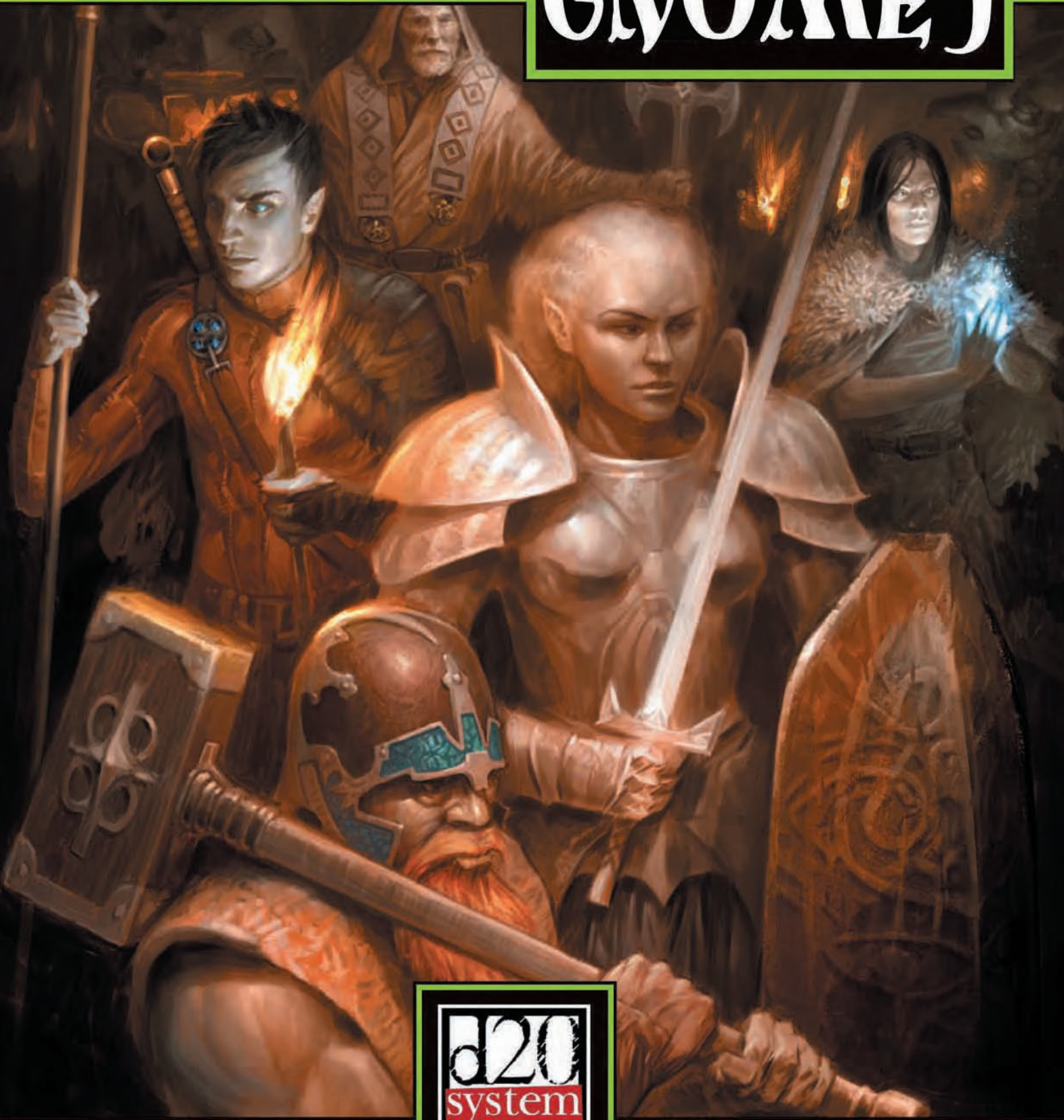


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ADVANCED RACE CODEX

GNOMES

BY SETH JOHNSON & ROBERT J. SCHWALB



d20
system

AN ADVANCED RULEBOOK FOR THE D20 SYSTEM

THE ADVANCED RACE CODEx

GNOMES



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TABLE OF CONTENTS

INTRODUCTION	C	Rabbit Foot [General]	11	The Epic Trapspringer	24
<i>Advanced Race Codex and the</i>		Scholar of Rare Insight		Tunnel Warden	25
Advanced Rulebooks	C	[General]	11	Requirements	25
Using the Codex	C	Song of Empowerment		Class Skills	25
Epic Prestige Classes	D	[Bardic Music]	11	Class Features	26
Actions	D	Song of Expansion		Part V:	
Swift Action	D	[Bardic Music]	11	Spells and Magic	27
Immediate Action	D	Song of Extension		New Spells	27
About the Authors	D	[Bardic Music]	11	New Bard Spells	27
Gnomes	2	Song of Maximization		New Cleric Spells	27
Part I:		[Bardic Music]	11	New Druid Spells	27
Playing Gnome Characters	3	Song of Penetration		New Ranger Spells	27
Character Concepts	3	[Bardic Music]	12	New Sorcerer	
Short Person	3	Song of Quickening		and Wizard Spells	27
Happy Companion	3	[Bardic Music]	12	New Spell Descriptions	28
Inquisitive Scholar	3	Song of Revelation		Beguile	28
Clever Illusionist	3	[Bardic Music]	12	Bloodfoes	28
Part II: Gnome Options	3	Song of Summoning		Bogg's Black Ball of Bleakness	28
Gnome Subraces	3	[Bardic Music]	12	Bogg's Bouncing Boom	29
Forest Gnomes	3	Song of Widening		Bogg's Cinderball	29
Svirfneblin	4	[Bardic Music]	12	Bogg's Vacuum Ball	29
Variant Gnomes	5	Strapping [General]	12	Camouflage	29
Chaos Worshiper	5	Swift [General]	12	Camouflage, Mass	30
Gearheads	5	Tumble Strike [General]	12	Capture Scene	30
Madness Mages	6	Part IV:		Charm Person, Mass	30
Magic-Eaters	6	Gnome Prestige Classes	13	Euphoria	30
Younglings	7	Collegian	13	False Healing	30
Part III:		Requirements	14	False Pain	31
Supplemental Rules	7	Class Skills	14	Gnome's Gold	31
Bardic Music		Class Features	14	Hold Device	31
and Metasong Feats	7	The Epic Collegian	14	Illusory Weapon	31
New Feats	7	Gnome Grifter	14	Mocking Laughter	31
Affable [General]	7	Requirements	15	Olyphoodle's Tongue	32
Alchemical Mastery		Class Skills	15	Overconfidence	32
[General]	7	Class Features	16	Spell Allergy	32
Alchemist [General]	9	The Epic Gnome Grifter	16	Spellward	32
Animal Magnetism [General] ..	9	Iron Pestle Alchemist (Pestler) ..	17	Spellward, Greater	32
Blather [General]	9	Requirements	18	Swarm of Flies	32
Branch Runner [General]	9	Class Skills	18	Part VI:	
Caddywompas' Luck		Class Features	18	Gnome Equipment	33
[General]	9	The Epic Pestler	19	Weapons	33
Craftmaster [General]	9	Kneebiter	19	Bird Shot	33
Effortless Song [Metasong]	9	Requirements	19	Folding Blade, Gnome	33
Forest Native [General]	10	Class Skills	20	Slingshooter, Gnome	33
Glitter-Eye [General]	10	Class Features	20	Slug	33
Gremlin's Touch [General]	10	The Epic Kneebiter	21	Spring Blade	33
Hook, Fall, Smash [General] ..	10	Shadowspinner	21	Special Items and Substances	33
Leverage [General]	10	Requirements	21	Bomb Balls	33
Lingering Song [Metasong] ..	10	Class Skills	21	Clockwork Detonator	34
Nose of Flinkshradkit		Class Features	21	Wondrous Item	34
[General]	10	The Epic Shadowspinner	23	Bogg's Ear Plugs	34
Overseer [General]	10	Trapspringer	23	APPENDIX A:	
Quicken Song [Metasong]	10	Requirements	24	SUPPLEMENTAL MATERIAL	35
		Class Skills	24	LICENSE	36
		Class Features	24		

INTRODUCTION

Welcome to the *Advanced Race Codex* PDF series!

Ever notice how after your first few levels, the choice you made for your character's race no longer seems to matter? Beyond a few bonus skill points, perhaps an additional feat, and a handful of modifiers for special situations, the benefits of racial selection don't amount to all that much. Sure, your dwarf has darkvision, but so does anyone else touched by a 3rd-level wizard who can cast the spell of the same name. Like the +2 bonus to Constitution your gnome got? You can bet your party's spellcasters like the +4 bonus they get from *bear's endurance*. Think your elf is good at getting a fast shot off with a longbow? So is anyone else with *gloves of Dexterity*. When you really think about it, a feat, spell, or prestige class can eventually replicate just about any bonus or edge you get from your race choice. So should you care about what race you pick? Does it really matter in the long run?

Absolutely.

This is where the *Advanced Race Codex PDFs* come in. The primary purpose of these electronic books is to bring back the appeal of playing elves and half-elves, gnomes and halflings, half-orcs and other humanoid races. Each PDF expands the scope of a race beyond the simplest terms of the default campaign background, allowing racial choice to really mean something. They provide the mechanics to support whatever character you want to play, from whatever perspective you want to play it. From a black-clad dwarf necromancer, to a halfling bare-fisted fighter, to an elf bard channeling the music of nature, this series gives you the tools to expand the scope of character races in your games. Individually, the ARC PDFs provide rules expansions for one of the core races: dwarves, elves, humans, half-elves, and the rest in exquisite detail. By offering them individually,

you can sample the cool new rules and features as they apply to your character, easily printing off feats, spells, and prestige class notes you can bring to the table without lugging around an extra book.

Some of the material found in these PDFs originated in Green Ronin's popular **Races of Renown** series. The **Advanced Race Codex** PDF series collects this wealth of older material and updates it to the v3.5 rules. The **Advanced Race Codex** series is more than just a reprint and revision product, though. Here you will also find all-new information presented for humans, gnomes, half-elves, halflings, and more. So rest assured, no matter what kind of character you want to play, the **Advanced Race Codex** series has something just for you.

Each volume is organized into six parts. Part I details useful information for playing a member of a particular race, offering quick roleplaying tips and suggestions, minor rules modifications or expansions, and other useful material. Part II goes beyond the character to look at how the race as a whole fits into the game, with both sections complementing each other to fully define each race in roleplaying terms—from standard subraces to variant core races and new mechanics for existing rules.

Part III comprises supplemental rules, presenting new or revised feats for each race. Prestige classes follow in Part IV. New spells in Part V and Equipment in Part VI round out each volume, arming each race with tools powerful enough to meet any challenge.

If you like what you find, and we're sure you will, be sure to check out the other PDF releases in Green Ronin's **Advanced Race Codex** series, and watch for the print book in the coming months.

ADVANCED RACE CODEx AND THE ADVANCED RULEBOOKS

Though this is a self-contained book, as a part of Green Ronin's growing line of **Advanced Rulebooks**, each PDF in the **Advanced Race Codex** series works alongside the *Advanced Bestiary*, *Advanced Player's Manual*, and *Advanced Gamemaster's Guide*. By using the rules presented in those other works, you can expand on the information given here. The *Advanced Bestiary* offers a host of new templates, so that if you have an urge to play arboreal versions of elves, fire-infused dwarves, or even fungal gnomes, no problem. The *Advanced Player's Manual* provides powerful tools for building interesting racial variants, a wealth of new class options, and even skill modifiers based on creature type. Finally, the *Advanced Gamemaster's Guide* presents excellent advice for building campaign settings and adventures, giving

you definitive guidelines for introducing new material into your games and constructing a world in which you may place your new creations.

If you use the classes presented in the *Advanced Player's Manual*, for the purposes of determining a character's starting age, eldritch weavers, evangelists, spellmasters and warpriests use the cleric column, scouts and thanemages use the bard column.

USING THE CODEx

One of the biggest benefits of the **Advanced Rulebooks** is that they aren't beholden to a particular campaign setting.

This means they are equally useful whether you explore the dark jungles of *Mindshadows* or fight against Set's minions in *Egyptian Adventures: Hamunaptra*. Even if you play in a campaign setting that doesn't feature elves, dwarves, or other staple fantasy characters, you can still make use of this series by plundering the mechanics that work for you. Alternatively, you could use this book with Green Ronin's *Black Company Campaign Setting*, simply modifying feats and prestige classes to conform to the special rules used in that particular world.

