes.

Guilds and Social Clubs

Trade and craft guilds are common in all urban and market areas. Some of these guilds are extremely powerful. In larger cities, there may be as many as eighty guilds, for everything from merchants to knife-sharpeners. These guilds have their origins in the time hill gnomes first began to interact with other races. Frightened by the naked greed and savagery of the other races, the hill gnomes banded together for protection. Guilds originally consisted of geographically linked merchants and artisans. Individuals in the same professions soon joined to create guilds. The purpose of guilds now is to add another level of communal relationships. The guilds also act to protect their members from laws or regulations that might hinder their work or prosperity, as well as acting as a safety net for those who are not successful.

Social clubs had their origins at the same time as the *hen Anniemer*. While not knightly orders, these were loose collections of individuals with some interest in common. The social club offered a chance to share stories, hear gossip, and find out about the most recent and biggest practical jokes. Social clubs now offer a good reason to get together with friends, eat, drink, gossip and plan practical jokes. Most clubs are open to all hill gnomes, regardless of sex, profession or place of birth. Some, however, are specifically for certain clans, certain geographic areas or even to promote certain games or sports. The social clubs also act as another safety net for those who may have hit a stretch of bad luck. The clubs all maintain a special fund for members in need of a little charity.

Gatherings and Festivals

Gatherings are very common and are held on the flimsiest of excuses. Birthdays, graduations, a new job, a new child, even an early start at planting or harvest can be used as an excuse to gather the community and enjoy a feast. Each family brings food and drink. Familiar are often known for specific dishes, which are requested in advance. During celebrations, the morning is usually spent in preparation, the afternoon in feasting, and the evening in drinking, singing and dancing.

When there is a specific celebration, such as *RELSBEN*, the Thaw Feast, and *GHIJERMIEN*, the Harvest Feast, the planning begins months in advance. Each family in a community or clan will take turns planning these important three-day-long feasts. These two festivals are even more egalitarian than regular society, as everyone is subject to the most casual of manners and practical jokes are necessary. Each family must be the victim of at least one good joke, and the planning of the jokes usually exceeds the planning of the rest of the festival.

Other than the two major celebrations, there is at least one festival day per month. Each community or clan has different festivals and different dates for them, but there is at least one a month. The wealthy in the community are expected to donate more than those of lesser means, but they are also afforded more appreciation. Extremely wealthy families who prove exceedingly generous may have special festivals held in their honor.

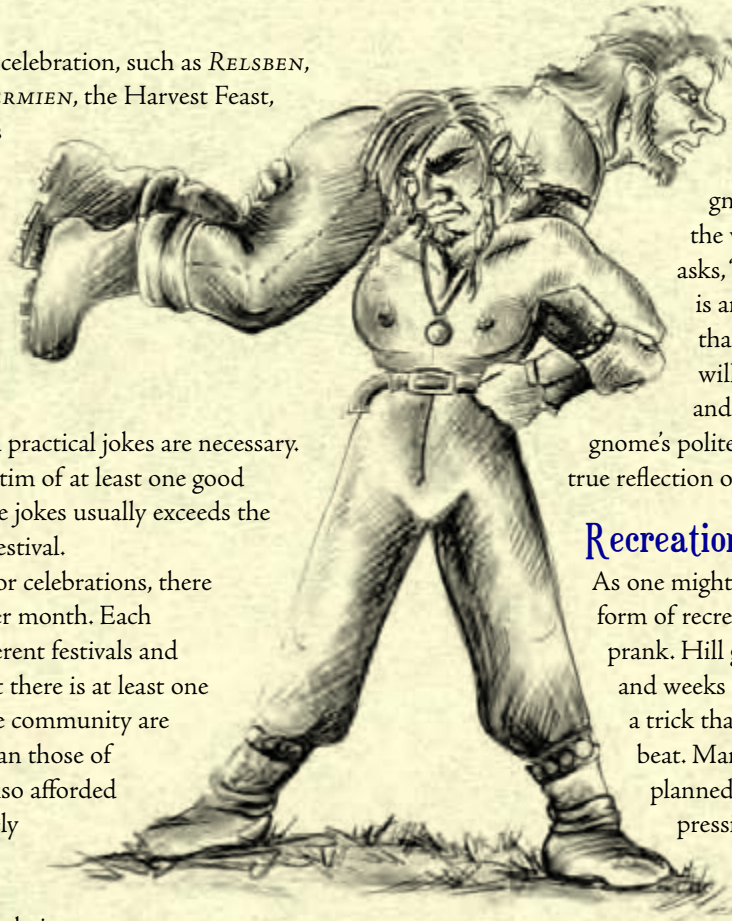
No gathering is complete without singers performing the lyrical histories of the families present. Many of these musical histories are mostly fabrication, but no one really cares.

Social Etiquette

Manners are very important to hill gnomes. A good gnome is a polite gnome. One must always act with consideration and respect, no matter the station or actions of those one meets. The rudest of Outsiders must still be treated with the same respect one would offer up to an elder of one's clan. There is, however, one glaring exception.

Humor of all sorts, but most especially the practical joke, is considered art by hill gnomes. If the joke is enjoyable and not meant to insult or harm, a lack of manners and consideration is overlooked. Tricks and practical jokes are common, which is something non-gnome visitors sometimes have difficulty adjusting to. Victimization is actually a form of honor. One would never play a trick on someone one did not like and respect. To lack a sense of humor is perhaps the worst possible curse in a hill gnome's opinion. If one can't laugh, one will spend too much time crying.

Other than during pranks and jokes, hill gnomes are polite and well-mannered. They hold doors open for each



other, and always ensure that elders and children are served first at the table. When hill gnomes greet one another, the words are heartfelt. If one asks, 'How are you today?' and is answered by anything other than: 'Wonderful', the asker will certainly ask the cause, and truly be interested. A hill gnome's politeness is not a façade, but a true reflection of his respect for others.

Recreation

As one might guess, the most common form of recreation is the joke and the prank. Hill gnomes can spend days and weeks planning and perfecting a trick that may only last a heartbeat. Many of the most elaborately planned pranks are visually unimpressive, but may have a depth of irony or meaning that hill gnomes consider even funnier

than the physical presentation of the joke. Visually amusing is fun, but visually and intellectually amusing is art.

Hill gnomes also engage in many sports, often reflecting martial beginnings. Wrestling and archery are hugely popular. There are also many games involving balls, whether it be kicking, hitting or throwing. Many rural hill gnomes favor the javelin throw and target slinging. Some games also include the construction of objects out of items available in a given space. This may be a statue built out of stone and sticks, or buildings made of sand or clay.

Games using small, numbered cards, which have been introduced by outsiders, are becoming popular among many urban hill gnomes. Many different types of card games are now played, both individually and as part of a team. These games are especially popular during the winter months in areas that receive heavy snowfall.

The Arts

Performing arts are as, if not more, important for hill gnomes than the visual arts. The status accorded a great storyteller or illusionist is in all respects as great as the status of the finest painters and sculptors. In hill gnome society, such artists are accorded great status indeed. The arts in hill gnome society are still a patronage based system, but patronage may include the local or national government, or even a community, guild or social group.

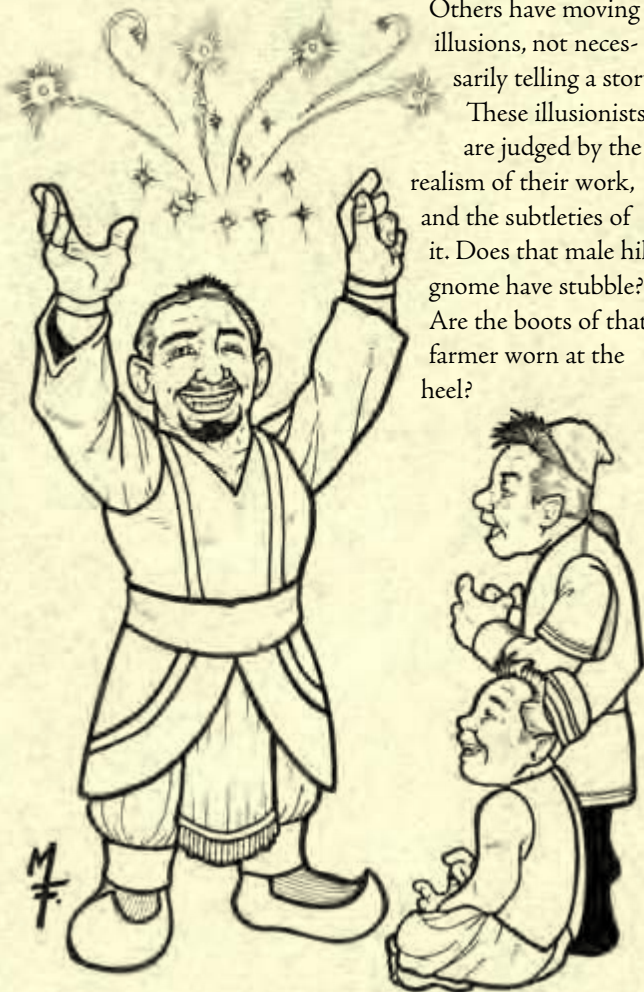
Painting is quite popular among hill gnomes. Landscapes are now waning in popularity while portraiture and mythical subjects are rising. Because of their interest and ability in engineering, hill gnome artists have long used perspective art, as opposed to the illogical size relationships found in many human and Halfling pieces. While perspective increases the realism of the painting, hill gnomes demand some fantastic element in all visual art, or why bother looking at it and not the real object? This has led to an increase in works based on mythology and legend.

While writing and literacy is widespread in the hill gnome nation, hill gnomes would rather listen and watch than read. Storytellers—or *JARBIEEN*, a word that also means bard—are famed as much for their performances as for their stories. Sometimes, a talented writer will team with a storyteller. The most famous *Jarbien*, Haike Vennien Adderje Arijn of Skoss, had three writers to supply him with stories. Like Haike, most great *Jarbien* are excellent illusionists, able to illustrate points in their stories as they relate them.

Illusionists themselves hold a special place in the hill gnome culture and its arts. An illusionist need not be a *Jarbien* to entertain. Some illusionists create grandiose illusions, just as a sculptor or painter would create a work.

Others have moving illusions, not necessarily telling a story.

These illusionists are judged by the realism of their work, and the subtleties of it. Does that male hill gnome have stubble? Are the boots of that farmer worn at the heel?



Education

Most communities have a formal school with a permanent teacher. These schools can be elaborate, with many rooms, the students broken down into age or ability categories, or very simple, like a single room in which all the students are taught together.

Teachers—called *ATYELIES* if they have a college education or *JINELIES* if they don't—are respected members of the community who have no children to care for. Usually the parents of the children who will attend the school gather to choose whom they would like as a teacher. Rarely is the request to become a teacher ignored. There is a fairly generous stipend, paid through the local government, and the position is highly respected within a community.

Young hill gnomes leave school to pursue apprenticeships or other careers. At the age of 35, a hill gnome makes the choice of testing for a position in a college or finishing school. Hill gnomes need not leave school until they become adults.

There are only twelve colleges in the hill gnome nation. Some are famed for specific studies, such as the College of Einca, which produces the finest engineers in the nation, or the College of Hanke, which is the center for magical studies. Entrance into these colleges is through a test. The first application test takes place at the aspiring student's own school, and then there is a second test at the college itself. Those who complete the college exam, an oral examination with written components by four or five of the college's professors, have the right to use the honorific *TIEN*.

Food and Drink

Hill gnomes are not great users of spices, though they do appreciate salt. A good hill gnome cook will know how to mix regular vegetables and meats to create pleasing aromas and tastes. The stew is the standard food of the hill gnome, served with breads baked in circular loaves. Beef and pork are popular meats, though poultry is common among those of lesser means. Almost every hill gnome home has a vegetable garden, and farmers' markets are weekly occurrences in every community.

Drink is very popular among hill gnomes, and while spices are not used in cooking, beer and wine are common additives. Most communities have a public house—a *VONNEK*—whose owner has opened his doors to those wishing to partake of his beer and wine. The owner of a *vonnek*, an *ERVONNEK*, also sells jugs or pails of beer and wine for consumption within one's home. However, most hill gnomes who enjoy these spirits brew their own libations.

Humans usually judge hill gnome wine as weak and beer as thick. However, in those areas bordering the hill

gnome nation, humans are known to visit *vonnek*, mostly for its congenial atmosphere and the chance to watch a great *Jarbien* or an illusionist at work.

Clothing and Fashion

Few hill gnome families buy ready-made clothing. Each clan, and each family within each clan, has a distinct style, with certain patterns and fabrics not used elsewhere. Hill gnome clothiers have learned to cater to these demands, selling undyed, and sometimes raw material. Dyers among the hill gnomes are more likely to carry and mix dye rather than actually apply it.

The standard hill gnome outfit consists of drawers worn under the breeches. Breeches ride high on the belly and do not reach the ankle. Boots, high in the winter and ankle-height in the summer, are worn on the feet. A tunic of light material and a heavier vest with pockets are common. In warmer climates, the knee-length cloak is popular, but in wintry or northern areas, an overcoat, like a cloak or robe, with armholes rather than sleeves, and a high collar, is worn. These overcoats—or *PERRIED*—have become popular among other races, especially the Dwarves.

Hill gnomes are known as practical rather than fashionable dressers. Jewelry is not common, but is worn to gatherings and festivals. Hill gnome jewelry is intricate, with many fine details hard to see without special lenses. The hill gnomes are famed as gemcutters and jewelers, and while hill gnome tutors and engineers may be in highest demand in the outside world, gemcutters and jewelers run a close second in popularity.

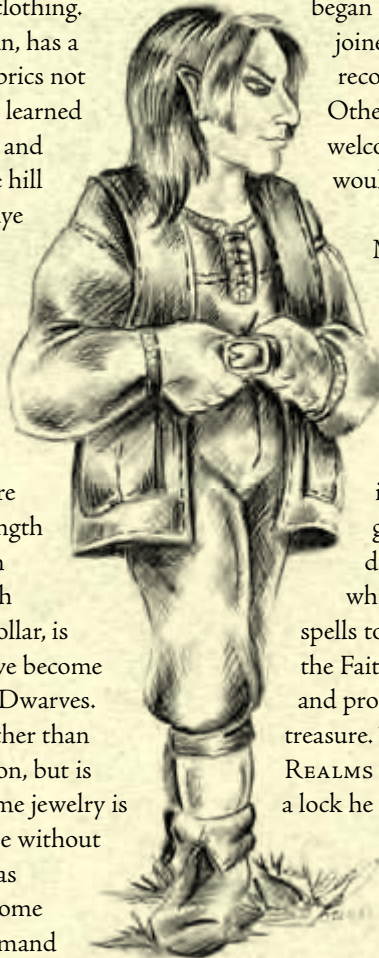
Religion and Myth

While not a fanatically religious people, the hill gnomes are known to be pious. Their gods, however, are rarely strict or serious. Like the hill gnomes themselves, the gods they revere are more interested in a good joke than a roomful of supplicants chanting or glorifying their name.

CREATION MYTH

The Great Spirit Revered by Even the Gods—called *ALSENAL* by the gnomes—dreamed the cosmos into being. With each dream another star or another spirit was born. However, everything slept, as did *Alsenal*. Then *Alsenal* laughed, and out of the vapors of its breath came *Oserien*.

The most revered hill gnome god is *Oserien Anntilien Mareleos the Golden*. *Oserien's* names often change, but at the present time, *Oserien* is his most common



appellation. At his birth, *Oserien* lived in a place of cold and heat, which he called the Five Burning Trees—*FENNEBREKTERE*. *Oserien* shared this place with powerful gods, natural forces and the spirits of unborn generations. As *Alsenal* gave birth in his dreams to many things, it began to fade, until nothing if it remained. *Oserien* joined those gods who lamented *Alsenal's* passing, recognizing it as the progenitor of them all. Other gods, like those of the Orcs and Goblins, welcomed the death of *Alsenal*, for no other beings would be born to challenge them.

Fennebrektere broke into war, as the Mourning Gods and the Faithless Gods strove for mastery. Though brave beyond all comparison, *Oserien* and the other gnome gods did not enjoy war. They hit upon a plan. They created the perfect illusion, copying the forms of the Mourning Gods. While the Faithless Gods fought with this illusion, the Halfling gods snuck the Dwarven gods behind the Faithless. The Dwarven gods dug deep into the realms below *Fennebrektere* while the Elven gods imbued the entrance with spells to prevent escape. The human gods tricked the Faithless Gods into believing them to be allies and promised to lead the Faithless to a great magical treasure. The human gods led the Faithless into *THE REALMS BELOW*, and *Oserien* sealed the entrance with a lock he designed, that was so perfect, it could never be opened, except by him.

With the threat of the Faithless forever banished, the Mourning Gods began to take the material of *Fennebrektere* and create worlds and heavens. Unfortunately, the Mourning Gods could not agree as they designed these worlds. The Dwarves wanted mountains, the Elves wanted forests, the Halflings wanted hills and the humans wanted all of those and plenty of shoreline. *Oserien* attempted to mediate, but it was no use, and the unity of the Mourning Gods dissipated.

No one knows whom, but one of the other gods began to take material from the Realms Below to continue building worlds, and so the Faithless broke free. While not able to enter the worlds completely, thanks to the perfection of *Oserien's* lock, their adherents and the creations of their malice could. The golden age of paradise ended.

THE CREATION OF THE GNOMES

While the others argued about the shapes of the heavens and the worlds, the gnome gods asked *Oserien* to create more beings like them. *Oserien* could not make gods,

but he formed living bodies out of the finest materials in Fennebrekere. He imbued these bodies with the spirits of unborn generations. The gnome gods were very pleased and began to teach the newly created gnomes how to speak and write.

THE CREATION OF THE OTHER RACES

The other Mourning Gods noted the gnomes, and decided to create beings like themselves. Since Fennebrekere had been used to make the heavens and the worlds, the other gods had to use more mundane material. Oserien aided the Halfling and Dwarven gods, who built their races out of clay from rolling hills and stone. The Elven and human gods refused any help, which is why Elves and humans are so freakishly tall. The Elves were created out of wind and stars, while humans were fashioned out of material scavenged from the seashores mixed with mud found in the Realms below, which explains humans' dark nature.

THE COSMOS

The world on which the gnomes live is not the only world, for the Mourning Gods made many. Since Oserien decided to deposit his gnomes on this world, it must be the best. The stars are worlds that have not been formed, and still glow, just as ready to be formed metal glows in a forge. The sun is a great fire which Oserien or Roend Getrer, smith of the gods, sometimes uses when he needs to forge metal. The moon is the sling bullet Oserien used to slay a great Orc god. Oserien kept it as a memento, and left it in the sky to remind the gnomes that he watches over them.

THE AFTERLIFE

After death, gnomes join their gods in a heaven of fertile hills, topped with short trees and broken by small, slow streams. Oserien is the most respected god, but he is not a king or lord. He is wise, and a master at building strange machines, but he is also a trickster. All the gnome gods have an affinity for humor, even KARTJON, the Harvester of Souls—the closest thing the gnomes have to a death god. The gnome gods live like a family, loving and loyal, if not always agreeing. Other gods do not trust them, if only because the other gods are jealous Oserien was smart enough to make gnomes out of the fabric of Fennebrekere.

RELIGIOUS OBSERVANCE

In the middle of the week, at sunset, the gnomes gather at the nearest temple in order to give thanks to Oserien for their creation. Priests lead the ceremony, but individuals in the community may be involved. While the temple is quiet during the lesson, it breaks into discussion when the priest tries to relate the knowledge of the gods and apply it to a regular gnome's life. Singing and humorous stories are

common, as there are many stories of the tricks and pranks the gnome gods have played.

Government

Hill gnomes are not known for their appreciation of intrusive or powerful government. At the same time, hill gnomes do not appreciate chaos or uncertainty. They have, in their past, had monarchies and oligarchies. Now, however, the hill gnomes follow a republican model, voting for representatives. While the government is not universally loved, it is tolerated, and its greatest asset is that the government rarely tries to increase its own power. While hill gnomes are quiet and polite, they are not stupid, nor do they patiently endure stupidity.

THE STRUCTURE OF GOVERNMENT

The *LIROTEKTE* is a small building, devoid of furnishings, in or near the center of all hill gnome settlements. Inside the *Lirotekte*, hill gnomes have traditionally gathered to make decisions affecting the community. Debate is free and open. Usually an elderly and respected *hen Anniemer* acts as *HELECHTIKE*, a cross between a speaker and a president. The *Helechtiike* controls the proceedings and casts the vote to break ties—this last responsibility has never been used in the recorded history of the hill gnomes. When an impasse is reached, rather than casting the deciding vote, the *Helechtiike* will usually call for more debate.

Each community sends a representative—a *PITRIGJE*—to the *KET LIROTEKTE* also called the Clan Council. The translation of the name is a remnant of times when clans, not communities, sent representatives. While large urban centers have no more say than small communities, the *Ket Lirotekte* has very limited power. The *Ket Lirotekte* chooses one member to act as *Helechtiike*. Matters of national attention may be debated in the *Ket Lirotekte*, though it has no ability to tax, thus real power rests within the communities. *Pitrigje* act for terms not to exceed three years, are free of taxation, interest does not accumulate on their debts, such debts cannot be collected, property cannot be alienated save during criminal proceedings and the family of a *pitrigje* does not serve during a martial muster. A local *Lirotekte* may remove its *pitrigje* at any time and replace that individual.

The *Ket Lirotekte* maintains three ministries: trade, defense and state. Each ministry is lead by a governor or *ANNITEKTE*, chosen from among the *Ket Lirotekte*. Each ministry is staffed by *KETWERTTJE*, civil servants in the national government. The *ketwerttje* are protected as the *pitrigje* are, but act until removed or they leave their positions. The Ministry of Trade governs all relations with other governments, nations and races. The aim of the Ministry of Trade is to maintain good relations and

ensure that the merchants of many nations visit the hill gnome markets. The Ministry of Defense is small, but does maintain a permanent corps of officers, preparing for the eventuality of a national muster. The Ministry of State governs relations with the local *Lirotekte*, and attempts to gain funds for any projects the *Ket Lirotekte* may embark on.

THE STYLE OF GOVERNMENT

Hill gnomes are great innovators and adapters. The government as it exists now is an amalgam of many ideas from many different philosophies, cultures and races. As time passes, more reforms will be adopted. Hill gnomes do not expect their government to remain stagnant, neither at a local nor a national level. Those voted into government, as *WERTTJE* (see LOCAL GOVERNMENT, below) or *pitrigje*, are usually respected, intelligent, ethical and honest. There have been individuals who have risen to positions of respect through duplicity, but these individuals rarely maintained their positions for long.

Corruption is not a problem that the hill gnomes are used to. It has happened in the past, and will likely happen again in the future, but the hill gnomes make no special preparations for it. Should a *werttje* prove corrupt, the *Lirotekte* will remove him or her. A corrupt *sqotje* will likely be removed by the superior *werttje*, or by the *Lirotekte*, if the *werttje* does not act. A corrupt *pitrigje* has little opportunity to profit through the performance of his or her office, but would, in any case, be removed by the local *Lirotekte*.

The government of the hill gnomes is not removed from the daily lives of hill gnomes, nor would they wish it that way. The government is comprised of good, honest gnomes, and so the hill gnomes embrace it as they do any other part of their culture.

LOCAL GOVERNMENT

In most rural communities there is no local government. The meeting of the *Lirotekte* is rare, often only to choose a *pitrigje* or to recall one. A rural community may have one *werttje* to govern weights and measures and ensure the roads are repaired and open for traffic. In large, urban areas, the *Lirotekte* sits often, and there are scores of *werttje*.

The *Lirotekte* is the only body in the hill gnome nation that can tax. If the *Ket Lirotekte* needs funds, it must request that the *pitrigje* contact their local *Lirotekte* and request a vote for taxation. Taxes are, in any case, minimal, as there is no real bureaucracy to maintain.

Daily administration, when such is needed, is performed by those elected for such services by the *Lirotekte*. The word *werttje* is sometimes translated as 'burgher' or 'urban citizen', but the correct meaning is closer to civil servant. The term of a *werttje* is one year, but can be renewed by vote indefinitely. A *werttje*

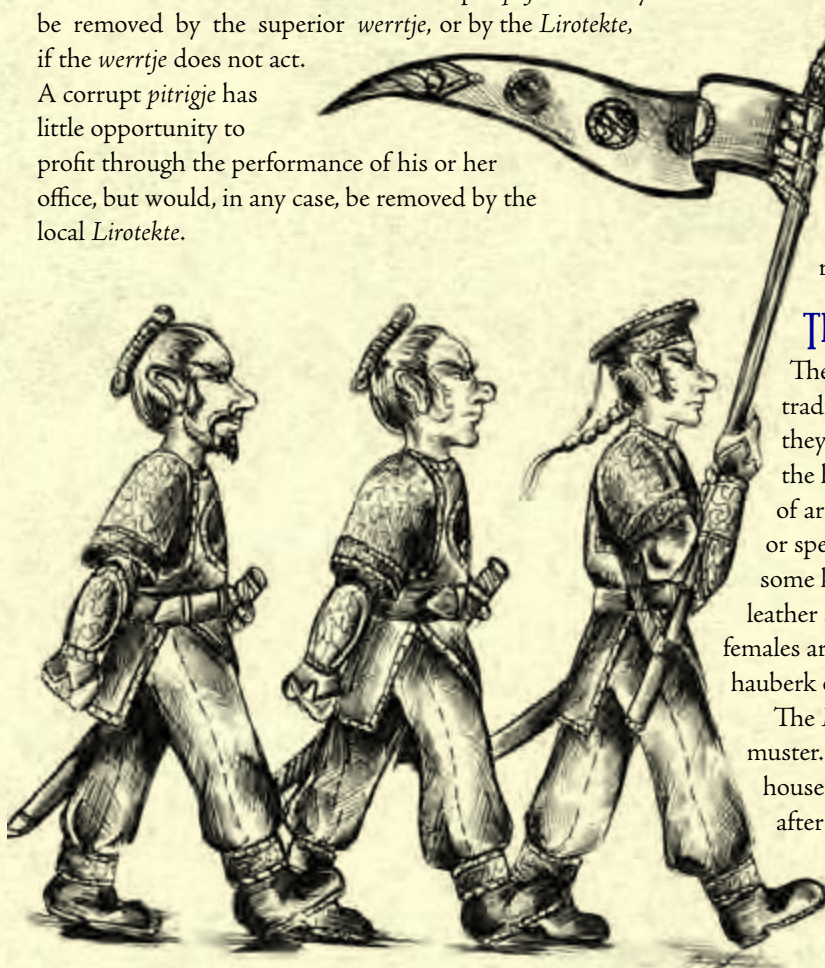
receives the same exemptions from taxation, debt and military duty that a *pitrigje* enjoys.

In large urban areas, there are administrators, called *SQOTJE*, who are actually paid employees working as aides and officers for the *werttje*. The *werttje* hire these *sqotje*, though they can never be from the same family or clan as the *werttje*. The *Lirotekte* reviews the performance of a *sqotje* annually.

The Military

The hill gnomes have no standing military, but tradition dictates that every hill gnome adult, be they man or woman, be prepared to fight to protect the hill gnome nation. Each household has one suit of armor, sometimes two, and either bow and sword or spear and shield. Most hill gnome males maintain some kind of armor, even if it is simply an old suit of leather armor that great-grandfather wore. Hill gnome females are notable slingers, and more than one also has a hauberk or shield they can carry.

The *Lirotekte* of any community can call for a muster. One armed and armored adult from each household must then assemble on the second day after the call. Large households usually field three or four, and the households of *hen Anniemer* have pony riding cavalry with chain or even plate armor.



The *Ket Lirotekte* can send black bucklers to local *Lirotekte*, which indicates a national muster. The *Lirotekte* are obliged to call the muster no later than the fifth day after receiving the buckler. This added time allows the *Lirotekte* to obtain supplies and perhaps even cash for the soldiers being sent to the national muster. If a national muster is called—the thinking goes—there's little chance the soldiers will be home soon.

In battle, localities remain together as much as possible. However, units of like equipped troops will form without much prodding. The grouped soldiers elect captains who are usually known to have either martial training or actual experience. Those few gnomes who have traveled the world and seen war and combat are suddenly the most important individuals, rather than just odd gnomes with strange stories.

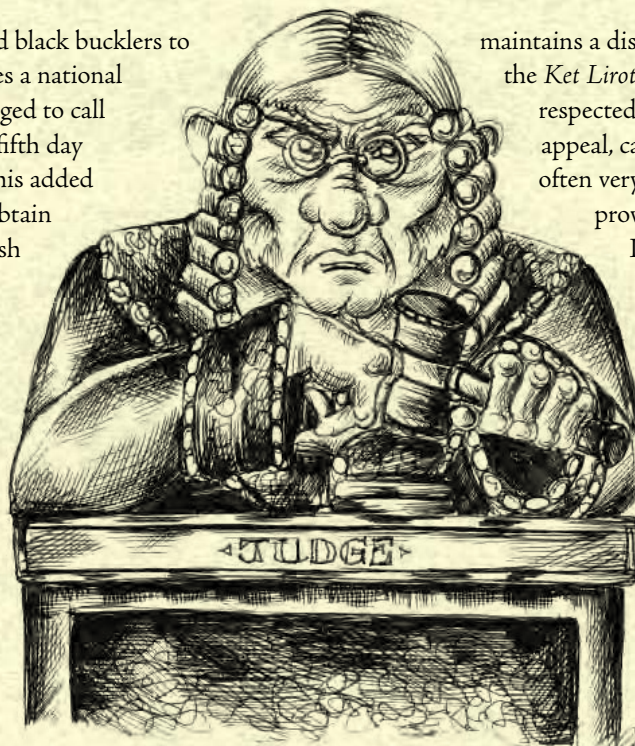
Those hill gnomes with magical capabilities, be they wizards, clerics, sorcerers, etc, report to the *JATGER*, the Wizard-General, a permanent post staffed by an individual assigned by the *Ket Lirotekte*. These magical troops sometimes fight as a single, large unit, or are divided and shared among the regular units, depending upon the foe being faced. Since winning without any blood is always preferable—as is a good laugh—*Jatger* are often known more for their cunning and creative use of illusion than their bravery.

The Law

The *Ket Lirotekte* creates the laws of the hill gnome nation. However, a local *Lirotekte* may appeal any law it feels is prejudicial to its interests. The hill gnomes consider their laws extremely fair. While most laws focus on commerce and trade, there is a well-developed body of criminal law. The most heinous crimes are murder and mutilation. Any crime that threatens the bonds of family is punishable by special penalties. There is no capital punishment in the hill gnome nation, but there is banishment, considered by many to be much worse than death.

THE COURT

The court system of hill gnomes is considered quite fair, especially by the hill gnomes themselves. The government



maintains a distance from the courts, although the *Ket Lirotekte* does elect a body of five respected citizens to act as a court of final appeal, called the *PIETWER*. The *Pietwer* is often very important in reforming laws that prove to be unjust or ill-considered.

It has the power to recommend the revocation or reform of any law. It also has the power to demand a local court reconsider a verdict. The *Pietwer* is an advisory body only. It cannot force the court to change the verdict, nor can it actually revoke a law. It only recommends or advises that these actions be taken.

ENFORCING AND ADMINISTERING THE LAW

Each community has at least one judge elected in the *Lirotekte*, who serves for a term of three years. Larger areas usually have five or six judges. A judge may have a staff, depending upon the workload. Judges are chosen from those hill gnomes in the community who have completed time in a college or have acted in a position with the *Ket Lirotekte*.

All decisions are subject to appeal. A judge cannot preside over the appeal of a decision he made. In some cases, this means the appeal must be heard in another locality. Occasionally, the *Lirotekte* will appoint a special judge to hear the appeal and make a ruling. If the sentence is to be banishment, two local and one national appeal must be heard. In such a case, if the first judgment was guilty, and this is later overturned, a new trial is held.

When there is a proceeding, there is a complainant and an accused. The complainant can be the community in a criminal proceeding. Each side presents its arguments. The judge then questions each, and may ask for items, witnesses and evidence to be produced. The judge then renders a verdict.

While few communities have anything like a regular police force, some cities and towns have units of Urban Watch, called *WINOLAOS*. These can be volunteers from the community or special *sqotje*. Rural communities will not usually have a jail. Most urban areas do. Jails are for holding individuals who are considered dangerous or who might flee before a hearing. Imprisonment is never a sentence in itself.

Chapter 3:

The Tirisden

(The Mountain Gnomes)



Living on the sides of great mountain ranges, and sometimes in the foothills surrounding such ranges, the mountain gnomes are often said to have more in common with the Dwarves than with their Gnome brethren. While on a certain level this might be true, mountain gnomes are much more like hill gnomes than the dour, serious Dwarves. Mountain gnomes may not be as capricious and humorous as their cousins in the hills, but they maintain that same sense of humor that distinguishes the Gnomes.

Mountain gnomes are rather insular, and will attempt to dissuade visitors from remaining for any length of time among them. This characteristic is what has led hill gnomes to use the derogatory term 'Half-Dwarves' for their mountain cousins.

The greatest talent of the mountain gnomes is mining and the creation and production of mining equipment. Even the dwarves look to mountain gnome designs for their apparatuses. Dwarves are not as comfortable with machines as mountain gnomes are, but more than one ambitious Dwarf miner has hired a mountain gnome overseer and increased production.

The structured, hierarchical society of mountain gnomes can be considered Lawful Good. Order is very important to the mountain gnomes, but every individual's rights and honor must be protected. As such, though visitors are not welcomed, they will not be harmed or hindered as long as they remain orderly and law-abiding.

The Life Cycle of the Mountain Gnome

From BIRTH to EARLY CHILDHOOD (Birth to 15 years)

While the mother is the chief caregiver for infant mountain gnomes, aunts and female siblings all willing help mothers with the great responsibility of rearing an

infant. Fathers and uncles do not spend a great amount of time with infants, but they are expected to make an effort to help the mother. It is an important display of support for one's wife and allows a relationship to be forged with the infant.

CHILDHOOD (15–25)

This period is considered the most important for the growth of a young mountain gnome. This is a time of games and excitement. Mountain gnome children of this age group are all sent to *GRAVEN*, a cross between a nursery, playgroup and school. Children spend much time there, but their family is still the most important aspect of their lives. During this period of their lives, mountain gnomes begin to forge ties with others their age, and extend their sense of family and community.

YOUNG ADULTHOOD (25–40)

Study is the center of a young adult's life. Until the age of 35, mountain gnomes study in schools very similar to the schools of the hill gnomes. At 35, young mountain gnomes move into specialized colleges, much different than the colleges of the hill gnomes. While studying is central to this period in the Mountain Gnome's life, this is also the time that young adults learn about relationships and forge friendships that often cross caste barriers.

ADULTHOOD AND MIDDLE AGE (40–150)

Most mountain gnomes graduate from their colleges at the age of 40. They then begin to pursue the career they have studied. However, advanced students may remain in the college until the age of 55. At that point, the mountain gnome will need to make a choice about beginning a career or considering an academic life. Mountain gnomes are allowed to marry once they have graduated college, but most wait until their 50s or 60s. The average age of marriage is 58 among males and 54 among females.

OLD AGE (OVER 180 YEARS)

Mountain gnomes often continue working until well after their 180th birthday. They are, however, considered a *TENED*, or elder, at the age of 180. This birthday is a great celebration, and the family members will offer up gifts meant to ease the *tened's* retirement, when that retirement comes.

Tenedir have a special home within the clan, though living there is not mandatory. Often, old college-mates will move to these *TENEDBORE* together. The *tened's* family is still expected to support him or her, though the clan also supports the *tenedbore*. For the most elderly of *tened*, there are special doctors. Wealthy families can hire one for their aging *tenedir*, though the clan also supports two or three such doctors for the less wealthy members.

Death

Death is considered a step into complete peace, and so is not a time for mourning but rejoicing. The less painful the death, the greater the celebration is. For an elderly *tened*, who has died in his or her sleep, the celebration would probably be a full day, with continued festivities for the immediate family.

The bodies of dead mountain gnomes are interred in underground mausoleums. The bodies are mummified and put into stone sarcophagi. Families maintain catacombs, many containing ten to fifteen generations of remains. Once a catacomb becomes full, it is filled with mined stone and sealed off with a marker so that the departed will not be forgotten.

The Family

The family structure of the mountain gnomes is very similar to that of the hill gnomes. As mountain gnomes tend to live in mountainous areas, they are often able to excavate and create more rooms and space as the family grows. Some mountain gnome homes are huge labyrinths with rooms that have not been visited for decades. The greatest difference between mountain gnomes and hill gnomes is the concept of clan.

The Clan

This is a much more important concept among mountain gnomes than among hill gnomes. The term *kenneden* is used among the mountain gnomes to denote a group that has a *sense* of familial kinship, but has no actual ties. As such, it has no real bearing on familial ties or legal relations. A member of a *kenneden* has no more responsibility to another member than to any other member of the community.

The term *latje*, denoting a community or group that considers its relationship familial, is not used by mountain gnomes. Such a sense is encompassed in *kenneden*. True clanship to mountain gnomes is through bloodlines, so the term *jertemern*, meaning familial kinship, is the mountain gnome term for clan.

After the family, clans are the most important body of trust and loyalty. Clan allegiance can cross caste boundaries, but this is rare. When mountain gnomes rise in caste, they usually are drawn into another clan within the new caste.

Marriages

Parents arrange marriages within mountain gnome society, though the participants are expected to agree. A priest or aspirant from a nearby temple performs the marriage rite, the *Stilmarga*. Unlike hill gnomes, mountain gnomes consider the act of marriage to be a solemn occasion, in which the female leaves her old clan for a new clan, with its new loyalties. On the rare occasion when individuals of different castes wish to marry, a dispensation from the local ruler must be received.



Once the ceremony has ended, there is a formal farewell, as the bride's family releases her from her obligations. The bride and groom then attend a great celebration, with drinking, feasting, songs and jokes. When the sun sets, the couple is carried on a single bench from the celebration to their wedding bed. Friends and unmarried members of the family keep watch outside the room. This is a holdover from a time when the bride's clan might try to kidnap her and return her to her family.

Society

Mountain gnome society is very different from their cousins', containing a caste system that hill gnome society does not have. While the *hen Anniemer* remain among the hill gnomes but have no real power, the *hen Anniemer* remain a hereditary aristocracy among mountain gnomes. Above the *hen Anniemer* are the Houses Royal—the *DUCALIES*—a collection of families who can claim royal descent.

Class structure

At the pinnacle of mountain gnome society are the *ducalies*. From these families come the princes who rule the mountain gnomes. They can only marry from among the *hen Anniemer*, though, occasionally a mountain gnome of the *ducalies* will marry a foreign gnome, like a hill gnome or plains gnome. This is considered preferable to marrying a mountain gnome from below the *hen Anniemer*.

The *hen Anniemer* is a hereditary aristocracy, ruling the various counties of the mountain gnome nation. They lead the mountain gnomes both politically and militarily. Nobility does not necessarily imply financial success, though the demands on the *hen Anniemer* often seem to indicate this. Some of these clans and families are noble in name but always hovering on the edge of bankruptcy.

The *SANNEMEIKER* is a middle-class, consisting of neither peasants nor nobility. Independent artisans, farmers and miners would fall into this middle-class. They usually have the greatest participation in the *Lirotekte*, and from this group are drawn most *werttje*.

The great majority of the mountain gnome population belongs to the *KRIEMER*, translated simply as 'the commons'. These are the farmers, artisans, miners and workers who are free and may own their own home and possibly land, but are not independent of the nobility.

They can buy their way into the *sannemeiker*, but until then, they owe special duties, like labor, food or tax and service in war, to the local *hen Anniemer* ruler.

Like the hill gnome society, the underclass is called the *andewien*. These are laborers tied to the land or to specific mines or families. Not slaves, they also have little hope of every really becoming free. Caste is very strict, and movement is almost non-existent. Only through exceptional service in wartime, or through paying a caste tax—the *ECHTIRANJE*—can a family move into a superior caste. The *echtiranje* is exorbitant and, consequently, maintains the status quo. When a family increases their caste, they must petition to join a clan of that caste.

Guilds and Social Clubs

Guilds and social clubs are nearly identical to those found in the hill gnome society, save that they are always divided by caste. The only exception to this is in urban areas, in which trade guilds can petition the local ruler for a city charter—a *MARCHTINHA*—which allows a guild to include members of all castes, save the *ducalies*.