Whatever you use it for, this book is about giving you the power to make memorable characters. Feel free to adapt what you like, leave what you don't, and above all, enjoy what this resource has to offer.

EPIC PRESTIGE CLASSES

The **Advanced Race Codex** PDF series fully supports the *Epic Level Handbook* by providing epic class progressions for every prestige class that has ten or more levels. In accordance with the guidelines presented in the *ELH*, no prestige class with less than ten levels has an epic level progression. For more details on epic characters, check out **Chapter Six: Characters** in the *DMG*.

ACTIONS

The latest updates to the d20 System present two new types of actions: the swift action and the immediate action. For this book, we've adapted them for use with both magic and special abilities. Where a spell or ability requires a swift or immediate action, refer to these entries for details.

SWIFT ACTION

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Casting or manifesting a quickened spell or power is a swift action. In addition, casting any spell or manifesting any power with a casting time of 1 swift action is a swift action. Casting a spell or manifesting a power with a manifesting time of 1 swift action does not provoke attacks of opportunity.

IMMEDIATE ACTION

Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. However, unlike a swift action, an immediate action can be performed at any time—even if it's not your turn. Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

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GNOMES

In many fantasy epics and mythologies from around the world, gnomes have often played a significant part. The material in this book presents gnomes that both draw upon and depart from the popular images of this race, and you should feel free to do the same. Treat a single character (or an entire world) as unmolded clay in your hands, making no preconceived assumptions. After you absorb the information in this chapter, use as many different elements as you like to inspire your own creations.

Standard gnomes (also called rock gnomes) as presented in the *PHB* have the following racial traits.

- +2 Constitution, –2 Strength. Gnomes are tough and hardy, but are not as physically capable as most other races.
- Small: As a Small creature, a gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Gnome base land speed is 20 feet.
- Low-Light Vision: A gnome can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Weapon Familiarity: Gnomes may treat gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This increase stacks with those from similar effects, such as the Spell Focus feat.
- +1 racial bonus on attack rolls against kobolds and goblinoids.
- +4 dodge bonus to Armor Class against monsters of the giant type. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too.
- +2 racial bonus on Listen checks.
- +2 racial bonus on Craft (alchemy) checks.
- Automatic Languages: Common and Gnome. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, and Orc. In addition, a gnome can speak with a burrowing mammal (a badger, fox, rabbit, or the like; see following).
- Spell-Like Abilities: 1/day—*Speak with animals* (burrowing mammal only, duration 1 minute). A gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st. The save DC is Charisma-based.
- Favored Class: Bard. A multiclass gnome's bard class does not count when determining whether he takes an experience point penalty.

PART I: PLAYING GNOME CHARACTERS

As players and GMs decide how to incorporate gnomes into their campaign, the traditional approaches to this race give them a broad foundation upon which to build their own unique creations. Tweaking a single “required element” of the standard race in an unexpected way can make your gnomes unique and unforgettable.

CHARACTER CONCEPTS

Take a look at some of these traditional gnome standards, and at ideas for approaching them in new ways.

SHORT PERSON

Gnomes are shorter than nearly everyone around them, and you can expect that those others will comment on that fact often. You can either grit your teeth and resign yourself to endless annoyance, or you can play a gnome who has embraced his or her stature. Create a gnome rogue who crawls easily through tunnels impassable to her larger companions, or a squat gnome warrior encased in plate armor who runs beneath the attacks of his foes. Once you’ve embraced your height, it’s likely that your companions will tire of *you* talking about it.

HAPPY COMPANION

A standard gnome is a cheerful addition to any adventuring party. Even the darkest situation seems a bit brighter when a gnome makes a jest, and long, boring journeys are often livened up and punctuated by a gnome’s extended series of intricate practical jokes. However, as many groups might find it annoying at best to travel with someone so irrepressibly cheerful (or dangerous at worst to have a member who might thumb his nose at a dragon), you might choose a different personality for your gnome.

Perhaps your character was terribly embarrassed by the jokes of his brethren and now frowns upon humor of all kinds. Maybe your gnome was the only survivor of an expedition that met a terrible fate, and the experience has hardened her into a gloomy cynic certain of the doom awaiting all adventurers. Alternatively, your gnome’s cheer may be a cover for another aspect of his or her personality, such as the gnome whose happy demeanor is a mask for his manipulation of others for his own needs.

INQUISITIVE SCHOLAR

Many gnomes dedicate their lives to quiet, academic pursuits, studying the world around them with a curious eye and an open mind. They have the intelligence and focus to study fields most would dismiss, the willpower and dedication to investigate them fully, and the creativity and inventiveness to approach them from new directions, allowing for incredible discoveries and innovations. You can distinguish your gnome as an individual simply in the selection of her field of expertise—anything from the rearing of magical beasts to extraplanar cartography can be memorable (and useful) pursuits. Conversely, you might forgo a scholarly gnome in favor of one who is naturally intelligent but employs that intelligence instinctively without any formal study, or one who is a physical powerhouse rather than a mental one.

CLEVER ILLUSIONIST

In many fantasy campaigns, gnomes are naturally drawn to the path of magic—illusion in particular. Like any other character trait, you might make your gnome’s affinity for magic distinctive by tying it into the rest of his personality: a gnome hunter might study illusion magic as he seeks to create false scents and tracks to deceive his quarry, while a gnome cleric might learn the secrets of illusion to discredit those who use magic to pose as representatives of the gods.

PART II: GNOME OPTIONS

Subraces can help define the cultural background and personality tendencies of gnomes in your campaign. The *MM* presents two subraces (the forest gnome and the svirfneblin), though many more varieties could potentially exist (perhaps growing out of some of the racial options described in the **Variant Gnomes** section that follows).

GNOME SUBRACES

The two standard gnome subraces are described here to further expand your options in playing a gnome hero.

FOREST GNOMES

Forest gnomes are a reclusive people, preferring the company of sylvans like faerie (see *Advanced Race Codex: Elves*), dryads,

and other fey creatures. They fill the role of wardens and custodians of nature, combating the irresponsible destructive forces that would despoil their arboreal homelands, and naturally pitting themselves against the worst villains and wasters like orcs, goblins, and the dreaded trolls.

Forest gnomes are similar in build to standard gnomes, differing mostly in their coloration. Their skin is dark, sometimes nearing brown, and their hair ranges from cornsilk blonde to a deep green. Most forest gnomes have green eyes, though a few have brown or even gray coloration. Forest gnomes have the same ranges of height and weight as standard gnomes, and live just as long.

Forest gnomes have all the racial characteristics of standard gnomes, except as follows:

- *Pass without Trace* (Su): A forest gnome has the innate ability to use pass without trace as the spell (self only, as a free action). Caster level equals the forest gnome's class levels.
- +1 racial bonus on attack rolls against kobolds, goblinoids, orcs, and reptilian humanoids.
- +4 racial bonus on Hide checks, which improves to +8 in wooded areas.
- Automatic Languages: Gnome, Elven, Sylvan, and a simple language that enables a forest gnome to communicate on a very basic level with forest animals (this replaces the standard gnome's *speak with animals* ability). Bonus Languages: Common, Draconic, Dwarven, Giant, Goblin, Orc. This trait replaces the standard gnome's automatic and bonus languages.
- Level Adjustment: +1. A forest gnome has an effective character level (ECL) of 1 plus class levels, so that a 1st-level forest gnome druid would have an ECL of 2 (the equivalent of a 2nd-level standard gnome druid). ECL is the sum of the race's level adjustment, racial Hit Dice, and character levels.
- Favored Class: Druid. A multiclass forest gnome's druid class does not count when determining whether he takes an experience point penalty for multiclassing.
- Darkvision: Svirfneblin can see in the dark up to 120 feet. Darkvision is black and white only, but it is otherwise like normal sight, and svirfneblin can function just fine with no light at all.
- Stonecunning: This ability grants deep gnomes a +2 racial bonus on Search checks to notice unusual stonework. A deep gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching, and can use the Search skill to find stonework traps as a rogue can. A svirfneblin can also intuit depth, sensing his approximate distance underground as naturally as a human can sense which way is up.
- +2 racial bonus on all saving throws. This trait replaces the standard gnome's racial bonus on saving throws against illusions.
- +4 dodge bonus to Armor Class against all creatures. This trait replaces the standard gnome's dodge bonus against giants.
- Spell resistance equal to 11 + the svirfneblin's class levels.
- Nondetection (Su): A svirfneblin has a continuous nondetection ability as the spell (caster level equal to the svirfneblin's class levels).
- +2 racial bonus on Hide checks, which improves to +4 underground.
- Automatic Languages: Undercommon, Gnome, Common. Bonus Languages: Dwarven, Elven, Giant, Goblin, Orc, Terran. This trait replaces the standard gnome's automatic and bonus languages.
- Spell-Like Abilities: 1/day—*blindness/deafness*, *blur*, *disguise self*. Caster level equals the svirfneblin's class levels. The save DC is Charisma-based and receives a +4 racial modifier. This trait replaces the standard gnome's spell-like abilities.
- Favored Class: Rogue. A multiclass svirfneblin's rogue class does not count when determining whether he takes an experience point penalty for multiclassing.
- Level adjustment +3. A svirfneblin has an effective character level (ECL) of 3 plus class levels, so that a 1st-level svirfneblin rogue would have an ECL of 4 (the equivalent of a 4th-level gnome rogue). ECL is the sum of the race's level adjustment, racial Hit Dice, and character levels.

SVIRFNEBLIN

Also called deep gnomes, svirfneblin dwell in great cities deep underground. After generations of fighting the other denizens of the underworld, svirfneblin adapted to their environment, developing techniques and tactics for combating drow, grimlocks, aboleths, and worse. Moreover, their environment led to the evolution of the natural traits and abilities shared by all gnomes, building on their magical inclinations and focusing them toward more martial concerns.

Svirfneblin have wiry, rock-colored skin usually medium brown to brownish gray. Males are bald, while females have stringy gray hair. The average svirfneblin life span is about 250 years.

Svirfneblin (or deep gnomes) have all the racial characteristics of standard gnomes, except as follows:

- -2 Strength, +2 Dexterity, +2 Wisdom, -4 Charisma. These adjustments replace the standard gnome's ability score adjustments.

SVIRFNEBLIN AGE HEIGHT AND WEIGHT

	Adulthood	Barbarian, Rogue, Sorcerer	Bard, Fighter, Paladin, Ranger	Cleric, Druid, Monk, Wizard	Middle Age	Old	Venerable	Maximum Age
Svirfneblin	30 years	+3d6	+4d6	+6d6	80 yrs	120 years	200 years	+5d10 years
	Base Height	Height Modifier		Base Weight	Weight Modifier			
Svirfneblin, male	3 ft. 0 in.	+2d4 in.		140 lb.	× 1 lb.			
Svirfneblin, female	2 ft. 10 in.	+2d4 in.		100 lb.	× 1 lb.			

VARIANT GNOMES

The creation of unique gnomes can be extended beyond individuals to craft new gnome subraces and cultures that either coexist with traditional gnomes in your campaign, or substitute for them entirely. These descriptions stop short of creating wholly new gnome races, instead serving as seeds from which such races could easily grow. However, as some of the following examples demonstrate extreme possibilities, players and GMs should carefully consider whether the inclusion of an alternative concept in a campaign makes the gnomes distinctive or merely disruptive.

CHAOS WORSHIPER

Gnomes are notorious for their pranks and sense of humor. Chaos worshipers play out their amusements on a larger stage, working alone and in concert to manipulate kings and countries. When armies face each other on the battlefield but no soldier is quite certain of why, it may be the work of a chaos worshiper with the ear of a general. When a town hides in fear from a creature no citizen has ever seen, the first word could have come from a chaos worshiper. If it unravels order and defies reason, look for a gnome hiding in the shadows—and laughing.

While a few chaos worshipers manipulate and proselytize openly, most believe the seeds of chaos are best planted silent and deep. Merchants, scholars, crafters, entertainers—chaos worshiper gnomes can be encountered anywhere, and may go to great lengths to hide their true nature. In a setting where chaos has taken deep root among gnome culture, anything from a lone traveler to entire gnome settlements may be suspect. Sense Motive checks will be crucial to detecting a chaos worshiper, and Diplomacy or Bluff skills necessary for characters hoping to sway them—and to avoid being swayed themselves. Luckily, chaos worshipers are typically more capricious than dedicated, and may be easily convinced to go elsewhere or pursue a different course if the characters convince them it will be more entertaining.