Social Etiquette

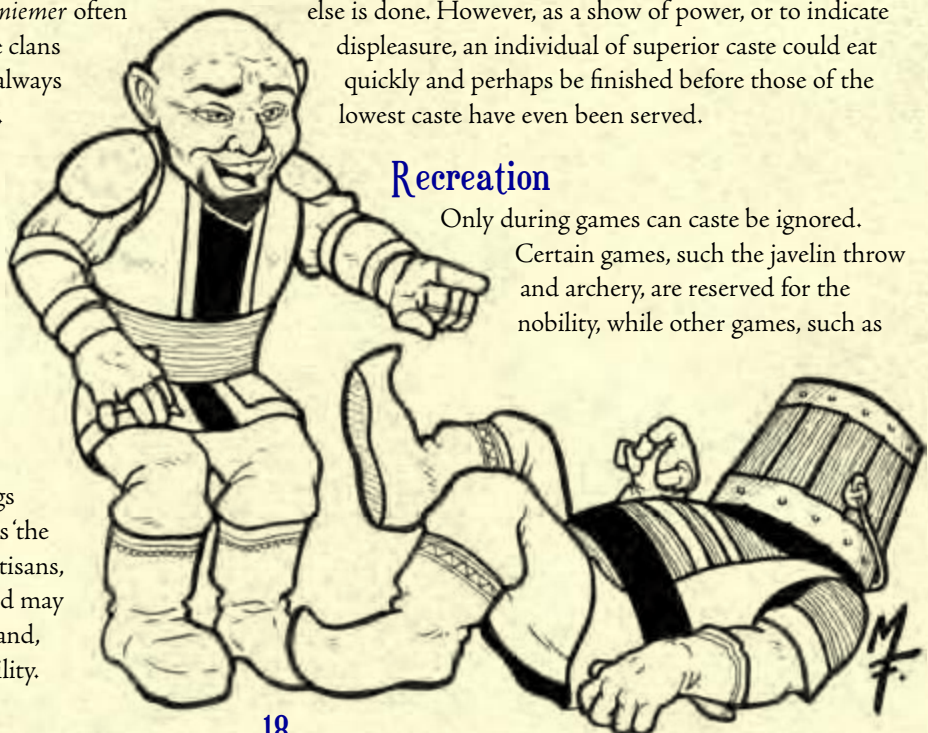
Because of the rigid observance of castes, mountain gnomes are forced to adopt much more polite forms of address than hill gnomes might. One must always be aware of the caste of the person one addresses. If one is unsure, one must opt for the most polite form of address.

When eating or drinking, the higher caste individuals are always served first, and once they finish, all others must stop. Usually, those of superior caste continue to pick at food and take small sips until it is evident everyone else is done. However, as a show of power, or to indicate displeasure, an individual of superior caste could eat quickly and perhaps be finished before those of the lowest caste have even been served.

Recreation

Only during games can caste be ignored.

Certain games, such the javelin throw and archery, are reserved for the nobility, while other games, such as



wrestling, are strictly for non-nobles. Pranks also ignore caste, and this is the great leveler in mountain gnome society. Of course, one must be sure that the prank is not spiteful, or penalties will be incurred. A good-natured prank may be perpetrated by one of the *andewien* on an individual of the *ducalies* without punishment. In fact, there are legends of a prince or noble who is so impressed with a great practical joke, that he becomes the joker's patron.

The Arts

The mountain gnomes value arts and artists as much as their hill gnome cousins. In fact, one of two ways to increase in caste without paying the *echtiranje* is as an artist. The families of artists who are judged to have an impact on the future of mountain gnome art become *ben Anniemer* after that artist's death. Granted, this does little to help the artist while he's alive, but many still strive to attain this, as it is a gift without measure for later generations.

Education

Mountain gnomes begin their education in the *groven*. Three adults, usually two females and a male, are responsible for fifteen children. The adults are not called teachers but rather *HAMED*, which has connotations of an older sibling but also a figure of authority. In the *GROVENA* (plural for *groven*), the *HAMEDIR* (plural of *hamed*) lead the children in games that are intended to strengthen the children's sense of unity within the clan.

The *hamedir* also prepare the children for their lives as young adults. The children are taught some rudimentary skills based on their family's craft. *Grovena* for farmers are separate from *grovena* for artisans or *grovena* for nobles. While the segregation of the *grovena* reinforces camaraderie among castes, there are large play meetings called *KROGROVENA*, in which all the *grovena* for a clan meet. These *krogrovena* are frequent enough that children from different castes know each other quite well.

At the age of 25, mountain gnome children graduate the *grovena* and move into regular schools. There is usually one school for each clan, but larger clans may divide the schools into age groups. By this time, mountain gnome children

are never divided by caste or career. They all learn the same lessons, consisting of literacy, mathematics and the sciences.

By the age of 35, mountain gnomes are expected to specialize and move into colleges. Colleges are divided into specialties. This is the only time that a mountain gnome may transcend caste. If a young mountain gnome of an artisan family shows aptitude for warfare or magic, that mountain gnome will be sent to the college for that art. Conversely, if a mountain gnome of noble birth has talent with metalworking and a desire to pursue this, that mountain gnome can enter that college.

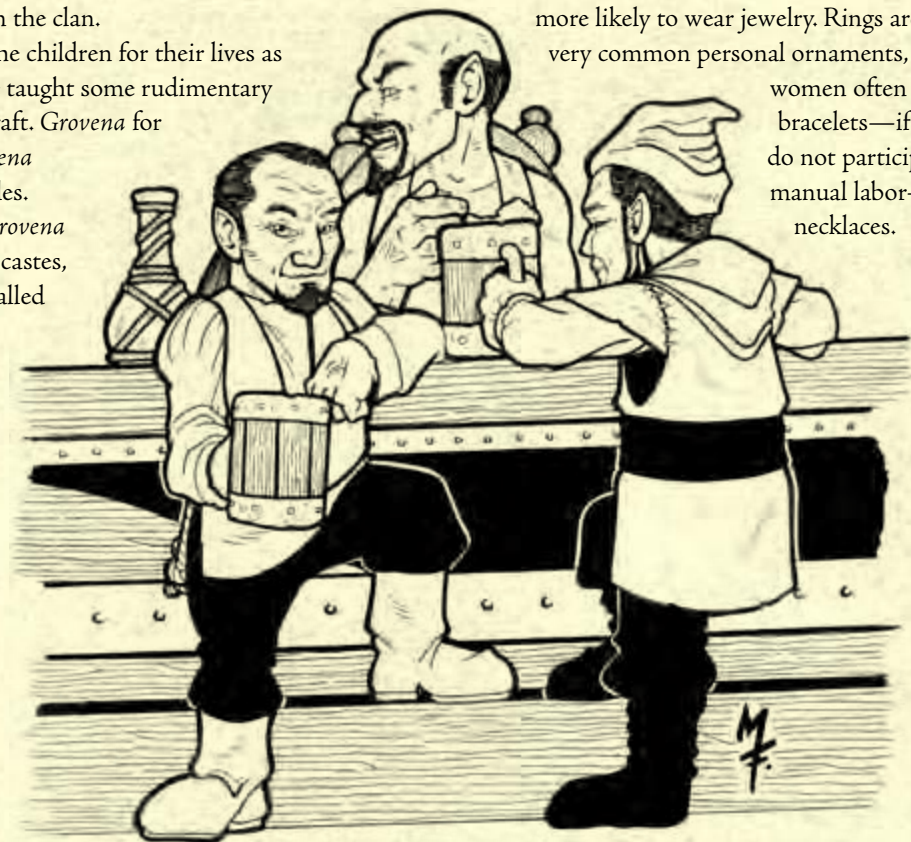
Food and Drink

Along with beer and wine, mountain gnomes distill a strong alcoholic beverage called *HESSELKE*. *Hesselke* is distilled from malt and has a sharp, clear taste. This is considered the finest possible drink in mountain gnome society, and any who can afford it, or who can distill it, drink it. Certain distillers enjoy the patronage of the Houses Royal and have become quite rich.

Clothing and Fashion

Mountain gnomes regularly wear the *perried* and very rarely wear a cloak. Also, mountain gnome designs and patterns are much more subdued than the clothing of hill gnomes. As gemcutters, mountain gnomes surpass their hill gnome cousins, and they are also much more likely to wear jewelry. Rings are very common personal ornaments, but

women often wear bracelets—if they do not participate in manual labor—or necklaces.



Religion and Myth

Mountain gnomes are much more serious about religion than hill gnomes. Every clan, as well as many wealthy families, endow churches and have clergy on their payroll. Guilds regularly have a priest as well as a church for its members. Rulers are never completely respected until they raise a temple or two for their ancestors and the glory of the nation.

CREATION MYTH

The greatest difference in the mountain gnome interpretation of the creation of the world is the part Oserien played. Mountain gnomes also discount the existence of the being hill gnomes refer to as Alsenal. The mountain gnomes believe that at least the Gnome gods spontaneously came into being, or—more likely—are eternal and have always existed.

THE CREATION OF THE GNOMES AND OTHER RACES

The mountain gnomes believe that not only were Gnomes the first race to be created, but that the other races were not created by deities, like the Gnomes were, but were created later, about the same time as the animals. Mountain gnomes believe that other gods latched on to these other races because they could not entice the Gnomes away from Oserien.

THE AFTERLIFE

This is a time of complete peace, when the soul enters a land of perfect tranquility, devoid of need or want. The mountain gnomes envision this much as a perfect material paradise, but eternal and unchanging. Unlike the hill gnomes, the mountain gnomes cannot imagine they will have much congress with the gods after death, though it is believed that all knowledge will become available and the truths behind all secrets will be revealed.

RELIGIOUS OBSERVANCE

While a mountain gnome is only expected to attend the temple during the middle of the week, many attend more frequently. Services are held every night. While the service may be animated and loud, mountain gnome ceremonies tend to be more serious than hill gnome ones. Stories of the tricks and jokes of the Gnome gods are included, but these are usually greeted with quiet, respectful comments rather than laughter and suggestions as to how the gods could have played a better prank.

Government

Mountain gnomes and hill gnomes live in similar cultures, but the political systems of the two nations are greatly different. Many of the same institutions exist, but their

purpose and practice vary greatly. As such, the mountain gnomes believe that the hill gnome government is a bastardization of what a true government should be.

Officers of the *hen Anniemer* staff the mountain gnome government. There is no entrance exam, though all are expected to have completed college for war, magic, finance or diplomacy. Usually government staff are the second or third sons of noble families, though sometimes may be first sons of particularly impoverished *hen Anniemer* families.

THE STRUCTURE OF GOVERNMENT

A prince of the *ducalies* rules over the mountain gnome nation. Upon the death of the prince, the *ducalies* will hold a special *Ket Lirotekte*, open only to those of the *ducalies*, and will elect a new prince. That prince then becomes prince for life. While the assassination of princes is not common, it has happened. The families that instigated those assassinations are no longer a part of the *ducalies*, if they exist at all.

In the *Ket Lirotekte*, the Prince holds one vote and can veto, by refusing to sign, any legislation or decree of the *Ket Lirotekte*. The *ducalies* hold ten votes, broken down into clans. The representatives of the *hen Anniemer* also have ten votes, broken into clans. The representatives of the local *Lirotekte* have twenty votes, broken into geographical blocs. As such, the local representatives have little hope of passing legislation without the support of one of the other blocs, or, at least, of the prince.

The *Ket Lirotekte* does not have the right of direct taxation. The prince controls all customs and levies. As such, the two financial powers for mountain gnome government *Ket Lirotekte* are the prince and the local *Lirotekte*. The ministries are broken into the *DOUVENTE*, or Royal Ministries and the *TEKVENTE*, or National Ministries. The *Douvente* include War, State and Justice. The *Tekvente* include Trade, Finance and Public Works. Both the Ministry of Trade and the Ministry of State pursue international relations, which can result in one mountain gnome ambassador acting for the prince and another for the *Ket Lirotekte* at the same foreign court.

The governors of these ministries are all of the *ducalies* caste. The junior ministers are usually *hen Anniemer*, but particularly talented member of the *sannemeiker* can hold a junior minister's post, but never a governor's.

THE STYLE OF GOVERNMENT

While hierarchical and jealous of their power, the government is rather unobtrusive in the average Mountain Gnome's life. Because of the prince's need to maintain his treasury, merchants are the ones most affected by the actions of the government. Some Gnomes who need to appeal to the prince's court may also learn about the tone

and personality of the government, but to most mountain gnomes, a new prince just means a new individual to raise their glasses to and drink the health of.

When the government is involved in a citizen's life, it is usually quite fair. It is no shame for a government official to admit to making a mistake, even to an individual of an inferior caste. When acting as a government official, a mountain gnome really represents the prince, so apologizing in the prince's name does not impact on a government official's perception of his or her own worth or caste.

LOCAL GOVERNMENT

The *Lirotekte* remains the only body capable of levying taxes. However, the real power in the *Lirotekte* is reserved for landholders. Also, caste plays a part in the influence any individual can have within the body. The local ruler always acts as the *Helechtike*, and holds one vote. Estate holders, meaning families which own property of more than twenty *FJET*, each hold one vote. These estate holders are almost always *hen Anniemer*, though some wealthy *sannemeiker* also own land. The average farm among mountain gnomes is only five *fjet*. Landholders each hold one-fifth of a vote, so they must vote in blocs of 5. Any landholders unable to form a bloc with 4 other landholders lose their vote. Since *andewien*, by their very nature, do not own land, their concerns are never addressed in the *Lirotekte*.

Urban *Lirotekte* act very similar to rural, save that the basis for attendance is not land but wealth. The Ministry of Trade measures family wealth every ten years, and representation in an urban *Lirotekte* is based on that report. As such, an urban *Lirotekte* tends to be much more biased toward the interests of the *sannemeiker*.

The Military

Through the Ministry of War, the prince maintains a small, professional standing army. The army consists of five hundred soldiers and an undisclosed number of wizards, illusionists, scouts and spies. It is divided much as the hill gnome military is, save that it is more professional and better trained. Professional soldiers of the *hen Anniemer* caste captain the units of the standing army. Beyond the standing army, the prince may also call a muster.

Mountain gnomes tend to be very serious about their martial responsibilities. Every adult male of the *hen Anniemer* has a suit of superb armor and a collection of weapons. During war, it is rare that any but the *hen Anniemer* march, save as fodder to send into the spears of the enemy. For such fodder, the captains usually scoop up *andewien*, the underclass, as it is assumed no one will miss them.

The Law

In many ways, the prince is the law. The *Ket Lirotekte*, more often than not, bows to his wishes. Unlike hill gnomes, the mountain gnomes do have capital punishment for treason and the murder of *hen Anniemer* or *ducalies* citizens. The prince always hears all capital court cases. The cases are subject to a mandatory review.

THE COURT

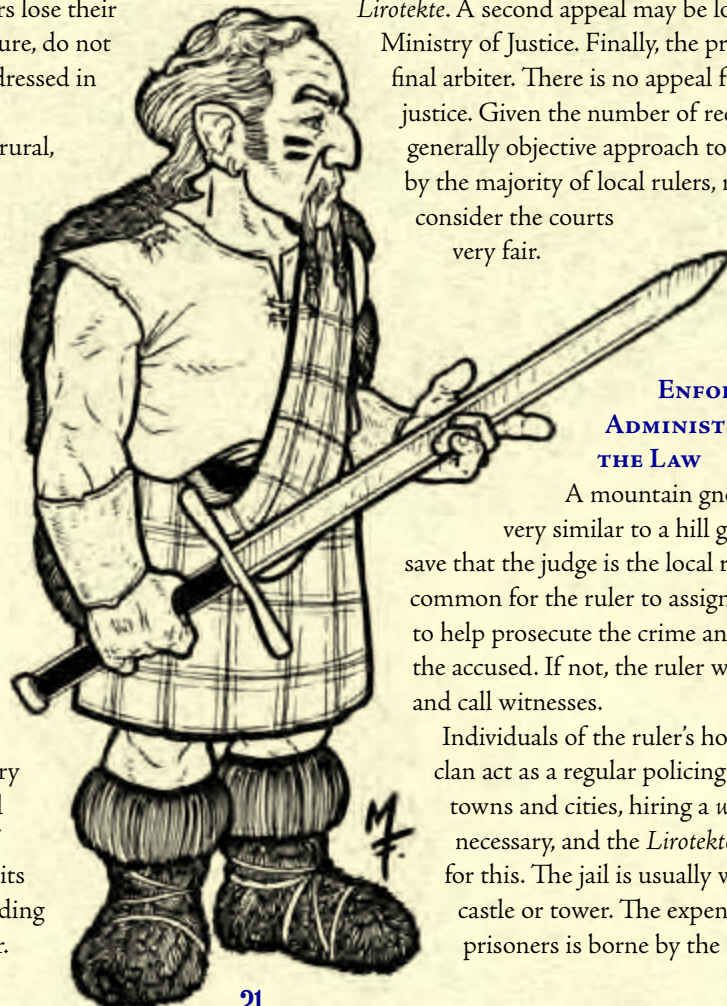
The local ruler acts as judge in any court case. Each *hen Anniemer* who governs a county or town receives a charter from the prince. This charter—called a *WELSTINHA*—allows the local ruler not only to act as a judge, but also to raise soldiers during a muster. Usually, local rulers take their responsibility very seriously.

Any citizen has the right to appeal to the local *Lirotekte*. A second appeal may be lodged with the Ministry of Justice. Finally, the prince acts as the final arbiter. There is no appeal from the prince's justice. Given the number of recourses, and the generally objective approach to justice taken by the majority of local rulers, most citizens consider the courts very fair.

ENFORCING AND ADMINISTERING THE LAW

A mountain gnome court is very similar to a hill gnome court, save that the judge is the local ruler. It is very common for the ruler to assign representatives to help prosecute the crime and to help defend the accused. If not, the ruler will set questions and call witnesses.

Individuals of the ruler's household or clan act as a regular policing body. In larger towns and cities, hiring a *winolaos* is often necessary, and the *Lirotekte* pays the cost for this. The jail is usually within the ruler's castle or tower. The expense of housing prisoners is borne by the ruler.



Chapter 4: The Daewan (The Imperial Gnomes)

Separated from their gnomish brethren by language as well as culture, the *Daewan*, or Imperial gnomes, live in a highly urbanized, rigid society with strict class structure and an extremely bureaucratic government. The Imperial gnomes believe that their society and their race are the epitome of civilization. They are xenophobic in the extreme, considering other cultures and races as barbaric at best. When one is the pinnacle of perfection, what interest do others present?

Imperial gnomes allow for contact, mostly mercantile, with outside cultures and races, but this trade is limited and constrained. The Imperial bureaucracy controls all aspects of foreign trade, and licenses are both necessary and expensive. Imperial gnome merchants are, of course, favored in this system.

Even with their superior and insular attitude, Imperial gnomes are respected merchants. They are no less skilled in the mechanical sciences than their hill brethren and are famous for their philosophers and scholars—philosophy being one of the disciplines on which the Imperial government entrance exam is based. Their agricultural techniques, though, are not as advanced as other gnome cultures, mostly due to the lack of respect for farmers shown by the elite.

Vast irrigation systems and canals cross the rural landscape like a grid. This proved necessary early in the Imperial age due to the climate and value of the land. Engineers became important to the government. A talented Imperial gnome engineer willing to ingratiate himself to political figures could find himself a lucrative and easy position in the Imperial Court.

Due to the massive urban centers that dot the Empire, merchants can be found everywhere from the small rural market—purchasing food for the cities while selling pottery, metal implements or even books—to the Imperial



capitol itself. The government regulates all merchants engaged in internal or foreign trade, and trade without a license is a crime.

The society of the Imperial gnomes is orderly. This order has brought peace, if not prosperity. Imperial society could be considered Lawful Neutral. Good government is not so important to the Imperial hierarchy as the maintenance of public order. This has led the government to adopt expedient solutions that may not be in the best interest of the populace.

The Life Cycle of the Imperial Gnome From BIRTH to EARLY CHILDHOOD (Birth to 15 years)

Imperial gnome mothers are the exclusive caregivers for infant children. Even in wealthy families, a child will not be given into the care of a servant until they pass their fifth year. By this time, the child has closely bonded with the mother, a bonding that seems to endure for the life of an Imperial gnome. Fathers are involved very little with the infants, visiting them and playing with them for short periods of time, though never developing the kind of bond a mother shares with her children. It is believed that the masculine aura must invoke respect and reverence. If the child does not learn this early, that child will become confused about the masculine and the feminine when they become older.

CHILDHOOD (15–25)

At the age of fifteen, an Imperial gnome child will either begin schooling or will be sent to work with the rest of the family. Childhood is a time to learn one's place in society and how to interact with others without bringing dishonor to one's family. Schools teach basic literacy, the sciences, mathematics, history and philosophy. These basic subjects might later lead to a government position. A male child will help on the family farm or other place of work. He will be given menial jobs that do not tax his ability, but will give him some understanding of the scope of the work going on around him. A female child will begin to help her mother around the house, learning those things that will be useful when she is married.

YOUNG ADULTHOOD (25–40)

This is a difficult time, an in between period when the young Imperial gnome is expected to act very much like an adult, but is still only accorded the respect due a child. This is also the time when a young male might begin studies destined to lead him into government. A young woman will begin to prepare for marriage. Imperial law dictates the age of consent for marriage is 35, although the age of adulthood is 40.

ADULTHOOD AND MIDDLE AGE (40–150)

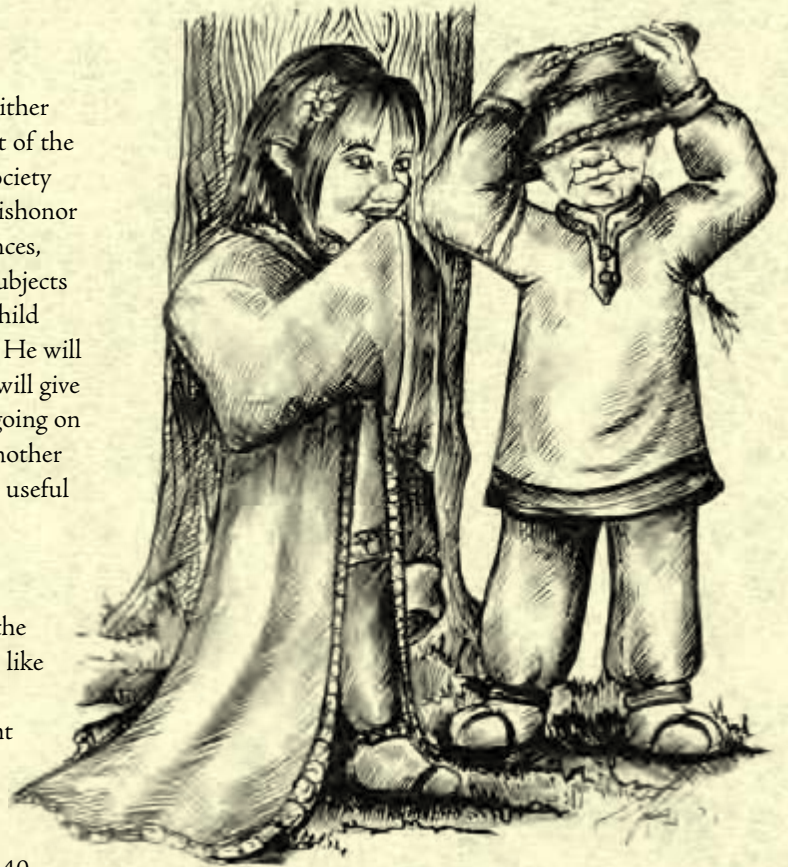
Upon the age of 40, Imperial gnomes become adults. For the male, this means a weeklong festival, with much drinking and carousing, a last gasp of freedom before he must become a respectable and conscientious citizen. For a female, there is a daylong celebration with just her family, led by the head of the household

An Imperial gnome is expected to marry early and produce many sons for the glory of the Emperor. A male adult is expected to work hard and make a good home for his family. An adult female is expected to marry well—through the arrangements of her family—and keep a good home for her husband and his family.

OLD AGE (over 150 years)

An Imperial gnome who lives to the age of 150 is considered old, and would be called 'grandfather' as a sign of respect by any younger Imperial gnome who addressed him. A female would be called 'grandmother' for the same reason. The members of their household hold a week long festival, much like the festival for a male entering adulthood, for either a male or female reaching this advanced age.

An Imperial gnome who has reached the age of 150 years will retire, unless he has no sons to support him. Without a son to take care of him, a gnome would need to continue to work, hoping to save enough money for retirement.



DEATH

Funeral services depend upon the station in life of the deceased. For a poor farmer, a local dignitary will give a small speech, then condolences will be offered the family by friends and neighbors. For the Emperor, or a member of the court, the mourning would go on for months, with dedications of temples, recitations of achievements and public displays of grief. Imperial gnomes are buried under mounds, with a stone indicating their ancestry raised above them. Emperors have temples built on their burial sites.

Tombs of ancestors are grouped together. Twice a year, families travel to these tombs to clean them and give sacrifices of food and alcohol, indicating their indebtedness to their ancestors. On the anniversary of the deaths of important members of households, families also hold ceremonies of remembrance.

The Family

THE HOUSEHOLD

A single Imperial gnome household consists of parents, their oldest son's family, their oldest grandson's parents, and so on. Four or five generations will all live together. Because an eldest son's foremost duty is to care for his parents in their old age, he never moves out. His eldest son will also remain in that household. When the head of the household dies, his son becomes the new head of the household and, by extension, of the family, including those



not under his roof. The head of a household is called the *jungpa*, or 'father-lord'. Eldest sons who do not take care of their parents are 'changelings', the assumption being that a devil or evil spirit switched the natural child with one of their own. No natural son would reject the honor of supporting his parents.

The Imperial gnome household has rigidly divided areas. The kitchen is the woman's area, and a man will enter it only to chastise. The men of the household have a sitting room which women and children enter only to serve. The dining room is a meeting place for the family, though wealthier families have a separate family sitting room where the family can gather. The *jungpa* and wife have a bedroom, as does each married couple. If there are four generations in the home, there will be a bedroom for the *jungpa* and wife, their eldest son and wife, the eldest grandson and wife and then a room for the children. Additions are made to the home as is necessary. Rich families may have multiple rooms for children, though this is not always considered desirable.

When a son other than the eldest marries, he sets off to begin his own household. That household, for many generations, will still be the responsibility of the *jungpa* of the son's family. There is no rule for when a household breaks away, but usually after four or five generations, the cadet branch breaks away and a new *jungpa* is created. In

some cases, such as a family with a large farm, younger sons will remain in their parents' home after marriage. This is much less common in urban areas, as space is at a greater premium, and only the wealthiest of families can afford large homes.

Sometimes, if a family has only daughters, a husband will move into their family home and will assume the role of the eldest son. The parents show eternal gratitude to their son-in-law for this great courtesy and sacrifice, which often puts the parents in a position of subservience.

Daughters leave the family when they marry. The youngest daughter-in-law in any household is a veritable slave. She is under everyone's command, sometimes even her own niece and nephews'. Traditionally, mothers-in-law and daughters-in-law have horrible relationships. The cooking of the daughter-in-law is always tasteless, the home isn't cleaned thoroughly, the clothing the daughter-in-law makes or purchases is ugly or of poor quality. The list goes on. While marriage to an eldest son is a great honor, the responsibility and hostility of the mother-in-law may make a younger son appear more appealing.

ROLE OF PARENTS

The role of the father in an Imperial gnome family is much the same as the role of the Emperor. A father exists to be obeyed and respected, never questioned. Only three groups can question a father's authority: the gods in the Heavens, the Emperor and the teacher. A father and a husband are truly the king of the family. Even the *jungpa* cannot question a man's treatment of his wife or children. The father's right of authority is so powerful that killing a wife or child for disobedience is often accepted by the courts of the Empire as reasonable.

The father's care for a child ends after he impregnates his wife. From that point on, all he must do is ensure his child is obedient and shows respect to his elders, the gods and the Emperor. However, just as the Emperor sustains and protects his subjects, a father and a husband must sustain and protect his family. This means that a father or a husband is responsible for feeding, clothing and protecting his family. If the family lives in an urban area, this means the father works to pay for food, rent and other essentials. In rural areas, it means the father must oversee a farm or other project that will provide for the family.

Though uncaring and distant fathers are common, most fathers dote on their children—at least their sons. Fathers often spend time with their children, playing games, helping them with their lessons and telling them stories. In a situation with a loving father, usually the eldest son is more than happy to maintain the parents when they become elderly. Happy homes are common, though loving homes are rare.

A mother, on the other hand, is the workhorse of the family. Care for the children rests firmly on her shoulders, as does care of the home and her husband. The only rest comes after the delivery of a child. If the child is a boy, a mother has a month of rest, in which she is not to perform any work and must be waited on, even by her husband. She is free from discipline and criticism during this month. If the child is the eldest son of a family, the mother's period of rest may extend up to a year. If the child is a girl, the mother has eleven days of rest, and no more. If a mother produces only girls, her period of rest becomes shorter and shorter with each girl she produces.

Imperial gnome fathers want only sons. Infanticide, especially in urban areas, is often seen as a solution to the birth of an unwanted girl. This has caused an imbalance in the numbers of available wives and made many Imperial gnome males unable to find wives. This has sometimes led Imperial gnomes to seek out wives among the other gnome cultures, though a wife brought into Imperial society would be hard-pressed to accept her situation with the fatalism of her Imperial sisters.

Once her period of rest is over, a mother's responsibilities are dictated by her position within the household. If she is in a *jungpa's* household, and she is the youngest daughter-in-law, she is responsible to care for her own children as well as the children of any elder daughters-in-law. She must cook for the whole household, clean the home, mend clothes, and perform all the menial chores. If the household is rich, there may be servants whom the daughter-in-law can direct to perform many of these tasks, but she is ultimately responsible, and if her mother-in-law decides the work is not adequate, the punishment will fall directly on the daughter-in-law.

The only bright spot in a young daughter-in-law's life will be the occasional kindness shown her by the *jungpa* of the household. While mothers-in-law tend to be vicious and over-bearing, *jungpa* often hold affection for the household daughters-in-law. This affection may be the only protection from the extreme demands of a mother-in-law.

If she is an elder daughter-in-law, then her responsibilities are much less. She is expected to care for her husband and any infant children. Other than that, she must follow the dictates of her husband first, then the



jungpa and then her mother-in-law. Though her life may not be as hectic as the youngest daughter-in-law, it is by no means easy.

If the mother is married to a younger son who has begun his own household, her chores are no less in number, but may be easier to accomplish with only a single family to care for. Younger sons who separate from their familial household tend to be more supportive and understanding husbands who take more time to help in the care of the child. This is not tradition nor is it a certainty, but it tends to be the case.

As the children grow, the mother's responsibility does not lessen. She must always prepare her children for school, ensure they complete their homework, or must ensure her children do their chores and help around the home. While a father is responsible for discipline, any lack of respect or deviance exhibited by children is often considered the fault of the mother.

As children grow older, they usually show great affection for their mothers. They may respect and fear their fathers, but they love their mothers. Even a married son will usually take his mother's side in any disagreement between his wife and his mother. As the children grow into young adulthood, daughters will help their mother with household chores, making life much easier. Once a daughter-in-law enters the household, a mother's work is done.

Her only responsibility then is to ensure that her daughter-in-law works hard.

GRANDPARENTS AND GREAT-GRANDPARENTS

The responsibility of the grandparents seems to be spoiling their grandchildren and great grandchildren. They would never dream of interfering in a father's discipline, but they can certainly coddle a child after that disciplining. If the child's mother tells the child they cannot have more candy, it is the grandparents' responsibility to give the child candy. While a father's dictates are law, a mother's dictates mean little more than a crow's cackling.

Grandparents in an extended household may be a resource for child-care, but certainly nothing too onerous. A grandparent's responsibility ends with the adulthood of their own child, so they cannot be expected to put effort into the nurturing of their grandchild. That does not mean that a grandmother cannot find fault with her daughter-in-law's child-rearing ability—quite the opposite. And while grandparents are not interested in responsibilities or work,

they may baby-sit on occasion, for as long as the child is easy to take care of. Once the baby becomes difficult, or the grandparents become bored, they will pass the baby back to the mother.

THE EXTENDED FAMILY

In most urban areas, uncles and aunts are visitors rather than members of the household. They will visit the home of the eldest male of the eldest line—the *jungpa*—during holidays and festivals. They are also expected to contribute to the continued well-being of the *jungpa* and other elders in their home through the contribution of food, clothing and money. Family members will offer clothing as a gift during holidays and festivals, while the food and money are regular contributions to the household, usually to the eldest working male, who is considered the income earner for the household.

In times of distress, whether it is financial hardship, marital difficulties or health problems, brothers and sisters are expected to be the first to offer help. Brothers will act as resources for the man, offering whatever assistance they can without making him appear weak or unable to cope. It is important for a man, especially an eldest brother, to offer the image of self-reliance. Youngest brothers, though, may receive any type of assistance in a very open manner, as the youngest brother is expected to rely on his older, and therefore wiser, brothers.

For a woman, the assistance and support of her sisters is much more overt. A woman may sometimes count on the support of other daughters-in-law in the household she lives, but this is not always the case. Her real sisters, though, will offer whatever assistance she may need, sometimes taking her into their home—along with any children she might have—until the distress has passed. For the youngest daughter-in-law of a large family, exhaustion is always a threat. The problem being that upon her return, the other daughters-in-law, who had to take on her burdens while she was gone, will likely hold a grudge, and life may not be pleasant for some time.

In rural areas, where extended families living in the same household are more common, the brothers and sisters, uncles and aunts offer constant support for both the

jungpa and the eldest income earner. Families frequently work a farm together, everyone sharing the work, even the *jungpa*, as long as he is physically able. Everyone must contribute to the stability of the household. The youngest daughter-in-law will certainly bear the greatest load, and may be assigned the most menial chores, but it is also more likely that she will find some compassion and possibly friendship among the other wives.

Financially, brothers and sisters are supposed to be generous amongst themselves. If one brother is having difficulties at work or in his business, his brothers are expected to help with offers of money, time or business connections. If a sister is having problems managing her family's money, her sisters must help her to learn better practices and possibly even loan her money to hide her deficiency from her husband.

THE CLAN

Beyond the extended family is the clan. While clans were historically very important to the life of the Imperial gnomes, they are more a romantic notion of the past than a present-day reality. Although rural families sometimes still hold the clan important, the ties of clan and kinship are failing. Local ties and business arrangements have superceded the clan as the basis for loyalty and support. Clan names are still used by most gnomes, and sometimes ambitious politicians try to use clan ties to further their positions, but the advent of the bureaucratic, centralized government, with its many representatives and arms has made the clan structure obsolete.

Though rural areas still cling to local clan identities, these ties are actually to a locality. Even in such areas, clan leaders hold much

less power than the nobility or the Imperial representative, and are used rather as a disinterested arbitrator for local disputes by the commons than as a rallying point for loyalty or governance.

Marriages

In Imperial society, the marriageable age is set at 35, even though adulthood is considered the age of 40. In the vast majority of cases marriages are arranged by *jungpa*, with some input from the parents involved. Love is never a consideration. Astrology can be. Fortune-telling is



considered a science and the date and time of an individual's birth, along with the place of birth, is used to offer up prognostications. Before a marriage is arranged, fortune-tellers from both families make predictions as to the success of the marriage. A marriage is considered a success if the wealth of the family is increased and if many sons are produced.

Marriage arrangements can be made at any time from birth to adulthood. Even an income-earning son of one hundred who is not yet married has no say in the arrangement of his marriage. The age of the two participants may also be ignored if all other signs are favorable, which may mean a 125 year-old woman married to a 40 year-old groom, or a 150 year-old man attached to a 30 year-old bride.

The marriage ceremony is not a religious one, nor is it a civil one. A respected elder usually leads the marriage ceremony, though never the *jungpa* of either family. A teacher, renowned philosopher or, especially in rural areas, the clan leader may lead the ceremony. The groom arrives first and is presented to the father of the bride, who offers the groom two wooden ducks as a symbol of marital fidelity—this species of duck reputedly mates for life. The bride then arrives on a palanquin and is presented to the groom, her face shrouded in a veil. The two proceed to the front of the audience. They sit opposite each other, separated by a small altar on which the ducks are placed. The leader of the ceremony makes a speech about the virtues of married life. The bride and groom eat and drink, then servants trade their plates and cups, and they again partake of food and drink from their betrothed's vessels. At this time the leader brings them together before the audience and makes a shorter speech in which he exhorts them to be faithful and good spouses. The groom then leads the bride to a waiting palanquin, which takes them off to a small reception.

At the reception, the bride and groom thank their many guests and receive gifts of money. The amount of money and the name of the benefactor are carefully recorded. Family of the married couple offer gifts of clothing and furniture, and the bride's father offers up the dowry, which would have been decided upon during the marriage negotiations.



Finally, as night falls, the groom's brothers and friends 'kidnap' the two and force them into their bridal suite together, where the groom sees his wife's face for the first time and they are expected to consummate their union. Depending upon the level of trust and the importance of the union, the sheets may later be inspected by one or both families.

Society

Much like the family, Imperial society is structured and hierarchical. One must act in strict accordance with traditions and always present a respectable and honorable face, even when enjoying one's self at a drinking establishment with friends. Only in moments of great privacy can Imperial gnomes break away from the strictures of society and allow themselves to be truly free, speaking their minds and throwing caution and manners to the dogs.

The higher one's position within Imperial society, the less the rules of that society affect one. The Emperor and his court may act with no thought for manners or even common sense and never worry about censure. A merchant or even a wealthy farmer or provincial noble must always worry about giving offence or acting with dishonor. Family honor is guarded as closely as any family treasure.

Class structure

The hierarchical class structure of the Empire is not rigid. A gnome of promise and talents can rise in government, taking his entire family with him. However, one must always be conscious of one's station and the respect due to and from all those around.

The highest level of society is the Imperial family, headed by the Emperor. The only powers greater than the Emperor are the gods in the Heavens. The succession is from father to eldest son, though sometimes other family members attempt to change that. The Imperial family is rich beyond comprehension. In fact, the Emperor can confiscate by decree any property within the borders of the Empire. By tradition, the members of the Imperial family are subject to Imperial law, however the Emperor is not. In fact, as long as the Emperor favors an individual, that individual need not fear the law.

Below the Imperial family is the Imperial court: the ministers and high functionaries who regularly have contact with the Emperor and the Imperial family. These men—and they are all males—wield enormous power and amass enormous wealth while they are in favor. However, as soon as the Imperial favor turns away from any of these

courtiers, they could lose everything. Because of this, few courtiers wish to alienate the others in the court. No one knows when he may need to ask for help.

The nobility are those with hereditary land holdings and titles. Some possess great wealth; some have only their lands and the rents from them. The nobility itself is divided into the BONE RANKS, called *KOLBPUM*. Bone Rank is not rigid, and one can increase or decrease in ranking. Bone Rank is applied to a family, not an individual, though an individual's actions may be the basis for a move up or down in the ranks.

The highest rank, *CHINKOL* can be translated as TRUE BONE, and all members of this highest level of the nobility can all be found in the Imperial capitol. Rich and influential, these nobles can often be found within the court, however, their wealth and family power allows them to act as a check to Imperial power. These nobles could challenge the Emperor both financially and militarily, if they chose to. True Bone is only one step away from the Imperial family. The law rarely touches those of True Bone quality, as they can pay any bribe or make those threats necessary to protect themselves.

Below True Bone rank comes *RUTUKPUM*, which can be roughly translated as SIX-HEADED BONE. Next is *SAMDUKPUM*, OR THREE-HEADED BONE. . Those nobles of Six-Headed quality are usually powerful nobles outside of the capitol, not capable of threatening the power of the Emperor, but powerful allies for either the Imperial family or the True Bone nobles. Three-Headed quality nobles are poor, provincial nobles, usually little better than rich farmers, who wield inconsequential power outside of their locality. Nobles of Six-Headed quality are rarely troubled by the law, though those of Three-Headed quality have as much to fear from the local magistrate as any other citizen of the Empire.

Those not of the nobility are divided into two classes, the *YANGWAN*, or 'good people' and the *CHONMIN* or 'lowborn'. The *yangwan* are not exactly a middle class, but rather a non-serf population that has the right to possess land. The *chonmin* are little more than slaves, tied to the land and considered part of the property when land changes hands.

The lack of a real middle class in the Empire has caused a large problem. Many gnomes without Bone Rank have accumulated more wealth

and power than those within the hereditary nobility. The usual answer to this is to award Bone Rank to the wealthy outside of the nobility, and sometimes to remove Bone Rank from a noble family that has fallen into disrepute and penury. However, the nobility have fought hard to maintain the class system as it has stood for untold centuries. As such, many wealthy and powerful individuals are considered to be in the same class as poor farming families.

The middle class does exist, though outside of the Imperial class structure. The urban centers all have many rich gnomes who do not have Bone Rank. These non-nobles can wield excessive power, sometimes more than their noble fellow citizens. In time, the richest gnomes either purchase or are awarded Bone Rank. Until that time, the middle class relies on its guilds to protect it from the predations of the nobles and the Imperial court. The rich merchants and artisans also protect their less wealthy neighbors, knowing that their power is derived from this unnamed but wealthy and self-interested class. Most in the upper middle class never need to worry about the law, being able to bribe officials or call on allies or friends in the nobility.

Those artisans and merchants who do not possess great wealth, or who operate in the smaller towns and market centers away from the capitol, have no status greater than the farmers in the countryside. The only power that protects them is their cohesion under craft guilds. These guilds are able to call on the resources of the richer members, but also on the collective abilities of their members. Few urban nobles wish to cross the guilds, which, while not militarily powerful, wield enormous economic muscle. Guilds have proved to be both resolute and resourceful in settling quarrels or pursuing vendettas.

In the countryside, there is also a middle class, but without the protection of guilds. Some landowners and farmers have become quite wealthy, but remain within the *yangwan* level of society. Usually, in the countryside, away from the political squabbles of the city, this has little real bearing. Everyone in a rural community knows who is powerful and who is weak. If one family is rich and has a great estate, but is considered *yangwan*, while the local nobility are little more than fellow farmers,



the rural populace will know whom they should approach for help. Even the rich among the *yangwan* are under the law. The richest might try to bribe the local magistrate, but too often, those magistrates are nobles jealous of the rich *yangwan's* power, and will not even accept a bribe that might be in the magistrate's best interest.

The lowest of the low are the *chonmin*. If they have any land at all, they don't own it. They owe rent, labor duties and monthly tithes to their landlords. The *chonmin* are made up of those who lost freedom through crime, debt or war. Butchers, gravediggers, prostitutes, actors and domestic servants are always classified as *chonmin*, no matter what their financial status. Sometimes great noble families who oppose the Emperor and fail find themselves—those who survive—as *chonmin* in some community far from the capitol. The lives of the *chonmin* are desperate, uncomfortable and quite often short. They have no protection from even the grossest depredations of their landlords, the *yangwan*, the nobility or the law. Conversely, societal norms are never applied to the *chonmin*, as they are considered too lowborn and common to accept or understand normal manners. Even respect for ancestors and elders is not expected from the *chonmin*.

Guilds and Social Clubs

The middle class, those *yangwan* who live in urban centers—usually merchants or artisans—often group together to form trade guilds. These guilds, called *CHAPKWA* or 'ritual clubs', began as funerary associations. Often, urban dwellers fell on hard times in their old age and did not have enough money to purchase a grave or hold a proper ceremony. The members of ritual clubs would pay dues while they worked and the club would ensure they were buried properly. The clubs began to become involved in more aspects of the members' lives, protecting them when they were brought before a magistrate, bringing concerns to local government and other such activities. The clubs were founded along professional lines and later developed into very specific trade guilds. These trade guilds then began to act as political entities, often ignoring the purpose for which they were founded.

The *chapkwa* hold great power in the urban centers and at many of the smaller market towns. Local government is always aware of the power of the guilds and tries hard to assuage them. What town wants to be without jugs because of an argument with the local potters' guild? What town wants to be unable to shoe their horses because the smiths' guild is fighting a tax placed on it by the local government?

Somewhat similar to the guilds are the social clubs. Rather than linked through trade, these clubs unite

those of similar economic level. These 'hunting groups', or *RANHANG*, began as collections of rural nobles who would meet monthly to hunt. The nobles brought these social clubs with them into the cities and towns. The rich now consider them essential for creating and maintaining alliances, both political and economic.

In order to limit the membership, most *ranhang* have membership dues set to a certain level. Some *ranhang* are so elite that only the richest of ministers in the court can afford to belong (such as the *Chongkanji Ranhang*—the Moon's Light Over the Flowing River Hunting Group—which only has four members, all in the Imperial family).

Unlike the *chapkwa*, a *ranhang* is truly a club for socializing. There is usually a physical location, a clubhouse, associated with a *ranhang*, to which its members go to eat, drink and have fun. Courtesans and musicians, the property or employees of the club, are often part of the fun. Some clubs use masks and codenames to hide members' identities and allow the members to say and do what they please without incurring any dishonor to their family.

Gatherings and Festivals

Social gatherings are extremely common in the countryside. At least twice or thrice a month, rural communities come together to socialize. This is a time to negotiate marriages, make plans for transporting goods to markets and pass along news. If there is a wealthy *yangwan* family, the *jungpa* will often be the host, using the frequent and lavish gatherings to maintain the loyalty of the other *yangwan* families. Local nobles also use this as a time to create ties to the local people. More than once, nobles have been spared during rebellions at the behest of their neighbors, who tend to remember the extravagant gatherings.

There are innumerable reasons for a gathering. Marriages, the birthday of a local notable or historical figure, the anniversary of a great event or even the completion of a building can be reasons for a gathering. Special birthdays—like the 40th or the 150th—are reasons for immense gatherings that can last upwards of a week.

Rural gatherings tend to be daylong affairs, beginning at sunrise and lasting long after sunset. Food is prepared in the preceding week, stored in the local cold-caves or in massive ceramic jars buried behind homes. Special food is often purchased at markets in the weeks before the gathering, sometimes at great expense.

Religious festivals come once a month, and families usually celebrate them together. Religious observances are performed at the family gravesite, usually at the tomb of the most recently deceased *jungpa*. If the family has an

especially revered ancestor, observances will take place at that ancestor's tomb.

The two greatest religious festivals are the harvest festival of *SHIRDO* and the New Year, called *OHNJANG*. In both cases, the family's tombs are cleaned the weekend before the festival. Food and drink is prepared up to a week in advance. All members of a family will gather, even though their numbers may reach into the hundreds.

During *Shirdo* and *Ohnjang*, sacrifices of rice cakes, squash and wine are brought to the graves of the family's ancestors. The present *jungpa* and his eldest son perform a ritual praising the ancestors at the tomb of the most recently deceased *jungpa*. This involves a special cup, filled with wine, which is poured in a circle around the headstone three times. The *jungpa* and then his son take turns completing the ritual and then kowtowing to the headstone three times. Any young male of the family who has come into adulthood since the last ceremony then takes part. Rice cakes and squashes are left on or beside the headstone.

Once the religious observances are completed, the family feasts for the rest of the day and long into the night. Traditional games and sports, such as archery and javelin-throwing are played, songs are sung and poetry showing reverence to the ancestors is recited. By the time the sun has set, most of the men are too drunk to do much more than mumble amongst themselves and occasionally break into song.



Other religious festivals have similar rituals and feasts, but are usually celebrated by smaller groups, often the immediate household. In all festivals, the women have no time for relaxation or socializing until long after sunset. Once all the men have passed out, the women are able to enjoy some quiet time and begin their own festival. Often, the women's festival can stretch until the rising of the sun. The women are still able to get a fair amount of sleep, as the men tend to rise extremely late after festival days.

Social Etiquette

Etiquette and manners are always based upon the station and age of the gnome with whom one is interacting. An elderly gnome of True Bone rank need not even acknowledge an adult of *yangwan* rank. The young *yangwan*, though, must show respect and even obsequiousness to a gnome of any Bone Rank.

The first show of respect is the deep bow. An elder or one of higher station need only offer a slight bow—more a nod really. Those of lower station must bow from the hip. The *chonmin* must offer deep bows, though not kowtows, to all gnomes of Bone Rank. A *chonmin* may not rise from a bow to a Bone Rank gnome until that gnome has given permission for the *chonmin* to rise, or has left the vicinity. All in the presence of the Emperor, regardless of rank or station, must kowtow—that is bow to the floor, hands at the sides of their heads.

When passing or serving a gnome of higher station, one must always do so with both hands. When drinks are served, the server shows respect by holding the vessel in two hands, one near the mouth of the vessel and one at its base. The serviced individual should raise his cup. To show respect while being served, one would hold one's cup in both hands, one hand near the mouth and the other at the base of the cup. This is also true when being served food. If an object is being passed, holding or receiving it in both hands shows respect.

One never shows an open mouth to an individual of greater age or higher station. When eating, a younger gnome will turn away from an elder, so the elder cannot see the food enter the mouth. One should do the same when drinking. To be genial, an older host will encourage a younger or lower stationed guest to ignore this particular point of etiquette. As a host, that is expected. However, the guest should never accept this encouragement, but continue to eat and drink while turned away from any gnome older or of a higher station.

The eldest male at a table will always be served first. The order of service will be from eldest male to youngest adult male. Women never eat or drink with men unless the women are hired courtesans, in which case they will be serving the men, but can accept drinks and foods as a

form of gratuity. Any woman seen eating or drinking with men will be assumed to be a prostitute or other form of courtesan.

A younger individual or an individual of lower station should never maintain eye contact. To do so indicates equality. Eyes are always averted when speaking with a superior. The listener can grunt or otherwise verbally indicate attention. One never interrupts an elder, no matter what that elder might say. Even if the elder indicates an intention to murder the Emperor, an inferior would listen politely, agree with everything said, and then report the elder to the magistrate.

Recreation

Games and sports are very popular. Archery is a favored form of recreation among the nobility. The *yangwan* have a game of javelin throwing, *DANREE*, in which participants throw five short javelins each into javelin-quivers. The quivers are moved after each round until only one participant is able to land a javelin. The *yangwan* also play *KOCHOU*, in which two opposing teams kick a ball back and forth over a small net or other obstacle. If the ball touches the ground, the team whose side the ball landed on loses a point to the other team. Games are usually played to fifteen points.

Hunting is a popular pastime with the nobility. Foxes are common prey, though deer and boar are also hunted. The most skilled and brave hunters sometimes hunt tigers, considered the greatest prize. Tradition holds that a gnome who has slain a tiger will have five generations of strong sons before a daughter is born to the line. This is considered a blessing among the Imperial gnomes.

The Arts

Poetry and painting are considered noble hobbies. A gentleman is expected to be able to write, or at least appreciate, poetry. The forms are very rigid, with specific styles for specific subjects. For example, the *CHINGDO* style is used for poems relating to great historical figures (though not historical events), and can be no less than fifty lines. The first two lines must have ten syllables or beats, while the third line must have eight and the fourth twelve. This format is repeated four times, and then four lines of six beats are used. This 20-line structure is repeated, and then the final ten lines alternate between eight, ten and twelve beats.

For some poetry styles, the rhythm is important. In other forms, it is the rhyming pattern. All, however, are very strict and alteration of the styles is not allowed. The penalties for composing poems outside of the accepted forms are not harsh—usually a single stroke of the



magistrate's crop to the naked calf—however such a poet would never be respected or, more importantly, hired by the nobility.

Painting is taught to noble children at a very young age. Sometimes, even young females, if exhibiting impressive talent, are taught. Many of the greatest painters lived through teaching while creating masterpieces in their spare time. Patronage and teaching are the only two acceptable ways for an artist to acquire money. Paintings are never sold, rather they are offered as gifts. An artist who took money for his or her work would be considered mercenary and would soon be unable to find patronage or students.

Some of the finest painters and performers of poetry are the courtesans known as *SHIMGI*. These females are not prostitutes, as their primary function is not sex. Some females who offer the services of the *shimgi* also offer sex to clients, but they are not true *shimgi*, who are expected to maintain virginal innocence to further captivate clients. *Shimgi* are really entertainers, and they are expected not only to paint while being observed, but also to recite poetry and be capable of holding conversations on topics that interest men. *Shimgi* must therefore understand politics, business, hunting, gossip and philosophy. Women, of course, consider *shimgi* whores. What especially incenses the female Imperial gnomes is that their men consider *shimgi* more intelligent than regular women. This is most likely because regular women are not allowed to speak their minds.

Education

Most young Imperial gnomes begin their education at home. Depending upon the family's profession and class, the child may learn about farming or tanning, or the child may learn to read and write. Only the wealthy and the nobility teach their children literacy. For the average



yangwan and *chonmin*, literacy is a tool they never need, so why waste time with it?

At age 15, the children of families of means enter the private schools called *haddon*. *Haddon* are found in all the urban centers as well as in the countryside near famous temples. In *haddon*, young gnomes learn basic literacy, the sciences, mathematics, history and philosophy. These are considered the cornerstones for an ethical life. The students live in the *haddon*, and are only allowed to leave during the coldest month in winter, the warmest month in summer, and for religious festivals, including *Shirido* and *Ohnjang*.

By the age of 25, students of promise continue their education in a *MUNDON*. These schools focus on teaching ethics, astrology, philosophy, history and the sciences. The civil service tests focus on these subjects. *Mundon* are considered the nurseries of the future court. As such, most receive endowments from the Imperial family or families of True Bone rank. The Imperial court and the nobility both recruit from and send their children to these schools. The *Mundon* are usually built in isolated areas, allowing the students to ignore everything but study.

Around a student's 40th birthday, the opportunity to take the civil service exam or the teacher's exam—the *SUNSAENG-GO*—is presented. Most students attempt the civil service exam. Very few attempt the teacher's exam, which is both harder and opens fewer profitable doors. However, a teacher is a respected individual, no matter that family's station in society. Many *yangwan* gain respectability through the teacher's exam, while others gain wealth through the civil service exam.

Only those who have a teaching license may teach at a *haddon* or *mundon*. Also, wealthy families wish only for tutors with teaching licenses.

The *SHIEN* are special schools of magic. Most focus on the magic of illusions, which seems to be a natural affinity for gnomes. The teachers at these schools must pass the teacher's exam, but they must also pass the *MABUEH-GO*—the wizard's exam. Not all those who study or practice magic undergo the wizard's exam, but if they do not, they may not seek a position in government or legally teach others magic. Most of *shien* are tied to *mundon*.

Food and Drink

Imperial gnomes enjoy food very much. Meals consist of numerous small dishes, many of which are spicy.

Each meal includes soup and rice. Rice is the staple of the Empire. Even the currency—the *WUAN*—is based on the measurement of rice for one adult for one month. Fish is also extremely popular.

The diet of an Imperial gnome depends on his wealth and station. The Imperial family and the court eat a stunning variety of food. Fruit from the farthest corners of the Empire and even beyond, are common. All types of meats are eaten, and the types are regularly rotated so the Emperor and his ministers never become bored.

Nobles eat meat with almost every meal. Meat is as common to the noble as rice. Beef is the most sought after meat because it is the most expensive. Pork is the cheapest meat. Noodles are also popular with the nobility, and competitions between noble houses can arise over which house's cook can prepare the best noodles. The poorer nobles may be eating pork more often than beef, but they are still eating meat every day.

The *yangwan*, save for those rich merchants in the city, eat mostly vegetables and rice. Some farmers will have a small amount of pork in their soup at the midday meal, but this luxury is not common among the *yangwan*. Poorer farmers eat little more than rice and the vegetables they grow or can scavenge from the wilds around the village. The *chonmin* rarely even are able to enjoy rice, but eat millet instead.

Alcohol is ubiquitous in Imperial society. From the palaces of the Emperor to the *chonmin*'s hovel, everyone drinks. Even the monks of the temples brew a potent form of rice beer. The least common spirit is called *ANJUL*. The purest of this liquor is served at the Emperor's table. This is called *CHONGJU ANJUL*, or heavenly rice liquor. *Anjul* is distilled and served all over the Empire, but its cost makes it the drink of the nobility and the rich.

TANJUL is a type of rice wine, common among the *yangwan* and used in religious observances as a sacrifice.

Even the Emperor's family uses *tanjul* as a sacrifice during *Shirido* and *Ohnjang*.

BAEJUL is a thick, cloudy rice beer. This is the most common drink for farmers and *chonmin*. It is easy to brew, and is surprisingly palatable. Hostels for travelers commonly stock *baejul*, but rarely can offer more than a jug or two of *tanjul*. When the merchants of the town go out to get drunk, they more often than not do it in a *baejul* shop.

Drinking establishments are called *MIRSHUL*. This is the room in a home for alcohol storage, but the name is also applied to establishments that serve alcohol. Most such establishments have large open areas, or open patios under roofs rather than indoor drinking areas. Those *mirshul* that also have prostitutes are *TAEDONG*, or tearooms. A *shemgi's* place of business is a *KAN*, which is also the word for the man's den in a home.

Clothing and Fashion

The clothing of the Imperial gnome is very simple. Men wear a shirt and pants under robes. The shirt is loose and open at the neck. The pants are loose at the tops, but taper down. Sandals are worn when that is practical, otherwise boots of leather are worn.

The main difference in dress between the nobility and the commons, and between the rich and the poor, is the material of the clothing, and the colors and embroidery of the robe. The average farmer rarely wears a robe, except as an over-garment to keep warm. The nobility always wear robes dyed in expensive colors and embroidered with gold or silver thread. Dragons are common adornments for the edges of robes, while geometric patterns may be embroidered on the sleeve cuffs. Only the edges, cuffs and shoulders of a robe may be embroidered. Designs elsewhere on a robe are considered ostentatious and vain.

In areas where winter temperature makes more clothing necessary, extra robes are worn. Cloaks are used by the commoners of the northern reaches and are sometimes trimmed in fur. Fur is rarely seen in urban areas, as the Emperor has imposed a luxury tax on furs. Such taxes, however, are rarely imposed outside of the cities and market centers.

Nobles of Bone Rank have the right to wear the small, triangular cap called the *KADSHI*. Ministers and those who have passed the teaching exams wear a circular cap, slightly taller than the *kadshi*. These round caps are called *SAENKUT*. The right to wear the *kadshi* and the *saengkut* is jealously guarded.

Religion and Myth

Religion does not play as important a part of the Imperial gnome society as it once did. The Imperial family still

publicly adheres to the ancient religion, but many influential philosophers have been insisting that religion is a weakness. Respect for one's ancestors is almost universal, but not for the religion which spawned the rituals with which the Imperial society pays respect.

CREATION MYTH

In the most ancient myths of the Imperial gnomes, there is no world, nor a sun or moon, only the stars of the Celestial Empire. The gods lived within the light of these stars, under the Celestial Emperor—the *CHONGJI*. On the fringes of the Empire lived demons and devils, evil spirits that hated the light and order of the Celestial Empire. To battle these evil spirits, the Celestial Emperor fashioned guardian spirits. One type of guardian spirit is the *HAETAETAE*, which takes the form of a giant turtle.

One *haetae* ate a demon while protecting the Celestial Emperor. It took three thousand years for the *haetae* to digest the demon, and when this had been accomplished, the *haetae* belched forth the sun and the moon. The Celestial Emperor blessed the *haetae* for its loyalty. In the light of the sun and the moon, the blessing brought forth life on the *haetae's* shell. In time, the *haetae* fell into a deep slumber. Sometimes the *haetae* moves in its sleep, and thus come earthquakes and tidal waves. The sun gave the *haetae* the earth in thanks for its birth, and the moon gave water.

THE CREATION OF THE GNOMES

Soon after the creation of the world, one bear, named *WENTAI*, wanted to understand the Celestial Emperor's mind better, and petitioned the Celestial Emperor to hear some of his thoughts. The Celestial Emperor told *Wentai* that no bear could ever understand the thoughts of the Celestial Emperor, but if the bear stayed in a cave and ate nothing but ginger, on the third year, the bear would grow into a being that could understand. *Wentai* agreed to this, gathered up enough ginger for three years, and found himself a cave. A tiger, named *HUNGWA*, also wanted to be more like a god, so he gathered up ginger and joined *Wentai* in the cave.

After one year, *Hungwa* could no longer eat only ginger. The tiger went out and killed a deer. After eating his fill of meat, *Hungwa* tried to return to the cave. He could not find it. The Celestial Emperor came and told *Hungwa* that because he could not restrain his nature for three years, he would always remain an animal. Since that time, the children of *Hungwa*, the tigers, despise the children of *Wentai*.

At the end of three years, *Wentai* emerged from the cave. When the Celestial Emperor visited him, *Wentai* found he could understand that god much better. *Wentai* was also no longer a bear, but the first gnome. The Celestial

Emperor was so pleased with Wentai that he fashioned him a mate out of clay and breathed life into her.

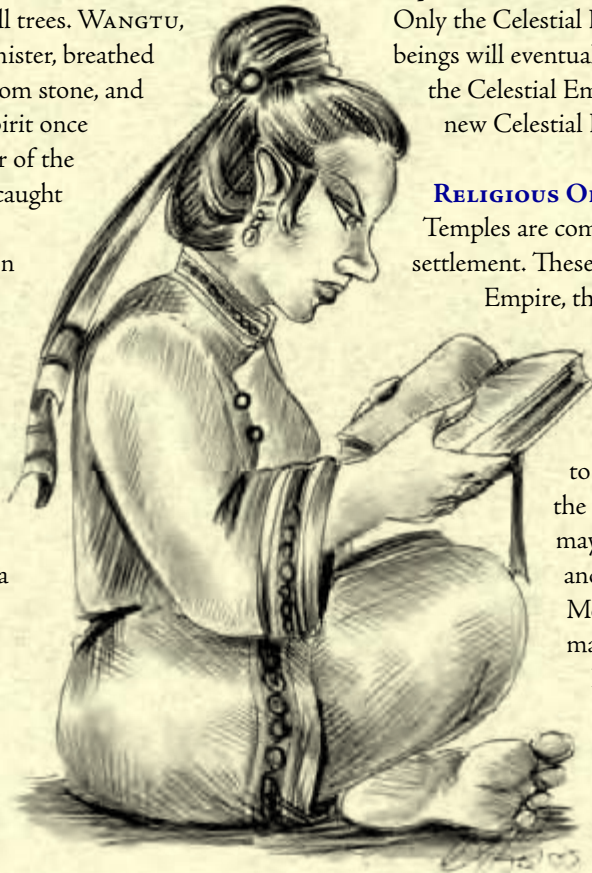
THE CREATION OF THE OTHER RACES

Just as female gnomes were made from clay, so too did the other races spring out of the ground. However, the Celestial Emperor did not have a hand in the creation of the other races, only the Imperial gnomes. The Imperial gnomes still are not certain the Celestial Emperor created the other types of gnomes that they know of, but they are willing to accept that the Celestial Emperor may have at least blessed the birth of the other gnomes.

Elves sprang forth when water from the Celestial Empire rained down on some tall trees. WANGTU, the Celestial Emperor's War Minister, breathed on some soldiers he had made from stone, and so the dwarves awoke. An evil spirit once tried to steal fire from the brazier of the Celestial Palace. When a *haetae* caught the evil spirit, the spirit dropped the brand of fire, which landed on a beach. Stuck in the earth and cooled by the sea, the burnt stick became a human. The halflings were once toys made for the children of the Celestial Empire. YUSA, the son of the Celestial Emperor, broke his toy and asked HWAJAENG, the Celestial Emperor's smith—a small and misshapen god, much like Heaven's *yangwan*—to fix it. Hwajaeng, remembering the Celestial Emperor's success with the creation of the female gnome, attempted to create life within the toy. Hwajaeng succeeded, but created a being inferior to the gnomes.

THE COSMOS

The world was once encompassed on the back of a giant *haetae*. However, once the gnomes awoke in the world, the Celestial Emperor wanted them to live in a world full of light and wonder. Taking the stars from the Celestial Empire, he fixed them to float around the *haetae*. The Celestial Emperor shaped the world to cover the sleeping *haetae* completely. He knows that someday the *haetae* will awaken and will destroy the world. In preparation for that time, the Celestial Emperor is preparing the Heavens to accept the Imperial gnomes. The other races will all perish in the cataclysm as the *haetae* awakens.



Imperial gnome astrologers have charted the movements of the stars across the sky, and have concluded that the world circles the sun.

THE AFTERLIFE

When a gnome dies, the Celestial Emperor judges him. If he has lived well, he is reborn as nobility, or possibly as a member of the court. If he has not led an ethical or useful life, he will return as an animal. The worse a life one has led, the worse a life one will be reborn into. If a gnome has led a perfect life of absolute ethical behavior and extreme humility, he will ascend to the Celestial Empire, to contemplate the cosmos, free of all wants and cares.

Only the Celestial Emperor is immortal. All other beings will eventually perish. When all has perished, the Celestial Emperor will begin again, crafting a new Celestial Empire.

RELIGIOUS OBSERVANCE

Temples are common around all areas of settlement. These are places for worship. In the Empire, there is no set timetable for worship,

but temples usually have a sunrise service, as well as services throughout the day.

These temples are not dedicated to any particular deity, but rather to the idea of bettering oneself so one may achieve the Celestial Empire, and be free of cares and wants.

Meditation rather than supplication marks the Imperial religious services.

Far away from urban centers are the monasteries. These are places of contemplation and learning.

The priests who oversee the temples are all graduates of the monasteries. The general public is welcome at monasteries.

However, monasteries are always built in areas not easily accessible, usually far up large mountains. Those who do find their way to the monastery, then, have already illustrated their deep piety.

GOVERNMENT

The government of the Empire is highly structured and centralized. It is involved in almost all areas of a citizen's life. The government limits prices and values currency. It is the sole arbiter of the law, which it also fashions. It protects the citizens but also controls them to a great degree.

The government, though, is no monolithic organization. Factions within government work towards their own goals

and follow self-serving agendas. Depending upon the character of the Emperor, this may be ignored, accepted, limited or eradicated. The Emperor, in many ways, embodies the government. His word is law, his decrees are final and there is no appeal to his justice.

While the public may never have contact with the Emperor, his decisions and attitudes affect their lives. Stories of the Emperor and his court are always in demand in all areas of the Empire, and the citizens often consider him their only bulwark against the depredations of the nobility. How true this belief may be is dependent upon the character of the Emperor.

Individuals enter the government through the civil service exam—the *WUIJONG-GO*. The test is offered once every year in the capitol. Only one thousand students may take the test, and these are usually chosen from the *mundon* and *shien*, however three places are always left open for others. These places are rarely taken, as the mystique of the civil service test is quite strong. Occasionally, a *yangwan*, or even a *chonmin*, will dare to enter the palace to take the test. Usually, these daring individuals attain the highest scores. It is a common dream for a mother that her son will be one of the few to score high in the test and a world of opportunities will open for that son and his family.

Those with the highest scores are placed in the offices of junior ministers in the government's six ministries. Sometimes, those deemed highly ethical will be sent to the Ministry of Finance and into the office of the censors. It is very rare for an individual to be placed in the office of a senior minister, or even the Imperial household, but it does happen. Once within the government, an individual's career is based on currying goodwill, exchanging favors and sometimes blackmail and deceit.

THE STRUCTURE OF GOVERNMENT

At the pinnacle of the government is the Emperor. He is the sole authority that cannot be opposed or checked in any way. This power is often too much, and many Emperors become egocentric hedonists, interested only in their own pleasures and happiness. Some Emperors take their position quite seriously, and an intelligent Emperor, truly interested in the well being of the Empire and its citizens, can quickly bring about a golden age of peace and prosperity. Unfortunately, a despotic Emperor can destroy the tranquility and unity of the Empire with the same speed.

Around the Emperor is the court, his handpicked ministers. The official name for the court is the Council of State, or *JONGWUI*. The most powerful part of the court is the Three Offices. These Three Offices are all within the Ministry of Finance (a separate body from the Ministry of the Treasury). The Ministry of Finance houses the *SAHUN*,

the *DOSAHUN* and the *HONGMUNHUN*. The *Sahun*—the government censors—seek out dishonesty and irregularity within the government in the capitol. The *Dosahun*—the provincial censors—travel the provinces and border regions seeking out corruption. The *Hongmunhun*—the Board of Literary Counselors—surrounds the Emperor during debates and political discussions. The only purpose of the officers of the *Hongmunhun* is to remind the Emperor of the words of the great philosophers and religious figures whenever the Emperor seems to be acting in a less than ethical manner. The aura surrounding the *Hongmunhun* is so great that only the most immoral of Emperors would every dare harm them.

A part of the Council of State is the Royal Secretariat, also called the Six Ministries. These ministries are Personnel, Treasury, Rites, War, Justice and Public Works. A senior minister and a junior minister from each ministry sits in the Council of State, but their reports and votes may be questioned or countered by the members of the *Sahun* and *Dosahun*.

The Council of State advises the Emperor, but only the Emperor can make law. An Emperor is free not to call on the Council of State and rule without their advice. Many good Emperors have done just that, rightly pointing out that the Council of State is really the Council of the Bone Ranks, with no input or interest in the *yangwan* and *chonmin*.

An Emperor is not absolute. The philosophy and religion of the Empire includes the concept of the Mandate of Heaven. An evil ruler, who ignores the needs of the Empire, and threatens to create chaos, may be removed. Often, the challenger comes from the Imperial family, or a family that had previously held the Imperial family role. A contender of True Bone rank, with most of the Council of State and the military behind him, can remove the Emperor if the Emperor has lost the Mandate of Heaven. Once, a *yangwan* soldier who had become a general, and whose family had great wealth, challenged the Imperial family during a time of great chaos and social unrest. He became Emperor and a period of unequalled prosperity followed.

THE STYLE OF GOVERNMENT

Order is the aim of the Imperial government. The philosophy and religion of the Empire all espouse the virtues of order. The breach of public morals is considered as grave a crime as treason. While treason might threaten the government, the loosening of public morals could threaten the entire fabric of the Empire. Not even the Emperor is free to act contrary to the public morals. Immoral actions may cause him to lose the Mandate of Heaven. This is part of the reason the *Hongmunhun* exists.

Innovation is not encouraged. There have been a few rare moments in the Empire's history in which an Emperor decides reform is necessary. Only in times of incredible stress, such as invasions or financial collapse, is reform ever considered. The government believes its very structure derives from the government of the Celestial Empire, and is thus sacrosanct.

LOCAL GOVERNMENT

Urban areas outside of the capitol are governed by a mayor assigned by the Council of State, usually through a recommendation by the Ministry for Personnel. These mayors rule with the help of an Urban Council, made up of local notables, often acting as a miniature Council of State. Mayors need not accept the recommendations of these councils, or even call them into being.

Provinces are ruled by governors, appointed by the Emperor in consultation with the Council of State. The Council of Magistrates, made up of magistrates assigned by the Ministry of Personnel, in consultation with the Ministry of Finance and approved by the Emperor, advises the governors. Governors and magistrates cannot be assigned to the province of their birth, and governors are changed every year. Magistrates are reassigned every five years.

Provinces are divided into counties, each governed by a local noble answerable to the governor and Council of Magistrates. Within each county is the county court—the *HYANGCHONG*. The county courts are made up of local notables, often petty nobles and wealthy *yangwan*. The county court functions as a watchdog of the local rulers, reporting to the governor or even the *Dosahun* in the Ministry of Finance if they get no satisfaction from the governor.

The Military

Most nobles hold the military in disdain. True power comes from knowledge, not the end of a spear. However, the military has had periods of great influence. The main route to social betterment for *yangwan* and *chonmin* is the military. One *yangwan* general even became Emperor.

The military has long felt the nobility's disdain for it is unwarranted. This has caused a rift between the commanders of the military and their superiors in the Council of State and the Ministry of War. The military usually proves highly effective. There have been only a few times in the history of the Empire when the armies have been unable to counter a military threat to the Empire.

Most soldiers realize the nobility hates the military because it is not controlled by the nobility.

The Imperial military is mostly infantry. Those nobles who are interested in pursuing a military life make up the small amount of cavalry. Five armies exist, named after the compass point and the Army of the Capital. The Army of the North is the largest, always needed to guard against barbarian incursions. The Army of the East, facing the sea, is also the navy of the Empire.

The Army of the Capitol is the policing force for the capitol city and acts as the Emperor's bodyguard. The soldiers of the Army of the Capitol are the most loyal, highly trained and well paid.



Each company is divided into five battalions of one thousand soldiers. The battalions are likewise divided into five companies. These companies are then divided into the divisions of foot, horse, bow and command. The command divisions include any wizards attached to that company.

Integrated combat is the forte of the highly disciplined soldiers. Against most normal foes, the military of the Empire is successful because of its discipline and the educated use of tactics and strategy. Magic is also a powerful tool, especially illusion. Most armies will readjust their tactics even if they suspect that other company coming over the hills is likely an illusion.

The Law

The laws of the Empire are aimed at maintaining peace and order. They are based on the idea of 'public morals'. Such things as showing disrespect to elders, ignoring the needs of one's children or not supporting aging members of the family are all crimes against public morals, and are considered as grave as thievery and fraud. In some cases, such as allowing an elder member of the family to die due to neglect, offences against the public morals are capital crimes, calling for the death penalty.

THE COURT

The courts of the Empire are not immune to the machinations of politics. The farther from the capitol a court is, the less likely it will be impartial. The mayors of cities and towns act as judges. The local nobility may also dispense justice. Imperial magistrates travel the countryside to deal with the most serious cases and to hear appeals against local justice. These magistrates are often nobility, and so have a natural sympathy for the men who are the local judges.

The main reason why a citizen outside of the capitol might hope for a fair trial is the *Dosahun*. The officers of the *Dosahun* travel in disguise, but carry a writ with the Emperor's seal ordering all court, military and political officials to render the officer aid. *Dosahun* officers also keep watch on other *Dosahun* officers. The fear that a *Dosahun* officer might witness an injustice and return with a division of soldiers to arrest the magistrate or local noble helps to keep the provincial courts somewhat honest.

Any judgment of a court is subject to appeal. Technically, the appeal is directed to the Emperor. In practice, it is directed to Imperial magistrates who travel a circuit throughout an assigned area. A magistrate's area is reassigned every five years, another step to limit corruption. A magistrate's judgment may be appealed, but only in the capitol and before the

Emperor. The only exception to this is a death sentence. In such cases, three trials are necessary, all judging the party guilty, before even the first appeal is necessary.

ENFORCING AND ADMINISTERING THE LAW

The local rulers act as judges. The policing of the counties is left to the inhabitants in most cases. If a complaint is not brought before the local ruler, the local ruler cannot be expected to ferret out the criminal activity on his own. Complaints may also be brought before the magistrate during his visit, though his time is limited.

In urban areas, the mayor is expected to pay for a police force. These police are expected to patrol the streets after dark as well as to apprehend those who have complaints lodged against them. Most urban areas will have a jail, which is used only to house the suspect until trial. Prison is not a possible punishment for criminal activity.

The Urban Council acts as a court of appeal in urban areas, but it is limited to recommending a new trial. The mayor can ignore this recommendation, but the council may then take their recommendation to the governor or even the Ministry of Justice in the capitol. A magistrate may be assigned to especially large urban areas by the governor, which would relieve the mayor of his responsibilities as a judge.

In the capitol, the Army of the Capitol acts as the police force, patrolling the streets in the day and night and apprehending suspects. Sitting magistrates, appointed by the Ministry of Justice, oversee the courts in the capitol. The mayor of the capitol is the first court of appeal, while the Emperor is the final.



Chapter 5: Developing a Gnome

Feats

ALCHEMICAL NOSE

[GENERAL]

Your nose is finely attuned to senses, and you are able to use this to discern levels of various materials in a chemical substance.

Prerequisite: None

Benefits: You gain a +2 to alchemical skill checks, and an addition +1 to the check to identify potions. This stacks with any racial bonuses.

ARCANE EYE [GENERAL]

You have a innate ability to sense things about magical items.

Prerequisite: Knowledge (arcane): 10 ranks

Benefit: May make a knowledge (arcana) check to determine the effects of magic items. The attempt takes a minimum of 1 minute to determine the effects.

Retry: Yes. All retries will require the expenditure of a variety of incenses and other testing materials equivalent in cost to 5 × the DC.

TASK	DC
Identify Potion	20
Identify Plus of Weapon or Armor	25
Identify Wands	30
Identify Weapon or Armor Qualities	35
Identify Miscellaneous Magic Items	35
Identify Rods and Staffs	40

BOOKWORM [GENERAL]

You show special aptitude with knowledge and learning. A good deal of book learning comes easy to you and you have

the ability to retain and use such knowledge easily.

Prerequisites: Int 11+

Benefits: You gain a +2 on all Knowledge skill checks.

BONDS CAN'T HOLD ME

[GENERAL]

You are nimble footed and very agile. You seem to slip from the grasp of any who attempt to hold you in place, even if they chose to use ropes to bind you.

Prerequisite: Dex 16+

Benefits: +2 Escape Artists, +2 to AC to resist grapple attacks.

BREW EXPENDABLE POTION

[GENERAL]

You have the ability to create potions that have a less permanent duration.

Prerequisites: Brew Potion

Benefits: This skill is an enhancement to the standard Brew Potion feat, for those casters to create quick and dirty potions not expected to last long periods of time in disuse.

LIFE EXPECTANCY	XP OF BASE	RAW COST
1 year	1/50	½ base
1 month	1/50	¼ base
1 week	1/100	¼ base
1 day	1/100	⅛ base

COMBAT FEINT [GENERAL]

You are adept at making your opponents think you are going to do something completely different. While attempting to determine your actions, it makes them more susceptible to any trickery you attempt.

Benefit: +4 bonus to Feinting in Combat.

FHEY FRIEND [GENERAL]

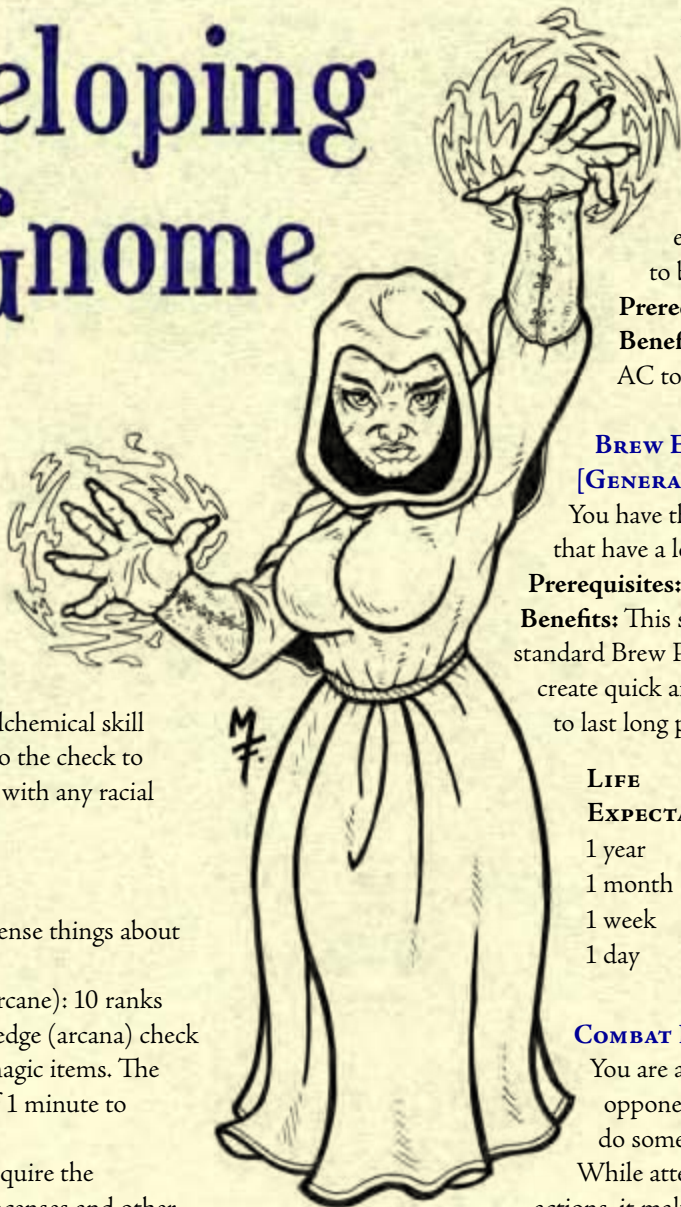
You have extraordinary ability when it comes to dealing with fey creatures. When trying to deal with such creatures, you gain a bonus to diplomacy checks.

Prerequisites: Chr 12+

Benefits: You gain a +2 to Diplomacy skill checks when deal with fey creatures.

FLEE [GENERAL]

You are capable of amazing bursts of speed when in danger.



Benefit: Double the standard movement rate when fleeing from combat.

FLUIDMEISTER [GENERAL]

You have extraordinary resistance to foul potions and ingested poisons. Though perhaps not helping with the consumption of alcohol very much, your stomach seems able to handle substances and liquids that would normally cause great amounts of harm to you. This feat is common amongst very experimental alchemists.