Chaos worshipers have all of the racial characteristics of standard gnomes, except as follows:

- -2 Strength, +2 Intelligence, +2 Charisma. These adjustments replace the standard gnome's ability score adjustments.

- Add +1 to the Difficulty Class for all saving throws against enchantment spells cast by chaos worshiper gnomes. This adjustment stacks with those from similar effects. This ability replaces the standard gnome's normal bonus to illusion spell DCs.
- +2 racial bonus on Hide and Move Silently checks. This bonus replaces the gnome's bonus on attack rolls against kobolds and goblinoids.

GEARHEADS

These gnomes take joy in the act of creating complex mechanical devices, and the more complex the better. Their burrows are as much workshops as homes, filled with tools and half-finished projects as they amuse themselves and pursue any whim their intellectual curiosity brings to mind. The devices they do complete often have near-magical abilities, able to record sounds and images or even grant the ability to fly. Though few gearheads choose to study magic, they don't fear or avoid it. Instead, they see it as friendly competition and an inspiration, pushing them to constantly improve their own nonmagical inventions.

Encounters involving a gearhead will typically include a fair amount of innovation, tinkering and creation. When adventuring, gearheads will be able to shut down, bypass, or disassemble nearly any deathtrap or doomsday device they come across—or at least be enthusiastic about studying them while they try. Gearheads may sometimes

seem distracted, but when they do manage to focus on a situation, their cleverness is unmatched. Often, they can find a solution to a difficult situation in moments, and gearheads will often proclaim with certainty that even impossible problems can be overcome if given only a bit more thought. Of course, most of their solutions involve the creation of devices tailored to the situation, or adopting an existing tool to a new purpose.

Gearheads have all of the racial characteristics of standard gnomes, except as follows:

- -2 Strength, +2 Intelligence. These adjustments replace the standard gnome's ability score adjustments.
- +2 racial bonus on all Craft and Profession checks. As well, gearhead gnomes take no penalty for using improvised tools.



MADNESS MAGES

Gnomes have a natural talent for illusions, using magic to change the appearance of the world around them. Madness mages are those gnomes who are consumed by their affinity, tying the world in a snare of lies and illusions until they lose track of what they've created and what's actually real. As their magical power increases, their grasp on sanity decreases until they risk drowning in a sea of unreality—and taking anyone nearby with them.

Whether ally or enemy, it can be as dangerous as it is useful to have a madness mage in the vicinity. Their illusions can hide them in a crowd or an empty field. They can make a herd of cows appear to be a rampaging horde of beasts as easily as they can hide a monster beneath the guise of a docile animal. What's more, when they don't use their abilities, the abilities tend to use themselves. Even the most perceptive of those who encounter madness mages often spend a fair bit of time wondering if they can truly trust what they see around them to be real.

Madness mages have all of the racial characteristics of standard gnomes, except as follows:

- **Spell-Like Abilities:** 1/day—*disguise self*. A madness mage gnome with a Charisma score of at least 10 also has the following spell-like abilities: 1/day—*gnome's gold**, *hallucinatory terrain*, *minor image*. Caster level 1st. The save DC is Charisma-based.

If a madness mage gnome does not use his spell-like abilities each day, the GM may employ them instead (often to the character's detriment). These enhanced spell-like abilities replace the standard gnome's spell-like abilities, and the standard gnome's natural resistance to illusion spells and effects.

* New spell described on page 31.

- **Favored Class:** Sorcerer. A multiclass madness mage gnome's sorcerer class does not count when determining whether he takes an experience point penalty.

MAGIC-EATERS

Magic-eaters are gnomes living in the woods far from towns and cities who have had no exposure to the

spellcasters who might help them explore their innate talent for magic. Instead they view magic as strange and dangerous, and do everything they can to bolster their inborn resistance to its powers. Driven by fear, they clear their forest of magical beasts and try to prevent anyone with magical skill or ability—from wizards to rangers—from crossing their borders. When they do venture out from their forest strongholds to trade or adventure, magic-eaters don't hesitate to demonstrate that not only can they resist the effects of magic, they have learned to consume eldritch energy and destroy spells already cast.

Far different from the cheerful illusionists most expect, to meet a magic-eater is to encounter a gnome who is

bitter, fearful,
and disturbingly
powerful.

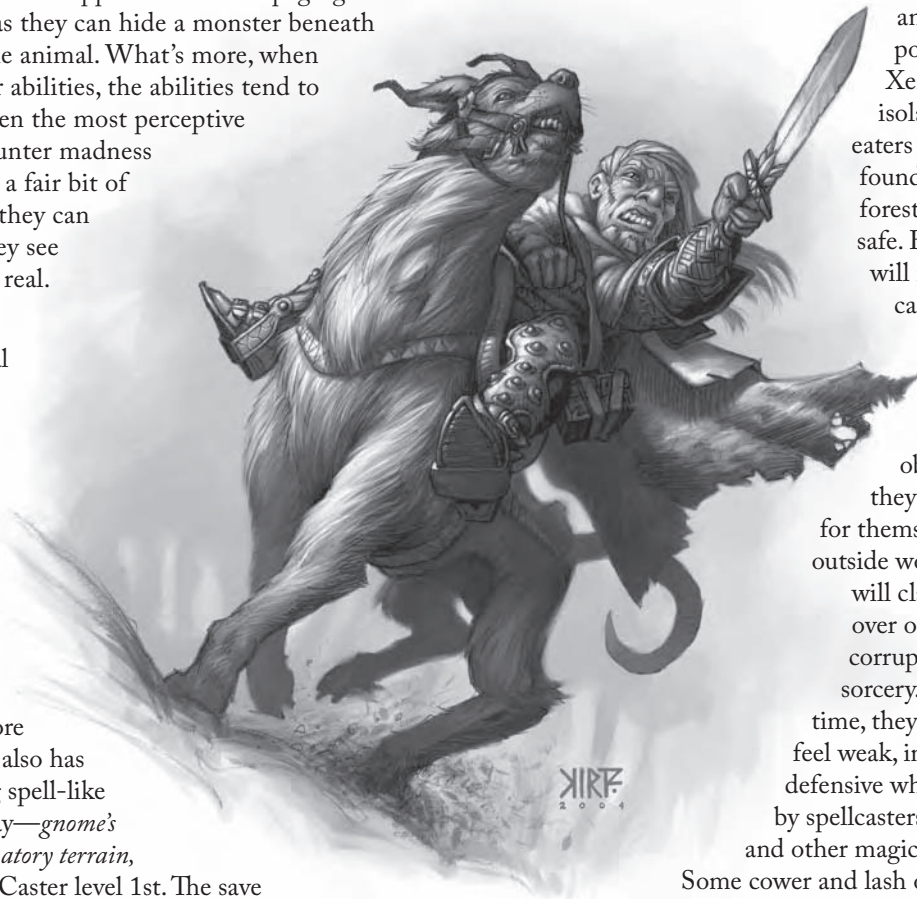
Xenophobic and
isolationist, magic-
eaters are most often
found in secluded
forests where they feel
safe. However, as they
will not let merchant
caravans enter

their domain,
magic-eaters
must leave
their people to
obtain anything
they cannot provide
for themselves. In the
outside world, magic-eaters
will claim superiority
over others, free of the
corrupting influence of
sorcery. Yet at the same
time, they may secretly
feel weak, inferior, and
defensive when surrounded
by spellcasters, magical
beasts, and other magical
creatures.

Some cower and lash out violently when threatened, while others are brash and offensive in the hope that boldness will serve as a first line of defense.

Magic-eaters have all of the racial characteristics of standard gnomes, except as follows:

- **+1 bonus on saving throws** against spells and spell-like effects from two schools of the character's choice. This bonus stacks with the gnome's normal bonus on saves against illusion spells. This ability replaces the standard gnome's normal bonus to illusion spell DCs.
- **Spell-Like Abilities:** 1/day—*dispel magic*. Caster level equals the magic-eater gnome's class levels. The save DC is Charisma-based. This ability replaces the standard gnome's normal spell-like abilities.
- **Restricted Magic:** So great is the magic-eater's disdain for magic of any kind that spells that specifically



target the gnome are only 50% likely to function (even beneficial spells like *cure* spells). As well, use-based magic items function only 50% of the time in the hands of a magic-eater (items with charges simply fail to function, but do not expend a charge).

Magic weapons, armor, and enhancement-based protective items (such as *bracers of armor* or a *ring of protection*) lose one point of their enhancement bonus when worn by a magic-eater, while magic weapons and armor with special properties lose one of their lowest-powered properties as well. Use the base price modifier from the **Weapon Special Ability Modifiers** tables in **Chapter Seven** of the *DMG* to compare the relative power of abilities; if a weapon has two abilities of equal power, roll to see which is lost each time the weapon is wielded. For example, a +2 *defending ghost touch rapier of speed* would function as either a +1 *defending rapier of speed* or a +1 *ghost touch rapier of speed* each time a magic-eater drew it.

- **Favored Class:** Barbarian. A multiclass magic-eater gnome's barbarian class does not count when determining whether he takes an experience point penalty.

YOUNGLINGS

The younglings are gnomes newly born to the world, the creation of a capricious god. Their unending curiosity stems from novelty—everything a youngling learns is new, and they exult in their first exposure to experiences others take for granted. They have no culture of their own,

instead mimicking the cultures of those around them as a foundation for their own eccentric personalities.

With their guileless approach to the world and piecemeal dress, younglings are immediately obvious whenever encountered. However, their childlike behavior should not be assumed to indicate weakness. A youngling obsessed with minutiae such as winter herbs one month may have spent the month previous studying the use of exotic weapons. Younglings driven by curiosity may accompany adventurers setting off to explore strange lands, or they may be those adventurers' competition as they race to gather treasures and secrets. Though they are typically drawn in different directions by their personal whims, it's possible that a group of younglings might become curious about the art of warfare—and master it as quickly and easily as they do other skills.

Younglings have all of the racial characteristics of standard gnomes, except as follows:

- Add +1 to the Difficulty Class for all saving throws against conjuration spells cast by youngling gnomes. This increase stacks with those from similar effects, such as the Spell Focus feat. This ability replaces the standard gnome's normal bonus to illusion spell DCs.
- +2 racial bonus on Listen, Search, and Spot checks. A youngling gnome who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it. This bonus replaces the gnome's bonus on attack rolls against kobolds and goblinoids.

PART III: SUPPLEMENTAL RULES

This section provides new feats that can be taken by gnome characters to emphasize and explore their culture and abilities.

BARDIC MUSIC AND METASONG FEATS

With an affinity for both the bardic tradition and illusion magic, gnomes have developed techniques to improve their bardic music abilities and to weave that bardic music into their spellcasting. Bardic music feats allow characters to expend a use of their bardic music ability to augment their spells with a variety of metamagic and other effects, while metasong feats grant a bard special effects at the expense of additional uses of her bardic music ability.

NEW FEATS

Though many of these feats emphasize certain aspects of gnome culture, most do not have a racial prerequisite. However, a GM should feel free to limit these feats to gnome characters (or to allow members of other races to take gnome-specific feats) if appropriate for the campaign.

AFFABLE [GENERAL]

You are naturally friendly, and others are inclined to like you.

Benefit: When making a check to influence an NPC's attitude (typically a Diplomacy, Intimidate, or Charisma check), you may throw two dice instead of one and take the better result. You may use this ability a number of times per day equal to your Charisma modifier (minimum once per day). For details on modifying NPC attitudes, see **Diplomacy** in **Chapter Four: Skills** of the *PHB*.

ALCHEMICAL MASTERY [GENERAL]

Your alchemical skills are honed and efficient.

Prerequisite: Craft (alchemy) 5 ranks.

Benefit: You gain a +3 bonus on all Craft (alchemy) checks. In addition, when creating an item using Craft (alchemy), you are only required to pay one-quarter of the item's price for the cost of raw materials, and when checking progress by the day, you count your progress in silver pieces.

Normal: When a Craft check is made by the day to check progress toward completion, you track your progress in copper pieces.

TABLE 4-1: NEW FEATS

General Feats	Prerequisites
Affable	—
Alchemical Mastery	Craft (alchemy) 5 ranks
Alchemist	Int 13
Animal Magnetism ²	Animal Affinity feat or wild empathy class feature
Blather	Bluff 5 ranks
Branch Runner	Lightning Reflexes
Caddywompas' Luck	—
Craftmaster ²	Int 13
Forest Native	Gnome
Glitter-Eye	Gnome
Gremlin's Touch	Nimble Fingers
Hook, Fall, Smash ¹	Exotic Weapon Proficiency (gnome hooked hammer); or Improved Trip, weapon familiarity with gnome hooked hammer
Leverage ¹	Improved Bull Rush
Nose of Flinkshradkit	Gnome
Overseer	Cha 13
Rabbit Foot ¹	Improved Feint
Scholar of Rare Insight	Int 13
Strapping	—
Swift	—
Tumble Strike	Tumble 10 ranks, Spring Attack
Bardic Music Feats	Prerequisites
Song of Empowerment	Cha 17, Perform 15 ranks, Empower Spell, bardic music ability
Song of Expansion	Cha 13, Perform 12 ranks, Enlarge Spell, bardic music ability
Song of Extension	Cha 13, Perform 12 ranks, Extend Spell, bardic music ability
Song of Maximization	Cha 19, Perform 18 ranks, Maximize Spell, bardic music ability
Song of Penetration	Cha 15, Perform 9 ranks, Spell Penetration, bardic music ability
Song of Quickening	Cha 19, Perform 18 ranks, Quicken Spell, bardic music ability
Song of Revelation	Cha 11, Perform 5 ranks, bardic music ability
Song of Summoning	Cha 13, Perform 7 ranks, Augment Summoning, bardic music ability
Song of Widening	Cha 17, Perform 15 ranks, Widen Spell, bardic music ability
Metasong Feats	Prerequisites
Effortless Song ²	Perform 9 ranks, bardic music ability
Lingering Song ²	Bardic music ability
Quicken Song ²	Bardic music ability

1 A fighter may select this feat as one of his fighter bonus feats.

2 You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new exotic armor, exotic shield, or set of skills.

ALCHEMIST [GENERAL]

You have a natural aptitude for the creation of alchemical concoctions.

Prerequisite: Int 13.

Benefit: You can make Craft (alchemy) checks and treat Craft (alchemy) as an untrained skill. As well, if you have 5 or more ranks in Craft (alchemy), you gain a +2 bonus on Craft (poisonmaking) checks.

Normal: Only spellcasters can make Craft (alchemy) checks.

ANIMAL MAGNETISM [GENERAL]

You have a kinship with certain creatures.

Prerequisite: Animal Affinity feat or wild empathy class feature.

Benefit: Select a type of animal (birds, cats, dogs, fish, and so on). You receive a +3 bonus on Handle Animal and Ride checks made for all creatures of that type. As well, you may make a wild empathy check (if you have this class feature) as a full round action without penalty against creatures of the type selected.

Normal: When making a wild empathy check as a full-round action, you take a -10 penalty on the check.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of creature.

BLATHER [GENERAL]

You are skilled at releasing a string of nonsense to confuse your enemies.

Prerequisite: Bluff 5 ranks.

Benefit: As a standard action, you may make a special Bluff check opposed by an opponent's Sense Motive check. If you win the opposed check, the opponent is dazzled by your silver tongue and wit for 1 round. You can blather a number of times per day equal to your Charisma modifier (minimum once per day).

BRANCH RUNNER [GENERAL]

Chasing squirrels among the leaves has honed your sense of balance.

Prerequisite: Lightning Reflexes.

Benefit: You gain a +1 bonus on Reflex saves and a +2 bonus on all Balance and Jump checks.

CADDYWOMPAS' LUCK [GENERAL]

You are unusually lucky.

Benefit: You can reroll any one die roll that you have just made before the GM declares whether the roll results in



GNOMES

success or failure. You must take the result of the reroll, even if it's worse than the original roll.

Special: You may take this feat only at 1st level.

CRAFTMASTER [GENERAL]

You have a particular talent for creating items.

Prerequisite: Int 13.

Benefit: Select a Craft skill. This Craft skill is always a class skill for you, and you gain a +3 bonus on checks with the chosen skill. As well, when making a check with the chosen skill, you may throw two dice and take the better result.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new Craft skill.

EFFORTLESS SONG [METASONG]

It takes little concentration to maintain a bardic music effect.

Prerequisites: Perform 9 ranks, bardic music ability.

Benefit: Select one bardic music effect. If this bardic music effect requires you to concentrate to maintain its effects, you may concentrate as a swift action.

Normal: Concentrating on a bardic music effect is a standard action.

Special: You can gain this feat multiple times. Each time you select this feat, it applies to a new bardic music effect.

FOREST NATIVE [GENERAL]

You have an affinity for your home environment and its creatures.

Prerequisite: Gnome.

Benefit: While in forest terrain, you gain a +2 bonus on Initiative checks, and a +2 bonus on all Handle Animal and Survival checks.

GLITTER-EYE [GENERAL]

You have an innate understanding of the quality and shaping of precious gems.

Prerequisite: Gnome.

Benefit: When making an Appraise check to ascertain the value of a gemstone, you gain a +4 bonus. In addition, you may substitute gemstones whose total value equals half the value of an expensive material component when casting a spell. For example, *stoneskin* requires granite and diamond dust worth 250 gp. A gnome with the Glitter-Eye feat could substitute 125 gp worth of assorted gemstones in place of the diamond dust when casting that spell.

GREMLIN'S TOUCH [GENERAL]

You have an unusual ability to stop the functioning of mechanical devices.

Prerequisite: Nimble Fingers.

Benefit: You gain a +2 bonus on all Disable Device checks. In addition, a number of times per day equal to your Intelligence modifier (minimum once per day), you can make a Disable Device check as a swift action. You never need thieves' tools to make these checks.

HOOK, FALL, SMASH [GENERAL]

You develop a technique for using the gnome hooked hammer to trip up and disperse your enemies.

Prerequisites: Exotic Weapon Proficiency (gnome hooked hammer); or Improved Trip, weapon familiarity with gnome hooked hammer.

Benefit: If you successfully trip an opponent using a gnome hooked hammer, you may make two immediate attacks against the prone target using both heads of your double weapon at the normal penalties.

Special: A fighter may select Hook, Fall, Smash as one of his fighter bonus feats.

LEVERAGE [GENERAL]

You can topple foes much larger than yourself.

Prerequisites: Improved Bull Rush.

Benefit: You gain a +4 bonus on the Strength check you make to initiate a bull rush or overrun. As well, you can

make bull rush attacks against creatures up to two sizes larger than you are, and if grappled by a creature larger than yourself, you gain a +4 bonus on your grapple checks.

Special: A fighter may select Leverage as one of his fighter bonus feats.

LINGERING SONG [METASONG]

A bardic music effect you select lasts longer than normal.

Prerequisite: Bardic music.

Benefit: Select one bardic music effect that has a duration longer than instantaneous. That bardic music effect lasts twice as long after you cease concentration. For example, the inspire greatness bardic music effect would last for 10 rounds after your allies no longer hear you singing, rather than the normal 5 rounds.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new bardic music effect.

NOSE OF FLINXSHRADKUT [GENERAL]

You possess a superlative sense of smell equal to that of the legendary "Master Mixer of Nasty Elixirs" that allows you to safely and accurately mix reagents and other reactive chemicals.

Prerequisite: Gnome.

Benefit: You gain a +3 bonus on Craft (alchemy) checks. In addition, you can brew potions that replicate the effect of spells of up to 4th level.

Normal: Potions may replicate the effects of any 3rd-level or lower spell.

OVERSEER [GENERAL]

You can coordinate the efforts of many people working on a single project.

Prerequisite: Cha 13.

Benefit: When others assist you in making a Craft check using the aid another action, they bestow a +4 bonus on your check. In addition, one willing assistant may pay up to one-half the experience point cost required when crafting a magic item. For example, a willing assistant could pay up to 461 XP when you craft a *nine lives stealer*. The assistant cannot pay experience points in this way if doing so would reduce his character level.

QUICKEN SONG [METASONG]

You can use your bardic music ability with surprising speed.

Prerequisite: Bardic music ability.

Benefit: Select one bardic music effect. You may start the selected bardic music effect as a swift action.

Normal: Starting a bardic music effect is a standard action.

Special: You can gain this feat multiple times. Each time you select this feat, it applies to a new bardic music effect.

RABBIT FOOT [GENERAL]

You can weave in battle as quickly and unpredictably as a rabbit on the run.

Prerequisite: Improved Feint.

Benefit: You gain a +2 bonus on Bluff checks made to feint in combat against intelligent humanoid creatures. As well, you take no penalty when attempting to feint against nonhumanoid creatures, and take only a -4 penalty when feinting against creatures of animal intelligence.

Normal: Attempts to feint in combat against a nonhumanoid creature take a -4 penalty, and attempts to feint against creatures of animal intelligence take a -8 penalty.

Special: A fighter may select Rabbit Foot as one of his fighter bonus feats.

SCHOLAR OF RARE INSIGHT [GENERAL]

You have a broad base of knowledge.

Prerequisite: Int 13.

Benefit: All Knowledge skills are always class skills for you. In addition, you gain a +3 bonus on bardic knowledge checks.

SONG OF EMPOWERMENT [BARDIC MUSIC]

By integrating your bardic music ability with your spellcasting, you can empower your spells.

Prerequisites: Cha 17, Perform 15 ranks, Empower Spell, bardic music ability.

Benefit: Once per day as a swift action, you may apply the effects of the Empower Spell metamagic feat to any spell you cast without increasing the effective level of the spell. To do so, you must expend four uses of your bardic music ability for the day.

SONG OF EXPANSION [BARDIC MUSIC]

By integrating your bardic music ability with your spellcasting, you can enlarge your spells.

Prerequisites: Cha 13, Perform 12 ranks, Enlarge Spell, bardic music ability.

Benefit: Once per day as a swift action, you may apply the effects of the Enlarge Spell metamagic feat to any spell you



cast without increasing the effective level of the spell. To do so, you must expend two uses of your bardic music ability for the day.

SONG OF EXTENSION [BARDIC MUSIC]

By integrating your bardic music ability with your spellcasting, you can extend your spells.

Prerequisites: Cha 13, Perform 12 ranks, Extend Spell, bardic music ability.

Benefit: Once per day as a swift action, you may apply the effects of the Extend Spell metamagic feat to any spell you cast without increasing the effective level of the spell. To do so, you must expend two uses of your bardic music ability for the day.

SONG OF MAXIMIZATION [BARDIC MUSIC]

By integrating your bardic music ability with your spellcasting, you can maximize your spells.

Prerequisites: Cha 19, Perform 18 ranks, Maximize Spell, bardic music ability.

Benefit: Once per day as a swift action, you may apply the effects of the Maximize Spell metamagic feat to any spell you cast without increasing the effective level of the spell. To do so, you must expend four uses of your bardic music ability for the day.

SONG OF PENETRATION [BARDIC MUSIC]

By integrating your bardic music ability with your spellcasting, you can better bypass a target's spell resistance.

Prerequisites: Cha 15, Perform 9 ranks, Spell Penetration, bardic music ability.

Benefit: Once per day, you may add a +2 bonus on caster level checks made to overcome a creature's spell resistance. To do so, you must expend one use of your bardic music ability for the day. This bonus stacks with other bonuses on caster level checks (such as from the Spell Penetration feat).

SONG OF QUICKENING [BARDIC MUSIC]

By integrating your bardic music ability with your spellcasting, you can cast your spells with a moment's thought.

Prerequisites: Cha 19, Perform 18 ranks, Quicken Spell, bardic music ability.

Benefit: Once per day, you may apply the effects of the Quicken Spell metamagic feat to any spell with a casting time of one standard action that you cast, allowing you to cast it as a swift action instead. To do so, you must expend five uses of your bardic music ability for the day. Applying the effects of this feat does not increase the effective level of the spell cast.

Normal: Bards, sorcerers, and other spontaneous spellcasters cannot normally use the Quicken Spell feat, as applying the effects of a metamagic feat to a spontaneously cast spell increases the spell's casting time (typically to a full-round action).

SONG OF REVELATION [BARDIC MUSIC]

You may use your bardic music to force magical auras to reveal themselves.

Prerequisites: Cha 11, Perform 5 ranks, bardic music ability.

Benefit: By expending two uses of your bardic music ability for the day, you can force all magic items and auras within a radius of 10 feet + 10 feet per point of your Charisma modifier to reveal their auras. All creatures with line of sight to the auras can see the auras' strength as if they themselves had cast a *detect magic* spell, allowing others to make Spellcraft checks to determine any aura's school of magic. The area is fixed and does not move with you, but the auras glow for as long as you concentrate, up to 1 round per level.

SONG OF SUMMONING [BARDIC MUSIC]

You may use your bardic music to speed the summoning of monsters.

Prerequisites: Cha 13, Perform 7 ranks, Augment Summoning, bardic music ability.