Prerequisites: Con 12+

Benefits: You gain a +2 to saving throws against harmful potions and ingested poisons.

GHOSTLY

MUSICIAN [GENERAL]

You have an almost otherworldly knack with music. In addition to the normal gnome talents with other illusions, you have gained the ability to create odd sounds while perfecting your own music.

Prerequisites: Gnome, Int 10+

Benefits: Cast Ghost Sound (1/Day) and +2 bonus to Perform.

IMPROVISED WEAPON [GENERAL]

You are trained to make the best use of any weapon in any situation. You never seem to understand why no one else can use your weapons the same way.

Benefit: Cobbled weapon has the same effect as a equivalent well made weapon.

JURY-RIG CRAFTING [GENERAL]

You know how to substitute items accordingly to shorten the creation time or lessen the cost of an item. Items created with this feat tend to have a homemade apprentice type of feel to it, as opposed to a smooth masterpiece work that comes from normally utilizing masterwork components.

Prerequisites: Any Craft Magical Skill

Benefits: When crafting items, an item will take ½ the time to create the item, for twice either the XP cost, or price of raw materials. Or ½ the cost in raw materials, for twice the XP cost.



LEVERAGED TRIP [GENERAL]

You know how to make good use of your size in leveraging a trip attack against an opponent. Usually your whole body gets thrown into the procedure, sort of a combination of all-out grapple and body blow. This attack seems to throw off opponents such that you can effect much larger creatures.

Prerequisites: Gnome, Str 14+

Benefits: You count as two size categories larger in regards to the creatures you can trip.

LITTLE DANCER [GENERAL]

You know how to use fancy footwork and a small size to your advantage. Swift and fluid movement around larger creatures makes it harder for them to keep track of you in combat.

Prerequisites: Gnome, Dodge, Dex 14+

Benefits: Against giants your dodge is +8.

MASTER OF CLOCKWORKS [GENERAL]

You show special aptitude with skills related to clockworks, gears, and gear cutting. Such mechanized gadgets and objects come easily to you, and you have a natural mind for figuring out the mathematics and skills involved for making such precise devices.

Prerequisites: Int 11+

Benefits: You gain a +2 on all skill checks that involve clockworks or gears.

MASTER OF ILLUSIONS [GENERAL]

You are well versed in knowing what illusions can and can't do. The innate ability to determine illusion from reality makes it easier to tell how a spell is done.

Prerequisites: None

Benefits: +2 Knowledge (Arcana) and +2 Spellcraft with regards to Illusion spells. Those with this feat also gets an additional +1 to saves versus Illusion spells.

RACIAL HATRED [GENERAL]

You have an extreme loathing of a specific type of opponent.

Prerequisite: Racial attack bonus against a specific race.

Benefit: +1 damage to attacks when made against a favored foe.

SCURRY [GENERAL]

You are exceptionally trained at maneuvering around opponents at extreme speeds.

Benefit: You do not provoke an attack of opportunity when using a Double Move or Run movement in combat.

Normal: Double moves may provoke an attack of opportunity, and a Run always does.

SHIELD DODGE [GENERAL]

You can shrink down small and make your shield cover you better than it does for most people.

Prerequisite: Proficiency with Shield

Benefit: May use a small or larger shield to provide the same type of cover as a tower shield.

Normal: shields just provide AC bonuses.

SMALLER TARGET [GENERAL]

If you are aware of an opponent with missile weapons, you know just how to present the least amount of you to your opponent, making it harder for them to hit you.

Prerequisite: Dodge

Benefit: Against known opponents you may gain an additional +2 to AC versus missile weapons.

TRAP DETECTOR [GENERAL]

You know the gnomes make the best traps, since they are the best with all things mechanical. Your skill includes finding which areas in a cluttered room are safe to sit down in.

Prerequisites: None

Benefits: +1 to reflex saves versus traps. +2 to search checks to find mechanical traps.

TRICK BIG FOLK [GENERAL]

You have extraordinary ability with fast-talking and pulling tricks on the 'big folk'. When trying to bluff medium or large sized characters, you gain a bonus.

Prerequisites: Chr 12+, size: small

Benefits: You gain a +2 to Bluff skill checks when deal with medium or large sized characters and monsters.

TRICKSTER [GENERAL]

You have a knack of making minor magics work around you with minimal exertion.

Prerequisite: Gnome, Int 10+

Benefits: Ability to cast Prestidigitation a number of times equal to the Int bonus.

UNNOTICABLE [GENERAL]

People seem to neglect the fact that you are around. You are skilled at making it easier for them not to notice you.

Benefit: You may attempt to hide while being casually observed with a -5 penalty.

Normal: You may not hide if anyone is observing you, even casually.

Sample Gnome Pantheon

BRINDATRISKE (GREATER GODDESS)

The Illusion Mistress, The Flickering Hand, Lady Of The Swirling Fog

Alignment: True Neutral

Portfolio: Illusion, magic, fog, tricks

Domains: Knowledge, Trickery, Magic, Air

Symbol/Crest: A pointing hand surrounded by swirls of fog and colorful, twinkling lights

Favored Weapon: A magical rod that can assume the form and function of any enchanted (+4) mundane weapon.

Brindatriske, better known the Illusion Mistress, The Flickering Hand, and Lady Of The Swirling Fog is a powerful goddess who is claimed to hold control over all forms of illusion magic. Though having followers who are elven, half-elven, and human, Brindatriske is mostly popular amongst the hill gnomes. While truly neutral in alignment herself Brindatriske's followers come from all forms of alignment.

Though mostly worshipped by gnome illusionists no one is really for certain of the exact race that Brindatriske most accurately resembles. To her gnome followers she appears as a stunningly beautiful female gnome but when around her few human and elven followers Brindatriske appears to be either half-elven or fully human. Brindatriske herself claims to have gnomish blood coursing through her but the deceptive Flintflick has often claimed that the Illusion Mistress is actually little more than a powerful doppelganger. Brindatriske's followers wear bright, multi-colored robes.

CONTINUO (GREATER GOD)

The Cog Mist, Lawful Scholar, Master Of Gears, The Star Mist

Alignment: Lawful Neutral

Portfolio: Law, life, knowledge, inventions

Domains: Knowledge, Law, Travel, Sun

Symbol/Crest: A series of gears hovering in a starry swirling mist of blue, gold, and purple

Favored Weapon: Mace (when in gnome form)

Though the most solemn and respected by law abiding, conservative gnomes Continuo is perhaps the most bizarre looking of all gnome deities. In his native form Continuo resembles a Large to Huge sized mass of rotating gears and cogs that are protected in a swirling, starry mist of gold, purple, and blue. He sometimes, however, appears in the form of an aging gnome.

While there are quite a few imperial and hill gnomes have established temples to Continuo his popularity is the greatest amongst mountain dwarves. The followers of Continuo typically wear robes of blue and yellow gold with trimmings of purple.

FIREBRANDER (INTERMEDIATE GOD)

The Half Dwarven, The Brander Of Gnomes

Alignment: Lawful Evil

Portfolio: Fire, death, pain, punishment, law

Domains: Law, Death, Fire, Evil

Symbol/Crest: A glowing brand with a flame like shape

Favored Weapon: Flaming Staff with branding iron head

With dark, mine stained flesh and eyes burning like two hot coals it is said that Firebrander is an unnatural union of dwarf and gnome. This evil deity demands absolute loyalty and respect from his followers and has no regrets when it comes to slaying those who get out of line. Being a harsh stickler for law, Firebrander is also quite fond of delivering out punishment as well. There have been many gnomes who have suffered the burning end of Firebrander's branding staff.

As evil and harsh reign are not too terribly popular amongst the gnomish population Firebrander's status amongst his fellow deities is 'intermediate' at best. Those who do follow him, however, do so without question of his strict rule and many of these individuals have risen up to prominent positions of power and influence.

Firebrander keeps his normal appearance, which is best described as having both the features of a dwarf and a gnome. He is usually garbed in dark gray or black garments with are accented with trimmings of orange, gold, and silver. His followers usually wear robes of black and orange during ceremonial activities.

FLINTFLICK (LESSER GOD)

The Rebellious Wanderer, The Kobold Son, The Flooding Of Flames

Alignment: Chaotic Evil

Portfolio: Chaos, rebellion, deception, floods, kobolds

Domains: Chaos, Trickery, Water, Travel

Symbol/Crest: A glaring eye that bleeds a mixture of water and blood

Favored Weapon: A hand axe that constantly drips with watered down blood

Unhappy with a growing rise of discontent amongst the gnomes in regards to his status Firebrander decided to create the perfect general for himself. Taking the blood of gnomes and kobolds he crossed the two races to create a hideous godlike creature known as Flintflick. This misshapen, repulsive creature turned out to be the accidental nemesis of the branding god, however, and thus Flintflick immediately rebelled against his creator Firebrander.

Flintflick keeps a normal form at all times which resembles a hideous cross between a gnome and a kobold. There are numerous brandings of shame covering his body that were placed by Firebrander upon Flintflick's rebellion.

Though having this obvious kobold relation and being of a lesser godlike status Flintflick is worshipped by many of the wicked outcasts of the gnomish community. Flintflick's followers usually wear robes of green and rusty orange red.

HAZEL BROOMSWEEP (INTERMEDIATE GODDESS)

Grandmother of gnomes, Good Elder Woman, Good Witch Of The Kitchen

Alignment: Neutral Good

Portfolio: Gnomes, cooking, homes, magic, charity

Domains: Good, Protection, Magic, Luck

Symbol/Crest: An old broom

Favored Weapon: Broomstick (used as staff)

While many gnomes might claim full devotion to another deity, there's hardly a good gnome in existence that hasn't called upon Hazel Broomsweep when they were in a time of need. This smiling, friendly goddess is considered to be a good witch of charity and protector of the burrow homes. Gnomes look to her for care over their homes or in times when they could use a bit of luck or useful enchantments.

Hazel is a fairly active deity, and often appears amongst her followers in the form of a kindly female gnome who's well advanced in her years. Quite often even her most devoted of clerics have no clue that they are in her presence until after Hazel departs from their presence, leaving behind a cloud of sparkling dust and an incense like aroma of baked fruit pies. She often makes a point to visit various gnomes in need, especially during the various festivals, and as such there's been many a poor Hill gnome whose meager celebration has been made a fair bit better.

Unlike many deities, there's hardly an enemy of Hazel Broomsweep. The kindly old goddess keeps to her self mostly in regards to other deities and takes little interest in the events of 'cosmic politics.'

KARTJON (GREATER GOD)

The Harvester Of Souls, Death's Caretaker, Future's Visionary

Alignment: Neutral

Portfolio: Death, rest, dreams, fortune-telling

Domains: Death, Knowledge, Magic

Symbol/Crest: A covered, cloaked face

Favored Weapon: A sickle

Though many gnomes fear the name Kartjon as though the deity was of the greatest of evils some hill and mountain gnomes realize that Kartjon's responsibility over the dead is a perfectly natural harmony with nature. Likewise Kartjon is able to see into the future to some degree and has passed on elements of this ability to his most devoted of followers.

Kartjon appears to be a humanoid of gnome height that is dressed in heavy funeral robes with his face covered. It is said that neither the dead nor the living has ever seen this covering over Kartojon's face removed so it is difficult to say whether or not Kartjon bears any true resemblance to gnome blood or not. Kartjon's followers wear robes of black and dull maroon.

KNOTALEAFA (GREATER GODDESS)

Lady Of Nature, The Forest Woman

Alignment: Neutral

Portfolio: Nature, water, plants, animals

Domains: Water, Plants, Animals, Earth

Symbol/Crest: A leafy, twisting vine covering a knotty branch

Favored Weapon: quarterstaff

As the gnomes are quite fond of nature Knotaleafa holds a high degree of respect amongst all gnomes. Knotaleafa, correctly referred to as being the Lady Of Nature, holds reign over the creatures of the land and of the sea. While many see her as being quite good in all honesty Knotaleafa is truly neutral in alignment. She holds interest in the laws of the wild and sees the aspects of 'law and chaos' or 'good and evil' as being the results of petty, civilized philosophy.

Knotaleafa normally appears as a young gnome female who is dressed in greenish dyed buckskin and wielding a quarterstaff. Her followers usually wear ceremonial robes of beige, green, and yellow gold.

OSERIEN ANNTILIEN MARELEOS (GREATER GOD)

The Golden, The Sun Holder

Alignment: Lawful Good

Portfolio: Life, sun, health, light, good

Domains: Good, Sun, Healing, Protection

Symbol/Crest: An outstretched hand holding a ball of glowing sunlight

Favored Weapon: An enchanted mace who's head constantly emits burning sunlight

Amongst the many gods and goddesses that the gnomes of the hills and mountains worship no single deity is given more respect than Oserien Anntilien Mareleos. This deity is declared to be protector of the gnomes and a master over the sun itself. Though he has many forms Oserien usually takes on the appearance of a young adult gnome with strikingly good looks and deep, golden yellow hair.

As there are so many hill and mountain gnomes devoted to Oserien the deity has many temples in his honor. His worshippers usually wear robes of yellow, orange, and ivory white.

ROEND GETRER (GREATER GOD)

The Great Smith, Arm Of War, The Hammering Strategist,

Alignment: Neutral Good

Portfolio: Blacksmiths, mining, strength, war

Domains: Earth, Fire, Strength, War

Symbol/Crest: A sturdy wrist and hand gripping an iron war hammer

Favored Weapon: An iron war hammer

Roend Getrer, The Great Smith, is a favored god of weaponcraft, strength, and war amongst the gnomes of the hills and mountains. Due to his nature and interests it is often believed amongst scoffers that Roend is not truly of gnomish line and is in fact of some sort of ancient dwarven blood. That is not the case however, and Roend himself declares that he was once a gnome himself before his ascension.

Roend usually appears as a muscular gnome with a deep tan and graying black hair. His followers usually wear robes of gray and dark blue.

SMOGCHOKE (INTERMEDIATE GOD)

Traitor of gnomes, Polluter of lands

Alignment: Neutral Evil

Portfolio: Smog, pollution, evil, trickery

Domains: Evil, Magic, Trickery, Destruction

Symbol/Crest: A cloud of dark smoke flowing from a potion bottle

Favored Weapon: Morningstar

Though many gnomes prefer to cling to the virtues of good, there are quite a few who have followed by the wayside in search of power through darker, sinister paths. Waiting to receive these evil gnomes with open arms is Smogchoke, evil traitor of the gnomes. Smogchoke is a crude old gnome with dark grayish beard, soot covered clothing, and burning red eyes who entertains the darker aspects of gnome industry. Taking delight in both polluting the lands and minds of gnome kind, the followers of Smogchoke are encouraged to use their inventiveness to craft great devices of destruction and evil.

Smogchoke is reasonably active on the Prime Material plane, often appearing in his native form and escorted by an array of filthy looking, rusted iron constructs. Smoke boils from his mouth, nose, and ears as he speaks and every single step that Smogchoke takes leaves behind sooty footprints that dirty up floors and stain rugs.

Smogchoke is mainly worshipped by evil Hill and Mountain gnomes though there has been rumor that he holds court over a small population of Imperial gnomes as well. He holds some degree of interest in 'cosmic politics' and has been known to assist other evil deities from time to time.

Gnome Views on the Classes

ADEPT

Though somewhat common in the mountain and imperial gnome societies hill gnome adepts are quite a rarity. As an adept of gnomish blood you serve as both a magic user and a spiritual guide for your people. While your abilities are useful in a practical sense you lack the mightier skills of a sorcerer, wizard, cleric, bard, or druid.

Advantages: In a village lacking in more sophisticated arts your abilities are quite welcome.

Disadvantages: As an adept you are on the lowest rung of mages and spiritual guides.

ARISTOCRAT

While not as common in hill and mountain gnome societies the imperial gnomes yield a high number of aristocrats in the middle to upper castes of their social orders. Such gnomes tend to be either rich or influential or both. Though it is in the heart of most gnomes to be wishful of goodness for all of their kind the aristocrats of the imperial gnomes have often been unknowingly or even semi-knowingly responsible for the oppression of the lower castes. As a gnome aristocrat you enjoy a more prominent position in your society. Perhaps you are of royal blood or maybe you have entered the realms through the wealth generated from a successful trade or profession. Though you could be personally responsible for your own slot in the rungs of aristocracy it is most likely that you achieved such a rank from the success or position of your family line.

Advantages: As an aristocrat you enjoy a more prominent position in society, making life essentially a luxury for yourself and your family.

Disadvantages: As an aristocrat you are naturally a prime target of uprisings, theft, and the armies and assassins of your community's enemies.

BARBARIAN

While barbarians are somewhat of a rarity amongst the hill and mountain gnomes such individuals are actually reasonably common amongst the unwashed masses of the imperialist gnomes. As an imperialist gnome barbarian you are usually regarded as being a hero of sorts amongst the populations of poor and oppressed. Though shunning magic and other more 'sophisticated' learning and arts, gnome barbarians such as yourself often tend to be quite stylish. It is not uncommon for you to employ a variety of tattooing, ritual scars, war paints, branding, and piercing into your appearance.

Advantages: Provided that you are an imperialist gnome you are most likely considered to be a rebellious hero amongst the poor, unwashed masses.

Disadvantages: If you happen to be a hill or mountain gnome, however, other gnomes are quick to judge you as being little more than 'uneducated and uncouth'. While barbarian gnomes with imperialist blood-stock are looked upon as being heroes amongst their kind you are more than likely considered to be nothing more than a social outsider attempting to pursue an unlikely profession.

BARD

There are a great many varieties of gnome bards as the class is a reasonably popular career amongst the members of the gnomish races. The exact nature of the bard, however, changes from sub-race to sub-race. All gnome bards have a degree of the needed musical aptitude but their stronger points of mundane performance go beyond the nature of song and melody. Mountain gnomes as well as quite a few hill gnomes are highly regarded as keepers and tellers of the stories and legends of their people. There is also a strong streak of poetic verse amongst the gnomes of the hills and as such quite a few hill gnome bards have been regarded as being some of the finest poets in the lands. Imperial gnomes, however, have a rich traditional history for the performing arts of fine theater. When not engaged in adventure bards of imperialist gnome stock work the performance houses where they take on a variety of costumes and roles. Such gnome performers are legendary for their mixture of acting and song.

Advantages: As a gnome bard you come from a rich history of performance. There were many great performers before you and as such your presence will most likely be eagerly welcome amongst others.

Disadvantages: Due to such a rich history you will be expected of a great many things if you have desires of seeing your name become legendary. In a heritage where a bard of reasonably good talent is considered hardly above the mediocre one must be exceptional in skill if they wish earn their in history.

CLERIC

In addition to fascination and respect for the arcane, as well as mundane crafts, gnomes are also a spiritual people. While many hold a druidic-like faith in the forces of nature, there are many gnomes who pay great homage and devotion to various deities. As such gnomes need proper instruction and guidance the clerics of gnome villages enjoy an important position.

Advantages: Among the gnomes clerics are needed, but are not as common as many of the other classes. As such it is quite easy for you to become rather important in a gnomish community.

Disadvantages: Such degree of influence and prestige comes easy, of course, if you are good or neutral

in alignment. Gnomes with evil intentions are fairly uncommon and most of these are not very well organized or structured in regards to their wickedness or wrong doings. For this reason evil gnome clerics tend to dwell in temples that are isolated from a normal gnome community.

COMMONER

While the commoners of the imperial gnomes toil under the mindless labors assigned to the members of the lowest caste systems the mountain and hill gnome commoners do not seem to have it as bad. While their degree of efforts are no greater the need of such labor is respected amongst the gnomes who dwell within the hills and mountains.

Advantages: As a commoner your life is usually simple and lacking in events. While many would shun upon a situation you can at least find hope in the fact that more than likely your day to day existence will be predictable and unchanging.

Disadvantages: Your life is boring and though you find its repetitive cycle somewhat comforting there is always the chance that some form of danger or another could enter the lives of yourself, your family, and your fellow villagers. When and if such a nemesis should arise you will more than likely find yourself to be completely helpless.

DRUID

While the illusionists are perhaps the most popular of spell casters amongst the hill gnomes there is a high regard for nature and its magic amongst all gnomes. As a druid you are capable of working such natural magics, causing the other gnomes of your community to often view you as a wise and capable leader.

Advantages: Gnomes are appreciative of both magic and nature, making your position as a druid rather desirable.

Disadvantages: There are really no disadvantages to being a gnome druid.

EXPERT

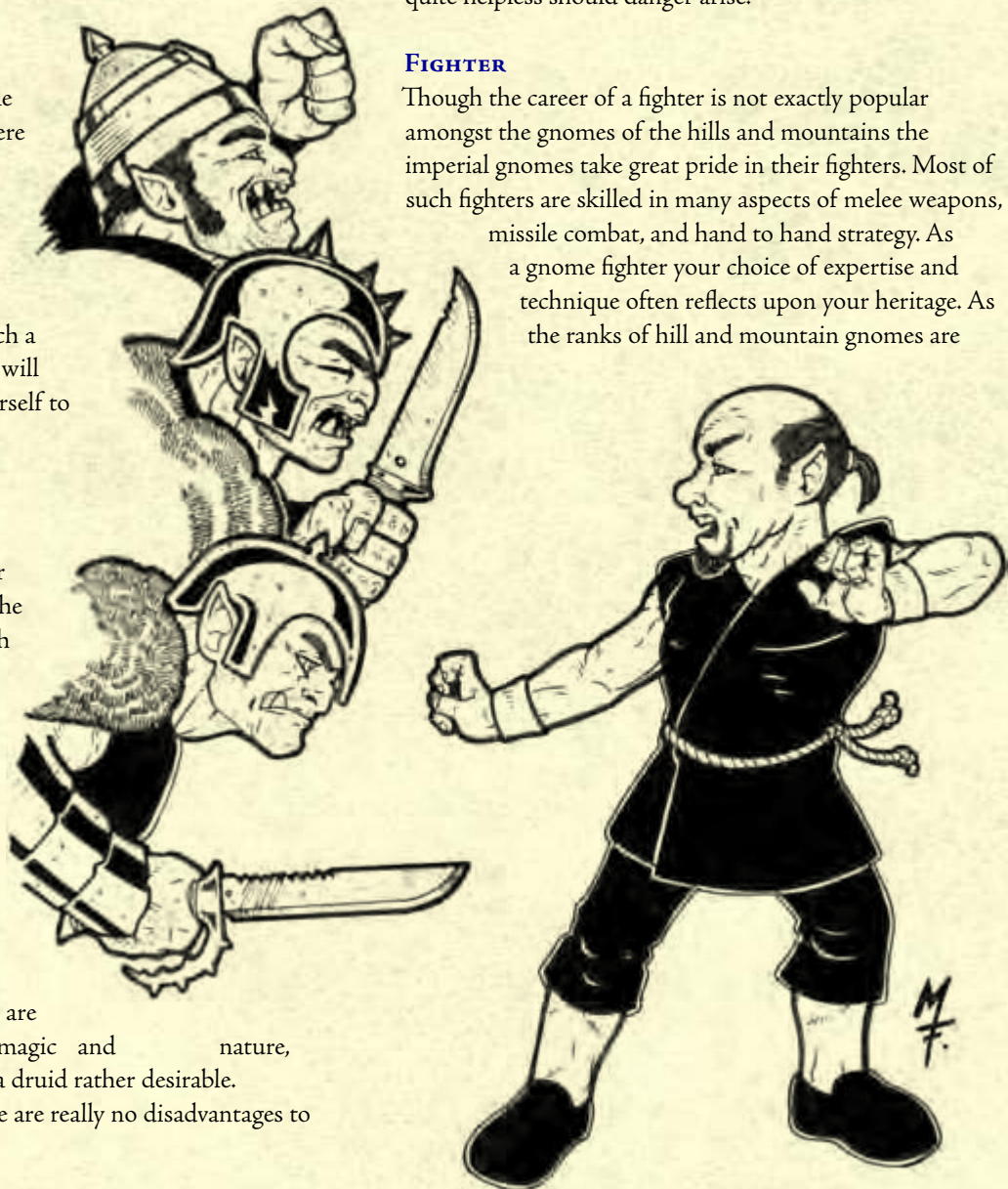
While experts enjoy a reasonable degree of prestige, importance, and respect amongst all gnomes the experts of the mountain gnomes are perhaps looked up to and respected the most. Many of these individuals are craftsmen and inventors who are masters of the many trades that the mountain gnomes favor. In the hill societies gnome experts are over the more complex trades and professions, leaving the commoners to do the more simplistic bulk labor. The same also holds true in imperial gnome societies, with experts usually serving trades or professions ranked in between the skills of a commoner and an aristocrat.

Advantages: As a gnome expert, particularly one of the mountain gnomes, your skills or ability in a profession is regarded with high favor and a great deal of respect.

Disadvantages: Like a commoner you are probably quite helpless should danger arise.

FIGHTER

Though the career of a fighter is not exactly popular amongst the gnomes of the hills and mountains the imperial gnomes take great pride in their fighters. Most of such fighters are skilled in many aspects of melee weapons, missile combat, and hand to hand strategy. As a gnome fighter your choice of expertise and technique often reflects upon your heritage. As the ranks of hill and mountain gnomes are



somewhat low, you are pretty much guaranteed a favorable militia status if you happen to be a fighter with such a heritage. If you are of imperial stock then your options greatly vary. You might choose to take on the royal attire and boldly represent your land on the battlefield or the more shadowy operations could fancy your liking and style instead.

Advantages: If you are an imperial gnome then the traditions of skilled fighters run naturally through your blood. If your heritage lies in the hills and mountains then your success as a fighter will surely guarantee you a favorable military position.

Disadvantages: Whether you are of hill, mountain, or even imperial heritage it is important to remember that there are a great many races that are much larger and more physically powerful than you. Likewise many of these creatures are also skilled more in the combative arts, making these enemies that much more challenging.

MONK

While a few societies of hill and mountain gnomes encourage the training of a monk the monks are more common amongst the imperial gnomes. As a gnome monk you rely on the powers of your mind and body to overcome the weapons, armor, and sheer size of your opponents.

Advantages: Gnomes often have to face opponents that are much larger and better armed than themselves, making the training and philosophies of a monk quite favorable.

Disadvantages: Despite the training, philosophy, and dedication that comes with being a monk there is still the issue of facing opponents who are of much greater stature and physical power.

PALADIN

Though not nearly as common in the imperial gnome societies the good aligned temples of the hill and mountain gnomes have held a reasonably rich history of paladins. As a gnome your duties as a paladin are little different the tasks of the other races that take up this way of life.

Advantages: Paladins are quite welcome among the more religious communities of gnomes, particularly amongst the hill and mountain gnomes.

Disadvantages: You suffer many of the same drawbacks that gnomes of other combative classes face.

RANGER

While careers involving a fair degree of combative skills and practices are typically shunned by most gnomes the role of a ranger is a bit more popular. The hill and mountain gnomes are particularly proud of their rangers, especially since their arts in ranged combat offers the ability of effectively dealing with larger brutes at a safe

distance. As a hill ranger you come from a heritage of rangers who have learned the advantage of using your race's small size to move about nearly unseen in the surrounding wild. As a mountain ranger you are well trained in focusing in on distant, approaching targets and striking from above whenever possible. Though the imperial gnomes hold less interest in the ranger class you have learned to use the missile weapons of your people to take down larger, greater threats.

Advantages: As a ranger your race's size is not as much of a problem when dealing with combative situations.

Disadvantages: Though there are not nearly the same degree of disadvantages that the gnomes of other combative classes suffer the role of a ranger is still probably not the 'optimum choice' for a gnome.

ROGUE

While many gnomes tend to shun thieves, particularly the mountain and imperial gnomes, the rogue class is still somewhat more favorable for members of your race. You are small, stealthy, and thus have more advantage when it comes to moving about without raising much attention.

Advantages: As a gnome you are considered to be 'just the right size' for a rogue. Likewise, the streak of materialism that so commonly runs in the mentality of the mountain and imperial gnomes makes such rogues naturals when it comes to appraising the worth of a targeted item.

Disadvantages: Most members of the gnomish societies generally shun rogues.

SORCERER

Though not as common a wizard there are quite a few instances of great gnomish sorcerers recorded in history. The blood of a sorcerer runs through the veins of many gnomes though a fair deal of these individuals ignore such natural potential and end up pursuing the more educated arts of a wizard illusionist.

Advantages: Quite a few gnomes, whether they realize it or not, have the ability to become great sorcerers.

Disadvantages: The gnomish society tends to be more geared towards turning out illusionists.

WARRIORS

Though gnomes usually tend to avoid the brutality of combat if possible it is a requirement of all intelligent races that one must do what they can to defend their people and their land. As such individuals skilled in the trade of a warrior are common in all gnome communities.

Advantages: Warriors are needed by all societies, even those of a gnome. For this reason you hold a fairly important status as a gnome warrior.

Disadvantages: Gnomes are not usually naturally driven towards the nature of combat. Likewise, your skills are inferior to that of a fighter.



WIZARD

Wizardry, especially in regards to the trade of an illusionist, runs deep in the history of gnomes. Hill gnomes are skillful in the arts of illusion and there is usually at least one or two old elders in a hill gnome community who is willing to pass on their knowledge to an apprentice.

Advantages: Wizardry, particularly illusion magic, is quite popular for gnomes, who seem to have a knack for the trade.

Disadvantages: There are no real disadvantages to becoming a gnome wizard.

Subraces

FRIGHTLOCKS

Frightlocks are a foul, offshoot subrace of gnomes that have an unsettling interest for the necromantic arts. Though their general overall anatomy is the same as a normal gnome Frightlocks have features that are pale and unsettling.

Personality: Frightlocks, unlike most gnomes, tend to be frighteningly antisocial at the worst and melancholy at the best. Even the most surprisingly goodhearted frightlocks tend to be too morbid and depressive for most individuals' tastes.

Physical Description: Frightlocks are for the most part much like gnomes in physical makeup though they do have some obvious differences. Their skin is pale and pasty like in tone, and their hair is typically dull and black in shade. The eyes of a frightlock are normally either pinkish red or yellow green in coloration. Other than such features the physical makeup of a frightlock is no different than a normal gnome race.

Relations: Though normally evil in desire and intent, frightlocks tend to keep to themselves. They have been known, however, to associate themselves with drow from time to time.

Alignment: While a few good and neutral frightlocks are known exist many frightlocks are evil, particularly neutral evil, in alignment.

Frightlock Lands: Though reasonably rare amongst the hill gnomes, the frightlocks are fairly common amongst the mountain and imperial gnome lands. Though quite a bit more morbid in design Frightlock burrows are built in much the same manner as normal gnome burrows.

Religion: There are many Frightlocks who worship Kartjon. Others, however, choose to pay homage to Firebrander.

Language: Frightlocks use the standard gnome language.

Names: Though Frightlocks differ in outlook and appearance than normal gnomes they still share the same general names as other gnomes that live in their area.

Adventurers: Though there are many frightlocks who keep their matters of business close to home quite a few of these gnomes take up the life of adventure. Most of these frightlocks are necromancers.

FRIGHTLOCK TRAITS:

- ❖ **Small Size:** As small-size creatures, frightlocks gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-sized characters.
- ❖ **The Base Speed of a frightlock is 20 feet.**
- ❖ **Low-light Vision:** The frightlock can see twice as far as humans in starlight, moonlight, torchlight, and other such similar conditions of poor lighting or illumination. The frightlocks retain the ability to distinguish color and detail under such conditions.
- ❖ **Gnome Blood:** For all purposes of special abilities and effects a Frightlock is considered to be a gnome.
- ❖ **+2 racial bonus on saving throws against necromancy.** Frightlocks, unlike most gnomes, shun the 'petty' tricks of illusion for the dark arts of the dead. As such

the frightlocks have become so acquainted with the workings of necromancy over the years that they are considerably familiar with the workings of such spells and their use in combat.

- ✿ +2 racial attack bonus against other gnomes: Due to their necromantic ways Frightlocks have a keen sense of knowledge regarding the anatomy. As such they are more effective at striking other gnomes in combat.
- ✿ +2 to Alchemy checks. Frightlocks, like other gnomes, have a keen sense of smell and can easily distinguish between different fabricated substances.
- ✿ +2 Sense Motive checks. Frightlocks tend to be on their guard around others.
- ✿ +2 to Listen Checks: Like other gnomes Frightlocks have exceptional hearing.
- ✿ Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.
- ✿ Favored Class: Wizard (specializing in Necromancy). A multiclass Frightlock's necromancer class does not count when determining whether he suffers an XP penalty.

Oakcaps

Oakcaps are a subrace of gnomes that choose to dwell amongst their wilderness friends. Though civil in behavior the majority of oakcaps shun the idea of dwelling within established villages. They will, however, visit the villages of the hill and mountain gnomes in order to trade, form alliances, and gather information.

Personality: Oakcaps are friendly but in a quiet, solemn way. They are not a particularly stern race but they do tend to have somewhat of a serious, sober mind. Most of this is due to the unpredictable environments in which the oakcaps make their homes.

Physical Description: Though they have certain attributes that set them apart there is very little physical differences between oakcaps and gnomes of common stock. The oakcaps do tend to have darker hair however and the males are a bit stockier. Most adult oakcaps tend to be reasonably muscular and physically fit, but this is more due to their way of life rather than any genetic traits.

Relations: Though technically a subrace of the normal gnome in many aspects, hill and mountain gnomes consider the bulk of the oakcaps that live near the borders of the gnomish villages to be kin. Though typically solemn and quiet oakcaps are usually greeted by their neighboring gnomes with a great deal of friendliness. In fact, though choosing to dwell in the wilderness borders there are quite a few oakcaps who

Alignment: Most oakcaps are neutral good in alignment.

Oakcap Lands: Oakcaps make their homes in the wild. While many do in fact have burrows there are many oakcaps who dwell in caves or in the hollowed out trunks and stumps of ancient trees.

Religion: Most oakcaps are druidical in nature.

Language: Oakcaps use the standard gnome language.

Names: Though oakcaps differ somewhat in way of life than normal gnomes they still share the same general names as other gnomes that live in their area.

Adventurers: As they live in the wild many oakcaps are in a sense adventurers to some degree. Rangers and druids are quite common, as are fighters and even a few barbarians.

OAKCAP TRAITS:

- ✿ Small Size: As small-size creatures, oakcaps gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-sized characters.
- ✿ The Base Speed of an oakcap is 20 feet.
- ✿ Low-light Vision: The oakcap can see twice as far as humans in starlight, moonlight, torchlight, and other such similar conditions of poor lighting or illumination. Oakcaps retain the ability to distinguish color and detail under such conditions.
- ✿ Gnome Blood: For all purposes of special abilities and effects an oakcap is considered to be a gnome.
- ✿ +2 racial bonus to Fortitude saving throws: Oakcaps are hardy individuals who have a substantial degree of extra resistance against the harsher physical aspects of the environments that they explore and dwell in.
- ✿ +2 racial bonus to Intuit Direction checks: Having a good background in finding their way through the forests, oakcaps have an exceptional grasp when it comes to direction.
- ✿ +4 racial bonus to Wilderness Lore checks: Due to the fact that the oakcaps spend their entire lives in the wild they have an exceptional degree of knowledge about their surroundings.
- ✿ +1 racial attack bonus against evil humanoids. Oakcaps are devoted protectors of the forests against evil humanoids. As such they have exceptional attacking abilities against humanoids with wicked intents.
- ✿ Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.
- ✿ Favored Class: Ranger. A multiclass oakcap's ranger class does not count when determining whether he suffers an XP penalty.

Toedirts

Though any gnome race or subrace naturally has its own share of the impoverished and destitute the subrace known as the toedirts seems to wholly embrace the life of an unwashed vagabond. Filthy from head to toe and content to make their way in life by living off the things that others have tossed aside and left behind the toedirts are perhaps the truly fittest for survival in crowded urban environments.

Personality: Though generally friendly as a whole there are few individuals outside of the subrace who actively pursue the company of a toedirt. Though these tattered little gnomes do not actively seek the opportunity to cover their bodies from head to toe with cobwebs, dust, and filth their general nature makes it impossible to stay clean very long. Toedirts are natural scavengers of possessions and see no reason to work towards a more lavish life when other races (including other gnomes) are so content to throw 'perfectly good junk away'. Likewise a toedirt sees no need in establishing a fine burrow for him or herself when there are plenty of discarded barrels, crates, and abandoned dwellings lying about to inhabit.

Physical Description: Other than their constant covering of filth and dirt there are little differences in a toedirt and a normal gnome on the outside. Many do, unlike other gnomes, have slight differences regarding their coloration of eyes and hair. While some toedirts share the common gnome trait of fair colored hair and blue eyes a great deal of toedirts have lavender purple tinted eyes and hair that is a dark moldy looking green to black. Likewise, most toedirts, males included, tend to have little or no body hair nor beards.

Relations: While many races including other gnomes tend to look down upon the toedirts these creatures tend to get along rather well with halflings. They have also been known to form tight bonds with the poor humans that live in the same community. Human beggars and toedirts have a rich and colorful history of looking out for one another.

Alignment: Though neutral and even evil toedirts exist most toedirts tend to be chaotic good in alignment.

Toedirt Lands: Toedirts usually have no real established homes of their own, much less kingdoms. Most toedirts tend to inhabit the poor, rundown slums of large human settlements.

Religion: Toedirts tend to be a bit lighthearted about religion, but do hold preferences towards religions that encourage selflessness and good will towards others, particularly the poor.

Language: Toedirts use the standard gnome language.

Names: Though Toedirts differ somewhat in outlook than normal gnomes they still share the same general names as other gnomes that live in their area.

Adventurers: While toedirts are often content to spend their lives rummaging through garbage or hanging out in their barrel homes and hovels there are a few who develop enough curiosity and boldness to become adventurers. Though lacking in any real sense of greed these toedirts surprisingly excel at becoming rogues. This is mostly due to the fact that they have a natural sense of finding treasure amongst worthless looking piles of garbage as well as slipping around unnoticed.

TOEDIRT TRAITS:

- ✿ **Small Size:** As small-size creatures, toedirts gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-sized characters.
- ✿ **The Base Speed of a toedirt is 20 feet.**
- ✿ **Low-light Vision:** The toedirt can see twice as far as humans in starlight, moonlight, torchlight, and other such similar conditions of poor lighting or illumination. Toedirts retain the ability to distinguish color and detail under such conditions.
- ✿ **Gnome Blood:** For all purposes of special abilities and effects a toedirt is considered to be a gnome.
- ✿ **+4 racial bonus to saving throws against disease:** While toedirts are not entirely immune to disease their long lived legacy of dwelling in filth has made these creatures highly resistant to the effects of illness.
- ✿ **+2 racial bonus to saving throws against poison:** Like with their resistance to disease, the often polluted environments and 'foods' that the toedirts live in or consume have made them a bit more resistant to poison.
- ✿ **+2 racial attack bonus against vermin, rats, and dire rats:** Toedirts live amongst such creatures constantly in their filthy environments and as such have become rather skilled in attacking such creatures when such a monster happens to threaten a toedirt or their homes and families.
- ✿ **+2 to Search checks:** Toedirts are natural scavengers. As such they constantly have their eyes open when it comes to searching an area.
- ✿ **Scavenge Food:** Toedirts are notorious when it comes to making do with what resources are available when they need to be fed. In an urban environment or a temperate area with plenty of vegetation (such as a forest, marsh, or meadow) the Toedirt may use a skill check (such as Wilderness Lore or Knowledge: Urban areas, DC 8) to find any form of nourishment that they might need with the exception for water (though many toedirts are happy to drink from mud

puddles). If the toedirt is in an underground or area that is reasonably lacking in natural resources or recently cast off 'food' sources then the skill check is a bit more difficult (DC 12). In the event that the toedirt and his/her companions kill a non-humanoid, undead, or construct opponent the toedirt will consume the target's flesh, blood, bones, organs, etc. for food provided that such a creature is organic and not entirely poisonous or diseased. Toedirts can live on reasonably little and as such most Tiny creatures will feed a toedirt for 2 days while Small to Medium creatures can sustain a toedirt for up to a week. Large and greater sized creatures can feed a single toedirt for up to two weeks or more but usually after a week or so the carcass beyond being conceivably edible, even for a toedirt.

- ❖ Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.
- ❖ Favored Class: Rogue. A multiclass toedirt's rogue class does not count when determining whether he suffers an XP penalty.

Gnome Diseases

Just like other races, a gnome is not immune to all forms of disease. And in fact there are several diseases that only seem to infect gnomes.