Benefit: Whenever you summon a creature with a *summon monster* or *summon nature's ally* spell, you may expend one use of your bardic music ability for the day to reduce the casting time of the spell from 1 round to one standard action. You may use this feat a number of times per day equal to your Charisma bonus.

SONG OF WIDENING [BARDIC MUSIC]

By integrating your bardic music ability with your spellcasting, you can widen your spells.

Prerequisites: Cha 17, Perform 15 ranks, Widen Spell, bardic music ability.

Benefit: Once per day as a swift action, you may apply the effects of the Widen Spell metamagic feat to any spell you cast without increasing the effective level of the spell. To do so, you must expend four uses of your bardic music ability for the day.

STRAPPING [GENERAL]

You can carry more than other creatures of your size.

Benefit: For the purpose of carrying capacity, you count as a creature one size category larger. In addition, when wielding a weapon sized for a creature one size larger, you only take a -1 penalty on attack rolls, and your speed is not reduced when you wear medium armor.

Normal: Wielding a weapon sized for a creature larger or smaller than you imposes a -2 penalty on attack rolls. Medium armor usually reduces a character's speed.

SWIFT [GENERAL]

You are fast on your feet.

Benefit: Whenever you take a double move action or a run action, your base land speed increases by +10 feet. You do not get this benefit if you take a single move action.

TUMBLE STRIKE [GENERAL]

You can execute a series of somersaults to increase the effectiveness of your charge.

Prerequisite: Tumble 10 ranks, Spring Attack.

Benefit: When making a charge attack, you take no penalty to your AC. As well, your charge need not be in a straight line, allowing you to move around obstacles, change direction, and so on. If your attack at the end of the charge misses, you may attempt a DC 25 Tumble check to keep moving if you have movement left.

Normal: When you attack as part of your charge, you take a -2 penalty to AC. You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles).

PART IV: GNOME PRESTIGE CLASSES

This section covers a host of possible gnome archetypes—some whose veins run with magical power, imbuing their very souls into the gemstones they carry; some with infinite curiosity, questing after knowledge and crafting clockwork creatures with strange and incredible abilities. There are gnomes who push themselves to their physical limits, mastering the arts of combat and the tricks of survival in a dangerous world, and others who explore their bond with the wilderness, opening their hearts and minds to the plants and animals.

Part I of this chapter discussed ways to make a gnome character a unique creation, and this section continues that theme with the gnome-specific prestige classes presented here. Each presents a new path created especially for gnome adventurers, allowing them to explore their own limits and rise to new levels of power and ability. As these prestige classes might not be a perfect match for every campaign setting, the GM should feel free to tweak a class's history, its prerequisites, or its abilities in order to make it better fit his or her world.

COLLECIAN

Long ago, a group of gnome intellectual savants founded the Invisible College (so called for its loose structure and lack of central location), dedicated to the acquisition of knowledge. Not content with everyday matters, these gnomes plumbed the depths of esoteric learning in order to uncover truths previously unknown (and in some cases, thought unknowable). From these first scholars descend the collegians—gnomes committed to carrying the torch of knowledge and learning.

While they may not be as sneaky as rogues or as formidable in combat as warriors, all gnomes recruited to join the



college are cunning, intelligent survivors. Once given questions to answer or secrets to uncover, collegians are expected to employ all the skills and abilities at their disposal to complete their missions. For more than a century, collegians have scoured the land, collecting information and bringing all that they find (from the legendary to the trivial) back to the college.

TABLE 4-2. THE COLLECIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Knowledgeable, polyglot
2nd	+1	+0	+3	+3	Skilled
3rd	+1	+1	+3	+3	Specialist
4th	+2	+1	+4	+4	Bonus feat, polyglot
5th	+2	+1	+4	+4	<i>Informed instinct</i>
6th	+3	+2	+5	+5	Specialist
7th	+3	+2	+5	+5	Polyglot
8th	+4	+2	+6	+6	Bonus feat
9th	+4	+3	+6	+6	Specialist
10th	+5	+3	+7	+7	Polyglot

Player characters who join the Invisible College will suddenly find themselves on the threshold of vast storehouses of information, though their access may be limited by experience and trust. In return, though, the College will send them into the blank places on a map, pitting them against unknown threats in search of impossible questions—then expecting the agent to come back alive with the information requested.

NPC collegians can play many roles in a campaign, from sage mentors to wily manipulators to information merchants. In some settings, the Invisible College is a quiet presence in cities and towns, selling lost legends and ancient maps. In others, the hidden archives of the College might themselves be the treasure sought by kings and heroes.

Hit Die: d8.

REQUIREMENTS

To qualify to become a collegian, a character must fulfill all the following criteria.

Race: Gnome.

Skills: Decipher Script 3 ranks, Gather Information 8 ranks, Knowledge (any two) 5 ranks.

Special: Bardic knowledge ability (or a similar ability, such as the loremaster's lore ability); character must be sponsored by a collegian to gain entry into this prestige class.

CLASS SKILLS

The collegian's class skills (and the key ability for each skill) are Bluff (Cha), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Listen (Wis), Open Lock (Dex), Profession (Wis), Search (Int), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the collegian prestige class.

WEAPON AND ARMOR PROFICIENCY

Collegians are proficient with all simple weapons, all light martial melee weapons, and all light armor (but not with shields).

KNOWLEDGEABLE

The collegian's levels in this prestige class stack with levels of bard for the purpose of determining bardic knowledge checks. If the character has a similar ability from another class (such as the loremaster prestige class's lore ability), the levels of this prestige class stack with that class as well.

POLYGLOT (Ex)

During their travels and in the vast libraries of the Invisible College, collegians are exposed to a variety of written and spoken languages. At 1st level and at every three levels thereafter, a collegian gains a bonus language which may be selected from any language (including secret languages such as Druidic).

SKILLED (Ex)

At 2nd level, the collegian gains a +4 bonus that he may divide as he wishes among any skills in which he has ranks. For example, he could take a +1 bonus in four separate skills, a +2 bonus in two skills, or even a +4 bonus in one skill.

SPECIALIST (Ex)

At 3rd level and every three levels thereafter, the collegian receives the Specialist feat (see Appendix A) as a bonus feat.

BONUS FEAT

Each collegian adapts to the missions he is given in his own way. At 4th and 8th level, the collegian gains a bonus feat of his choice for which he qualifies.

INFORMED INSTINCT (Sp)

At 5th level, the collegian's accumulated information and experience sharpen his intuition. He may cast *augury* as a spell-like ability once per day, with the base chance for receiving a meaningful reply equal to 60% + 1% per collegian level (to a maximum of 70% at 10th level).

THE EPIC COLLEGIAN

The epic collegians are peerless scholars, versed in a multitude of languages and a wealth of knowledge. They are normally the higher-ranking members of the Invisible College, sending out lower-level collegians to gather and collect information. Epic collegians reserve themselves for the most impossible tasks and subjects, even venturing to other planes if necessary to arrive at the ever-elusive truth.

Hit Die: d8.

Skill Points at Each Level: 6 + Int modifier.

Polyglot (Ex): The epic collegian gains additional bonus languages at 13th level and every three levels thereafter (16th, 19th, and so on).

Bonus Feat: Epic collegians gain a bonus feat every two levels beyond 10th (12th, 14th, and so on). These feats may be any feats for which the character qualifies.

GNOME GRIFTER

Most gnomes employ their sense of humor simply to amuse themselves and others, all in innocent fun. However, there are some who turn their wit and talents to personal gain, taking the tools provided by typical gnome pranks—misdirection, underestimation, the creation and

TABLE 4-3: THE GNOME GRIFTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Affable
2nd	+1	+0	+3	+3	Quick change
3rd	+2	+1	+3	+3	Sneak attack +1d6, wariness
4th	+3	+1	+4	+4	Peerless filcher
5th	+3	+1	+4	+4	Silver-tongued devil
6th	+4	+2	+5	+5	Sneak attack +2d6
7th	+5	+2	+5	+5	Embellish
8th	+6	+2	+6	+6	Evasion
9th	+6	+3	+6	+6	Sneak attack +3d6
10th	+7	+3	+7	+7	Mass charm

manipulation of the unexpected—to build carefully crafted confidence schemes.

Most gnome grifters hail from the ranks of bards or rogues, but any character with a solid base of skills can gain entry. The gnome grifter's nongood, nonlawful alignment prerequisite prevents monks and paladins (or holy warriors) from accessing this class, but for ex-monks or ex-paladins, becoming a gnome grifter can be an interesting choice. Sorcerers and clerics following gods of trickery can easily find benefits in the gnome grifter class.

The plans of an NPC gnome grifter may be as simple as using a pratfall to cover a picked pocket, or they may involve complicated multi-character scenarios staged in order to win a target's trust (or his fortune). Though they typically rely on their roguish charm to get them out of difficult situations, when cornered, a gnome grifter is more than capable of taking care of himself, and is often revealed as a vicious and cunning combatant.

Hit Die: d6

REQUIREMENTS

To become a gnome grifter, a character must fulfill all of the following criteria.

Alignment: Any nonlawful, nongood.

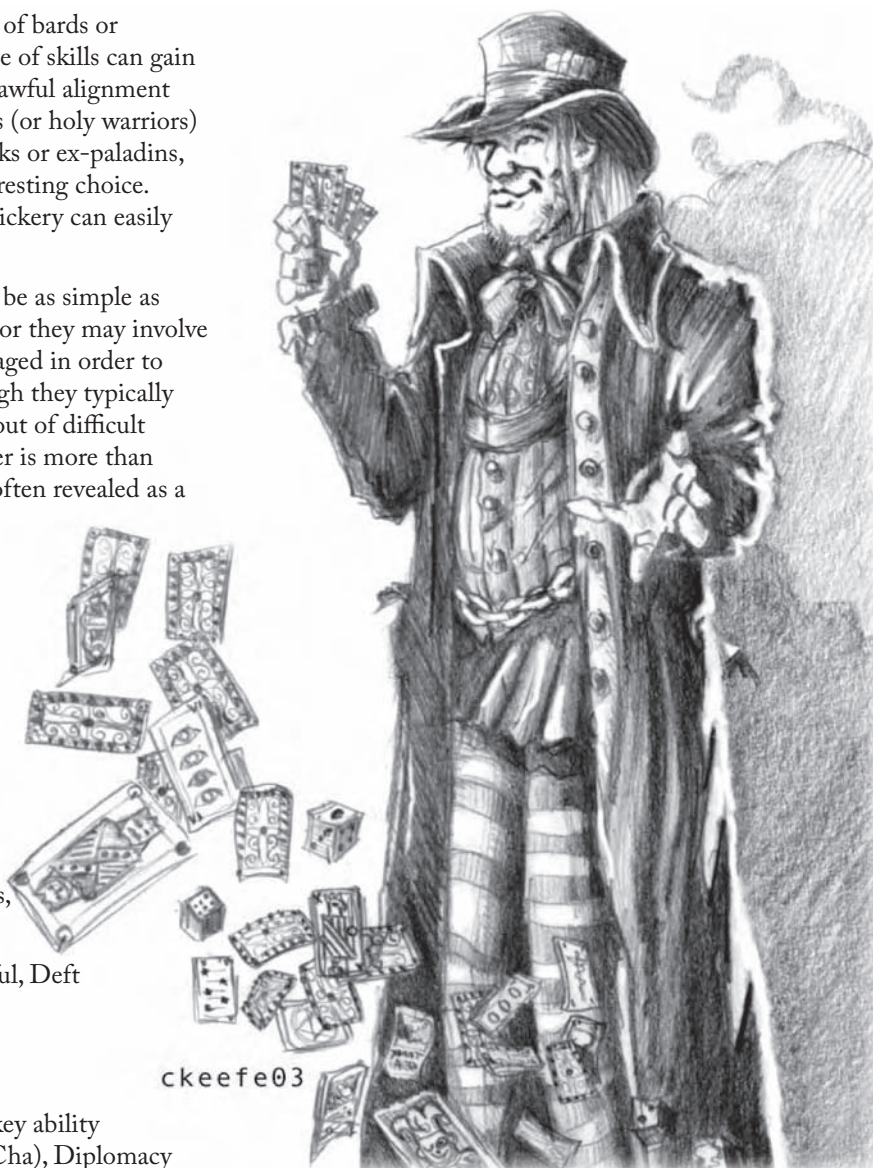
Race: Gnome.

Skills: Bluff 8 ranks, Disguise 4 ranks, Forgery 4 ranks, Perform (acting) 4 ranks, Sleight of Hand 8 ranks.

Feats: Any one of the following: Deceitful, Deft Hands, Negotiator, or Persuasive.

CLASS SKILLS

The gnome grifter's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy



(Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Knowledge (local) (Int), Listen (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the gnome grifter prestige class.

WEAPON AND ARMOR PROFICIENCY

Gnome grifters gain no proficiency with any weapons, armor, or shields.

BONUS FEAT

At 1st level, the gnome grifter gains *Affable* as a bonus feat (see page 7).

QUICK CHANGE (EX)

Using only materials that are on hand, a gnome grifter can instantly shift into any role. Starting at 2nd level, a gnome grifter can create a disguise in only 1d3 minutes, and gains a +4 competence bonus on Disguise checks.

SNEAK ATTACK

Starting at 3rd level, the gnome grifter gains the sneak attack ability. This is exactly like the rogue ability of the same name (see **Chapter Three** of the *PHB* for details). The extra damage dealt increases by +1d6 at 6th level and 9th level. If a gnome grifter has the sneak attack ability from another source (such as rogue levels), the bonuses on damage stack.

WARINESS (EX)

Always watchful for signs that their schemes might have been found out, gnome grifters are always ready to leap into (or more often, away from) combat. At 3rd level, a gnome grifter gains a +2 bonus on Listen and Spot checks, and a +2 bonus on Initiative checks.

PEERLESS FILCHER (EX)

At 4th level, a gnome grifter becomes an expert at concealing even failed uses of his skills. A second attempt by a gnome grifter to use his Sleight of Hand skill against a target who noticed the previous attempt increases the DC for the task by only 5. As well, anyone searching a gnome grifter for hidden weapons or objects adds +4 to the search DC.

SILVER-TONGUED DEVIL (EX)

By 5th level, the gnome grifter has honed his skills at presenting himself favorably to others and using that favorable impression to achieve his goals. The gnome

grifter gains a +3 bonus on all Bluff, Diplomacy, Gather Information, and Perform checks.

EMBELLISH (EX)

As a gnome grifter polishes his skills, he learns how to tempt a target with treasures that seem impossibly valuable, yet are actually nearly worthless. Starting at 7th level, a gnome grifter can make an item appear more valuable than it is with a Craft check (provided the gnome grifter possesses a Craft skill appropriate to the item). This process requires raw materials worth 10% of the false value the gnome grifter is attempting to imitate, and 1 hour per 1,000 gp of attempted value. The result of the Craft check is the DC for any Appraise checks made regarding the object.

EVASION (EX)

At 8th level and higher, a gnome grifter can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the gnome grifter is wearing light armor or no armor. A helpless gnome grifter does not gain the benefit of evasion.

If he already has evasion from another class, the gnome grifter gains improved evasion instead (see the **Rogue** class entry in **Chapter Three** of the *PHB* for details).

MASS CHARM (SP)

At 10th level, the gnome grifter's abilities reach near-magical levels, and he becomes capable of swaying crowds with his words. A number of times per day equal to his Charisma modifier (minimum once per day), the gnome grifter can cast *mass charm person* (see page 30) as the spell (caster level equals the gnome grifter's character level, DC 16 + the gnome grifter's Cha modifier).

THE EPIC GNOME GRIFTER

Vaunted for his ability to deceive and manipulate, the epic gnome grifter is shockingly skilled at coercing others to do as he wishes, while not downplaying his own ability to defend himself. Gnome grifters of this level are often heads of powerful criminal organizations, with minions spread throughout the land (and perhaps even the planes).

Hit Die: d6

Skill Points at Each Level: 4 + Int modifier.

Sneak Attack: The epic gnome grifter's sneak attack damage increases by +1d6 every three levels beyond 9th (+4d6 at 12th, +5d6 at 15th, and so on).

Bonus Feats: The epic gnome grifter gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

IRON PESTLE

ALCHEMIST (PESTLER)

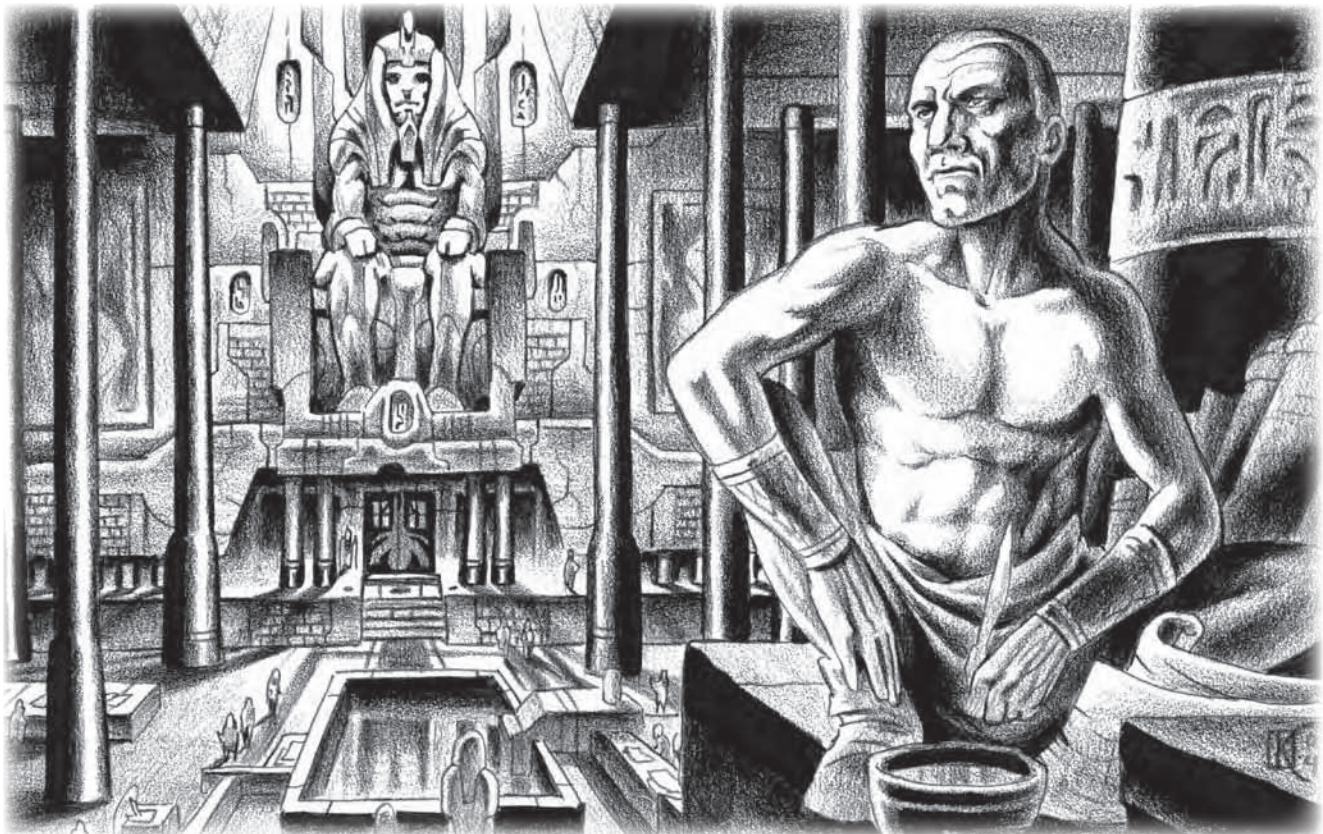
Alchemy is almost as common among the gnomes as illusion magic, so it's inevitable that an order of gnomes would dedicate itself to this place where the magical and natural worlds collide. Once the name of a sod-roofed inn where alchemists would gather, generations later the Iron Pestle now refers to the order of alchemists that was born

there. The pestlers, as they are known, exchange and preserve alchemical knowledge. Always in search of rare ingredients or new reagents for their creations and concoctions, it's not unusual for pestlers to hire or join adventuring parties.

The Iron Pestle has made incredible advances and refinements in alchemical processes through the free exchange of information among its members, but they are careful to protect their innovations from outsiders. On the few occasions that a creation of the Iron Pestle (the tanglefoot bag is rumored to be one) have been leaked

TABLE 4-4: THE IRON PESTLE ALCHEMIST

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/ Spells Known
1st	+0	+0	+0	+2	Hastened brew	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Alchemical Mastery, bloodbrew (intoxicate)	
3rd	+1	+1	+1	+3	Improved brew	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Bloodbrew (heal)	—
5th	+2	+1	+1	+4	Greater brew, poison resistance	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Bloodbrew (sleep)	—
7th	+3	+2	+2	+5	Improved craft	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Bloodbrew (poison)	—
9th	+4	+3	+3	+6	Improvised craft	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Bloodbrew (spell)	—



to alchemists of other races or organizations, reaction is swift. The pestler who let loose the secret is often quick to discover that there are some poisons known to the ruling council of the Iron Pestle whose antidotes are not shared with its members.

The greatest secret of the Iron Pestle (one never revealed to outsiders) lies in the contents of a small pouch given to new members by their sponsors into the order. While the sponsor speaks a ritual over him, an initiate ingests the herbs inside the pouch, whereby he is inducted into the secrets of the bloodbrew. As pestlers advance in their craft and take further doses of the herbal concoction, they gain the ability to create increasingly powerful potions from their own blood.

Hit Die: d6.

REQUIREMENTS

To qualify to become a pestler, a character must fulfill all the following criteria.

Race: Gnome.

Skills: Craft (alchemy) 8 ranks.

Feats: Alchemist*, Brew Potion.

Spells: Ability to cast 1st-level arcane spells.

Special: The character must be sponsored by a pestler to gain entry into this prestige class.

* New feat described on page 9.

CLASS SKILLS

The pestler's class skills (and the key ability for each skill) are Craft (Int), Decipher Script (Int), Heal (Wis), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the pestler prestige class.

WEAPON AND ARMOR PROFICIENCY

Pestlers gain no proficiency with any weapons, armor, or shields.

SPELLS PER DAY/SPELLS KNOWN

At every odd-numbered level, the pestler gains new spells per day (and new spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a pestler, he must decide

to which class he adds the new level for the purpose of determining spells per day and spells known.

HASTENED BREW (EX)

Initiates to the Iron Pestle are experienced in the brewing of magic potions. Once inducted into the order, though, they learn techniques that allow them to speed up the process. All pestlers can brew potions in a half-day instead of a full day, allowing them to brew two potions per day.

BONUS FEAT

At 2nd level, a pestler gains Alchemical Mastery as a bonus feat (see page 7). If the pestler already has the Alchemical Mastery feat, he may select another feat for which he qualifies.

BLOODBREW (SU)

When entering the order of the Iron Pestle, a pestler undergoes a ritual that manifests over time, granting him the ability to spill his own blood in order to tap its magical abilities. To prepare a bloodbrew, a pestler must deal 1d6 points of lethal damage to himself in order to collect a sufficient quantity of blood (this damage may not be the result of any action other than that intended to create the bloodbrew). This process requires 1 minute and provides one draught of bloodbrew. When preparing the bloodbrew, the pestler determines its effects from among the following.

- *Intoxicate:* A 2nd-level pestler can manufacture a bloodbrew that serves as a powerful intoxicant, dealing 1d4 points of Dexterity damage to the imbiber.
- *Heal:* A 4th-level pestler can manufacture a bloodbrew that serves as a healing draught. The concoction cures a number of points of damage equal to 3d6 + the pestler's caster level (maximum +10).
- *Sleep:* A 6th-level pestler can manufacture a bloodbrew that acts as a sleeping potion. The draught affects any creature with Hit Dice less than the pestler's character level. Creatures must make a Fortitude save (DC 10 + the pestler's class level + the pestler's Con modifier) or fall asleep for 1d4 hours or until awakened. See the *sleep* spell description in **Chapter Eleven** of the *PHB* for more information.
- *Poison:* An 8th-level pestler can manufacture a deadly poison from his own blood. If the poison is consumed, the victim must succeed on a Fortitude save (DC 10 + the pestler's class level + the pestler's Con modifier) or take 1d6 points of Strength damage. After 1 minute, the victim must attempt a second save against the same DC or fall unconscious for 1d8 hours.
- *Spell:* A 10th-level pestler may create a bloodbrew that holds a spell (just as if he were brewing a potion with the Brew Potion feat), except that the pestler need not spend the normal experience point cost for creation. Unlike other instances of this ability, a pestler is limited to creating a number of spell bloodbrew draughts equal to his Intelligence modifier per week (minimum one draught per week).