BURROWMITES

Burrowmites, unlike most gnome illnesses, is actually a parasitic infection consisting of small, clear mites that inhabit unclean gnome burrows. When these creatures manage to burrow underneath a victim's skin the ailing gnome has small, pus filled pock marks covering their skin. These areas causing burning, itching sensations that often lead up to a loss of balance.

Preventive Treatment: Rubbing one's self with peppermint oil before entering a filthy burrow gives a cautious gnome a +6 bonus to checks against burrowmites.

GOBLINSCABS

Though goblin lairs tend to be quite filthy most creatures can move about in such places with little fear of great harm.

Gnomes, on the other hand, must be a bit more careful. Whenever a gnome with bleeding or freshly scabbed over injuries is forced to be exposed to the conditions of an area inhabited by goblinoids for more than 72 hours then the gnome is at risk for contracting goblinscabs. Goblinscabs is caused by a bacterium carried around by goblinoid hosts that set up in fresh wounds on a gnome's skin. Once the illness has set in the wounds turn blue gray and leak a green and blood red pus.

Preventive Treatment: If the gnome is allowed to leave the unfavorable surrounds for at least four hours a day in order to bask in sunlight then the gnome gains a +4 bonus to checks against goblinscabs.

LIZARDFOAM

Though such appetites seem to hold little danger for other races it is generally unhealthy for a gnome to consume the meat of any reptile. Unless subjected to heavy boiling the meat of lizards, snakes, turtles, and other reptiles can cause a bacterial reaction in the digestive system of most gnomes, causing an illness called lizardfoam that is quite dangerous and painful. Gnomes suffering from lizardfoam show symptoms that include a reddening around the eyes, violent stomach cramps, vomiting, and a constant foaming of heavy saliva.

Preventive Treatment: If a gnome happens to eat a bit of oregano and wild onion, garlic, or leeks with the reptilian dish then they gain an additional +2 bonus to resisting the contraction of lizardfoam.

NOSENTOES

While some young adult lovers have often believed that the story of a disease called 'nosentoes' was simply made up by their gnomish mothers to keep them from flirting with one another along the creek banks, the ailment does indeed exist. Nosentoes is an infection that occurs in gnomes as a result of inhaling the spores of the fungi that grows along the banks of swift moving water in the early spring. The symptoms include runny eyes, excessive sneezing and drainage, moderate loss in strength, and a tinting of green on the nose and toes of the victim.

Preventive Treatment: During the springtime most gnomes are able avoid catching this illness by drinking a hot tea every night that consists of horehound, honey,

lemon balm, wild mint, and honey. Drinking this tea gives a gnome a +4 resistance against contracting Nosentoes.

DISEASE:	INFECTION:	DC	INCUBATION	TEMPORARY DAMAGE
Burrowmites	Contact	14	1 day	1d3 Dex
Goblinscabs	Injury	12	1 day	1d4 Con
Lizardfoam	Ingested	14	1 day	1d6 Con
Nosentoes	Inhaled	18	1d3 days	1d4 Str

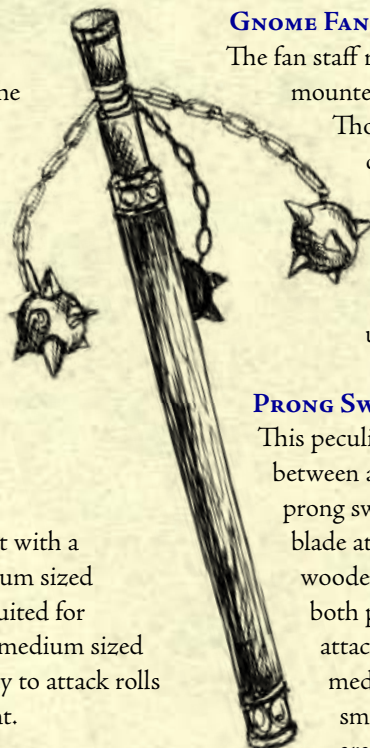
Chapter 6: Equipment



Exotic Weapons: Melee

BOLA STAFF

This weapon is a 3-foot long staff with a narrow, cylindrical head. In the middle of the weapon head is a rotating bearing from which are three 3-inch diameter, spiked metal balls attached to the bearing by 1-foot lengths of chain. The bearing allows the balls to flay about due the attacker's motion, allowing the bola staff to deliver three painful strikes. While this weapon is usable by either medium sized or small characters, small characters tend to favor the bola staff.



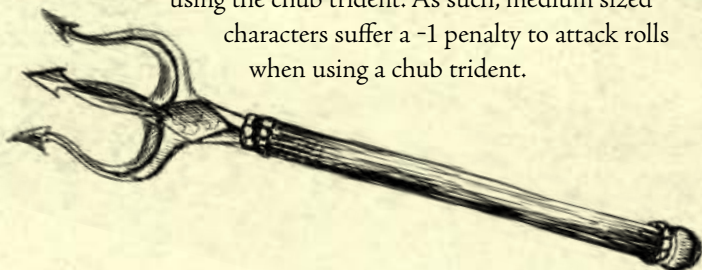
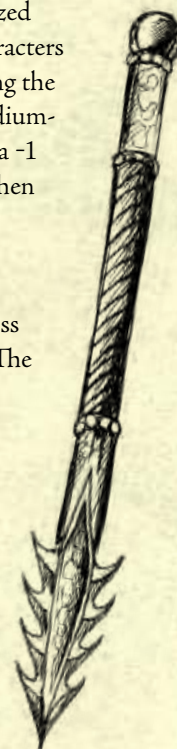
GNOME FAN STAFF

The fan staff resembles a sturdy war fan that has been mounted to a 2-foot wooden handle.

Though usable by medium-sized characters, small sized characters are best suited for using the fan staff. As such, medium-sized characters suffer a -1 penalty to attack rolls when using a fan staff.

PRONG SWORD

This peculiar weapon looks like a cross between a short staff and a sword. The prong sword has a toothy, 1½-foot blade attached to a 3-foot long, wooden handle. It is used for both piercing and slashing attacks. Though usable by medium sized characters, small sized characters are best suited for using the prong sword. As such, small sized characters gain a +1 bonus to attack rolls when using a prong sword.



CHUB TRIDENT

This short weapon resembles a small trident with a 2-foot long handle. Though usable by medium sized characters, small sized characters are best suited for using the chub trident. As such, medium sized characters suffer a -1 penalty to attack rolls when using a chub trident.

WEAPON	COST	DAMAGE	CRITICAL	RANGE INCREMENT	WEIGHT	TYPE
Small						
Chub Trident	8 gp	1d6	×2	—	4lb	Piercing
Gnome Fan Staff	4 gp	1d4	×2	—	3lb	Slashing
Medium-size						
Bola Staff	12 gp	1d8	×2	—	7lb	Bludgeoning
Prong Sword	40 gp	1d8	×2/19–20	—	6lb	Piercing/Slashing

Imperial Gnome Mundane Items

ITEM	COST	WEIGHT
Beaded Curtain, Common	1 sp	3 lbs
Beaded Curtain, Fancy	5 gp	5 lbs
Betel Nuts	4 cp	1 lb
Duck Sauce, flask	1 sp	1 lb
Hot And Sour Soup, bowl of	3 cp	1½ lb
Hookah, Common	3 sp	5 lbs
Hookah, Fancy	20 gp	5 lbs
Hookah, Noble	200 gp	5 lbs
Kite, Common	5 cp	**
Kite, Fancy	2 sp	**
Painter's Enamel, Common, jar	1 sp	8 lbs
Painter's Enamel, Fancy, jar	2 gp	8 lbs
Patchouli Essence, flask	3 gp	**
Perfume Oil, jar	3 sp	8 lbs
Pung Chow, Common, tile set	5 sp	2 lbs
Pung Chow, Fancy, tile set	3 gp	3 lbs
Shoyu, flask	2 cp	1 lb
Silk Thread, Common, spool	3 sp	**
Silk Thread, Fancy, spool	8 sp	**
Smoking Herbs	5 cp	1 lb
Tofu	3 cp	1 lb
Special And Superior Items		
Fireworks, Simple (10 charges)	3 cp	**
Fireworks, Fancy (4 charges)	1 sp	**
Fireworks, Grand (1 charge)	1 gp	**

** weight of little to no value.

BEADED CURTAIN

These curtains usually hang over the entrance to hallways and are made with a variety of materials. Common beaded curtains usually employ dyed or natural bamboo and wood while the fancy version often has baubles and beads of either colored glass or tumbled, semi-precious gems.

BETEL NUTS

Popular especially amongst the gnome elders, betel nuts are chewed in much the same manner and reason that tobacco is sometimes chewed. As the juice of the betel nut stains the teeth dark red and is commonly spit out upon the ground, the practice of chewing betel nuts is often found to be somewhat repulsive by outsiders.



DUCK SAUCE

A sweet, yellowish orange sauce that is often used on meat dishes. Duck sauce normally has a fairly mild flavor. Though the gnomes were simply satisfied to use this specially blended sauce on a plate of vegetables and rice, it was the human hunters who discovered it's unique ability to heighten the flavor of game fowl and other such dishes.

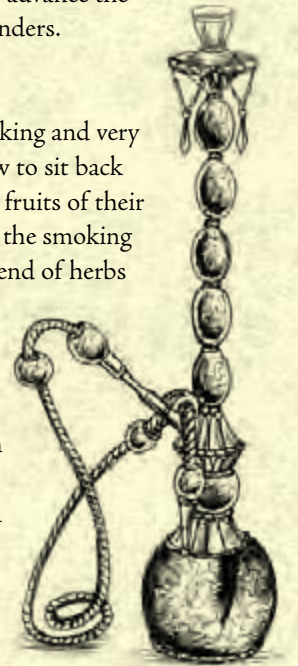
FIREWORKS

Though a bit dangerous if handled improperly, fireworks are usually associated with either times of celebration or to mark a signal of distress. Throughout the ages gnomes have used their skills in alchemy to advance the development of these explosive wonders.

HOOKAH

Though the gnomes are a hard working and very productive race, they too know how to sit back at the end of the day and enjoy the fruits of their labor. One of the great pleasures is the smoking of imported tobacco or a special blend of herbs through a water pipe, or hookah.

For the gnomes in particular, a hookah is also an important family heirloom and quite often a symbol of social status. Common hookahs are usually made of ceramics or clay that has been fired and glazed. Fancier hookahs are usually made of brass and bone or shell. Hookahs of royal value are often made of ivory or jade.



HOT AND SOUR SOUP

Though this soup was originally developed by the human cultures, it was the gnomes who perfected the recipes. Though the exact contents of the soup vary from region to region, the gnome variety most always offers a distinctive texture and pleasant moderation of strength. While hot and sour soup would normally seem unworthy of mention other than it's purpose as a typical meal, victims of a flu or common cold often take delight in the soup's ability to bring forth a sweat and open sinus passages.

KITE, COMMON AND FANCY

Though often mistaken as being little more than a child's plaything, kites can also be culturally symbolic and can signal times of good cheer and celebration. Exceptional kite craftsmen are honored with the status of master kite maker and the poor and rich alike offer their coins for such high quality items.

PAINTER'S ENAMELS

These are sturdy enamels that are often used to do fine details on a variety of materials. Common enamels are usually the most basic of colors while fancier grades include a wide variety of choices, including metallic shades. These enamels are sold in sealed jars that hold a gallon of one specific color.

PATCHOULI ESSENCE

This is the concentrated essence of patchouli, a plant with a fragrance that is very popular in perfume oils. A flask of concentrated patchouli essence is enough to properly blend up to eight gallons of perfume oil.



PERFUME OIL

While some perfumes use a water or alcohol formula base, fine oils are also considered a respected and noble medium. Such oil is derived from a variety of plants and is sold unscented in gallon jars. While a variety of flowers and plants may be used with this oil to create a fine fragrance, patchouli essence holds a high degree of popularity.

PUNG CHOW TILES

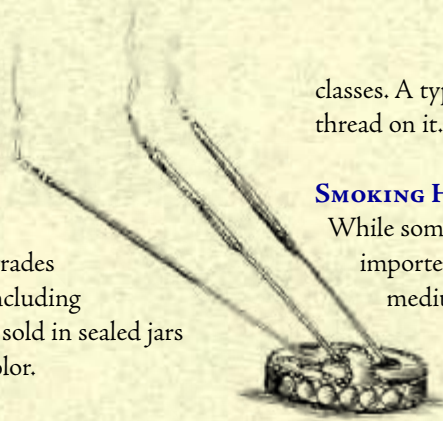
Pung Chow tiles, or Mahjongg as the humans often call it, are simply a set of decorated tiles from which a variety of games are played. Local humans will often flock to gnome craftsmen in an effort to purchase a set of such tiles, as the patrons of their taverns enjoy a solitaire version. This version of the game simply involves the removal of matching sets of like tiles in an effort to clear all the tiles from a variety of structured layouts. Most gnomes, however, prefer more traditional versions of pung chow, which often resemble human card games in the manner of rules. Common sets of these tiles are usually made from bamboo, wood, or bone while the more fancy versions are usually carved from ivory or white onyx.

SHOYU

Shoyu, or tamari soy sauce, is a popular sauce and seasoning that is used to flavor many foods, including Tofu.

SILK THREAD, SPOOL

The common variety of this silk thread is very plain and not dyed. The fancy variety is dyed in shades of brilliant colors and most often used by members of the better



classes. A typical spool usually has around 200 yards of thread on it.

SMOKING HERBS

While some gnomes prefer tobacco that has either been imported or grown on local farms, the usual smoking medium of choice is a blend of assorted herbs.

These dried herbs can be of any single plant or a combination of many, and the exact blend varies from smoker to smoker. Most often such a blend might include skullcap, motherwort, mugwort, catnip, lobelia, mullein, golden seal, grape root, and valerian.

TOFU

Legends claim that when the weather began to grow colder there were more and more threats of hunters invading the hillsides. In an effort to feed their own culture as well as the humans, the gnomes took to the bean fields in an effort to experiment with an alternate food source. By crushing up the soybeans and then boiling them, the inventive gnomes eventually stumbled across the discovery of bean curd, or Tofu as it came to be called. Tofu, though somewhat lacking in a great deal of taste, is quite nourishing and often used as a food source by the poorer classes. A one pound block of tofu is well more than enough to get a gnome through the day and worthy of a single meal for a medium sized character. Usually the tofu is seasoned and served in a variety of manners, including soup.

Standard Mundane Items

ITEM	COST	WEIGHT
Chimney Sauce, flask	3 sp	*
Ditty Box, Common	10 gp	12 lbs
Ditty Box, Masterwork	200 gp	8 lbs
Gear Cutter's Shop	500 gp	*
Gnome Garden Kit	2 gp	4 lbs
Inventor's Shop	500 gp	*
Medicine Pouch, Common	2 sp	†
Medicine Pouch, Fancy	3 gp	†
Soup Powders (20 servings)	2 sp	1 lb
Tinker Vest, Small characters	5 sp	1/8 lb
Tinker Vest, Medium characters	3 sp	1/2 lb
Trading Figures, dozen	1 sp	*
Tumbled Gems, 1 lb batch	5gp	1 lb
Tumbled Gems, Beaded, batch	8 gp	1 lb
Tumbling Grit, Coarse	2 cp	5 lbs
Tumbling Grit, Fine	3 cp	5 lbs
Tumbling Paddle	15 gp	100 lbs
Walking Stick Tea	3 cp	1 lb

SPECIAL AND SUPERIOR ITEMS

Ant Dust	2 gp	1 lb
Burrow Mead, pint/mug	8 cp	1 lb
Burrow Mead, pitcher	4 sp	8 lb
Cream Keeping Powder	2 gp	1 lb
Drip Clothes	2 gp	3 lbs/¾ lb†
Ginger Mead, pint/mug	4 cp	1 lb
Ginger Mead, pitcher	2 sp	8 lb
Skunk Soap	1 gp	1 lb
Stinker Wax (50 applications)	2 gp	1 lb
Trick Spice, vial (1 application)	5 gp	‡
Trick Spice, jug (30 applications)	250 gp	1/2 lb
Ugly Blanket	3gp	4 lbs

*variable weight ‡weight of little to no value

†the weight of three pounds is for the standard of medium sized characters. Drip clothing for small characters such as gnomes and halflings weigh only three quarters of a pound.

ANT DUST

Created with the intentions of keeping ant hills from destroying the burrows, ant dust is a strange concoction of alchemy that is irritating to all forms of normal sized ants, termites, fleas, and ticks though it is harmless to all other creatures and beings. For some reason quite unknown, giant ants and other such monstrous insects seem to be unaffected by ant dust. The dust is scattered across the ground either outside the burrow or brushed along the walls, ceiling, floor of the inside, causing a protective shield that keeps unwanted pests away. The dust quickly soaks into whatever dirt it has been spread upon and one pound of the ant dust is enough to cover a thirty foot by thirty foot area. While a good dusting is enough to take care of an indoor area for an indefinite period of time, outside areas must be treated twice a year, usually in the spring and then again in the fall.



BURROW MEAD

Burrow mead is a specially formulated drink that is popular amongst the gnomes during the coldest and darkest months. This drink starts out like traditional mead, though perhaps spiced up a bit more, but then goes under a second distillation where subtle elements of alchemy are added to the batch. The result is a hardy, flavorful drink that toughens one up before heading out into the harsh weather. Any small character who has consumed a pint or more (or two pints plus for the larger folk) gains a bonus of +3 towards saving throw checks against cold attacks or effects. This bonus lasts for a total duration of 6 hours. On the downside, burrow mead tires the body over the long

haul, requiring the drinker to rest an additional two hours during their sleep time following the consumption in order to gain the full benefit of the rest.

CREAM KEEPING POWDER

This odorless, tasteless, white powder is used to keep cream and milk from spoiling, even when kept out in the open, warm air for great periods of time. Harmless to most creatures, the powder simply kills off any bacteria and prevents the curdling of the milk or cream. Such fluids can still be curdled by the means of using vinegar or lemon juice, but the effects of enzymes, bacteria, and mold even are prevented. A pound of the powder will protect up to fifteen gallons of milk or cream.

CHIMNEY SAUCE

Though originally intended for culinary uses, chimney sauce has been the delightful prank of countless young gnomes, often resulting in angered big folk with blistered lips. A very hot concoction of tiny peppers and herbs steeped in vinegar, chimney sauce is a flavoring that is to be treated with great care. A flask's worth, if used properly, will flavor up to forty or fifty meals.

DITTY BOX

The ditty box is a strange little box-like instrument that's played through the pressing of assorted keys. Inside the actual box these keynotes control various pegs, hammers, levers, and arms that strike chord strings, pump tiny bellows, and hammer against small jingling cymbals, causing the variety of these devices to work together in harmony. Though the proud invention of gnomes, ditty boxes are quite popular with human bards, who describe the overall sound being as though there was a tiny band of minstrels echoing away within the chambers of the instrument. Due to their complex construction, ditty boxes cost twice as much as normal instruments. A common ditty box usually sells for 10gp and such boxes of masterwork quality go for 200gp.

DRIP CLOTHES

Drip Clothes are simple but durable peasant quality clothes that are specially treated to withstand the effects of wet, cold winters. The material of drip clothing is soaked in a special alchemist formula, causing them to both hold in body heat and resist moisture.

GEAR CUTTER'S SHOP

As gear cutting and clockwork making require a wide range of different precision tools, even the most average of gnome craftsmen quickly find themselves investing a fortune in such equipment. Included in the typical shop

are the turning lathes, chucks, hand tools, working lens, craftsman's lamp, smelting pots, heating stove (with bellows), molds, dies, taps, files, bench, table, stools, as well as a variety of other gadgets that a proud gear mongering gnome would need to carry about his business.

GINGER MEAD

Though usually laughed about in human taverns and described as a drink 'best suited for the little folk and children, as neither have any place at the table of real grownups', ginger mead contains a usefulness that gnomes are quick to keep secret from a scoffer. After a character of any size consumes a pint or more of ginger mead, they gain a bonus of +2 towards any saving throw against nausea (including against the stench of a troglodyte) for a total duration of eight hours. Though a few of the taller folk have discovered the virtues of ginger mead, they have had little success in trying to brew it on their own without the help of the expert gnomes. Usually the result is quite pitiful, being watered down ale that holds little competition to the full body, flavor, and effect of a mug of the gnome variety. The true secret lies not only in the brewing of the ginger and honey, but also in the addition of several useful plants.

GNOME GARDEN KIT

The garden kit features several different tool heads that can be quickly attached to or removed from a single pole. The pole itself is three pieces that are threaded together and thus can be quickly torn down to allow easier storage. Though created for the little folk, fairly larger versions can be made for the same cost.

INVENTOR'S SHOP

The inventor's shop includes a wide variety of furniture, tools, mechanisms, beakers, bottles, chemicals, raw goods, and so forth. As the exact needed items vary from inventor to inventor, this shop listing covers a general cost and description for such needs.

MEDICINE POUCH

A small pouch of leather, suede, or embroidered cloth used to hold various medicinal herbs or healing crystals around one's neck. Such pouches are often looked upon as a item of heritage and jewelry, and thus



more expensive versions that incorporate gem beads and so forth are frequently found.

SKUNK SOAP

This is a specially treated soap that is used to remove the smell of skunk from one's body. A pound of this soap is usually good for ten baths or so. While some claim that skunk soap will even take the smell off a troglodyte, there's not been a gnome yet who's been willing or able to hold one down long enough to try the experiment out.

SOUP POWDERS

Soup powders are claimed to be the creation of an adventuring gnome who was rather pushed around and neglected by the taller folk with whom he was traveling. As the trail grew more unforgiving and the nights colder, the majority of the party would fight for what little bit of food could be obtained, shoving the poor gnome aside to fend for his own or starve to death. Fend for himself he did, learning that by taking the crusty scrapings at the bottom of the cooking pot along with several herbs and

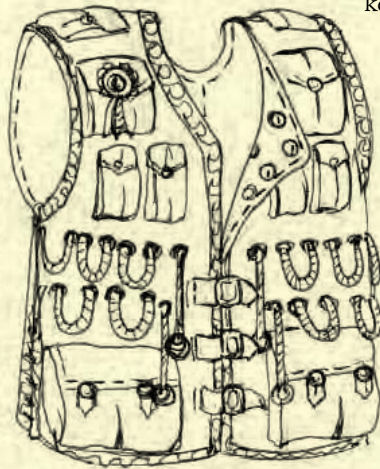


mushrooms that he gathered along the trail, the gnome could make himself a simple soup by boiling this crude mixture in an old mug of water. Though the majority of the adventuring party eventually died of starvation, the gnome survived. Not only was he still in surprisingly good health, but he had perfected a small collection of recipes of such soups through trial and error.

Soup powders are made by the much of the same methods of the legendary recipes, though have been made better thanks to the access of a greater range of ingredients. Mostly composed of various herbs, roots, barks, and edible fungi, the contents of these soups are dried and then crushed into a dry, almost powdery like blend. Two servings of this powder in boiling water is the same equivalent as one day's worth of trail rations, with a total of twenty servings per pound of the powders.

TINKER VEST

For the proud gnome craftsman, there is hardly anything that speaks of his heritage and trade more than his tinker vest. Tinker vests are made of light suede or durable cloth and feature a variety of pockets and tool loops. Usually a half a dozen or so extra buttons are sewn on to the inside of the vest as to be there in case the tinkering gnome should loose one. Throughout the years it is not uncommon to see the gnome to add trinkets, small bits of jewelry, or embroidered designs of special meaning to his vest. Though many a merchant will often have at least one or two tinker vests sized for medium characters, the best designs are reserved for gnomes and other characters of smaller stature.



STINKER WAX

Stinker wax is not really a wax in as much as it's sort of a waxy, powdery, cake of a substance that's often enhanced with a mild fragrance. The value in stinker wax is in the application to parts of the body that tend to smell, including the bottoms of feet and the pits of the arms. A single application to the feet or armpits will prevent the build up of unpleasant smells for a full day.

TRADING FIGURES

These are diminutive (around 1' in height) little figurines that are usually carved of wood or bone. While not exactly detailed in a sense of master quality, the designs are extremely diverse, often simple wooden ones are painted, stained, or dyed and the little miniature can be of most

anything. Typical examples include faces, dragons, goblins, gnomes, dwarves, cottages, animals, and towers. While naturally a toy for the young and a collectible for the older generations, trading figures actually serve an important function in the gnome culture. Whenever a trade or purchase has been made or plunder divided and an exact or equal amount cannot be made, it is common practice to both offer and accept a trading figure in exchange for very small sums of value (usually over no more than 3cp). Likewise, if a mild error or mistake has been made in service, such as a serving wench spilling a patron's glass on accident, it is considered a just measure of apology and acceptance by both offering forth such a figure and by accepting it with kindness, forgiveness, and gratitude. Though not all communities of gnomes still practice this tradition, the continued use of trading figures are considered to be in keeping with 'proper fashion and gentle manners.'

TRICK SPICE

Though the darker uses of trick spice cause it to be sought after by thieves, this substance was originally created by gnomes in an effort to protect their homes, families, and food pantries from aggressive, hungry intruders. Trick spice is a fine substance, resembling a well ground spice of some strange source, and has a very delicate but pleasing taste. In fact, it mixes so well that larger folk tend to not notice it's presence if put into their food (DC 20 to detect, halflings and gnomes gain an additional +5 bonus towards checking for/detecting trick spice). When even so much as a small portion (larger portions carry no additional effects) is consumed, the victim must make a fortification save (DC 18) or be reduced to a state of delirium within two rounds. Immunity to poison prevents the effects of trick spice and thus any special resistance towards poison also applies.

Though trick spice is not damaging or otherwise harmful, the victim of trick spice 'poisoning' is unable to function for a total duration of four hours. During this time the victim sees sounds, hears colors, and is otherwise under the influences of vivid hallucinations. Body movement and response is shut down, and at best all the victim can do is fumble about blindly on the ground in an attempt to crawl to a safe, dark hole to hide. After the four hours, the effects of the spice fade away and the victim recovers to a normal, if somewhat shaken up, state of being.

While it has been the determination of many a thief to learn of the proper plant in which they may harvest the trick spice, the substance is actually an alchemy formula that has been kept more or less secret amongst the gnomes.

TUMBLING GEMS

These are simply small, smooth fragments of gemstones, usually of the semi-precious quality, that have been tumbled together and sold for general collecting interest or for the making of in-expensive jewelry. The quality of such gems is inferior to that of better cut grades and sizes and thus usually not regarding in the same reference as normal gems. These gems are usually sold in a mixed batch weighing roughly one pound, and usually anywhere from 100 to 400 gems make up a batch. Assortments often include tumbled bits and shards of amethyst, aventurine, citrine, smoky quartz, rose quartz, strawberry quartz, blue quartz, rock crystal, jasper, moss agate, banded agate, hematite, tiger's eye agate, onyx, sardonyx, moonstone, peridot, lapis lazuli, azurite, carnelian, chalcedony, chrysoprase, iolite, turquoise, bloodstone, obsidian, rhodochrosite, and many others.

TUMBLING GEMS, BEADED

Same as above but with a small hole drilled into the center of each gem. Usually most of these gems are either roughly round, natural, or disc shaped in appearance though all sorts of shapes exist.

TUMBLING GRIT, COARSE

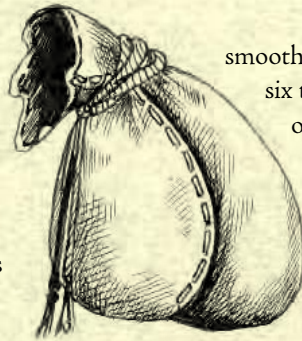
Coarse tumbling grit is used in a tumbling paddle for the process of tumbling gemstones. The tumbling paddle requires four stages of tumbling grit, and the coarse grade is used in the first three of these stages. While a full five pounds of coarse grade is needed for the first application, the second and third applications use only two and a half pounds of the coarse tumbling grit.

TUMBLING GRIT, FINE

Fine tumbling grit is used in a tumbling paddle for the process of tumbling gemstones. The tumbling paddle requires four stages of tumbling grit, and the fine grade is used in the last three of these stages. While a full five pounds of fine grade is needed for the final, fourth application, the second and third applications use only two and a half pounds of the fine tumbling grit.

TUMBLING PADDLE

This simple wooden instrument can often be seen hanging off the side of a river bank, going away at it's work while the flow of the water causes an attached paddle wheel to turn the axle of the device. On the opposite end of the paddle wheel is the tumbling bin, a barrel with a hinged, sealed lid that's quite often locked. The insides of this barrel hold a combination of water, tumbling grit, and rough gemstones that are in the process of being tumbled



smooth. Usually the wheel of the paddle is around six to eight foot in diameter and the barrel can often hold up five pounds of gems at a single given time. For each batch of gems, four applications of tumbling grit are needed, and the total time to tumble these stones requires a period of a month for perfection.

UGLY BLANKET

This blanket is simply a normal winter blanket that's been coated with a light, weather proofing sealant on it's outer side. The blanket fits the bedroll of a small or medium sized character, and is most often used as an added means of protection against the elements in foul weather. Though the sealant is dry, it makes the blanket a bit stiff so quite often a lighter blanket is placed between the ugly blanket and the sleeper.

The legend of the blanket's name tells of a gnome alchemist who had a tendency to dabble with the household belongings with his wife was away. One day he got the idea to test a new type of sealant, and could not find anything to try it out on other than the old blanket that was lying on the bed in his burrow. When his wife returned, she immediately threw a fit on the gnome for ruining the only blanket that they had in the household and making it look 'all hideously ugly'. Fortunately for the alchemist, he was able to prove use of his invention to his wife. Later that night, while his wife was asleep on the bed and the gnome on the floor with his blanket, a fierce storm of rain pounded the hillside, causing leaks in the roof of the burrow. While his wife lay on the bed drenched from the leaks in the roof, the alchemist gnome was able to seek a means of shelter underneath his blanket. Since then, these blankets have become a popular item amongst adventurers and to the delight of merchant gnomes who have the rare opportunity to wander the outskirts of human establishments yelling 'Ugly blankets for sale! Ugly blankets for sale! Buy yourself and your darling, toothless wife a high quality, ugly blanket!'

WALKING STICK TEA

Walking stick tea is simply a blend of dried plants and leaves and is commonly gathered by elves, gnomes, druids, and herbalists. The basis of the tea often includes bergamot, chamomile, lemon balm, horehound, assorted mints, marshmallow root, birch bark, tea berry, mullein, skullcap, basil, fireweed, and feverfew. Dried berries are often added, as are fruit rinds and rose hips also. There is no single, definite blend of walking stick tea, and many a gnome who's traveled a bit beyond his hill naturally has his own particular batch that he claims to be 'perhaps superior to all others.'

Chapter 7: Spells and Magic Items



Common Spells

ALTER FEATURE

Illusion (Glamer)

Level: Bard 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level (D)

This minor spell allows the caster to change some aspect of one of his or her features. For instance, teeth can be made to appear straighter and whiter, skin can look more tanned, hair or eyes could be given a different color, scars or moles could be covered or added, *etc.* The caster still looks the same except for the minor change. Note that only one aspect may be altered with each casting, although multiple castings can be in effect. Thus a bald caster could make himself appear to have hair, and vice-versa, but could not use the same casting of *alter feature* to also add a mustache.

The spell grants a +5 disguise/level (maximum +25)

The spell is very popular with bards who often use it to accentuate their most flattering feature, or cover up their least flattering one, or to make some dramatic change like having deep purple hair. Petty criminals with some arcane talent also enjoy using this spell to cover, or create, telling marks such as scars.

BANQUET OF ROT

Illusion (Glamer)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: up to 100 lbs of freshly prepared food

Duration: 4 hours/level

Saving Throws: None

Spell Resistance: No

This glamer spell causes a banquet's worth of perfectly good food to appear and smell as though it had been rotting for several days and was full of live, squirming maggots. The food is actually quite normal, and will return back to its more appetizing appearance and smell once the duration of the illusion has ended.

The real purpose of this spell is yet unknown, it is believed that gnomes in the past used it to not only protect the contents of very large meals that they were preparing but to also ruin the banquet dinners of their enemies.

Material Components: A handful of dead maggots and a drop of spoiled milk plus target food.

BESTOW MIRROR IMAGE

Illusion (Figment)

Level: Brd 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal or touch

Target: You or a single creature

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *mirror image* except that the spell can be placed on a creature other than the caster.

BIG FOLK ARMOR

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: 1 non-magical piece of armor

Duration: Instantaneous

Saving Throws: None

Spell Resistance: No

This transmutation spell causes a non-magical set of armor to enlarge in size, making the armor suitable for a character one size larger than original intended size. This spell affects armor made for small characters only. As such, armor made for a small character becomes sized for medium characters. The change is permanent, but can be reversed by *little folk armor*.

NOTE: Suits of full plate armor still need to be adjusted to suit the form of the wearer.

BIG FOLK FURNITURE

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: 1 non-magical piece of furniture

Duration: Instantaneous

Saving Throws: None

Spell Resistance: No

This transmutation spell causes a non-magical piece of furniture to enlarge in size, making the furniture suitable for a character one size larger than original intended size. Chairs made for Medium characters become sized for Large characters and beds made for Tiny characters become sized for Small characters. The change is permanent, but can be reversed by *tiny folk furniture*.

Strength and weight of the objects is not increased with size, and may cause problems if a heavy weight is placed on the object.

BOX OF DOTS

Illusion (Pattern)

[Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Area: Creatures within 10 ft cube

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Upon completion of the spell, all creatures within a 10' × 10' × 10' area perceive hundreds of brightly colored dots floating in the air. The dots gently swirl about, rising and falling as if on a gentle wind, but never leave the area. Those who succeed at a Will saving throw find that the dots simply disappear and are not further affected. Those creatures who fail their saving throw find themselves unable to see anything other than the dots as long as they remain within the area; they are blinded and suffer all of the limitations and penalties associated with that condition until either the spell ends or they leave the area.

Creatures outside of the box perceive the dots as well and, if they choose not to disbelieve or fail their Will saving throws, are also affected if they move into the area or if the dots are blocking their line of sight.

Material Component: a pinch of brightly colored confetti.

COLORIZE CLOUD

Illusion (Glamer)

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Special

Targets: 1 natural cloud overhead

Duration: 3 hours/level

Saving Throws: None (harmless)

Spell Resistance: No

While viewed as a pointless cantrip, *colorize cloud* is none the less a favorite spell of the performance wizard. When a single, natural cloud hanging overhead is selected, the wizard selects a desired color by using a material component that is in the same shade, and casts the spell. The cloud changes to the selected color of the wizard's choice and remains so until the duration of the spell has ended.

Material Components: A pinch of colored powder or sand, in the shade that the caster wishes the cloud to be.

DEATH DREAM

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Sor/Wiz 7, Cleric 6

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You send a vision of death to a specific creature you name or otherwise specifically designate. The vision is of such power that, if the subject fails its Will saving throw, it is instantly slain by fear. Even if the saving throw succeeds,

the target still suffers 2d10 points of damage, is fatigued for 24 hours, and may not memorize any arcane spells during that time.

DETECT HAT AURA

Divination

Level: Sor/Wiz 3, Hatalyst 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Area: Headwear touched

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

The caster can sense the alignment of the last individual who wore, or who is currently wearing, a particular hat or other piece of headwear, provided their aura still lingers. The amount of information revealed depends upon how long the caster studies a particular hat.

- ✦ *1st Round:* Presence or absence of evil.
- ✦ *2nd Round:* Presence or absence of chaos.
- ✦ *3rd Round:* Presence or absence of good.
- ✦ *4th Round:* Presence or absence of law.
- ✦ *5th Round:* Aura strength good or evil (whichever is applicable)
- ✦ *6th Round:* Aura strength chaotic or lawful (whichever is applicable)

The strength of each aura and the length of time an aura lingers are determined as per the spells *detect chaos*, *detect evil*, *detect good*, and *detect law*. Any of these detection spells may be used to counterspell *detect hat aura*. In addition, an *undetected alignment* spell cast upon the target hat conceals the auras of all previous wearers of the hat. If the hat has been worn by a wearer who was herself subject to an *undetected alignment* spell at all times while she was wearing the hat, leaves no aura. However, in that case, the caster may still be able to pick up the aura from another individual who has worn the hat provided that the aura still lingers.

Arcane Material Component: A piece of hair and a tassel.

DISTORTION

Illusion (Glamer)

Level: Sor/Wiz 1, Bard 1

Components: V

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The subject's form appears distorted, warping with motion. This deformation grants the subject one-quarter concealment (10% miss chance). Only a *true seeing* spell can counteract the *distortion* effect.

DRAGON OF WANDERING FOLLY

Illusion (Phantasm) [Mind Affecting]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: 1 target

Duration: 5 rounds/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to see a small sized spirit dragon of unknown origin and type hovering in the air 15 feet in front of them. So beautiful and friendly is this dragon that the target feels compelled to approach the creature. When doing so, the dragon illusion beckons to the target and instructs them to follow. The target will aimlessly wander after the dragon, ignoring responsibility or prior circumstances. The direction of the dragon illusion deviates from time to time, causing the target to become potentially lost from their original location.

Material Component: A piece of jade worth at least 2gp.

DULL FANG

Transmutation

Level: Drd 1, Rgr 1, Animal 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: Mouth or claw of one creature

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes (harmless)

Dull fang causes the teeth, fangs or claws of a creature to become blunted and dull causing the creature's attack to do less damage. The damage caused by one natural weapon of the target of this spell is reduced by -2 hit points per caster level (up to -10 hit points). The spell can affect a slam attack, fist, bite, or other natural weapon. Only one natural weapon is affected and the target continues to do normal damage with its other weapons. For instance, if the spell is cast on a target with two claw attacks, only damage from the targeted claw is reduced and the second claw does damage as normal. The spell has no affect on the target's attack rolls. Even if a target's damage is reduced to zero and thus it can no longer damage others with its natural weapon, the target may still use any grab, grapple, trip or other abilities as normal.

As *dull fang* affects only one natural weapon on a target, the spell may be cast multiple times on the same target. Each time the spell is cast, it affects a different natural weapon. The affects of the spell do not stack on the same natural weapon. For instance, if a targeted creature has two claw attacks, to affect both claws, the spell must be cast twice. However, if the spell is cast twice on a creature that has only one bite attack, the second spell is lost and has no affect.

FLOOR OF HORRORS

Illusion (Phantasm) [Mind Affecting]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: 1 target

Duration: 4 hours/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to think that the floor or ground below him/her has turned into a living, writhing horrible mass of barbs, tentacles, teeth, and claws. The illusion is visual, audible, and reasonably believable to the touch. The base surface appears as such for a 100' radius around the affected target, causing the target to climb up upon stairwells, tree limbs, furniture or even try hang to columns and rafters in an effort to get away from the floor. Fully convinced that the floor or ground is alive, targets of *floor of horrors* have been known to remain in such a position for hours at a stretch, afraid of the horrors that seem to seethe across the ground and floor.

While under the effect the target suffers a -2 morale penalty on saving throws.

GEAR CUT

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: hard, inanimate object up to 500 lbs in weight

Duration: Instantaneous

Saving Throws: None (harmless)

Spell Resistance: No

This spell causes a hard, inanimate object weighing up to 500 lbs to become transformed into a precise shaped gear. The ratio of teeth and exact dimensions are of the caster's choice.

Gear cut is a popular spell among gnome craftsmen who need to save time or need a difficult cut gear made.

GEM CUT

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: raw gem material up to 5 lbs in weight

Duration: 1 day/level

Saving Throws: None (harmless)

Spell Resistance: No

This spell causes raw gem material to be formed into flawless, faceted gems. The exact amount of gems depends on the exact pieces making up the weight of raw material. Typically this spell makes the value of the gems worth ten times as much as the original value of the raw material.

The spell lasts for 1 day/level, afterwards the gem collapses into a pile of gemstone dust.

GEM POLISH

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: raw gem material up to 5 lbs in weight

Duration: Instantaneous

Saving Throws: None (harmless)

Spell Resistance: No

This spell causes raw gem material to be formed into smooth, polished gem specimens. The exact amount of gems depends on the exact pieces making up the weight of raw material. Typically this spell makes the value of the gems worth five times as much as the original value of the raw material.

GURGLE GARGLES

Illusion (Phantasm) [Mind Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: 1 target

Duration: 1 day/level

Saving Throws: Will negates

Spell Resistance: Yes

This causes the target to see a very clear, bizarre reflection any time they happen to appear into any form of liquid and likewise the target will hear a gurgling, giggling noise any time they come within 5' of standing liquid. This source of fluid may be anything from a pond, lake, well, puddle, or even as small as a mug of ale or a goblet of wine.