A bloodbrew is a clear red liquid with no discernable smell or taste. Bloodbrews lose their potency one day after being created.

IMPROVED BREW (EX)

A pestler of 3rd level or higher can create potions that replicate the effect of spells of up to 5th level.

GREATER BREW (EX)

Brewing more potions in a month than some alchemists brew in a lifetime, a pestler eventually learns how to create potions using cheaper and more common resources in place of rare or expensive ingredients. Starting at 5th level, a pestler brewing a potion uses up raw materials costing only one-quarter of a potion's base price.

POISON RESISTANCE (EX)

Between the magic in his blood and exposure to common toxins, a pestler develops a strong resistance to poisons. At 5th level, he gains a +4 bonus on saving throws against poison.

IMPROVED CRAFT (EX)

A pestler's mastery of potions eventually extends to other alchemical creations. A 7th-level pestler never ruins the raw materials involved in a failed Craft (alchemy) check. In addition, the pestler gains a +3 bonus on the result of any successful Craft (alchemy) check when multiplying the check result by the DC to determine progress toward completion.

IMPROVISED CRAFT (EX)

At 9th level or higher, a pestler never takes the -2 penalty for using improvised tools when making Craft checks, and is required to spend only one-quarter of an item's price for the cost of raw materials.

THE EPIC PESTLER

The epic pestler has legendary insight into the mysterious craft of alchemy. He can brew potions of alarming potency, craft alchemical and mundane items with amazing skill, and continue using the power of his blood to fuel his impressive array of concoctions.

Hit Die: d6.

Skill Points at Each Level: 6 + Int modifier.

Spells per Day/Spells Known: The epic pestler's caster level continues to increase by 1 at every odd level. The epic pestler continues to gain new spells per day (and spells known, if applicable) at the indicated levels, up to the maximum spells per day and spells known of the arcane spellcasting class to which he belonged before adding the prestige class.

Bonus Feats: The pestler gains a bonus feat every four levels beyond 10th (14th, 18th, and so on). These feats may be any feats for which the character qualifies.

KNEEBITER

Proudly bearing the ignominious name first granted to the founder of their fighting school, the kneebiters carry on the tradition first set forth by Quaxton, a young and ambitious gnome warrior with dreams of defending his people from their many foes. Yearning for the glory ordinarily enjoyed by the larger races, he honed his skills in gladiatorial arenas, developing a combat style that quickly separated him from his gnome peers. With each success, he gained new students and benefactors, but not without derision. Their detractors called Quaxton and his followers the kneebiters, and though these vocal opponents soon met defeat, the name stuck.

The fighting schools of the kneebiters still train new students to this day, teaching a unique approach to moving over, under, and sometimes through

their opponents in order to quickly outmaneuver them. Monks and fighters are most commonly drawn to this class, though rangers and even barbarians can qualify. Some of the nastiest kneebiters are those rogues who take up the class, combining martial skills with speed, stealth, and deadly precision.

Kneebiter NPCs have usually done a tour of duty in gladiator arenas, or are the heads of fighting schools training new kneebiters in their nuanced fighting style. They are rarely opponents, and instead might serve as allies or mentors to other gnome PCs.

Hit Die: d10.

REQUIREMENTS

To become a kneebiter, a character must fulfill all of the following criteria.

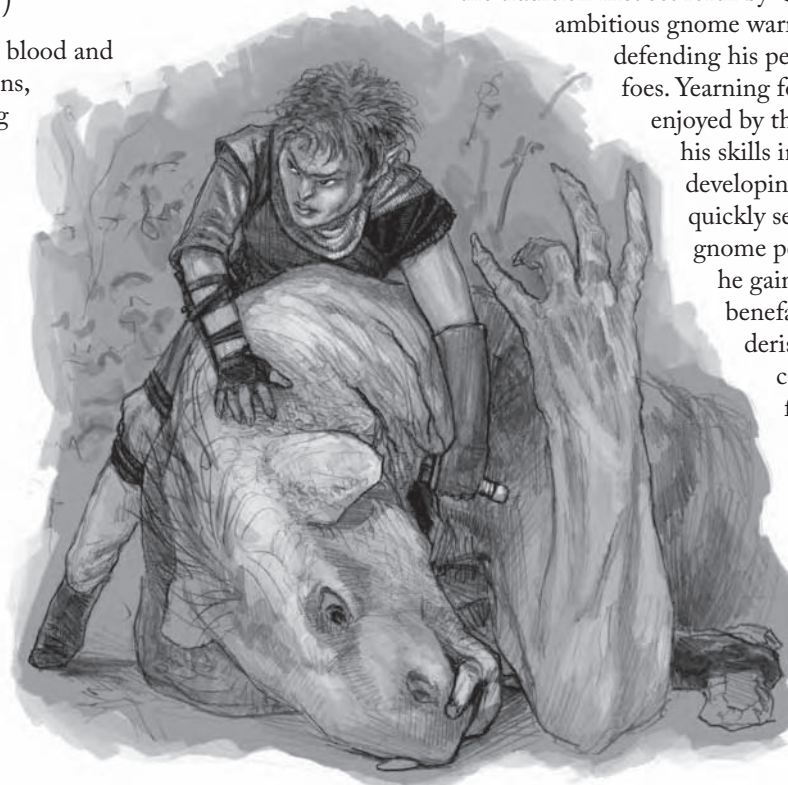


TABLE 4-5: THE KNEEBITER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Improved tumbling
2nd	+2	+0	+3	+0	Bonus feat
3rd	+3	+1	+3	+1	Big hands
4th	+4	+1	+4	+1	Unhurried strike
5th	+5	+1	+4	+1	Bonus feat
6th	+6	+2	+5	+2	Giant hands
7th	+7	+2	+5	+2	Superior tumbling
8th	+8	+2	+6	+2	Bonus feat
9th	+9	+3	+6	+3	Reprisal
10th	+10	+3	+7	+3	Kneebite

Race: Gnome.

Base Attack Bonus: +6.

Skills: Tumble 4 ranks.

Feats: Improved Unarmed Strike, Spring Attack, Weapon Finesse.

CLASS SKILLS

The kneebiter's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Intimidate (Cha), Jump (Str), Swim (Str), and Tumble (Dex). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the kneebiter prestige class.

WEAPON AND ARMOR PROFICIENCY

A kneebiter is proficient with all simple and martial weapons, and with light armor.

IMPROVED TUMBLING (EX)

Kneebiters take advantage of their size to move quickly and easily through combat, gaining a +4 size bonus on Tumble checks made to move through a threatened square or a square occupied by an enemy.

BONUS FEAT

At 2nd, 5th, and 8th level, the kneebiter gains a bonus combat-oriented feat. These feats may be any feats noted as fighter bonus feats for which the character qualifies.

BIG HANDS (EX)

As small creatures in a large world, gnomes are often forced to contend with using weapons sized for

combatants bigger than them. Starting at 3rd level, kneebiters can wield weapons sized for Medium creatures with no penalty (but they still take a –4 penalty when wielding weapons two size categories larger than themselves). As normal, a kneebiter wields Medium light weapons as one-handed weapons, Medium one-handed weapons as two-handed weapons, and he may not wield Medium two-handed weapons.

UNHURRIED STRIKE (EX)

Bold and nervy, kneebiters learn to hold their attack until the moment of optimum effect. Starting at 4th level, a kneebiter can choose to delay an attack, giving up his initiative until the start of the following round. By doing so, the kneebiter changes his place in the initiative order as normal, but may add his Dexterity bonus (if any) to his attack rolls and gain a bonus on damage rolls equal to his class level (maximum +10). A kneebiter may use unhurried strike once per encounter.

GIANT HANDS (EX)

At 6th level, the kneebiter can wield weapons sized for Medium creatures with no penalty (treating any Medium weapon as a Small weapon). Kneebiters face the normal restrictions and take the normal penalties for using Large or larger weapons.

SUPERIOR TUMBLING (EX)

At 7th level, the kneebiter may move his full speed while tumbling.

REPRISAL (EX)

At 9th level, the kneebiter can react to unexpected attacks. Whenever the kneebiter takes damage from an attack of opportunity, he may immediately make his own attack of opportunity against the creature that attacked him. This attack of opportunity counts toward the kneebiter's normal limit on attacks of opportunity per round.

KNEEBITE (Ex)

Being vicious combatants, kneebiters learn to use every advantage they can to overcome their enemies. By 9th level, the kneebiter reaches his full potential as a warrior, augmenting his normal attacks with the bite attack that inspired the class's name. The bite attack is a natural weapon and is normally a secondary attack (–5 penalty on the attack roll), though the kneebiter can use it as a primary attack if he so chooses. The bite deals an impressive 1d6 points of damage plus 1-1/2 times the kneebiter's Strength bonus.

THE EPIC KNEEBITER

A champion of his people, the epic kneebiter enjoys legendary mobility in combat, quickly outmaneuvering his opponents when they least expect it. Kneebiters of this level of skill bear their name with pride, thrilling in the shock that their eponymous bite attack inspires in their foes.

Hit Die: d10.

Skill Points at Each Level: 2 + Int modifier.

Bonus Feats: The epic kneebiter gains a bonus feat every three levels beyond 8th (11th, 14th, and so on). These feats may be any feats for which the character qualifies.

SHADOWSPINNER

Gnomes have spent generations mastering the art of illusion, fooling others by spinning deception through magic. There are some gnome spellcasters, though, who refuse to remain content with image and sound—longing not to imitate reality through magic but to actually create it. Some turn to conjuration and evocation, but others refuse to set aside their natural aptitude for illusion spells. These shadowspinners dedicate themselves to studying the illusions that come closest to reality—the spells of shadow. Supplementing their abilities with the raw essence of the Plane of Shadow, they can manipulate darkness to achieve unusual and deadly effects.

Most shadowspinners are illusionists, though any wizard or sorcerer can qualify for the class. In some instances, high-level bards have been known to take up the shadowspinner path, blending their versatility with the potent abilities of this class to great effect. Many shadowspinners are multiclass rogues, shadowdancers, and even assassins.

NPC shadowspinners are obsessed with their craft, consumed by the power of the illusions they create. Though a few go mad, preferring the company of their illusory creations over the flesh and blood of reality, most shadowspinners are quite proficient at controlling their creations, and use their abilities to great effect.

Hit Die: d6

REQUIREMENTS

To become a shadowspinner, a character must fulfill all of the following criteria.

Alignment: Any nongood.

Race: Gnome.

Skills: Bluff 4 ranks, Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Spells: Able to cast five different illusion spells, including one of at least 3rd level and one with the shadow descriptor.

CLASS SKILLS

The shadowspinner's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), and Spellcraft (Int). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the shadowspinner prestige class.

WEAPON AND ARMOR PROFICIENCY

Shadowspinners gain no proficiency with any weapons, armor, or shields.

ILLUSION SAVANT (Ex)

So great is their mastery at casting illusion spells and effects that shadowspinners cast all illusion spells at +1 caster level.

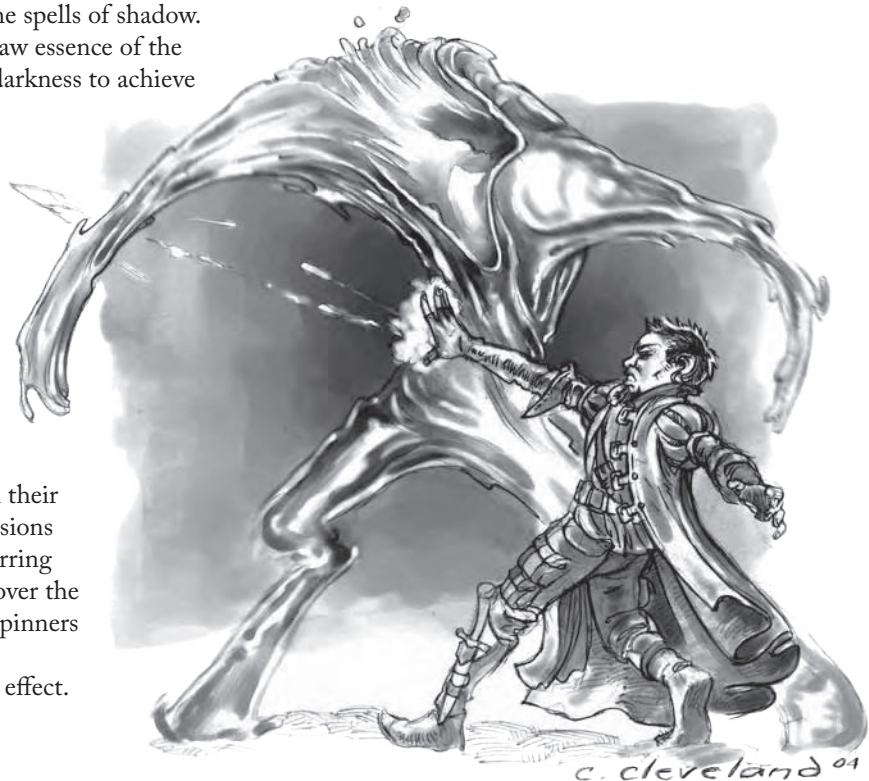


TABLE 4-6: THE SHADOWSPINNER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Illusion savant	—
2nd	+1	+0	+0	+3	Darksight	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	<i>Summon shadows</i> 1/day	—
4th	+2	+1	+1	+4	Shadow savant	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Shadow armor	—
6th	+3	+2	+2	+5	<i>Summon shadows</i> 2/day	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	<i>Shadow walk</i> 1/day	—
8th	+4	+2	+2	+6	<i>Reactive darkness</i>	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	<i>Summon shadows</i> 3/day	—
10th	+5	+3	+3	+7	<i>Shadow walk</i> 2/day	+1 level of existing arcane spellcasting class

This bonus stacks with similar bonuses (such as from the Spell Penetration feat).