While the noise is unsettling, it is relatively harmless. The reflection, however, is a bit more potent. Whenever the target gazes into the source, they see a stunning, vivid reflection of themselves. So real is this reflection it is almost as there was an actual tiny face staring back out at them. This face quickly changes from a mirror image of the target, however, into a hideous, grotesque gargoyle like beast that laughs with a gurgling howl and seems to mock the staring target. At this point, the target must succeed an additional Will save (DC 25) or immediately flee from the liquid. The target will refuse to return to that source for the duration of the spell, but may be coaxed into going near other sources of liquid (at which the same effects happen over again). The target's reaction to this illusion is treated as fear.

While some claim that gurgle gargles is little more than a trivial cantrip, there have been stories of victims who have refused to bathe or have perished from thirst as a result of the spell's influence.

HAT SPEAK

Divination

Level: Clr 5, Hatalyst 5, Sor/Wiz 7

Components: V, S, M

Casting Time: 10 minutes

Range: Personal



Target: You

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

The caster gains the ability to speak with hats or other headwear, which relate to the caster who or what has worn or touched them as well as where they have been. The headwear relates complete descriptions if asked. Note, the headwear's perspective, perception, and knowledge may prevent the headwear from providing the details the caster is looking for (as determined by the DM).

Material Component: A silver hat pin.

IMPROVED OBJECT INVISIBILITY

Illusion (Glamer)

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: A creature or object weighing no more than 10 lbs.

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

As *object invisibility* except that the spell does not end when the object is used to attack someone, nor is the creature revealed.

LITTLE FOLK ARMOR

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: 1 non-magical piece of armor

Duration: Instantaneous

Saving Throws: None

Spell Resistance: No

This transmutation spell causes a non-magical set of armor to enlarge in shrink, making the armor suitable for a character one size smaller than original intended size. This spell affects armor made for medium characters only. As such, armor made for a medium character becomes sized for small characters. The change is permanent, but can be reversed by *big folk armor*.

NOTE: Suits of full plate armor still need to be adjusted to suit the form of the wearer.

LIVELY RUG

Illusion (Glamer)

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: 1 painted portrait

Duration: Instantaneous

Saving Throws: None (harmless)

Spell Resistance: No (harmless)

This rather unusual spell is placed upon a hide or skin rug, particularly varieties like the more popular bearskin rugs where the claws and head are still attached and preserved. Whenever an individual happens to step upon the affected rug, the rug growls and seems to jiggle or tremble. The effects of the *lively rug* spell when placed upon a rug are considered to be permanent and may only be removed by a *wish*.

While little more than an illusionist's cantrip, *lively rug* has been often used to shock guests or ward off trespassers and thieves.

MAGGOTS TO RICE

Transmutation

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: up to 50 lbs of rice

Duration: Instantaneous

Saving Throws: None

Spell Resistance: No

This spell causes up to 50 lbs of crawling maggots into rice. Originally created many ages ago by a gnome wizard, the intentions of *maggots to rice* was for the purpose of feeding his people. According to ancient legend, the land that the wizard lived in was scarred from many battles, and maggots swarmed the carcasses that filled the marshes and fields where farmers once planted and harvested the food of the people.

MASS DEATH DREAM

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Sor/Wiz 9

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature/level

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

As *death dream*, but you can designate up to one living creature per level to receive the vision.

MASS DREAM

Illusion (Phantasm) [Mind-Affecting]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

As *dream* except that the messenger can send the phantasmal message to one living creature per your caster level.

MASS MIRROR IMAGE

Illusion (Figment)

Level: Brd 6, Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: One creature/level, no two of which can be more than 30 ft apart

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *mirror image* except that the spell can bestow images upon multiple creatures at once.

MASS NIGHTMARE

Illusion (Phantasm) [Mind-Affecting, Evil]

Level: Sor/Wiz 8

Components: V, S

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature/caster level

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

As *nightmare* except that you can send the phantasmal vision to more than one creature.

MOUTH OF GREAT DISHONOR

Enchantment (Compulsion) [Mind Affecting]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: 1 target

Duration: 1 day/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to wander around, openly saying things that would bring dishonor upon both the target and the rulers of the target's land. The target may claim that the daughters of the emperors are so loose in

ways that they would be unfit for even the harems or that the target him/herself is nothing but a lowly thief with greedy eyes for the possessions of all who come near.

While perhaps such a spell might not be so severe in a land where honor is not observed so highly, *mouth of great dishonor* is often considered to be the worst of the foulest evils in certain empires.

Material Component: A handful of teeth from a slaughtered sow.

MUD FUDGE

Illusion (Glamer)

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: up to 25 lbs of dried mud

Duration: 4 hours/level

Saving Throws: None

Spell Resistance: No

This causes up to 25 lbs of dried mud to look, taste, and smell like delicious baked fudge. As this is merely an illusion, the mud provides no nutritional value and thus cannot be substituted for food. This does not stop unknowing customers to buy and consume the mud, however, as many a crook has made good use of the spell at faires and other such events.

Material Components: A pinch of sugar and a hen's egg along with the target mud.

OBJECT INVISIBILITY

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: A creature or object weighing no more than 10 lbs

Duration: 10 minutes/level (D)

Saving Throw: None or Will negates (harmless, object)

Spell Resistance: No or Yes (harmless, object)

This less-powerful version of the standard *invisibility* spell functions as that spell in all respects except that it can only be employed upon creatures or objects weighing ten pounds or less. It's most common use is to hide, usually for the purpose of smuggling, individual weapons or other items; more than one noble has met his demise at the hands of an assassin wielding such a weapon; note that attacking with an *invisible* weapon breaks the spell, but by then it is usually too late. Of course, it is a favorite of gnomes who use it to play tricks on others.

Due to the weight limit, the spell is rarely employed on creatures. However, arcane spellcasters with small familiars

have found it handy at times. As with the *invisibility* spell, if the creature directly attacks another creature, the spell is broken.

PHANTASMAL STALKER

Illusion (Phantasm) [Fear, Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft + 10 ft/level)

Target: One living creature

Duration: 1 round/level

Saving Throw: Will disbelief (if interacted with), then Fortitude

Spell Resistance: Yes

The subject affected by a *phantasmal stalker* spell sees his greatest enemy stalking him and about to strike, rendering the subject helpless as he prepares for the stalker's assault. The subject gets a Will saving throw the moment the spell is completed to recognize the images as false. If the subject fails, for the duration of the spell the subject is considered to be cowering, unable to act and losing his dexterity bonus to AC. Foes gain a +2 bonus to strike the cowering subject, however any successful strike immediately grants the subject another Will saving throw.

Only the subject can see the phantasmal stalker, and then only as a glimpse here and there; no matter which way the subject turns all he can see is a series of fleeting but familiar images at the edges of his vision, such as the flash of a cloak, the gleam of a particular weapon, or the knowing grin of his mortal enemy. All of these images quickly disappear if the subject tries to get a closer look, only to reappear at the edge of his vision.

Upon completion of the spell, the subject must succeed at a Fortitude save or be fatigued from the ordeal.

PLANT DANCE

Illusion (Phantasm) [Mind Affecting]

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: 1 target

Duration: 1 round/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to think that all normal plants around him/her are dancing, swaying, and striking out an eerie fashion. So shocking is this illusion that the target turns and flees in terror from any source or location of normal plants for the duration of the spell. The target's reaction to this illusion is treated as *cause fear*.

RAIN OF STAIN

Transmutation

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Special

Targets: a rain shower

Duration: 5 minutes/level

Saving Throws: None

Spell Resistance: No

Though often considered to be harmless, *rain of stain* is still a dreaded spell for the terrible, destructive effect that it has on beauty. This spell causes the droplets of a normal rain shower or thunderstorm to become a powerful, non-toxic dye that ruins the coloration of anything it touches, including clothing. When landing on the skin, the stains take several days to remove and any stained hair must be grown out. Clothing is ruined, and the stain can also seep into stonework and wood, causing the appearance of such structures to be ruined for several months unless the staining is cleaned or polished away with great care.

Material Components: A small vial of staining berry juice or plant dye

RICE TO MAGGOTS

Transmutation

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: up to 50 lbs of rice

Duration: Instantaneous

Saving Throws: None

Spell Resistance: No

This spell causes up to 50 lbs of rice to turn into living, crawling maggots. Though the exact purpose of *rice to maggots* has never been fully confirmed, it is believed to be a corrupted variant of *maggots to rice* and created by an evil gnome for the purpose of starving his enemies.

ROLLIE FALLIE

Illusion (Phantasm) [Mind Affecting]

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: 1 target

Duration: 2 hours/level

Saving Throws: Will negates

Spell Resistance: Yes

This spell causes the target to believe that the ground beneath them is constantly rolling in small, wave like

lumps. Though this illusion is actually in the target's mind and otherwise not real, the target moves at half speed and stumbles around in a curious manner, as though the target was trying to navigate the rolling waves of ground. In addition, for every 5 feet that the target moves, the target must succeed a Reflex save (DC 15) or trip and fall down as a result of their struggling to keep balance against the illusion.

RUIN JOKES

Enchantment (Compulsion) [Mind Affecting]

Level: Brd 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: 1 target

Duration: 3 hours/level

Saving Throws: Will negates

Spell Resistance: Yes

Invented by a gnome who grew tired of having to listen to the same old endless supply of tavern jokes day in and day out, *ruin jokes* causes the target to be unable to tell any form of joke successfully during the duration of the spell. When the target goes to tell a joke, they suddenly belt out the punch line mid way through. The target, try as they might, seems to have no sense of control over this action and though a few persistent targets may attempt to carry on with the joke as though nothing happened.

SAKE OF FIERY MALICE

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Targets: up to 5 gallons of sake

Duration: Instantaneous

Saving Throws: See below*

Spell Resistance: No

This spell causes up to 5 gallons of sake to become laced with strange, mystical properties. The sake itself receives no saving throw against the spell and shows no immediate physical change although *detect magic* will identify that the sake has become laced with the effects of the *sake of fiery malice* spell. Whenever someone drinks the sake, however, the fluid explodes once it reaches the victim's stomach, forcing the victim to succeed a Fortitude save (DC 20) or take 4d8 points of fire damage.

According to ancient legends, the spell known as *sake of fiery malice* was originally designed by an evil gnome a great many ages ago. It seems that this gnome wizard held a particular hatred towards drunken brutes and wished to

see such individuals meet a flaming, suffering death from their bouts of drinking and carousing.

SHADOW CLOAK

Illusion (Glamer)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You become cloaked in shadows gaining a +10 competence bonus to Hide checks in conditions of low light such as shadows, dark or gloomy areas, or at night. Note that neither low-light vision nor darkvision reduces this bonus. This spell does not provide a bonus in conditions of bright light such as within the radius of a torch or during the day. You do, however, retain your mysterious appearance.

SNEAKY PEACHY

Illusion (Glamer)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: up to three dozen fruits/vegetables

Duration: 4 hours/level

Saving Throws: None

Spell Resistance: No

This causes up to three dozen pieces of fresh, rotted, or unripe fruit or vegetables of the same general size of a peach to resemble nearly flawless, fresh peaches of wonderful texture and flavor. The original intentions of this spell were to pass off inferior pieces of fruits and vegetables to unknowing customers at a much higher price. Some assassins though have been known to enchant various poisonous fruits with this spell, causing victims to consume such an item as they think that the object is nothing more than a delightful peach.

Sneaky peachy is a similar variant to the spells *strawberry mud custard* and *mud fudge* and many believe to have been created by the same illusionist.

Material Components: A drop of fresh cream and the ground up bits of an old peach pit along with the target objects.

SPOTS BEFORE YOUR EYES

Illusion (Pattern) [Mind-Affecting]

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5ft/2 levels)

Area: Several living creatures, no two of which may be more than 30 ft apart

Duration: 1 round/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Cousin to the *box of dots* spell, this incantation affects 2d4 HD worth of creatures. No creature with 5 or more HD is affected, and creatures with lower HD are affected first.

Those who fail their Will saving throw see their vision filled with brightly colored spots. The effect is akin to having been blinded by a light, but in a multitude of colors. Creatures so affected are blinded for the duration of the spell with all the appropriate limitations and penalties. Creatures who succeed at their saving throw see the spots suddenly pop out of existence as quickly as they came into existence.

Unaffected creatures can see the dots swirling before the eyes of those affected, but are in no danger themselves as the dots only remain with those who have fallen subject to the spell. Of course, an unaffected creature could choose

to disbelieve the spots and they would be gone, but that does not help the affected creature. This spell does not affect sightless creatures.

Material Component: Light, such as that provided by a torch or even daylight.

STARING PORTRAIT

Illusion (Glamer)

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: 1 painted portrait

Duration: Instantaneous

Saving Throws: None (harmless)

Spell Resistance: No (harmless)



This strange, mostly unknown spell is placed upon portrait style paintings, causing the eyes of the face in the portrait to stare with an uncanny intensity. Likewise, whenever someone walks by, the eyes of the face on the portrait turn as though to follow the individual in the room. The effects of the *staring portrait* spell when placed upon the painting are considered to be permanent until dispelled with *Dispel Magic*.

While little more than an illusionist's cantrip, *staring portrait* has been often used on paintings in an effort to ward off trespassers and thieves.

STRAWBERRY MUD CUSTARD

Illusion (Glamer)

Level: Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: up to 25 lbs of wet mud

Duration: 4 hours/level

Saving Throws: None

Spell Resistance: No

This causes up to 25 lbs of wet mud to look, taste, and smell like delicious strawberry custard. As this is merely an illusion, the mud provides no nutritional value and thus cannot be substituted for food. This does not stop unknowing customers to buy and consume the mud, however, as many a crook has made good use of the spell at faires and other such events.

Strawberry mud custard is a close variant of *mud fudge* and many believe to have been created by the same illusionist.

Material Components: A handful of wild strawberries and a hen's egg along with the target mud.

TINY FOLK FURNITURE

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: 1 non-magical piece of furniture

Duration: Instantaneous

Saving Throws: None

Spell Resistance: No

This transmutation spell causes a non-magical piece of furniture to shrink in size, making the furniture suitable for a character one size smaller than original intended size. Chairs made for Medium characters become sized for Small characters and beds made for Small characters become sized for Tiny characters. The change is permanent, but can be reversed by *big folk furniture*.

Common Magic Items

BELT OF GROUNDING

This item appears to be little more than a common leather belt with pockets for storing small tools. When worn, however, the wearer can resist up to 12 points of electricity damage each round.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *resist elements*; *Market Price:* 450 gp; *Weight:* 1 lb.

CHAIR OF TOSSING

The chair of tossing is one of many items available for the very rich gnome prankster who has run out of things to waste his savings on in an attempt to amuse himself and his friends. This item appears to be a normal chair in all aspects but when someone happens to sit upon it, they must make a Reflex save (DC 25) or be tossed out into the floor. Though the chair of tossing is reasonably harmless, it can be quite embarrassing. Usually the chair of tossing is made for small sized characters but medium scaled ones are known to exist from time to time.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *Unseen Servant*; *Market Price:* 750 gp; *Weight:*—

GEAR OF FITTING

Though initially resembling a plain metal gear of about 3 inches in diameter with a very simple tooth ratio, this gear can be commanded to enlarge, shrink, or change it's tooth setup to replace any particular gear that the owner might be needing for whatever project.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *Enlarge, Shrink Item*; *Market Price:* 1,850 gp; *Weight:* variable (native form is 3 lbs.)

GLOVES OF THE THIEVING LADY

This item appears to be little more than a fancy, bejeweled set of women's dress gloves that cover most of the arms. Upon the will of the wearer, these gloves allow the wearer's arms to stretch to lengths up to 5' greater than their original length. While the wearer is actually unable to effectively fight in this manner, they still retain reasonable mobility and motion with their hands and fingers, allowing them to pick up small items from a fair distance away.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *Enlarge*; *Market Price:* 1,250 gp; *Weight:*—

GNOME ANN'S CAP STONE

This gray, pointy hat, named after the island of its origin, allows its wearer to temporarily become a natural-looking magical stone. When the wearer pulls the brim of this hat down over her eyes, she instantly transforms into a natural looking stone of roughly the same volume as the wearer. While in stone form, the

wearer retains her Intelligence, Wisdom and Charisma scores, level and class, hit points, alignment, base attack bonus, and save bonuses. The wearer can see and hear things as normal and communicate telepathically, if she already has the means to do so. However, the wearer is immobile in stone form. The stone form has no arms and no mouth which to cast spells. Any equipment the wearer was carrying, including spell components, meld into the stone form. If any piece of the stone is broken off, the corresponding part of the wearer's body or piece of equipment that was separated from the whole reverts to its original form. In any event, the wearer reverts to its original form after 5 minutes.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *polymorph self*; *Market cost:* 22,000 gp; *Weight:* 1 lb.

GNOME ANN'S SHINY SHOES

These shoes shed continuous light whenever they are within 10 feet of each other, as per the spell *light*. A single shoe sheds no light and is otherwise an ordinary shoe. In addition, when the shoes are together, upon command, the wearer can cause the shoes to give off a burst of dazzling bright light, as per the spell *flare*.

These magic items are quite common among gnome communities, but have generally been treated with contempt among non-gnomes. At first, this seems unusual given the practicality and usefulness of these shoes. Their use as a continuous light source is most handy in dungeon delving and, as one gnome adventurer pointed out, 'Its easier to forget a torch than to forget your shoes.'

However, given the penchant for practical jokes among the gnome owners of these shoes, the disdain for these items becomes clear. Gnomes love to use these items in their jokes. Some gnomes will divide a pair of *Gnome Ann's shiny shoes* among a pair of similar looking mundane shoes and give the mixed pairs as gifts. Then, when the new owners of the pairs get together, they are surprised to find that one of their shoes is giving off a pronounced glow. If this occurs at an inopportune time, such as when two secretive lovers choose the same place to hide from one of their spouses, the results can be unpleasant at best. When that very trick was pulled on the prominent Baron Slaudeth, revealing one of his many secretive trysts, it caused the Baron to issue a reward for the capture and extradition of the individual called 'Gnome Ann'. This decree sparked quite a few chuckles among the nearby gnome community who are well aware that 'Gnome Ann' is not the name of a person, but, in fact, 'Gnome Ann' is an island.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *light*, *flare*; *Market cost:* 1,600 gp; *Weight:* 1 lb.

GNOME ROD

This rod is shorter than most other rods and at one end of it is a cone-shaped button that vaguely resembles the pointy hats that are commonly worn by gnomes. If grasped firmly, the rod grants the holder low-light vision and the ability to speak and understand the gnome language. In addition, upon command, the holder can cast *dancing lights*, *ghost sound* or *prestidigitation*.

In addition, when the cone-shaped button on its end is pressed, any Medium-size or larger holder of the rod and all equipment worn or carried by that holder is reduced by 50%, as per the spell *reduce*. In this reduced state, the holder receives a +2 bonus on saving throws against illusions, a +2 bonus to Listen and Alchemy checks, and a +4 dodge bonus against giants. The holder remains in this reduced state until the button is pressed again. If the holder of the rod is a Small creature or smaller, the holder remains at its current size, however, it still gains the above abilities and bonuses when the button is pressed.

Caster Level: 9th; *Prerequisites:* Craft Rod, *tongues*, and either *polymorph self*, *dancing lights*, *ghost sound* and *prestidigitation* or the creator must be a gnome; *Market Price:* 14,730 gp; *Weight:* —

GNOMONIC DEVICE

Although most gnomes relish in complex schemes and systems, there are a few who prefer to find shortcuts and to conserve time. To that end, a few masters of gnomonics broke from tradition and developed the *gnomonic device*, a combination of mechanical apparatus and magical enhancement.

The device is in the shape of a smooth, pointy helmet resembling a metallic version of the predominant gnome form headwear. The helmet has two flaps that fold down over the user's ears and a series of small glass shields that fold down over the user's eyes. The glass shields each have gnomonic charts and visual cues etched on them to assist an individual in applying a simplified gnomonic method of memorizing spells. The earflaps emit a magical voice that adds verbal cues to assist in memorization.

The device may only be activated once per day, and the user must wear it for a continuous 10 minutes, each day, to gain its effects. The *gnomonic device* grants its wearer the ability to prepare or retain additional spells, once per day, as per the spell, *Rary's mnemonic enhancer*.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *Rary's mnemonic enhancer* and *magic mouth*; *Market Price:* 7,250 gp; *Weight:* 4 lbs.

HAT OF DANCING

This curious item appears to be little more than a normal gentleman's hat. Upon the owner's command however, the

hat will 'jump' down off the owner's head, perform a little dancing like motion on a table or other surface, and then 'jump' back up on top the owner's head. Needless to say, this item is rather trivial and much too expensive for what it's really worth, but amusing and perfect for the bored, rich gnome who has run out of things to waste his precious coins on.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *unseen servant*;
Market Price: 450 gp; *Weight:* ½lb.

HAT OF GNOMEKIND

This floppy hat provides a non-gnome wearer with low-light vision (if he or she does not already possess it), a +2 resistance bonus to illusions, a +2 bonus on Listen checks and, if the wearer possesses an Intelligence score of 10 or higher, the ability to cast *dancing lights*, *ghost sound*, and *prestidigitation* one time per day. In addition, it provides a +2 competence bonus on Charisma checks and Charisma-based skill checks when dealing with gnomes as well as the ability to read, write, and speak the gnomish language.

These hats are often given to trusted friends to ease their entry into gnomish society as well as to give them a more sporting chance of avoiding pranks and tricks. Some of these hats, however, are additionally enchanted to provide the wearer with the illusion of a gnomish-sized proboscis, a fact that becomes evident to the wearer only upon looking in the mirror or from the curious stares of those around him.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *tongues*, creator must be a gnome; *Weight:* 1 lbs; *Market Price:* 10,000 gp; *Cost to Create:* 5,000 gp + 400 XP.

HATTENT

This magic item is a favorite among gnome travelers and merchants. By all appearances, a *hattent* looks like any other pointy hat that a gnome might have. However, upon command, the item enlarges and stiffens to become a cone shaped tent that stands 5 feet high and can comfortably sleep two Small creatures or one Medium-sized creature. A *hattent* does not require the use of any poles and is remarkably light. An additional command causes the *hattent* to reduce back to its original size.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *enlarge*; *Market Price:* 4,510 gp; *Weight:* 1 lb.

LATHE OF COMMANDED TURNING

This item resembles a normal treadle lathe. Upon command, however, the lathe of commanded turning operates on it's own, creating whatever object of wood that the owner desires.



Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *unseen servant*; *Market Price:* 2,000 gp, *Weight:* 450 lbs.

PINWHEEL OF COLOR SPRAYING

This item appears to be little more than a common child's play toy. When the command word is spoken, however, the colorful fan on the pinwheel begins to spin, causing an spell like effect that is the equivalent to a 6th level wizard casting *color spray*. The

pinwheel of color spraying may be used up to four times per day.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *color spray*; *Market Price:* 1,200 gp, *Weight:* ¼ lb.

PIPE OF ACID FOG

This item appears to be little more than a common smoking pipe made of briar or meerschaum. When filled with a lit smoking medium and a proper command word spoken, the smoke from the pipe of acid fog fills a medium sized area with burning acidic acid in the same general manner that the spell *acid fog* works. Treat *acid fog* as though it was being cast by a 14th-level spellcaster. The pipe of acid fog may be used twice per day.

Caster Level: 14th; *Prerequisites:* Craft Wondrous Item, *acid fog*; *Market Price:* 7,500 gp, *Weight:* ½ lb.

PIPE OF FOG CLOUD

This item appears to be little more than a common smoking pipe made of briar or meerschaum. When filled with a lit smoking medium and a proper command word spoken, the smoke from the pipe of fog cloud fills a medium sized area with thick, obscuring fog in the same general manner that the spell *fog cloud* works. Treat the item's spell effect *fog cloud* as though it was being cast by a 6th level spellcaster. The pipe of acid fog may be used three times/day.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *fog cloud*; *Market Price:* 500 gp, *Weight:* ½ lb.

PIPE OF GLITTERDUST

This item appears to be little more than a common smoking pipe made of briar or meerschaum. When filled with a lit smoking medium and a proper command word spoken, the smoke from the pipe behaves in a manner that is much similar in effect to the spell *glitter dust*. The pipe causes all creatures and objects within a 10-ft spread to be covered in the mystical dust and potentially blinded. For purposes of spell resistance, treat the *glitterdust* effect as

though it was being cast by an 8th-level spellcaster. The dust remains for a period of 1d4+5 rounds. The pipe of glitterdust may be used up to four times per day.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *glitterdust*; *Market Price:* 1,200 gp, *Weight:* ½ lb.

PIPE OF ILLUSIONS

This item appears to be little more than a common smoking pipe made of briar or meerschaum. When filled with a lit smoking medium and a proper command word spoken, the smoke from the pipe of illusions can be transformed into a visual illusion of the smoker's desire. The smoke works in much the same manner as *silent image*, though the image lasts for as long as the smoking medium stays burning (usually 2d8+5 minutes). For the purposes of spell resistance, treat *silent image* as though it was being cast by a 5th level spellcaster. The pipe of illusions may be used up to three times per day.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *silent image*; *Market Price:* 750 gp, *Weight:* ½ lb.

PIPE OF SMOKE FORM

This item appears to be little more than a common smoking pipe made of briar or meerschaum. When filled with a lit smoking medium and a proper command word spoken, the smoke from the pipe of smoke form surrounds the smoker and turns them and their equipment into a smoky form that is much similar in effect to the spell *gaseous form*. This effect lasts for as long as the smoking medium stays burning (usually 2d8+4 minutes). The pipe of smoke form may be used twice per day.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *gaseous form*; *Market Price:* 1,250 gp, *Weight:* ½ lb.

SHOES OF GNOMEKIND

Those who are fortunate enough to own a pair of *shoes of gnomekind* find them to be one of their most valued possessions. Not only is a pair of such *shoes* extremely comfortable but surefooted as well.

The *shoes* have two major effects. The first is that they reduce the wear and tear on the body from long travel allowing the wearer to move half again as far before the possibility of fatigue sets in. Thus a character hustling would be able to hustle for 1½ hours before suffering the first point of subdual damage with subsequent subdual damage accruing at 1½ hour intervals instead of the normal hourly intervals.

The same applies to a forced march. A character wearing *shoes of gnomekind* would be able to march for 12 hours before having to make his or her first Constitution check and every 1½ hours thereafter. Accrued subdual damage is recovered normally.

Secondly the shoes make their wearer extremely sure-footed, granting an additional +4 competence bonus to all Balance checks involving the shoes and any Reflex save against slipping and falling.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must be a gnome; *Weight:* 1 lbs.; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP.

TALKING STICK

The majority of gnomes never leave their humble villages and tight-knit communities. Most of those who do leave eventually return within a few years to settle down. It is not that gnomes discourage adventuring. Indeed, a fair number of gnomes do take up the calling, at least for a time. However, adventuring is not for everyone and some gnomes simply find the outside world to be too humorless, too intolerant, or too lonely for their tastes.

It is thus the rare gnome that takes up adventuring for any great length of time. After a gnome has been adventuring for several years, it becomes apparent to the adventurer's friends and family that the gnome will not be returning and settling down. This is a bittersweet revelation, as a gnome's friends and family are always sorry to be parted from loved ones, but they also realize the sacrifices that the adventuring life requires. Once this revelation has been reached, the family and friends will usually create a *talking stick* for the adventurer. They then either present the talking stick to the adventurer when he returns to the village for a visit, or commission another adventurer to deliver the gift.

A *talking stick* is crafted from the finest wood and is often laced with intricate carvings meant to resemble famous landmarks or prominent individuals in the gnome village where it originated.

Gnome adventurers rarely have much contact with other gnomes, so *talking sticks* are designed to provide the adventurer with a constant companion who appreciates gnome traditions, gnome customs and, most importantly, gnome jokes. *Talking sticks* have the ability to speak and do so quite often. Most *talking sticks* are as gregarious, if not more so, than their gnome owners. When it feels that it is being ignored or neglected, a *talking stick* will try to start up a conversation with any sentient creature within its vicinity. *Talking sticks* are generally friendly, quickly bonding with both their owner and the owner's companions. Indeed, *talking sticks* seem fond of convincing the companions of their gnome owners to participate in practical jokes, often at the owner's expense. Needless to say, these items do not always garner the favor of non-gnomes, particularly those who unwittingly agree to deliver a *talking stick* to its new owner.

In combat, a *talking stick* does damage as a +1 *club*. In addition, the item has the skills to Intuit Direction (10 ranks) and Sense Motive (10 ranks).

The average *talking stick* has the following attributes: Int 12, Wis 10, and Cha 14. Its alignment is chaotic good and it has an Ego of 6. All *talking sticks* speak Common and Gnome.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *locate object*, *tongues*, and *magic mouth*; *Market Price:* 19,800 gp; *Weight:* 4 lbs.

TOME OF HIGHER GNOMONICS

To gain greater mastery over intricate alchemical formulas and detailed illusion spells, the earliest gnome scholars developed a complex system of memorization techniques and concentration exercises known as gnomonics. Gnomonics is not easily grasped and requires intensive study before one can begin to apply its nuances. Those who learn and master the basics find that, over time, they are able to increase their memorization capacity if they continue to practice gnomonic techniques.

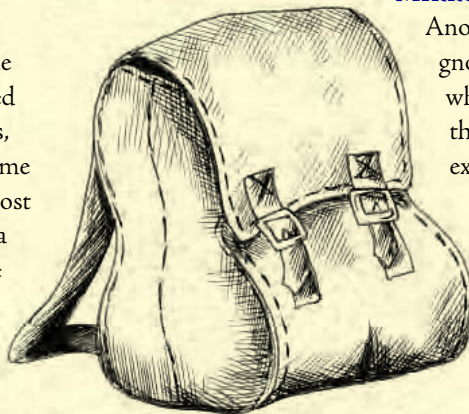
This heavy book contains instruction on ancient gnomonics techniques to improve memory, but entwined within the words is a powerful magical effect. Anyone who reads this book gains the ability to recall with perfect clarity up to 5 minutes of an event the reader actually experienced, up to three times per day, as per the spell *modify memory*. Reading the book takes a total of 48 hours over a minimum of 6 days, unless the reader already has received at least a rudimentary education in gnomonics in which case the reader can complete the book in half the time. The reader also gains the knowledge of advanced gnomonics memorization techniques and concentration exercises that allow the reader to eventually become a master of gnomonics.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *modify memory*; *Market Price:* 16,500 gp; *Weight:* 5 lbs.

Magical Buckles

CRAFTING MAGICAL BUCKLES

Magical buckles can be enchanted in the same manner as rings and are often used as ring substitutes by the gnomes. Thus, instead of a *ring of invisibility*, a hill gnome would wear a *buckle of invisibility*. The cost for a buckle that performs the same as a particular sort of ring is identical to the cost of the ring, the only difference being that the creator must have the Craft Wondrous Item feat instead of the Forge Ring feat.



Most buckles are used to duplicate spell effects, especially illusions. The general formula for figuring the cost of these types of magical buckles is:

- ✿ Spell level × caster level × 1,800 gp (command activated)
- ✿ Spell level × caster level × 2,000 gp (continuous; use activated)

The cost of such a buckle can be further reduced by limiting its usefulness, usually to a number of uses per day. In this case, after calculating the cost per the chart above, the total is divided by the result of $5 \div \#$ of times per day the buckle can be used. Thus a buckle with a standard cost of 2,000 gp that can only be used one time per day would cost 400 gp (20% of the normal cost).

Note that the example buckles below are created at the lowest possible caster level for a given buckle and assume no limitation on charges. Using the above formulas, a buckle duplicating a 1st level spell cast at the 5th level of magic use would incur quintuple (5 ×) the cost of the same buckle cast at the 1st level of magic use unless this additional cost is usually offset by limiting the amount of times per day the buckle can be used.

Unlike rings, only one magical buckle may be worn at any one time.

FLASH BUCKLE

This well made but ordinary appearing belt buckle is an emergency weapon much preferred by gnomes when facing bandits and other common threats of the highways. Three times per day, upon command, the buckle unleashes a cone of *color spray* at whatever the buckle is facing, ideally affording the gnome and his or her party a quick getaway. The cone originates from the buckle and travels out to a distance of 25 feet. Creatures caught in the cone may make a Will saving throw against a DC 11 to avoid its effects.

Caster Level: 1st; *Prerequisites:* Craft Wondrous Item, *color spray*; *Weight:* 1 lb; *Market Price:* 1,800 gp; *Cost to Create:* 900 gp + 72 XP.

MIRROR IMAGE BUCKLE

Another popular item with traveling gnomes, a *mirror image buckle* does exactly what the title suggests. Upon command the buckle creates 4 *mirror images* that act exactly as those conjured by the *mirror image* spell and remain for a maximum of three minutes unless successfully attacked or dispelled.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *mirror image*; *Weight:* 1 lb; *Market Price:* 5,400 gp; *Cost to Create:* 2,700 gp + 216 XP.

Spells and Items of Prestigious Gnomes

'You stink!'

—Bandycook 'The Clean' Thigwhistle

Bandycook earned the nickname 'The Clean' from his adventuring companions due to his constant obsession with cleanliness. While quite able to master the most complex of magics, all of his spell and magical creations centered on the idea of cleanliness while traveling. Fastidious in all aspects of personal grooming, Bandycook even went so far as to shave his head because he felt that hair was just something else to get dirty. Nevertheless, while his obsession often went on his companions' nerves, few complained when they got a chance to soak the aches and pains of a tough adventure away in his *portable bathtub*.

Bandycook's Spells

BANDYCOOK'S BATHTUB

Conjuration [Creation]

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 minute

Range: Close (25 ft + 5 ft/2 levels)

Effect: 2 ft diameter structure

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: None

The caster conjures a large, round wooden bathtub. The tub is 2-ft deep and otherwise has all the properties of a normal large wooden tub. A small ladder hangs from one side to allow easy access for shorter folk.

The tub is just like a normal tub; it needs to be filled with water and, if the water is to be warm, it must be warmed somewhere else. At the spell's expiration, the tub simply winks out of existence. Any water and creatures inside the tub at the time are dumped unceremoniously on the ground. Most innkeepers will not allow a *portable bathtub* to be conjured in a room citing previous water damage.

Material Component: A 1"-scale model of a wooden tub.

BANDYCOOK'S CLEAN CLOTHES

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One item of clothing

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This cantrip restores an item of clothing to a fresh-laundered state, removing all stains, smells, and even bugs from the garment in question. The cantrip does not repair any damage, such as rips or tears.

BANDYCOOK'S HAIR TRIMMER

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 Medium-sized creature or smaller

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Upon completing this spell every hair on the body of the creature touched, including fur, immediately falls off unless the creature succeeds at a Fortitude saving throw. Note that this spell only affects follicular growth such as hair, not scales or carapaces or other non-hair body coverings.

Material component: a tiny pair of scissors.

BANDYCOOK'S MAGIC CIRCLE AGAINST ODORS

Abjuration

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Area: Emanates 10 ft from creature touched

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless) (See below)

Spell Resistance: Yes (if the odor is caused by the creatures magical properties)

As *protection from odors*, except that it covers a larger area and has a longer duration. This spell is not cumulative with *protection from odors*.

BANDYCOOK'S PROTECTION FROM ODORS

Abjuration

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level (D)

Saving Throw: Will negates (harmless) (See below)

Spell Resistance: Yes (if the odor is the result of magic rather than the creatures natural smell)

This spell wards a creature from all odors and smells, good or bad, by creating a magical barrier around the

subject at a distance of 1 foot. The barrier moves with the subject and suppresses all olfactory stimulants leaving the warded creature unaffected. Creatures that possess the Stench special attack form, such as troglodytes or ghouls, have their odor suppressed when within range of the barrier.

Note that the creature warded by this spell does not smell anything. Thus they could not smell the smoke of a fire or the noxious odor of a deadly gas. In addition, while odors are suppressed, negative effects from aspects other than odor, such as choking from smoke, are not suppressed. At the DM's discretion, creatures exhibiting unusually powerful odors may attempt a Will save to overcome the barriers effects.

Material Component: a perfumed handkerchief.

BANDYCOOK'S RENEW SOAP

Transmutation

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: A small piece of soap

Duration: Instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This cantrip creates a complete bar of soap out of a remnant as small as a gnomish thumb. The bar of soap is completely identical in property to the remnant from which it was created; if the original bar of soap was unscented, so is the bar created by the *renew soap* spell.

Material Component: A piece of soap no smaller than a gnome's thumb.

BANDYCOOK'S SUDS

Conjuration (Creation)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft + 10 ft/level)

Target: Creatures and objects within a 10 ft spread

Duration: 1 minutes/level

Saving Throw: Will negates (blinding only)

Spell Resistance: Yes

A mass of soapy bubbles covers everyone and everything in the area. The bubbles effectively blind creatures that do not succeed at a Will saving throw; the blindness lasts the duration of the spell. All within the area are covered by the bubbles, an effect which outlines invisible creatures and objects.

The bubbles may be popped, but a soapy residue remains until either the spell expires or the creature or

object is doused/immersed in a sufficient quantity of water to remove the soapy residue. Thus an invisible creature could pop the bubbles, but would still be outlined in soapy residue unless it managed to douse itself with water.

Any creature attempting to move in the area must make a successful Reflex saving throw (DC 15) or slip on the soapy residue and fall. Each round spent moving through the area necessitates another saving throw to remain upright and move. Likewise, any creature that falls must succeed at a Reflex save to be able to stand back up before it can continue to move. Of course, the creature could just decide to crawl.

The bubbles act just like regular soap bubbles and Bandycook and his companions often used this spell for a quick cleaning.

Material Component: A handful of soap chips.

BANDYCOOK'S WARM WATER

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: 5 gallons of water/level

Duration: 10 minutes/level

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

This spell brings water, or any water-like liquid, to a warm temperature. The water remains warm for the duration of the spell, after which it begins to cool normally.

Material Component: a piece of charcoal that is held in one hand while casting the caster dips the index finger of his other hand into the water.

Bandycook's Magic Items

Upon his retirement from active adventuring, Bandycook took up the mantle of a merchant. Realizing that his expertise lay in cleanliness he created a line of magical cleaning aids, some more successful than others.

BANDYCOOK'S CLEANSER

This lavender-scented white paste is available in small jars (about three inches in diameter and one inch high) with the cover bearing Bandycook's likeness.

Bandycook's cleanser is a universal cleaning product capable of removing even the most stubborn stains from clothing, restoring tarnished metal, burnishing brass, and almost any other cleaning use possible. The paste in one jar can clean a total of 100 square feet of material.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, Brew Potion, Spellcaster level 3rd; *Weight:* 1 lbs; *Market Price:* 50 gp; *Cost to Create:* 25 gp + 1 XP.

'Can you hear me?'

—Dooblebip 'The Voice' Humbnix

One of the most famous of gnomish bards, Dooblebip earned her nickname of "The Voice" through her incredible vocal performances delivered before packed houses the world over. Her voice is still considered one of the finest ever to grace mortal ears and her retirement from the world of music was met with much sorrow. She was a great student of the voice as well, bending her considerable arcane talents to enhancing the vocal arts.

Dooblebip's Spells

DOOBLEBIP'S AMPLIFIER

Transmutation [Language-Dependent]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

The *amplifier* doubles the effective range of the speaker or singer's voice by strengthening her vocal chords. The added volume is handy for making oneself heard in large crowds or for calling out over greater distances and, as a result, is often employed by heralds and other public speakers. Note that *amplifier* does not affect the properties of any sonic-based spells such as *shout*.

DOOBLEBIP'S IMPROVED BARDIC MUSIC

Transmutation [Language-Dependent]

Level: Brd 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

This spell doubles the effective range of a bard's bardic music abilities. A bard under the influence of *improved bardic music* could use a *countersong* out to a range of 60 feet instead of 30, *fascinate* out to a range of 180 feet, and *inspire competence* and *greatness* to a range of 60 feet.

Note that this spell does not give a bard the ability to employ bardic music that he does not have sufficient ranks in Perform to use. In addition, *improved bardic music* does not affect any other aspect of bardic music except for the range nor does it function for any other sonic effect beyond bardic music.

DOOBLEBIP'S IMPROVED MUTER

Illusion (Glamer)

Level: Brd 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft + 10 ft/level)

Target: One creature/level

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

As *muter*, but the bard is able to affect up to one creature per level within range. The bard may have the spell take effect in two ways. The first way is to have the spell emanate from the bard in a circle with a 60' radius, affecting creatures in order of their closeness to the bard (the closest are affected first).

The second way is to designate individual creatures up to the maximum listed distance. The bard simply points at the desired creature and forces the save. The first creature to be affected is designated as the spell is cast. Targeting subsequent creatures is a move-equivalent action with the bard pointing at the creature that she wants to affect.

Each targeted creature counts against the total for the spell whether it succeeds at its save or not.

DOOBLEBIP'S MUTER

Illusion (Glamer)

Level: Brd 1

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft + 10 ft/level)

Target: One creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the vocal cords of the targeted creature to quit functioning unless it succeeds at a Will save. The affected creature is unable to produce any vocal sounds at all, not even a grunt or hiss, although it can still make noise in any other manner.

Note that *muter* also affects any vocal-based extraordinary, spell-like, and supernatural abilities (such as a harpy's *captivating song*) as well as making it impossible to cast any spells requiring verbal components.

DOOBLEBIP'S SMOOTH VOICE

Transmutation [Language-Dependent]

Level: Brd 0

Components: V, S, M

Casting Time: 1 action

Range: Personal

Target: You

Duration: 10 minutes/level

This cantrip helps entertainers overcome days when their voices just aren't up to par be it from illness, too

much drink, or even old age. The cantrip smoothes out rough patches and aids in tonal transition granting a +2 competence bonus to any voice-based Performance checks for the duration of the spell.

Note that only one casting of *smooth voice* may be in effect at any given time. *Material Component:* A mint leaf.

DOOBLEBIP'S TONE-DEAFNESS

Illusion (Glamer)

Level: Brd 0

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft + 10 ft/level)

Target: One creature

Duration: 10 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the affected creature to suffer from tone-deafness leaving them unable to judge differences in musical pitch and suffering a -2 competence penalty to any voice-based Performance checks as well as any Listen checks performed near crowds as the affected creature has trouble judging different voices.

Material Component: A small gag.

Dooblebip's Magic Items

AMPLIFIER

This small, rune-covered cone of about two inches in length allows the users voice to carry to twice its normal distance. All a user has to do is place the narrow end of the cone toward the lips and speak normally.

Although other means of amplification exist, the *amplifier* is popular because it can be easily carried, usually on a chain, and also because it confers a certain status upon the user.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *Amplifier*; *Weight:* 1 lbs; *Market Price:* 1,000 gp; *Cost to Create:* 500 gp + 40 XP.

SONIC STAFF

This oaken quarterstaff is covered in carved notes and can cast the following spells:

- ☼ *Shatter* (1 charge, DC 13)
- ☼ *Sound Burst* (1 charge, DC 13)
- ☼ *Shout* (2 charges, DC 16)

Caster Level: 7th; *Prerequisites:* Craft Staff, *shatter*, *shout*, *sound burst*; *Weight:* 5 lbs; *Market Price:* 13,650 gp; *Cost to Create:* 6,825 gp + 546 XP.

DOOBLEBLIP'S STAFF (MINOR ARTIFACT)

This crystal staff is engraved with symbols representing each of the performance arts mastered by Dooblebip

herself. Possession of the staff grants anyone a +2 competence bonus to any vocal-based Perform checks.

Non-bards who possess the staff can use the following powers:

- ☼ *Message* (3 times/day)
- ☼ *Ventriloquism* (3 times/day, DC 17)
- ☼ *Tongues* (3 times/day)

It is in the hands of a bard, however, is when *Dooblebip's Staff* shows its true powers. The staff grants bards +4 competence bonus to any vocal-based Perform checks and a +2 competence bonus to any other Perform checks. In addition to the powers available to non-bards, bards can make use of the following:

- ☼ *Smooth voice* (continuous as long as the staff is in the bard's possession)
- ☼ *Improved bardic music* (continuous as long as the staff is in the bard's possession)
- ☼ *Tone-deafness* (at will, DC 16)
- ☼ *Amplifier* (at will)
- ☼ *Muter* (3 times/day, DC 17)
- ☼ *Shatter* (3 times/day, DC 18)
- ☼ *Sound burst* (3 times/day, DC 18)
- ☼ *Improved muter* (1 time/day, DC 19)
- ☼ *Shout* (1 time/day, DC 20)

'What's all this smoke?'

– Emerithop 'Tinker' Slockclick

Famed engineer and wizard, Emerithop was renowned for his clever, complex, and creative contraptions. Not much of an adventurer, 'Tinker' spent most of his time in his workshop, easily identified by the giant sign reading 'Emerithop Slockclick: Clever, Complex, and Creative Contraptions'. An almost unmatched creator of machines with a renown for fusing mechanics with magic, Emerithop never lacked for work and his great success made him a very wealthy gnome.

Emerithop's Spells

EMERITHOP'S DISASSEMBLE

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: 10 cu. ft/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell reduces constructions or fabrications of up to 10 cubic feet per level, such as a bridge or clothes, into their component pieces instantaneously. A stone bridge collapses into its individual stones; clothes fall apart into pieces of

fabric and yards of thread. Any object larger than allowed by the target dimensions is not affected. Thus this spell cannot be used to disassemble part of a construction. Thus the caster can disassemble a gate or wagon, but not part of a large castle wall.

Note that creatures or magic items cannot be disassembled.

MEASURE DISTANCE

Divination

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Long (400 ft + 40 ft/level)

Target: Any single object or creature within range

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This minor spell allows the caster to get a mental impression of the distance, accurate to the nearest foot, to some other object or creature; the caster simply points his finger at the target and invokes the spell.

Note that this spell is handy for estimating both measurements during construction as well as distance to targets during combat and is often used by spellcasters prior to an assault on a stationary target to ensure that they have the proper range for their spells.

REINFORCE MATERIAL

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: 1 cu. ft of material/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell strengthens the internal composition of material, making it more resilient. Effectively, *reinforce material* increases the hardness and hit points of an object by one-half (fractions rounded down). Thus a wooden door, normal hardness of 5 with 10 hit points per inch of thickness, would have a hardness of 7 with 15 hit points per inch of thickness after being subjected to *reinforcement*. An object may only be subject to a single *reinforce material* spell at a time.

The caster can choose to *reinforce* a suit of armor. Light and medium armors as well as shields gain a +1 armor bonus and heavy armor gains a +2 armor bonus with no other effects for the duration of the spell.

This spell will not affect magical items or creatures.

SLOW MECHANISM

Transmutation

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: An object or mechanism employing motion

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell slows the mechanical action of any non-magical machine or device to $\frac{1}{10}$ of its normal speed by slowing one of its movement components. A portcullis that takes 1 round to lower now takes 10 rounds. The affected mechanism can resume its normal speed prior to the spell's expiration either by *dispelling* the effect, or by succeeding at a Strength check (DC 25).

STOP MECHANISM

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: An object or mechanism employing motion

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell completely stops the mechanical action of any non-magical machine or device by halting one of its moving components. Thus it can be used to stop the motion of a portcullis by freezing the wheel or a mechanical pit trap by halting its opening mechanism. The affected mechanism may be set in motion again prior to the spell's expiration either by *dispelling* the effect, or by succeeding at a Strength check (DC 30).

TOOL/WEAPON

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: 1 cu. ft of material

Duration: 1 round

Saving Throw: None

Spell Resistance: No

This spell fashions a tool, or weapon, from raw materials. The caster could create a hammer from some raw iron, or arrows from wood, as long as the total amount of material used is not greater than 1 cubic foot. A rule of thumb is that 1 cubic foot of material is enough to create

one large tool/weapon, two medium tools weapons, four small tools/weapons, 8 tiny tools/weapons and 20 bolts or arrows. The tools/weapons created with this spell are not magical in any way.

Note that the tools/weapons can be created out of unusual materials. It is perfectly acceptable to create a wooden sword or a gold hammer, but such creations will suffer from the inadequacy of the materials. Anything more complex than a simple tool or weapon, such as a lock, cannot be created using this spell.

WEAKEN MATERIAL

Transmutation

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft/2 levels)

Target: 10 cu.ft + 1 cu.ft/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell attacks the internal composition of material, making it less resilient. Effectively, *weaken* reduces the hardness and hit points of an object by one-half (fractions rounded up and never below 1). Thus a wooden door, normal hardness of 5 with 10 hit points per inch of thickness, would have a hardness of 3 with 5 hit points per inch of thickness. In the like manner, the caster could create a soft spot in a fortress wall for later assault. An object may only be subject to one *weaken material* spell at a time.

If used on armor, light and medium armors as well as shields suffer a -1 armor penalty and heavy armor suffers a -2 armor penalty with no other effects for the duration of the spell.

This spell will not affect magical items or creatures.

Emerithop's Magic Items

EMERITHOP'S PORTABLE SPRAYER

Originally designed for industrial applications, the *portable sprayer* has found its way into a wider circle including adventuring. Essentially a three-part device featuring a tank, a hose, and a nozzle, the *portable sprayer* is easy to operate. The user simply places the liquid into the ceramic-lined metal canister by way of the screw-on cap and it's ready to spray upon command. Although designed to spray such things as paint or oil for large machinery, it can be used as a weapon.

The *portable sprayer* can spray any water-like liquid, such as *holy water* or acid, of up to 20 feet with no range penalties. More viscous liquids, such as oil or alchemist's fire, only reach to 10 feet.

As with all such ranged weapons, the user must succeed at a ranged touch attack to affect the target. Only one creature may be targeted at a time and the shot is treated as a flask (1 pint) of the liquid, making it a grenade-like weapon, in terms of its damage and effects. Thus a shot of acid from the *portable sprayer* would cause 1d6 points of damage on a direct hit and 1 point on a splash. The tank can hold up to 20 flasks (pints) for a total of 20 shots before it has to be refilled.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, 5 ranks of Craft (metalworking or engineering), *gust of wind*; **Weight:** 15 lbs empty, 40 lbs full; **Market Price:** 5,500 gp; **Cost to Create:** 2,750 gp + 220 XP.

EMERITHOP'S PROTECTIVE SUIT

This very bulky leather suit includes a helmet, gloves, and over-boots and represents the ultimate in protection for the intrepid engineer. The *suit* reduces the first 10 points of damage suffered per round from acid, cold, fire, and electricity. Note that these effects stack so that if the creature wearing the *suit* is exposed to fire and electricity the *suit* absorbs up to 10 points of each energy type for that round, but no more than 10 points per round for any single energy type.

The suit provides protection equivalent to studded leather (+3 Armor bonus) due to its thickness, but is the equivalent of full plate mail for all other effects due to its bulky nature (+1 maximum dexterity bonus, -6 armor check penalty, 35% arcane spell failure, speed of 20 ft/15 ft, and can only move at triple speed if running). Furthermore, the suit is difficult to put on correctly and requires the same time as donning full plate and may not be donned hastily.

Note that to be completely effective the full *suit* must be donned; omitting any part renders the entire *suit* useless. At the DMs option, the individual parts may provide some limited protection, at least to those parts of the body they cover. For example, the gloves would still reduce energy damage by 10 points per round, but only if the energy affected only the area covered by the gloves. Thus a person wearing only the gloves would be able to stick their hands in very hot fires without problem, but would still suffer the full effects of a *fireball* spell.

This *suit* represents the basic *protective suit* created by Emerithop. There are rumors that Emerithop later created other suits incorporating such handy spells as *spider climb*, *levitate*, and *water breathing*, but none have ever been found.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, 5 ranks of Craft (leatherworking), *resist elements*; **Weight:** 50 lbs (medium size), 25 lbs (small size); **Market Price:** 27,500 gp; **Cost to Create:** 13,750 gp + 1,100 XP.

EMERITHOP'S STAFF OF FABRICATION

This oaken staff is covered with steel inlays depicting various engineering achievements such as bridges, castles, etc. The staff allows use of the following spells:

- ✦ Fabricate

Caster Level: 9th; *Prerequisites:* Craft Staff, fabricate; *Weight:* 5 lbs; *Market Price:* 16,875 gp; *Cost to Create:* 8,437.5 gp + 675 XP.

EMERITHOP'S STAFF OF SIEGECRAFT

This adamantine staff is covered with gold inlays depicting various siege engines and castles and is both boon and bane to fortifications. It can be used to cast the following spells:

- ✦ Passwall (1 charge)
- ✦ Stone Shape (1 charge)
- ✦ Move Earth (1 charge)

Caster Level: 11th; *Prerequisites:* Craft Staff, passwall, stone shape, move earth; *Weight:* 5 lbs; *Market Price:* 56,000 gp; *Cost to Create:* 28,000 gp + 2,240 XP.

EMERITHOP'S TOOL GAUNTLET

This single metal gauntlet looks like a representation of a gnomish hand. Closer examination will reveal a number of fine lines on the gauntlet suggestive of compartments. Due to its magical nature, the gauntlet can accommodate humanoid (five-fingered) hands from tiny to medium size (it was created purposefully to not fit hands any larger lest the gauntlet fall into giant hands).

Upon donning the gauntlet the wearer can call forth a number of simple tools to aid him or her in mechanical work. The tools the wearer may call up include:

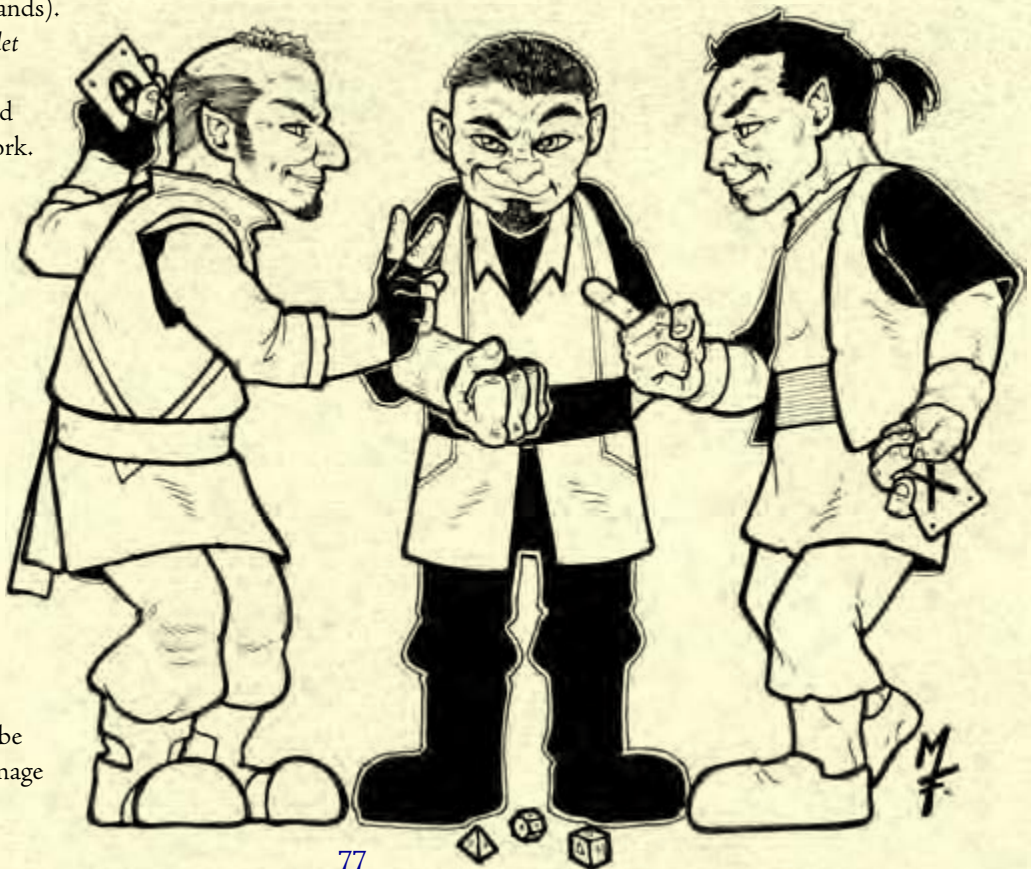
- ✦ Screwdriver (can be used as a piercing weapon with damage equal to a knife)
- ✦ Pliers
- ✦ Shears (can be used as a piercing weapon with damage equal to a knife)
- ✦ Blade (equivalent to a knife)
- ✦ Saw (6' blade, equivalent to a knife for damage)
- ✦ Hook (pointed end; can be used as weapon with damage equivalent to a dagger)

- ✦ Awl (equivalent to a knife in damage, but a piercing weapon)
- ✦ Corkscrew (handy on soft woods)
- ✦ File (for metal and wood)
- ✦ Wrench (up to 2' diameter bolts/nuts; can be used as club for 1d3 points of damage)
- ✦ Pry Bar (6' in length, can open windows, furniture doors, etc. but not full-sized doors; if used as a weapon is equivalent to a club but for only 1d3 points of damage)

The gauntlet can have only one tool available at a time. While a tool is available the wearer cannot use the gauntleted hand to grasp any other object or perform any other action other than employing the tool. The tools perform just like ordinary tools of the same type, but due to their magical nature never need sharpening and are treated as iron magical objects with a +1 enhancement bonus for purposes of resolving attacks upon them.

Note that certain tools, such as the blade or hook, can be used as weapons. When employed in this manner, they are considered magical weapons with a +1 enhancement bonus for both attack and damage rolls when used in combat.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, 5 ranks of Craft (toolmaking and/or engineering), reduce, enlarge, magic weapon; *Weight:* 2 lbs; *Market Price:* 4,000 gp; *Cost to Create:* 2,000 gp + 160 XP.



Chapter 8: Prestige Classes



Burrow Savage

'What was once simply another one of our average citizens had left home to seek his fortune, only to return years later as a vile, aggressive beast who seemed to hold a deep hatred for the aspect of thought itself.'

Though not necessarily evil or chaotic, burrow savages have reached what is perhaps the peak of antisocial potential to be found amongst the gnome race. Often leaving their kin because they were outcasts amongst their kind to begin with, burrow savages learn to hate and attack many of the aspects of life that most gnomes hold dear, particularly intellectual thought, creativity, and magic.

While most of these gnomes hate the ideals of sophisticated culture and the study of arcana, they are not above using magical weapons or engaging in some very rough and rowdy forms of song and dance. For a spellcaster to take up the ways of a burrow savage, however, is almost unheard of. Most burrow savages describe the ways of wizards and sorcerers as 'the practice of weaklings, cowards, sissies, and weasels.'

Often tending towards neutral or evil alignments, good burrow savages are not entirely unheard of. There are a few of these gnomes who have been known to serve as 'heroic outsiders', often preying on evil wizards and corrupt schemers who threaten the land. Burrow savages, however, can never be lawful as their more barbaric tendencies are

usually frowned upon by more orderly societies. Likewise, burrow savages who attempt to settle down in their own communities usually find themselves being either driven away from the area by their fellow gnomes or ostracized. The last thing that most gnomes wish for is to have to live alongside someone who detests the finer things, especially when that someone just also happens to be one of their own kind. Burrow savages tend to get along well with half orcs and dwarves, however, and many have been known to often settle down amongst one or the other.

Hit Die: d10

REQUIREMENTS

Alignment: Non-Lawful

Race: Gnome

Base Attack Bonus: +6

Wilderness Lore: 8 ranks

Intimidation: 8 ranks

CLASS SKILLS

The class skills and key abilities for each skill are Bluff (Cha), Concentration (Con), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Jump (Str), Move Silently (Dex), Ride (Dex), Swim (Str), Wilderness Lore (Wis)

Skill Points At Each Level: 2 + Int Modifier

CLASS FEATURES

The following are the class features of the burrow savage.

Armor And Weapon Proficiencies: The burrow savage is proficient with all simple and martial weapons. In addition, the burrow savage may choose 1 exotic melee weapon to be proficient in. The burrow savage gains proficiencies in the use of light and medium armor, but gains no proficiencies in using a shield.

Prey On Thinkers (Ex): Though burrow savages have never been none to be much for deep, intellectual thought themselves, they none the less grew up amongst other gnomes who valued such traits. As such, burrow savages have at least a good insight on the things that the intelligent truly fear deep down inside, especially concerning matters of pure, bestial aggression. As such, burrow savages know how to use such displays of aggression and brutality towards their favor when dealing with humanoids and monsters of significant intelligence.

Prey On Thinkers gives the savage burrow a bonus to attack rolls against targets with an Intelligence of 11 or higher. This bonus is +1 at 1st level, +2 at 4th level, +3 at 7th level, and +4 at 10th level.

Base Movement Bonus (Ex): As the burrow savages are quite physical instead of the more normal mental, running towards targets and away from threats comes natural to them. After awhile, such running naturally causes one's ability to travel on foot greatly improve, thus adding a bonus to one's base movement.

The burrow savage has a bonus to their base movement speed. This bonus is equal to 5 feet at 2nd level, 8 feet at 6th level, and 10 feet at 8th level.

Critical Damage Bonus (Ex): Burrow savages study the sensitive areas of others and whenever they manage to hit the 'sweet spot' in combat, burrow savages cause greater

amounts of critical damage than others. As such, the burrow savage gains a extra bonus to damage on a critical hit. The bonus is per dice of damage. This bonus is +1 at 3rd level, +3 at 5th level, +5 at 9th level, and +7 at 10th level.

Earthbound Lord

The earthbound lord is as much at home below the surface of the earth as he is above it. His powers and abilities are directly drawn from the earth itself. Once he is committed to this path, the earthbound lord eventually will transcend his mortal form and become an elemental being. The rituals that bind an individual to the earth, thereby making him an earthbound lord, come at a price. Often those who dedicate themselves to this pursuit must give up a significant token or memento of their past life and commit it to the earth through a ritual burial of the object. Just as the object becomes bound to the earth, so too, does the earthbound lord.

Of all the races that walk the earth, gnomes have one of the greatest ties to the element of earth. This tie is held in the highest regard by an order of gnomes known as the Earthen Brethren. The order was formed to reinforce this bond and the draw strength from it, strength to be used to preserve and protect the earth. Most earthbound lords are drawn from the ranks of the Earthen Brethren.

Among the Earthen Brethren, a small, but vocal, faction has begun taking this viewpoint to the extreme. This faction has turned its back on certain gnome traditions that they feel create a division between gnomes and the earth. They associate illusion magic with the intangible element of air and believe that gnomes who indulge in this practice become tainted. This faction also opposes the mining of gems and precious ores from the earth, particularly by dwarves whom they believe are a polluted mixture of the elements of beloved earth and hated fire.

Increasingly, earthbound lords have been called upon to deal with these violent dissenters. Some of these champions, however, have grown sympathetic to the dissenters cause and have joined their ranks. The Earthen Brethren has begun seeking new earthbound lords to replace those lost and to prepare for the coming conflict. Despite this drain on resources, earthbound lords can still be found throughout the world, fighting evil that would blight and corrupt the earth or fighting to preserve natural earthen formations from improper exploitation and depletion by the less earthly races.

Hit Die: d6

TABLE 8-1: BURROW SAVAGE

CLASS LEVEL	BASE ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL
1	+0	+2	+2	+2	Prey On Thinkers +1
2	+1	+3	+3	+3	Base Movement + 5'
3	+1	+3	+3	+3	Critical Damage +1
4	+2	+4	+4	+4	Prey On Thinkers +2
5	+2	+4	+4	+4	Critical Damage +3
6	+3	+5	+5	+5	Base Movement +8'
7	+3	+6	+6	+6	Prey On Thinkers +3
8	+4	+6	+6	+6	Base Movement +10'
9	+4	+7	+7	+7	Critical Damage +5
10	+5	+7	+7	+7	Prey On Thinkers +4, Critical Damage +7

REQUIREMENTS

To qualify as an earthbound lord, a character must fulfill the following criteria:

Race: Gnome

Base Attack Bonus: +7

Skills: Knowledge (geography or nature) 10 ranks, Intuit Direction 6 ranks

Special: To become an earthbound lord, a character must commit an object of great value to the earth by burying it and vowing never to unearth it. The rituals to dig the hole and bury the object take 3 days to complete. The value of the committed object must be at least 1,000 gp and have some tie to the earthbound lord's past.

CLASS SKILLS

The earthbound lord class skills (and the key ability for each) are Appraise (Int), Climb (Str), Craft (Int), Intuit Direction (Wis), Listen (Wis), Knowledge (geography), Knowledge (nature), Knowledge (planes).

Skill Points at Each level: 2 + Int modifier

CLASS FEATURES

The following are the class feature of the earthbound lord prestige class:

Weapon and Armor Proficiency: An earthbound lord gains no weapon or armor proficiencies.

Earthbound: To become an earthbound lord, a character must commit an object of great value to the earth by burying it and vowing never to unearth it. The rituals to dig the hole and bury the object take 3 days to complete. The value of the committed object must be at least 1,000 gp and have some tie to the earthbound lord's past. If the object that is committed to the earth is ever unburied, either intentionally or by natural causes, the earthbound lord is immediately drawn to the area where the object was

buried. The earthbound lord feels compelled to recommit the object to the earth and suffers penalties for failing to do so as the spell *geas/quest*. As the ill effects are suffered as a result of the character being innately bound to the earth, the spell *remove curse* has no effect on an earthbound lord suffering from this condition. If the now unearthed object is destroyed, the earthbound lord immediately suffers one negative level. In addition, the earthbound lord loses access to all class abilities after 3 days unless he has committed to the earth a new item. His saving throws, attack bonuses and total hit points, however, remain unchanged. The newly committed item must be of value equal to 1,000 gp + 250 gp per current level of earthbound lord.

Earth Mastery (Su): An earthbound lord gains a +1 attack and damage bonus so long as both he and his foe are touching the ground. If an opponent is airborne or waterborne, the earthbound lord suffers a -4 penalty to attack and damage.

Trackless Step (Ex): Starting at 2nd level, an earthbound lord leaves no trail in natural surroundings to be followed and cannot be tracked.

Bonus Feat: The earthbound lord gains an additional feat at 4th level.

Tremorsense (Ex): Starting at 6th level, an earthbound lord can automatically sense the location of anything within 60 feet that is in contact with the ground.

Burrow (Ex): An earthbound lord can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. His Speed below ground is equal to his Speed above ground. His burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of his presence. A *move earth* spell cast on an area containing a burrowing earthbound lord flings the earthbound lord back 30 feet. In addition, he is then stunned for 1 round, unless he succeeds at a Fortitude save.

Truly Earthbound: At 10th level the earthbound lord is truly earthbound and he completely transcends his earthly form to become an elemental creature. His type changes to 'elemental', which means (among other things) that he is no longer affected by spells that specifically target humanoids, such as *charm person*. He gains an elemental creature's immunity to poison, sleep, paralysis, and stunning and is no longer subject to critical hits or flanking.

The earthbound lord gains the speed and movement modes, special attacks, and special qualities of a medium earth elemental, as noted in the *MM*. The earthbound lord also undergoes physical

TABLE 8-2: EARTHBOUND LORD

CLASS LEVEL	BASE ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL
1	+1	+2	+0	+0	Earth Mastery
2	+2	+2	+0	+0	Trackless Step
3	+3	+3	+1	+1	
4	+4	+3	+1	+1	Bonus Feat
5	+5	+4	+1	+1	
6	+6	+4	+2	+2	Tremorsense
7	+7	+5	+2	+2	Burrow
8	+8	+5	+2	+2	
9	+9	+6	+3	+3	
10	+10	+6	+3	+3	Truly Earthbound

changes. His eyes become blackened, like coal, and his skin becomes rocky and hard. This change also gives the earthbound lord damage reduction 10/+1.

Gnome Guardian

Gnomes that specifically dedicate themselves to protecting their home village or area can gain special skills and powers as a gnome guardian. While most guardians were once fighters or rangers, sometimes monks, clerics, or even rogues feel the call to defend their homeland from outside incursions. These special gnomes gain a link to the very land around them, with this link providing extraordinary powers used to defend their territories. The link to the earth is so powerful, and so grounded in firm reality that any gnome adopting it finds themselves unable to cast or use illusionary magic of any type, including the 0-level cantrips that most gnomes are capable of using. Clerics or other spell casters choosing this difficult path can still cast non-illusion based spells.

Gnome guardians are tireless defenders of villages, cities, and special holy temples and locations. This extraordinary dedication tends to make them more quiet and grim than most of their cousins, but on the whole they are friendly and warm when approached for help. A gnome guardian is willing to die defending a fellow gnome, and never shirks her duty when called to action. Initiation as a gnome guardian requires the approval of two existing guardians followed by a special ceremony where clerics help bind the gnome to the earth of a specific village or area. Many of the guardian's powers are dependant on that link, and are severely reduced if a guardian moves more than 50 miles from their home territory.

Hit die: d10

REQUIREMENTS

To qualify to become a gnome guardian, a character must meet the following requirements.

Alignment: Any lawful.

Race: Gnome

Base Attack Bonus: +6

Feats: Dodge, Endurance.

CLASS SKILLS

Gnome guardians have access to the following class skills (key ability for each): Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Search (Int), Spot (Wis), Wilderness Lore (Wis).

Skill Points at each level: 4 + Int bonus.

CLASS FEATURES

Gnome guardians possess a number of special skills and abilities as described below.

Weapon and Armor Proficiency: Gnome guardians are proficient with all simple and martial weapons and all types of armor and shields.

Binding Site: A gnome guardian is bound to a specific village, area, or holy site, through a complicated ritual requiring at least two gnome clerics or druids. As long as a gnome guardian is within 50 miles of their binding site they gain a +2 bonus to all saving throws. If a gnome guardian leaves this area the bonus becomes a -2 penalty to all saving throws and some of the abilities described below are temporarily suspended.

Sense Danger (Su): Their link with the land around gives a gnome guardian the supernatural ability to sense danger and react to it even before recognizing its source. A gnome defender retains their Dex bonus to AC even when surprised or caught off-guard.

Earthen Link: A gnome guardian can call upon their link to the earth to provide added benefits during battle. A guardian can call upon this link a limited number of times per day, based on their level, and the earthen link only lasts for 1 minute (10 rounds). The earthen link grants the guardian the following benefits:

-2 Dexterity; +8 Strength; +4 AC

Damage reduction 3/-

Unfortunately, when the time period is over the guardian suffers a temporary penalty (3 rounds) of -2 to all attack and damage rolls. This extraordinary ability only functions within 50 miles of the gnome guardian's binding site.

Blind Fight: If they don't already possess it, a gnome guardian gains the Blind Fight feat for free at 2nd level.

Bonus Feats: Gnome guardians gain bonus feats at 3rd, 6th, and 9th levels. The bonus feat must be chosen from the following list: Ambidexterity, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*.

Several of the above feats require one or more prerequisite feats, skills, or ability scores, a Gnome guardian must meet all prerequisites before choosing a particular feat. Feats marked with an asterisk (*) can be applied to different weapons and can be taken more than once when applied to a different weapon each time.

Tireless: At 3rd level a gnome guardian's powerful bond to the earth allows them to go without sleep so

long as they are on, or beneath, ground. Within 50 miles of their binding site the guardian's powers extend to the ability to run, swim, or move at full speed without suffering any fatigue. Further from their binding site normal rules for fatigue apply. If the guardian is removed from the earth, such as on a sailing ship or somehow flying through the air, this ability is negated and they again require a normal amount of sleep. Once back on firm ground, their fatigue is drained away.

Mental Focus: Their chosen profession requires such dedication, and their link with the earth becomes so firm, that at 5th level a gnome guardian receives a +3 circumstance bonus to Will saving throws against mind altering spells or spell effects and a +5 bonus to saving throws against illusions.

Poison Immunity: Their supernatural link to the earth grants gnome guardians complete immunity to poisons when they reach 6th level.

Timeless Body: Upon reaching 8th level a guardian's bond to both the earth and their duty allows them to stop all physical aging. They still age, and die at the appointed time, but suffer no further bonuses or minuses to attributes due to age. Aging penalties acquired before attaining this level remain, but no further changes are incurred.

Earth Power: Upon reaching the highest level of skill, a guardian gains the ability to transform themselves into an earth elemental equal in hit dice to their total level and possessing all of their skills and abilities as well as the abilities, and penalties, of an earth elemental. The transformation itself is a move-equivalent action and lasts for up to ten hours or until ended by the guardian. A gnome guardian can only perform this transformation if within 50 miles of their binding site, outside that range they are simply unable to manifest this power.

Gnome Naturist

Certain gnome clerics and druids develop such a powerful affinity to the natural world that they decide to join a loose affiliation of 'Naturists' that try to protect the natural world from the influences of outsiders. Naturists believe that creatures from other planes come into our world only to destroy the natural order and sow dissension between the races and creatures that actually belong here. This philosophy puts them at odds with the many sorcerers and wizards that summon creatures from other planes, and even with other clerics and druids who see no harm in this practice. On the other hand, many naturists are well-traveled adventurers searching the world for 'evil' influences and attempting to eradicate them. The more well-traveled naturists are often more tolerant of the summoning of extra-planar creatures when required to meet a specific goal.

Those that wish to join this loose affiliation, and adopt their special training and abilities, must first find a naturist to sponsor them and lead them down the proper path. Once initiated, a naturist can always find others with the same philosophies and abilities for further training during their travels. Naturists have a single goal, protecting the world from outsiders, and can be of almost any alignment or background. Eventually they grow powerful enough to enter other planes and adopt elemental forms in order to battle the planar creatures they feel are disrupting the world. Almost all naturists began life as druids or clerics, but a rare ranger has made it into their ranks in the past. Clerics following the path of the naturist cease to follow their god and as a result they lose their domain spells and abilities. They retain their spell lists, but begin to tap into the divine power of the natural world to cast their spells, rather than having those powers granted by their god(dess).

Hit die: d8

TABLE 8-3: GNOME GUARDIAN

CLASS LEVEL	BASE ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL
1	+1	+2	+2	+0	Sense Danger, Binding Site, Earthen Link (1/day)
2	+2	+3	+3	+0	Blind Fight
3	+3	+3	+3	+1	Bonus Feat, Tireless
4	+4	+4	+4	+1	Earthen Link (2/day)
5	+5	+4	+4	+1	Mental Focus
6	+6	+5	+5	+2	Bonus Feat, Poison Immunity
7	+7	+5	+5	+2	Earthen Link (3/day)
8	+8	+6	+6	+2	Timeless Body
9	+9	+6	+6	+3	Bonus Feat
10	+10	+7	+7	+3	Earthen Link (4/day), Earth Power

REQUIREMENTS

To become a naturist a character must fulfill all of the following criteria.

Magic: Ability to cast 3rd level divine spells.

Skills: Knowledge (nature) 8 ranks, and either Knowledge (planes) 6 ranks, or Knowledge (outsiders) 6 ranks

CLASS SKILLS

The naturist's class skills (and the key ability for each skill) are Animal Empathy (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intuit Direction (Wis), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Knowledge (outsiders) (Int), Profession (Wis), Scry (Int), Spellcraft (Int), Swim (Str), and Wilderness Lore (Wis).

CLASS FEATURES

Naturists gain the special skills and abilities described below, as well as retaining any special abilities already learned.

Weapon and Armor Proficiency: Naturists gain no new armor or weapon proficiencies, nor do they gain any penalties to proficiencies they already possess.

Spells: Naturists are divine spellcasters. When a new naturist level is gained, the character gains spells per day as if they obtained a level in the divine spellcasting class they previously belonged to. If the character possesses two divine spellcasting classes, they must choose which one they gain new spells in when gaining a new level as a naturist. Basically, the naturist adds the level of naturist to the level of divine spellcaster class and then determines spells per day and caster level according to that total. However, the naturist does not gain any other benefit of their previous class. Unfortunately, clerics following the path of the naturist lose their special ability to cast additional domain spells each day. The ability to cast extra domain spells can not be regained.

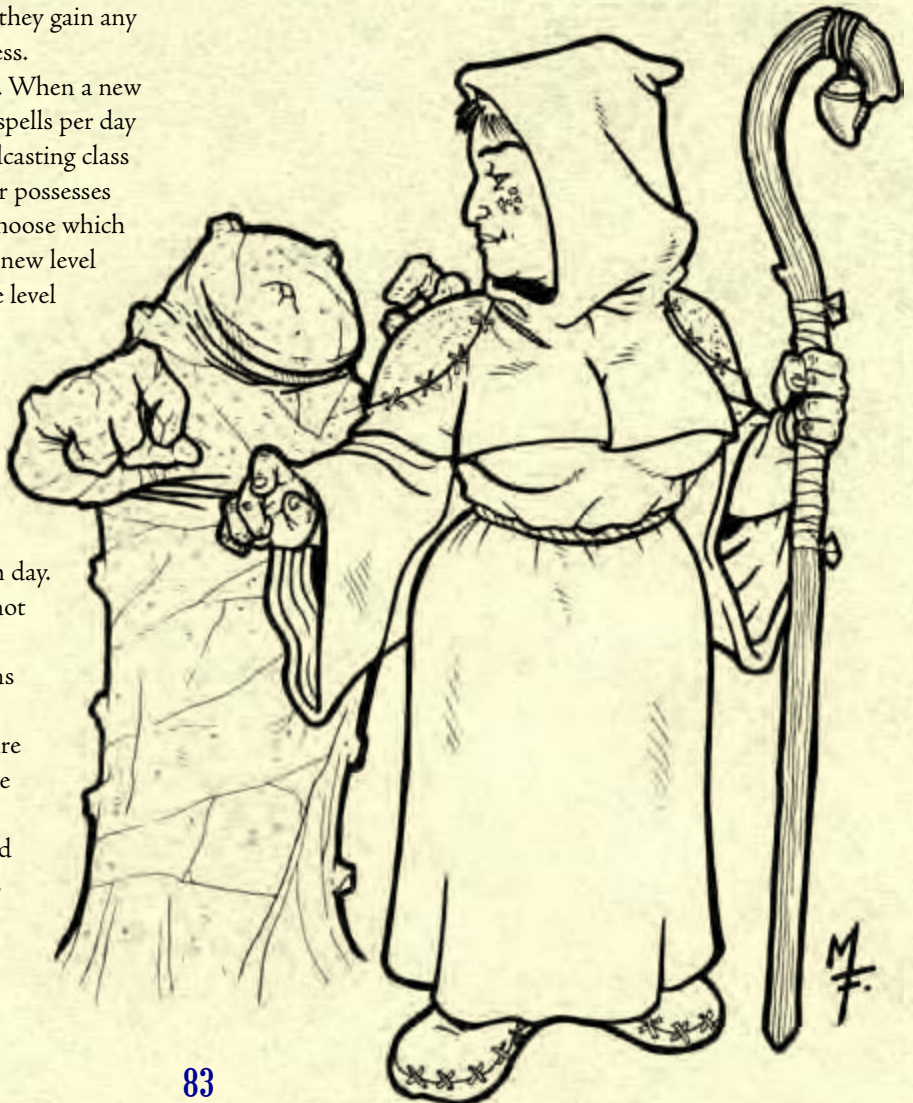
Wild Shape: At 1st level, a naturist gains the spell-like ability to *polymorph self* into a Small or Medium-size animal (but not a dire animal) and back again once per day. Unlike the standard use of the spell, however, the naturist may only adopt one form. As stated in the spell description, the naturist regains hit points as if they rested for a day. The naturist does not suffer penalties for being disoriented while in the wild shape. This ability is additive with the druid *wild shape*

ability and the naturist gains the ability to perform this action additional times each day when attaining 3rd, 6th, and 9th level.

Identify Outsider: A naturist's knowledge of the natural world, and their acute senses, allows them to recognize creatures that do not belong. While they can identify outsiders, this ability does not allow them to ascertain exactly what plane a creature might be from, nor what its weaknesses might be.

Protection from Outsiders: At 2nd level naturists gain a supernatural resistance to attacks from outsiders. They gain a +2 deflection bonus to AC and a +2 resistance bonus on saving throws against attacks by outsiders. Unlike similar spells, this resistance does not prevent bodily contact by summoned creatures nor does it block attempts to possess or mentally control the naturist.

Identify Weakness: At 4th level a naturist is able to determine an outsider's weaknesses, if any, on a successful Knowledge (planes) or Knowledge (outsiders) check. The DC is 10 + the total level or hit die of the creature + Charisma modifier (if any) of the creature. A successful check on a creature with multiple weaknesses only



identifies a single weakness (determined by the DM). This check can only be performed once on a specific creature.

Venom/Disease Immunity: A naturalist's tight connection to the natural world eventually provides them complete immunity to all natural venoms and diseases. In addition, this protection also provides a +4 circumstance bonus to saving throws against brewed poisons, magic poisons, and magical diseases.

Elemental Form: At 5th level a naturalist gains the spell-like ability to *polymorph self* into a Small, Medium-Size, or Large air, earth, fire, or water elemental. Unlike the standard spell, the naturalist can only adopt a single form and does not suffer any penalties for disorientation while in elemental form. While in *elemental form* the naturalist gains all of the special abilities, and weaknesses, of the chosen elemental while still retaining the ability to cast their divine spells. This ability is separate from any other transformation abilities and can be performed an additional time per day when attaining 10th level.

Plane Shift: At 5th level a naturalist can chase outsiders to their home plane of existence. This extraordinary ability acts as a plane shift spell cast by a 12th-level cleric with one additional power. If a creature uses a *plane shift* spell or ability within 50 ft of the naturalist, the naturalist can follow that creature without knowing the name or position of their destination, but only if they use their *plane shift* ability within 5 rounds. The naturalist can perform this action once per day at 7th level, and 2/day at 9th level.

Earth Spells: At 7th level a naturalist can cast spells listed as Earth domain spells as class spells. They do not gain additional spells per day, nor do they obtain other domain benefits, they are simply have access to these spells if they did not know them previously.

Banishment: At 8th level a naturalist gains the ability to banish extra-planar creatures back to their home plane

as a partial action once per day. This ability is similar to the banishment spell with several exceptions. The naturalist does not require spell components and can only target a single creature up to 2 HD/ total level of the naturalist. The naturalist must still penetrate SR, with a bonus of +1 to their caster level check, and the target creature receives a Will saving throw (DC = 15 + naturalist level + Wisdom modifier) to resist. Creatures born on the same plane as the naturalist, even if normally considered outsiders, are unaffected by this ability.

Illusioneer

'Any mage can set a trap; the art is in enticing the target to spring it.'

—Cosweller Durnottin Snapshut.

While many mages focus upon improving the lethality of their traps, the illusioneer concentrates upon making his traps more disposed to being triggered. The illusioneer combines his intimate knowledge of trap mechanics with his highly focused study of illusions to make traps that rely predominantly on illusions to entrap targets. His unique ability to combine mechanical devices with his magic creates more detailed and convincing illusions for his traps. Many illusioneers take an exceptional pride in their craft, often combining elaborate traps with simple illusions for maximum effect.

The natural inclinations towards both illusions and mechanics among gnomes make them exceptionally effective illusioneers and many gnomes choose this path. The best illusioneers are highly sought after by thieves guilds, wizards, and any other patron who values effective, unusual traps that are hard to discover and difficult to disarm. Illusioneers as a whole are a rather eccentric lot. An illusioneer who is hired to design a trap to capture or injure a particular type of creature or an individual

will rarely accept payment before the trap has successfully completed its purpose. Of course, if the client requires more general traps or traps that he hopes he never has to use, the illusioneer will collect his fees upfront. Despite their ability to command high prices for their elaborate work, some illusioneers have been known to take on particularly

TABLE 8-4: GNOME NATURALIST

CLASS LEVEL	BASE ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL
1	+0	+2	+0	+2	Wild Shape (1/day), Identify Outsider
2	+1	+3	+0	+3	Protection from Outsiders
3	+2	+3	+1	+3	Wild Shape (2/day)
4	+3	+4	+1	+4	Identify Weakness, Venom/Disease Immunity
5	+3	+4	+1	+4	Elemental Form (3/day)
6	+4	+5	+2	+5	Wild Shape (3/day)
7	+5	+5	+2	+5	Earth Spells, Plane Shift (1/day)
8	+6	+6	+2	+6	Banishment (1/day)
9	+6	+6	+3	+6	Plane Shift (2/day), Wild Shape (4/day)
10	+7	+7	+3	+7	Elemental Form (3/day)

challenging or intricate assignments merely for cost, deriving their greater reward from completing a work of art.

Hit Die: d4

REQUIREMENTS

To qualify as an illusioneer, a character must fulfill the following criteria:

Skills: Craft

(Trapmaking) 10

ranks, Disable Device 6 ranks, Search 6 ranks

Feats: Craft Wondrous Item, Spell Focus [Illusions]

Spellcasting: An illusionist specialist with the ability to cast spells of at least 3rd level.

CLASS SKILLS

The illusioneer class skills (and the key ability for each) are Alchemy (Int), Bluff (Cha), Craft (all skills taken individually) (Int), Concentration (Con), Disable Device (Cha), Disguise (Cha), Gather Information (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spellcraft (Int).

Skill Points at Each level: 4 + Int modifier

CLASS FEATURES

The following are the class feature of the illusioneer prestige class:

Weapon and Armor Proficiency: Illusionees gain no weapon or armor proficiencies.

Spells per day/Spells Known: At each level of illusioneer, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one spellcasting list before becoming an illusioneer, the player must decide which class to add each illusioneer level for determining spells per day and spells known.

Traps: At 1st level, an illusioneer gains the ability to locate traps as a rogue if he does not already have this ability.

Secret Failsafe: Illusionees recognize that in their line of work, there is the occasional individual who believes

TABLE 8-5: THE ILLUSIONEER

CLASS LEVEL	BASE ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL	SPELL PER DAY
1	+0	+0	+0	+2	Traps, Secret Failsafe	+1 level of existing class
2	+1	+0	+0	+2	A Better Trap	+1 level of existing class
3	+1	+1	+1	+3	Illusion Focus +1	+1 level of existing class
4	+2	+1	+1	+3	Reset 1/day	+1 level of existing class
5	+2	+1	+1	+4	Install Failsafe	+1 level of existing class
6	+3	+2	+2	+4	Illusion Focus +2	+1 level of existing class
7	+3	+2	+2	+5	Reset 2/day	+1 level of existing class
8	+4	+2	+2	+5		+1 level of existing class
9	+4	+3	+3	+6	Illusion Focus +3	+1 level of existing class
10	+5	+3	+3	+6	Lure, Reset 3/day	+1 level of existing class

that they may be able to get out of their obligation to the illusioneer by employing the trap makers own traps against him. This is why every illusioneer has developed the ability to include a secret failsafe in every trap he designs. During construction of any trap, the illusioneer can choose to add a secret failsafe. Doing so adds an additional hour to the construction time of the trap. Once in place, the secret failsafe cannot be detected by any non-magical means, however, it may be disabled, as addressed below, if the trap itself is altered.

As a standard action, an illusioneer can automatically disable any trap that he has made that includes a secret failsafe. Illusionees that reveal the location and use of a secret failsafe to others are practically unheard of. The nature of the profession is such, that it is believed that any illusioneer foolish enough to do so would himself soon fall victim to a rather deadly and elaborate trap not of his own making. If an illusioneer's trap is disabled or altered, there is a chance that the secret failsafe may have been inadvertently damaged or removed. If a trap set by an illusioneer has been altered or disabled, for instance with a successful Disable Device check, there is a 10% chance that the secret failsafe has been disabled or removed. In such instances, the illusioneer may not use his secret failsafe to disable the trap. However, the illusioneer can discover the alteration with a successful Search check and then disable the trap as he would any other. An illusioneer may automatically reinstall a secret failsafe in a trap he designed. Reinstalling a secret failsafe takes one hour.

A Better Trap (Ex): Beginning at 2nd level, an illusioneer gains the ability to combine mechanical and illusionary techniques together to create more convincing traps that are more difficult to discover and disable. The DC for Search and Disable Device checks for mechanical traps created by the illusioneer is 20 + 1 per every two

levels of illusioneer the character has. The DC for Search and Disable Device checks for magical traps is equal to 25 + spell level of the highest level spell used +1 per every two levels of illusioneer the character has.

Illusion Focus: Beginning at 3rd level, an illusioneer learns to better combine mechanical and illusionary techniques together to create more convincing illusions. The save DC for any illusion spell increases by +1. This rises to +2 at 6th level and +3 at 9th level. These increases are cumulative with those granted with the *Spell Focus* feat.

Reset (Sp): Beginning at 4th level, an illusioneer gains the ability to magically reset any undamaged traps. As a standard action, the illusioneer can magically reset any undamaged traps, whether mechanical or magical, within a radius of 25 feet +5 feet per every 2 levels of illusioneer. The illusioneer can use this ability once per day at 4th level, twice per day at 7th level and three times per day at 10th level. All undamaged traps within that area are reset, the illusioneer does not get to choose which are reset and which are not. If any part of the trap has been damaged, for instance a bowstring was cut or a spike is still jammed in a pressure plate, the trap does not reset.

Install Failsafe: At 5th level, an illusioneer can install a secret failsafe into traps that he did not design himself. To do so, the illusioneer must first disable the trap with a successful Disable Device check. Next, the illusioneer must make a successful Craft (trap making) check with the target DC equal to the Disable Device check needed to disarm or disable the trap +5 due to his unfamiliarity with the trap's design. If the illusioneer succeeds, a secret failsafe is installed. Installing a secret failsafe takes one hour. From that point on, the illusioneer may treat the trap as one he designed for the purposes of using the secret failsafe. If the trap is then subsequently altered or disabled, the secret failsafe may be disabled. (See description of the *Secret Failsafe* ability above).

Lure (Sp): At 10th level, an illusioneer can lure specific creatures into a trapped area. Once per day, as a free action, the illusioneer can cause a location or object to give off magical vibrations that attract either a specific type of intelligent creature or creatures of a particular alignment, as per the spell *sympathy*.

Master of Gnomonics

Gnomes display a remarkable ability to recall vast amounts of information with relative ease. Those who become masters of gnomonics have stretched this ability far beyond those of the average gnome and are counted among the greatest of mages and academics.

Examples of the considerable memorization skills possessed by the average gnome abound. A gnome can often recite generations of names from a family tree or

provide a complete list of attendees at a village meeting, without ever missing a single vowel. When the average gnome has at least a half dozen names, this feat is impressive to say the least. Further, it is no accident that gnomes are particularly adept at alchemy. The ability to recall complex alchemical formulas and identify a series of substances simply by remembering its smell makes gnomes far better suited for this science than their non-gnome peers. Likewise, illusion magic comes most easily to those with powerful memories and thus to gnomes. For even a simple illusion, such as a bird in flight, to be at all convincing, a caster must be able to note and recall hundreds, if not thousands, of variables ranging from the placement of feathers and alterations in wind speed to the particular sound and pitch of a bird call.

Ask any gnome to recall a particular practical joke he pulled or even heard of and he will probably give you the exact time and date, the names of all the participants and the exact number of chuckles the joke elicited. Be careful when attempting this exercise, however. Once given the invitation, some gnomes have been known to recite every practical joke in which they ever participated, either as accomplice or a victim, in excruciating and minute detail. If you attempt such an exercise, make sure that you have brought enough rations to last you the week.

The astonishing memorization skills that most gnomes display are less the result of a natural phenomenon than they are of the study of gnomonics. Gnomonics is a complex system of memorization techniques and concentration exercises that was developed by the earliest gnome scholars. It is taught to gnomes as soon as they exhibit the ability to understand the spoken language and it is a fundamental part of every gnome's education. It is so important that the majority of gnome parents who live in predominantly non-gnome communities will nevertheless remove their children from local learning institutions and have their children 'gnome schooled' by hiring tutors trained in gnomonics.

While the basics of gnomonics are relatively easy to grasp, it requires extensive study before one can apply the science's more complex nuances. Many gnomes are unable to advance beyond the basics, either because they lack the requisite intelligence or are simply unwilling to devote the time necessary to do so. However, a highly intelligent few eventually begin to master the techniques and find that slowly, over time, they are able to increase their memorization capacity with the continued practice of gnomonic techniques.

While it is true that masters of gnomonics are prized for being effective spell casters, their memorization skills are just as often employed to other ends. A master of gnomonics makes quite an effective spy, being able to mem-

TABLE 8-6: MASTER OF GNOMONICS

CLASS LEVEL	BASE ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL	SPELLS PER DAY
1	+0	+0	+0	+1	Quick Preparation	+1 level of existing class
2	+1	+0	+0	+2	Amazing Recall	+1 level of existing class
3	+1	+1	+1	+2	Studious Insight +1	+1 level of existing class
4	+2	+1	+1	+3		+1 level of existing class
5	+2	+1	+1	+3		+1 level of existing class
6	+3	+2	+2	+4	Studious Insight +2	+1 level of existing class
7	+3	+2	+2	+4	Mnemonic Enhancement	+1 level of existing class
8	+4	+2	+2	+5		+1 level of existing class
9	+4	+3	+3	+5	Studious Insight +3	+1 level of existing class
10	+5	+3	+3	+6	Focused Mind	+1 level of existing class

orize a strategic map or a sensitive conversation and recall it later with flawless clarity. A master of gnomonics may be employed as a sort of traveling library, giving his employer instant access to memorized information and also preventing thieves from running off with valuable secret formulas and plans. Most masters of gnomonics shun adventuring and instead favor the comforts provided by state-of-the-art alchemical laboratories or extensive libraries. There are, although, exceptions, though they generally prove the rule. Still, even the most sedentary master of gnomonics may be called upon to travel a great distance in furtherance of his education or another chosen cause.

Hit Die: d4

REQUIREMENTS

To qualify as a master of gnomonics, a character must fulfill the following criteria:

Abilities: Int 15+

Skills: Any three Knowledge skills 8 ranks each, Concentration 10 ranks, Language Gnome

Spellcasting: The ability to cast arcane spells

Special: Before becoming a master of gnomonics, a character must have first read a *tome of higher gnomonics* and have gained its benefits.

CLASS SKILLS

The master of gnomonics class skills (and the key ability for each) are Alchemy (Int), Appraise (Int), Concentration (Con), Gather Information (Cha), Knowledge (all skills taken individually) (Int), Profession (Wis), Speak Language, Spellcraft (Int)

Skill Points at Each level: 4 + Int modifier

CLASS FEATURES

The following are the class features of the master of gnomonics prestige class:

Weapon and Armor Proficiency: Masters of gnomonics gain no weapon or armor proficiencies.

Spells per day/Spells Known: At each level of master of gnomonics, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained. If the character had more than one spellcasting list before becoming a master of gnomonics, the player must decide which class to add each master of gnomonics level for determining spells per day and spells known.

Quick Preparation (Ex): A master of gnomonics can prepare his spells per day in half the usual time.

Amazing Recall (Ex): Beginning at 2nd level, as a free action, a master of gnomonics can recall with perfect clarity up to 5 minutes of an event he actually experienced, as per the spell *modify memory*.

Studious Insight (Ex): A master of gnomonics can memorize the skill or combat techniques of an individual or opponent that he has had the opportunity to study. At 3rd level, a master of gnomonics gains a +1 studious insight bonus to all social skills when dealing with an individual that he has had the opportunity to observe and study. To make this observation and study, the master of gnomonics must maintain concentration on the opponent for a total of at least 5 minutes. The opponent must be within full view and engaged in social interactions for the entire time. This bonus increases by +1 every third level thereafter. (3rd, 6th, 9th).

In combat, a master of gnomonics gains the +1 studious insight bonus to attack rolls against any individual opponent that he has had the opportunity to observe and study in combat. To make this observation and study, the master of gnomonics must maintain concentration on the opponent for a total of at least 5

consecutive rounds. The opponent must be within full view and engaged in combat the entire time. This bonus increases by +1 every third level thereafter. (3rd, 6th, 9th).

Mnemonic Enhancement (Ex): At 7th level, once per day, a master of gnomonics may prepare or retain additional spells as per the spell, *Rary's mnemonic enhancer*. The technique requires that the master of gnomonics maintain concentration for a period of 5 minutes. If the master of gnomonics is forced to break his concentration during that time, he may not try again before he undergoes his period of spell preparation the following day. This ability stacks with any ability to prepare or retain additional spells per level resulting from the use of a spell. For example, a 10th level wizard/7th level master of gnomonics who uses this ability and then casts *Rary's mnemonic enhancer* may prepare up to six additional levels of spells.

Focused Mind (Ex): Once a master of gnomonics has reached the height of his studies, his mind is so focused that he is immune to all devices and spells that detect, influence, or read emotions or thoughts. Focused Mind is an extraordinary ability and can be used as a free action. In all other respects, this ability functions as per the spell, *mind blank*.

Stump Knight

'Laugh if you must, and when you are through with your little roll on the ground, try to get up. I'll see to it that your filthy rump is back on the ground again.'

Though sounding rather comical, the lawful order of the knights of the stump is a highly respected, noble society of great gnome fighters and warriors. The stump knights are dedicated to protecting the weak and those of smaller stature against the strife and oppression caused by larger

creatures. The anger caused by such beings using their size to bully the wee folk burns deep within the hearts of these noble gnomes. In an effort to quench such an emotional fire, the knights seek out to crush evil, strife, cruelty, and chaos. Though the personal emblems and coats of arms vary from knight to knight, all stump knights boast a symbolic image of the stump that the first knight stood upon so many ages ago.

Stump knights first got their title and symbolic tree stump emblem from the first knight of the order. Many ages ago there was a lone gnome fighter-mage who lived in a village was constantly being ravished by wandering bandits and murderers. Though having long since retired from his brutal days in an adventuring party, the little gnome decided that he had seen enough. Pulling out his old trusty sword and his squeaky plate mail armor, the gnome crawled up on top of a large tree stump that stood above his village and pronounced that he would personally end the madness. Though scoffed at first, the gnome quickly proved his intentions during the very next bandit raid. Using the skills that he had learned in the past when the gnome was forced to deal with enemies who were much greater in size, he quickly fell three rogues and sent the remaining two running for the hills.

Wild eyed in disbelief at the power, bravery, and might that the gnome possessed, the surviving males of the village asked the fighter-mage if he could teach them his ability and thus the first order of the stump knights was formed.

Though the life of a stump knight is often hard and tasking, the rewards are significant. They gain the respect of all the little folk, and there is a hardly a burrow where the legends of such knights are not told to young gnomes by the evening fire. As the stump knight progresses in level, they gain uncanny abilities towards fighting off larger opponents and are better able to resist the elements

TABLE 8-7: STUMP KNIGHT

CLASS LEVEL	BASE ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL
1	+1	+2	+2	+2	Strike Tall Folk +1
2	+2	+3	+3	+3	Wound Tall Folk +1, Protection from Chaos +1
3	+3	+3	+3	+3	Strike Tall Folk +2
4	+4	+4	+4	+4	Wee Reputation +1, Wound Tall Folk +2
5	+5	+4	+4	+4	Strike Tall Folk +3
6	+6	+5	+5	+5	Wound Tall Folk +3, Protection From Chaos +2
7	+7	+6	+6	+6	Wee Reputation +2
8	+8	+6	+6	+6	Strike Tall Folk +4, Wound Tall Folk +4
9	+9	+7	+7	+7	Wee Reputation +3
10	+10	+7	+7	+7	Strike Tall Folk +5, Wee Reputation +4, Protection From Chaos +3

of chaos. While a few are of neutral good alignment, all stump knights vow to uphold goodness and order to the best of their ability and judgement.

Hit Die: d10

REQUIREMENTS

Alignment: Lawful Good, Lawful Neutral, or Neutral Good only

Race: Gnome

Base Attack Bonus: +5

Diplomacy: 8 ranks

Skill Focus: Diplomacy

CLASS SKILLS

The class skills and key abilities for each skill are Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Listen (Wis), Jump (Str), Move Silently (Dex), Ride (Dex), Swim (Str), Wilderness Lore (Wis)

Skill Points At Each Level: 2+Int Modifier

CLASS FEATURES

The following are the class features of the stump knight.

Armor And Weapon Proficiencies: The stump knight is proficient with all simple and martial weapons. In addition, the stump knight may choose 1 exotic melee weapon to be proficient in. The stump knight gains proficiencies in the use of light and medium armor, but gains no proficiencies in using a shield.

Strike Tall Folk (Ex): The stump knight is especially skilled at attacking humanoid targets of medium size or larger. As such, they gain a bonus to their attack rolls against such targets. This bonus is +1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 8th level, and +5 at 10th level.

Wound Tall Folk (Ex): The stump knight is especially skilled at wounding humanoid targets of medium size or larger with their melee attacks. As such, they gain a bonus to their attack rolls against such targets. This bonus is +1 at 1st level, +2 at 3rd level, +3 at 5th level, +4 at 8th level, and +5 at 10th level.

Wee Reputation (Ex): While sometimes mocked by larger humanoids, the stump knights hold a high degree of respect and valor amongst all varieties of intelligent beings who are of small size or lesser proportions (tiny, diminutive, etc.). As such, the stump knight gains a bonus to all Charisma based skill checks when dealing with such intelligent beings. This bonus is +1 at 2nd

level, +2 at 4th level, +3 at 6th level, and +4 at 8th level.

Protection From Chaos (Su): The stump knight gains a bonus to saving throws against Chaos spells and spell effects. The bonus is +1 at 2nd level, +2 at 6th level, and +3 at 10th level.

Tiger Monk

The great gnomish monk, Zretu, began the Order of the Grand Tiger centuries ago. Tiger monks are generally restricted to gnomes, but certain halflings have been allowed into the Order at rare times. Those few monks allowed into this exclusive order make special vows of



devotion. The Order has an overriding goal of protecting gnomish people throughout the world. Unfortunately, the Order's idea of protection and the goals of the gnomes they are protecting sometimes come into conflict. For example, the Order might prevent farmers or miners from operating in certain areas to avoid angering creatures that might attack the gnomes in response. Members of the Order follow strict rules and regulations of their own, but consider the laws of other villages and cities somewhat beneath them, and rarely consider other laws when fulfilling their duties. Tiger monks never make promises to anyone outside the Order, no matter what the consequences. A command from the Order would supersede other promises so therefore outside oaths simply cannot be made.

Tiger monks are easily recognized by the stripped tattoos across their clean shaven heads and faces. Part of the one month ordeal used to initiate tiger monks into the order requires bathing in special chemicals that harden the skin and leave it hairless. The tattoos and hairless state are permanent, only the most powerful *wish* or *miracle* can reverse them. Tiger monks agree to strict laws during their initiation that require obedience to the Order. A tiger monk refusing the 'request' of the Order is given a second chance to perform the assigned task. A second refusal forces the Order to send more powerful members to slay

TABLE 8-8: TIGER MONK

CLASS LEVEL	BASE ATTACK BONUS	FORT. SAVE	REF. SAVE	WILL SAVE	SPECIAL
1	+0	+2	+2	+2	Monk Abilities Tiger's Mind
2	+1	+3	+3	+3	Lizard Focus Tiger's Nose
3	+2	+3	+3	+3	Improved Evasion Enlarge (1/day)
4	+3	+4	+4	+4	Ki Strike (+1) Shadow Form (1/day)
5	+3	+4	+4	+4	Enlarge (2/day) Crystal Mind
6	+4	+5	+5	+5	Shadow Form (2/day) Tiger Heart
7	+5	+5	+5	+5	Ki Strike (+2) Enlarge (3/day)
8	+6	+6	+6	+6	Touch of Dreams Tiger Spirit
9	+6	+6	+6	+6	Shadow Form (3/day) Enlarge (4/day)
10	+7	+7	+7	+7	Ki Strike (+3) Timeless Body

the 'traitor' in order to prevent their special knowledge and abilities from falling into the hands of enemies.

Hit die: d8

REQUIREMENTS

To become a tiger monk, a character must fulfill all of the following criteria.

Alignment: Lawful Neutral or Lawful Good

Race: Gnome, and rarely some Halflings

Base Attack Bonus: +4

Skills: Hide 4 ranks, Move Silently 4 ranks.

Special: Purity of Body class skill

CLASS SKILLS

The tiger monk's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

CLASS FEATURES

Tiger monks gain the special abilities listed below, as well as retaining any previous skills and abilities.

Weapon and Armor Proficiency: Tiger monks gain no additional weapon or armor proficiencies, and they retain the same penalties for wearing armor that monks do.

Monk Abilities: A tiger monk adds their tiger monk and monk levels together to calculate their unarmed damage, AC bonus, and speed on the monk tables provided in the PHB. The number of unarmed attacks is calculated by totaling the Base Attack Bonuses (BAB) from all classes and comparing that total to the BAB in Table 3-10 in the PHB. This table provides Unarmed Attack Bonuses corresponding to a particular BAB.

Tiger's Mind: A tiger monk develops acute senses and a keen mind for interpreting the slightest sounds or movements. They gain a +3 circumstance bonus to all Listen, Spot, and Search checks and can't be caught flat-footed.

Lizard Focus: Once each day, tiger monks can focus their energies toward healing their own bodies. For a period of 2 minutes (20 rounds) they heal a number of points equal to their Wisdom modifier each round. Damage taken while healing forces a Concentration check to continue the healing ability. No attacks can be made while healing.

Tiger's Nose: At 2nd level a tiger monk gains the *scent* ability and can sense approaching creatures with their sense of smell. This ability is negated in cities or villages where the vast number of different aromas deaden their acute senses.

Enlarge: At 3rd level a tiger monk can focus their inner energy to cause them to grow in size and strength along with all of the equipment they are wearing. This size increase lasts for a number of rounds equal to their tiger monk levels plus their Wisdom modifier and makes the monk Medium-size, -1 to AC and attack rolls, -2 Dex, +2 Con, +4 Str, and their unarmed damage increases by one die (for example, 1d6 unarmed damage becomes 1d8 unarmed damage). At the end of this period all bonus points from increased Con are lost and the monk returns to their original size.

Improved Evasion: A tiger monk takes no damage on a successful Reflex save against spells or abilities allowing a Reflex save, and takes only half damage on a failed save.

Shadow Form: At 4th level a tiger monk gains the ability to take a shadowy, almost incorporeal form as a move equivalent action. Not only do they become difficult to see (+10 circumstance bonus to all Hide checks), but they are impossible to hear and can pass through walls and doorways as if in *gaseous form*. A tiger monk can return to their normal form as a free action, or remain in shadow form for up to one hour. While in *shadow form* the tiger monk can make no physical attacks, and can only be struck by +1 or better weapons or spells or items that can specifically damage incorporeal beings. At 6th and 9th level the tiger monk gains the ability to perform this action an additional time each day.

Ki Strike: At 4th level a tiger monk gains the supernatural ability to strike creatures with damage reduction. At 4th level a tiger monk focuses so much inner energy and strength into their movements that each blow is equivalent to a blow from a weapon with a +1 enhancement bonus for the purpose of creatures or items with damage reduction. This equivalency increases to +2 at 7th level and +3 at 10th level.

Crystal Mind: A tiger monk has such devotion to their order that they become immune to all magical and supernatural charm, domination, and enchantment abilities. They are immune

to *geas/quest* spells as well; however, orders given by their master are equal to a *geas*, with respect to any penalties or damage associated with refusing to complete the quest or resisting it in some way.

Tiger Heart: At 6th level a tiger monk gains a supernatural immunity to all poisons, including magical poisons.

Touch of Dreams: Starting at 7th level a tiger monk gains the supernatural ability to inflict horrible nightmares on intelligent, living creatures. The tiger monk must declare an attempt to inflict a *touch of dreams* before making their attack roll. If they successfully touch their target, the target must make a successful Will save (DC 10 + one half the monk's total level + Wisdom modifier) or be attacked by such horrible nightmares that they are virtually paralyzed with fear. After one round a second Will save must be made to avoid being slain by the nightmarish dreams, if successful the target can fight their way through the nightmares in an additional 4 rounds. While paralyzed the target loses their Dex bonus to AC and is unable to dodge attacks or spells in anyway.

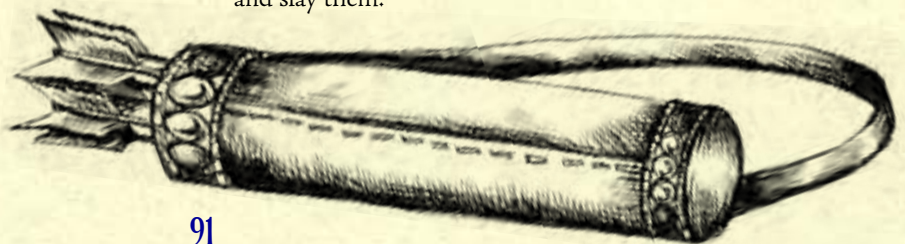
This potent ability can be used only once every three days, and only functions on creatures with hit dice equal or less than the tiger monk's total level. Undead, creatures with no intelligence score, or creatures immune to critical hits are immune to this ability.

Tiger Spirit: At 7th level a tiger monk gains a supernatural resistance to spells. The resistance is equal to 10 + the total monk levels the character possesses. A spellcaster must roll equal or higher than the monk's spell resistance (d20 + the spellcaster's level) to affect the tiger monk with a spell.

Timeless Body: Upon reaching 10th level a tiger monk is no longer subject to physical effects from aging. They still age, and die at the appointed time, but suffer no further bonuses or minuses to attributes due to age. Aging penalties acquired before attaining this level remain, but no further changes are incurred.

EX-TIGER MONKS

Once initiated into the order an individual is either a tiger monk, or a target of tiger monks. Someone falling from the Order, or refusing to follow its commands, retains their monk abilities (if they still qualify as a monk) but loses all special tiger monk class abilities. This makes them much easier targets for the tiger monks sent to hunt them down and slay them.



A Gnomish Glossary



Alsena! (hill gnome) the Great Spirit revered by even the gods; the being which created the cosmos.

Andewien: (hill gnome) an underclass, literally 'street feet'.

Annitekte: the governor of a ministry in the *KET LIROTEKTE*.

Atyelies: teachers with college education in the hill gnome culture.

Chulchun: the standard dialect of the Imperial gnome language.

Chunghul: the language of the Imperial gnomes.

Daechun: the court dialect of the Imperial gnome language.

Daewan: the Imperial gnome term for themselves.

Dekkerken: grandparents, great grandparents, *etc.* in the hill gnome language. Translates as 'blood parents' or 'kin parents'.

Denemer: the hill gnome language, variants of which are also used by mountain gnomes.

Douvente: the Royal Ministries; ministries under the control of the prince in the mountain gnome dialect of the hill gnome language. These three ministries are War, State and Justice.

Ducalies: the House Royal; a collection of families that can claim royal descent in the mountain gnome dialect of the hill gnome language.

Echtiranje: the Caste Tax, the fee paid to move into a superior caste in mountain gnome society in the mountain gnome dialect of the hill gnome language.

Ervonnek: (hill gnome) the master of a public house.

Faithless Gods: the evil gods who did not mourn the passing of *ALSENAL* in the hill gnome culture.

Fennebrektere: the Five Burning Trees; the heavens that existed before the war between the Mourning and the Faithless Gods.

Ghijermien: the Harvest Feast of the hill and mountain gnomes; one of the two most important festivals in those cultures.

Helechtike: a cross between a speaker and president, the leader in the *LIROTEKTE*.

Hesselke: (mountain gnome) a strong liquor distilled.

hen Anniemer: traditional aristocracy in the hill gnome Language. While not really nobility among the hill gnomes, the *hen Anniemer* remains the hereditary nobility among the mountain gnomes.

Jarbien: (hill gnome) literally 'storyteller'. Usually denotes a bard, poet or storyteller who may or may not use illusions as part of the entertainment.

Jatger: the Wizard-General, a permanent military post commanding all magic-users in the hill and mountain gnome cultures, staffed by an individual assigned by the *KET LIROTEKTE*.

Jertemern: (**hill gnome**) familial clan; descendants from a single family or individual.

Jinelies: teachers without college education in the hill gnome culture.

Kartjon: the Harvester of Souls, the closest thing to a death god in the cultures of the hill and mountain gnomes.

Kenneden: (hill gnome) a catchall phrase used to denote kinship or geographical ties. Translates as clan.

Ket Lirotekte: the national governing body in the cultures of the hill and mountain gnomes.

Ketrien: (hill gnome) elder.

Ketwerttje: a civil servant in the national governments of the cultures of the hill and mountain gnomes; officers in the ministries of the *KET LIROTEKTE*

Kriemer: (mountain gnome) commoners in mountain gnome society.

Latje: (hill gnome) a community or group that considers its relationship familial in the hill gnome language. This term is not used by mountain gnomes.

Lirotekte: (hill gnome) a gathering, like a town meeting, in which gnomes can cast votes and make decisions. It is the main political body for the hill and mountain gnomes.

Maaikergir: (hill gnome) a derogatory term for a Human. Means 'little nose'.

Marchtinha: (mountain gnome) a City Charter, a charter which allows a guild in an urban area to include members of any caste.

Minidol:(imperial gnome) the form of address used with an equal.

Mourning Gods: the gods of the gnomes, halflings, dwarves, elves and humans; those gods which mourned the passing of Alsenal, according to hill gnome culture.

Oserien Anntilien Mareleos the Golden: the main god in the cultures of the hill and mountain gnomes.

Perried: (**hill gnome**) a special style of overcoat.

Pietwer: a body of five respected citizens to act as a court of final appeal in the cultures of the hill and mountain gnomes.

Pitrigje: representatives in the *KET LIROTEKTE*.

Pujedol: (imperial gnome) the form of address used with an inferior..

Quarden: (hill gnome) the hill gnome term for themselves.

Realms Below: the Hells; the domain of *THE FAITHLESS GODS* in the cultures of the hill and mountain gnomes.

Relsben: the Thaw Feast of the hill and mountain gnomes; one of the two most important festivals in those cultures.

Roend Getrer: a smith deity in the hill and mountain gnome cultures.

Rusdenemer: the common form of the hill gnome language. Also called *RUSNER*.

Rusner: see *RUSDENEMER*.

Sannemeiker: (mountain gnome) the middle-class in the mountain gnome.

Sqotje: paid employees working as aides and officers for the *WERTTJE* in the cultures of the hill and mountain gnomes.

Stilmarga: (mountain gnome) the marriage rite practiced by mountain gnomes.

Tekvente: the National Ministries; ministries under the control of the mountain gnome *Ket Lirotekte* in the mountain gnome dialect of the hill gnome language. These three ministries are Trade, Finance and Public Works.

Tien: an honorific that may be used by a graduate of a hill gnome college who has passed the college exam.

Tiridsen: (hill gnome) the mountain gnomes..

Tiridsenemer: the dialect of the mountain gnomes, and a variant of the hill gnome language. Also called *TIRSDER*

Tirsdar: see *Tiridsenemer*.

Tuidol: (imperial gnome) the form of address used with a superior.

Vandenemer: an ancient form of the hill gnome language, still used for religious and legal purposes. Also called *VANDER*.

Vander: see *VANDENEMER*.

Vonnek: (hill gnome) a public house: a Tavern.

Welstinha: (mountain gnome) a charter of nobility, conveying the right to raise soldiers during a muster and to act as judge in legal matters..

Werttje: a civil servant of the local government in the hill and mountain gnome cultures.

Winolaos: the Urban Watch, units that police large urban areas in the hill and mountain gnome cultures.

Yangchun: a merchant and common dialect of the Imperial gnome language: is understandable by speakers of Chulchun and Daechun.



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A		F		M	
Alchemical Nose	38	Fan Staff	50	Maggots to Rice	62
Alter feature	57	Fey Friend	38	Magical Buckles	70
Amplifier	73	Firebrander	41	Magical Circle Against Odors	71
Ant dust	53	Flash buckle	70	Magical Pipes	68-9
Arcane Eye	38	Flee	38	Mareleos, Oserien	42
		Flintflick	41	Mass Death Dream	62
		Floor of Horrors	60	Mass Dream	62
B		Fluidmeister	39	Mass Mirror Image	62
Bandycook (Spell & Items)	71-2	Frightlock	46	Mass Nightmare	62
banquet of rot	57			Master of Clockworks	39
Bathtub	71	G		Master of Gnomonics	86
Belt of Grounding	66	Garden kit	54	Master of Illusions	39
bestow mirrow image	57	Gear Cut	60	Measure Distance	75
betel nuts	51	Gear cutter's shop	53	medicine pouch	54
Better Trap	85	Gear of Fitting	66	Mirror Image Buckle	70
Big Folk Armor	58	Gem Cut	60	Mouth of Great Dishonor	62
Binding Site	81	Gem Polish	60	Mud Fudge	63
Bola Staff	50	Getrer, Roend	42	Muter	73
Bond's can't hold me	38	Ghostly Musician	39		
Bookworm	38	ginger mead	54	N	
Box of Dots	58	Glove sof the Thieving Lady	66	Nosentoes	49
Brew Expendable Potion	38	Gnome Ann	66-7		
Brindariske	40	Gnome Guardian	81	O	
Broonsweep, Hazel	41	Gnome Naturalist	82	Oakcap	47
Buckles, magical	70	Gnome Rod	67	Object Invisibility	63
Bug Folk Furniture	58	Gnomonic Device	67	Oserien Anntilien Mareleos	42
Burrow	80	Goblinscabs	49		
Burrow mead	53	Gurgle Gargles	60	P	
Burrow Savage	78			Painter's enamels	52
Burrowmites	49			Patchouli	52
		H		pefume oil	52
		Hairtrimmer	71	Phantasmal Stalker	63
		Hat of Dancing	67	Pinwheel of Color Spray	68
		Hat of Gnomekind	68	Pipe of Acid Fog	68
		Hat Speak	61	Pipe of Fog Cloud	68
		Hattent	68	Pipe of Glitterdust	68
		Hazel Broomsweep	41	Pipe of Illusions	69
		Hookah	51	Pipe of Smoke Form	69
				Plant Dance	63
		I		Portable Bathtub	71
		Illusioneer	84	Portable Sprayer	76
		Improved Bardic Music	73	Portection From Odors	71
		Improved Muter	73	Prey of Thinkers	79
		Improved Object Invisibility	61	Prong Sword	50
		Improvised Weapon	39	Protective Suit	76
		Instant Failsafe	86	pung chow tiles	52
		Inventor's shop	54		
				R	
		J		Racial hatred	39
		Jury-rig crafting	39	Rain of Stain	64
				Reinforce Material	75
		K		Renew Soap	72
		Kartjon	41	Reset	86
		kite	51	Rice to Maggots	64
		Knotaleafa	42	Roend Getrer	42
				Rollie Fallie	64
		L		Ruin Joke	64
		Lathe of Commanded Turning	68		
		Leveraged Trip	39	S	
		Little Dancer	39	Sake of Fiery Malice	64
		Lively Rug	61	Scurry	39
		Lizardfoam	49	Secret Failsafe	85
		Lure	86	Sense Danger	81
				Shadow Cloak	65
				Shield Dodge	40
				Shiny Shoes	67
				Shoes of Gnomekind	69
				shoyu	52
				skunk soap	54
				Slow Mechanism	75
				Smaller Target	40
				Smogchoke	42
				Smooth Voice	73
				Sneaky Peachy	65
				Sonic Staff	74
				soup powders	54
				Spots Before Your Eyes	65
				Staff of Frabrication	77
				Staff of Seigcraft	77
				Staff, Bola	50
				Staff, Fan	50
				Staring Portrait	65
				stinker wax	55
				Stop Mechanism	75
				Strawberry Mud Custard	66
				Strike Tall Folk	90
				Stump Knight	88
				Suds	72
				Sword, Prong	50
				T	
				Talking Stick	69
				Thread, silk	52
				Tiger Heart	91
				Tiger Monk	89
				Tiger's Mind	91
				Tiger's Nose	91
				Tinker's vest	55
				Tiny Folk Furniture	66
				Tireless	82-83
				Toedirt	48
				Tome of Higher Gnomonics	70
				Tone Deafness	74
				Tool Gauntlet	77
				Tool/Weapon	75
				Touch of Dreams	91
				Trackless Step	80
				Trading figures	55
				Trap detector	40
				Trick big Folk	40
				Trick spice	55
				Trickster	40
				Trident, Chub	50
				Truly Earthbound	80
				Tumbling	56
				U	
				Ugly blanket	56
				Unnoticable	40
				W	
				walking stick tea	56
				Warm Water	72
				Weaken Material	76
				Wee Reputation	90
				Wound Tall Folk	90
E					
Earth Mastery	80				
Earthbound	80				
Earthbound Lord	79				
Earthen Link	81				
Emerithop (Spells & Items)	74-7				



Gnomes

Masters of Illusion

Gnomes revealed for the first time in depth. Did you know that there are three cultures to these reclusive creatures? The Hill, Mountain and Imperial Gnomes are all described in detail and lavishly illustrated bringing the text to life.

Gnomes: Masters of Illusion also features brand new magic items and 9 new prestige classes for your enjoyment. Also for the first time we reveal the details on the gnome's 'magical pipes' and their alchemical creations. Packed into this tome are details and descriptions on Gnomish non-magical equipment, new spells at least 50 or more, details on the kinds of diseases that can inflict these people and a full pantheon of deities to use as you wish.

Gnomes: Masters of Illusion provides a new and fresh look at a much-misunderstood race.