SPELLS PER DAY/SPELLS KNOWN

At 2nd level, and every other level thereafter, the shadowspinner gains new spells per day (and spells known, if applicable) as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a shadowspinner, he must decide to which class he adds the new level for the purpose of determining spells per day and spells known.

DARKSIGHT (Su)

Having a preternatural connection to the Plane of Shadow, shadowspinners can function in darkness as if it were day. Starting at 2nd level, the shadowspinner can see in darkness of any kind (even magical *darkness*) out to 60 feet. Darksight is black and white only, but it is otherwise like normal sight, and shadowspinners can function just fine with no light at all.

SUMMON SHADOWS (Sp)

Drawing their magical energies directly from the Plane of Shadow, shadowspinners can breach its barriers to draw forth the undead horrors lurking there. Starting at 3rd level, a shadowspinner can summon a number of shadows equal to his Charisma modifier (minimum one). Summoning a shadow takes 1 round and uses up a 3rd-level spell slot (wizards and other spellcasters who prepare spells must lose a prepared 3rd-level spell; sorcerers and other spellcasters who cast spells without preparation lose a 3rd-level spell slot as if they had successfully cast a spell).

A shadowspinner may *summon shadows* twice per day at 6th level, and three times per day at 9th level. This ability is the equivalent of a 3rd-level spell.

SHADOW SAVANT (Ex)

Shadowspinners are exceptionally talented at manipulating shadows. Starting at 4th level, a shadow spinner adds +1 to the save DC of any spells with the shadow descriptor he casts. This increase stacks with those from similar effects, such as the Spell Focus feat.

SHADOW ARMOR (Su)

At 5th level and higher, a shadowspinner can manipulate darkness so that it comes to his defense. Whenever he has concealment from being in an area of poor lighting or in total darkness (including being under the effects of a *darkness* spell), he gains a deflection bonus to AC equal to one-half his class level (maximum +5). The shadowspinner instantly loses this benefit if caught in an area of bright light such as a *daylight* spell.

SHADOW WALK (Sp)

At 7th level, the shadowspinner breaches the barrier between the Material Plane and the Plane of Shadow, and is able to cross great distances with ease. Once per day, the shadowspinner may cast *shadow walk* (as the spell) at his highest arcane caster level.

At 10th level, the shadowspinner may cast *shadow walk* twice per day.

REACTIVE DARKNESS (Sp)

The shadowspinner is most comfortable in darkness, shunning the light and keeping to gloomy areas. At 8th level, whenever the shadowspinner enters an area of bright light, he may cast *darkness* (as the spell) as an immediate action. Caster level equals the shadowspinner's class level. This ability is the equivalent of a 3rd-level spell.

THE EPIC SHADOWSPINNER

More comfortable on the Plane of Shadow than the Material Plane, epic shadowspinnners are terrifying spellcasters, with an array of spells and abilities that make them rival the greatest of archmages. The legions of shadows at their command, the ability to confuse their enemies with the sudden fall of *darkness*, and their skills at covering incredible distances with ease all combine to make these spellcasters some of the deadliest in all the planes.

Hit Die: d6.

Skill Points at Each Level: 4 + Int modifier.

Spells per Day/Spells Known: The epic shadowspinner's caster level continues to increase by 1 at every other level above 10th. The epic shadowspinner continues to gain new spells per day (and spells known, if applicable) at the indicated levels, up to the maximum spells per day and spells known of the arcane spellcasting class to which he belonged before adding this prestige class.

Summon Shadows (Sp): The epic shadowspinner can *summon shadows* one additional time per day every three levels beyond 9th (4/day at 12th, 5/day at 15th, and so on).

Shadow Walk (Sp): The epic shadowspinner can *shadow walk* one additional time per day every three levels beyond 10th (3/day at 13th, 4/day at 16th, and so on).

Bonus Feats: The epic shadowspinner gains a bonus feat every five levels beyond 10th (15th, 20th, and so on). These feats may be any feats for which the character qualifies.

TRAPSPRINGER

Many gnomes who aren't drawn to developing their race's inherent skills with magic find an equal challenge in understanding and exploiting the complexities of traps. Like many smaller races, gnomes can often navigate through the tight spaces that many mechanical trap mechanisms are built around, and their predilection for magic gives them an edge in detecting and dismantling magic traps. Called trapspringers, these gnomes are gifted with a talent for finding, evading, and breaking traps that rivals (and sometimes exceeds) some of the best halfling thieves.

All trapspringers are at least multiclass rogues, requiring that class's trapfinding and trap sense abilities, as well as its broad skill base. Multiclass rogue/barbarians also meet the prerequisites for this class, though it's hard to imagine a barbarian with the patience for the trapspringer's delicate craft. A few trapspringers expand their talents by taking levels in bard, illusionist, or even sorcerer for an extra edge in uncovering magically hidden traps and things unseen. A few gnome cleric-rogues become trapspringers, but such characters are rare.

NPC trapspringers occasionally hire themselves out to adventuring groups, and in fact, many make a good living doing so. Some are attached to thieves' guilds, working as mechanics for special operations and missions. Others serve a more self-centered role, their skills dedicated to overcoming the challenge of the high-end safeguards protecting religious relics, art objects, and the wealth of the nobility.

Hit Die: d8.



REQUIREMENTS

To become a trapspringer, a character must fulfill all of the following criteria.

Race: Gnome.

Skills: Decipher Script 4 ranks, Disable Device 8 ranks, Escape Artist 4 ranks, Listen 4 ranks, Open Lock 8 ranks, Search 8 ranks, Use Magic Device 4 ranks.

Feats: Nimble Fingers, Skill Focus (Disable Device).

Special: Trapfinding ability, trap sense ability (+1).

CLASS SKILLS

The trapspringer's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Concentration (Con), Craft (trapmaking) (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Knowledge (architecture and engineering) (Int), Knowledge (dungeoneering) (Int), Listen (Wis), Open Lock (Dex), Search (Int), Spot (Wis), and Use Magic Device (Cha). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the trapspringer prestige class.

WEAPON AND ARMOR PROFICIENCY

Trapspringers gain no proficiency with any weapons, armor, or shields.

LOCK AND TRAP KNOWLEDGE (EX)

At 1st level, the trapspringer gains a +2 bonus on all Disable Device, Open Lock, and Search checks involving mundane traps and locks. In addition, when making a Disable Device check, she may roll two dice, taking the better result.

TRAP SENSE (EX)

At 2nd level, a trapspringer gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. This bonus increases by +1 at every even-numbered level, and stacks with the trap sense bonus from other classes.

UNCANNY DODGE (EX)

Starting at 2nd level, a trapspringer retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a trapspringer already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see following) instead.

TRAP EVASION (EX)

A trapspringer of 3rd level or higher can avoid damage from traps with remarkable agility. If she makes a successful

Reflex save against a trap that normally deals half damage on a successful save (such as a spell trap that triggers a *fireball*), she instead takes no damage. As well, she takes only half damage on a failed save.

This ability can be used only when the trapspringer is wearing light armor or no armor, and cannot be used when she is helpless.

LOCK AND TRAP MASTERY (EX)

At 4th level, the trapspringer gains a +2 bonus on all Disable Device, Open Lock, and Search checks made against magical locks and traps. Furthermore, the trapspringer's bonus on these checks made against mundane locks and traps increases to +4.

TRAPDANCER (EX)

Trapspringers are light of foot, and are able to avoid triggering even the most sensitive of traps. At 5th level, the trapspringer no longer triggers mundane traps with location triggers. Bypassing a trap in this way does not alert a trapspringer to a trap's presence, and she must still succeed on all necessary checks in order to detect a trap.

IMPROVED UNCANNY DODGE (EX)

At 6th level, a trapspringer can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking her, unless the attacker has at least four more rogue levels than the target has trapspringer levels.

If a character already has uncanny dodge (see previous) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

SOFT-FOOT (EX)

So great is the trapspringer's care and soundless movement that at 7th level, she no longer triggers mundane traps with proximity triggers. Bypassing a trap in this way does not alert a trapspringer to a trap's presence, and she must still succeed on all necessary checks in order to detect a trap.

RECONSTRUCT TRAP (EX)

Starting at 9th level, a trapspringer's understanding of traps is so great that she can make modifications to a trap. By beating the Disable Device DC by 10 or more, the trapspringer can change the trap's trigger mechanism to any other trigger mechanism (from sound to visual, for example). The trapspringer can also make a separate Disable Device check opposed by the trap's Disable Device DC + 10 to change the reset mechanism.

THE EPIC TRAPSPRINGER

For the epic trapspringer, getting past traps of remarkable difficulty is a point of pride. Such characters often intentionally seek out the most dangerous traps, entering lich lairs, goblin cities, magically warded dwarven citadels, or anywhere that traps can be found in abundance simply for the thrill of defeating the location's defenses.

Hit Die: d8.

Skill Points at Each Level: 6 + Int modifier.

Trap Sense (Ex): The epic trapspringer's bonuses increase by +1 every two levels beyond 10th (+6 at 12th, +7 at 14th, and so on).

Bonus Feats: The epic trapspringer gains a bonus feat every three levels beyond 10th (13th, 16th, and so on). These feats may be any feats for which the character qualifies.

TUNNEL WARDEN

The underworld is an exceedingly dangerous place. Drow raid the settlements of other intelligent beings for resources, slaves, or simply the sheer joy of it. Grimlocks prowl blindly, equipped with preternatural senses that allow them to kill with ease. The nefarious duergar use other races for slaves, condemning their servants to short and painful lives working in the foundries of their vast subterranean cities. Still worse are the great dark dragons, the aboleths, and the twisted alien races that feed on minds, all vying for dominance. And yet, this place is also home to the svirfneblin, the good dwarves, and a host of other sometimes-struggling peoples. To help in their defense, the gnomes of the underworld employ a special breed of warrior to patrol the warrens of caves serving as their homeland—the tunnel wardens.

Given the tunnel warden's sneak attack requirement, all characters hoping to advance into this class need at least one level of rogue. Beyond that, rangers are particularly well-suited to the class, having the natural martial skills and wilderness know-how needed to navigate the endless reaches

of the underworld. Rogue/fighters and rogue/barbarians make strong front-line tunnel wardens, and any multiclass rogue can easily bring her own unique abilities to bear in the endless fight against the tunnel wardens' underground foes.

NPC tunnel wardens are almost never encountered unless the PCs are a threat to a subterranean gnome community. In this case, a party is likely to encounter dozens of these guardians (much to their detriment). Tunnel wardens take their jobs very seriously, and have nothing of the capricious, prankster qualities common in those gnomes they defend.

Hit Die: d8.

REQUIREMENTS

To qualify to become a tunnel warden, a character must fulfill all the following criteria.

Race: Gnome.

Base Attack Bonus: +5.

Skills: Hide 8 ranks, Move Silently 8 ranks, Survival 6 ranks.

Feats: Stealthy, Track.

Special: Sneak attack ability +1d6; the character must have killed a drow, duergar, or some other evil denizen of the subterranean world (Challenge Rating 4 or higher) in single combat.

CLASS SKILLS

The tunnel warden's class skills (and the key ability for each skill) are Climb (Str), Hide (Dex), Jump (Str), Knowledge

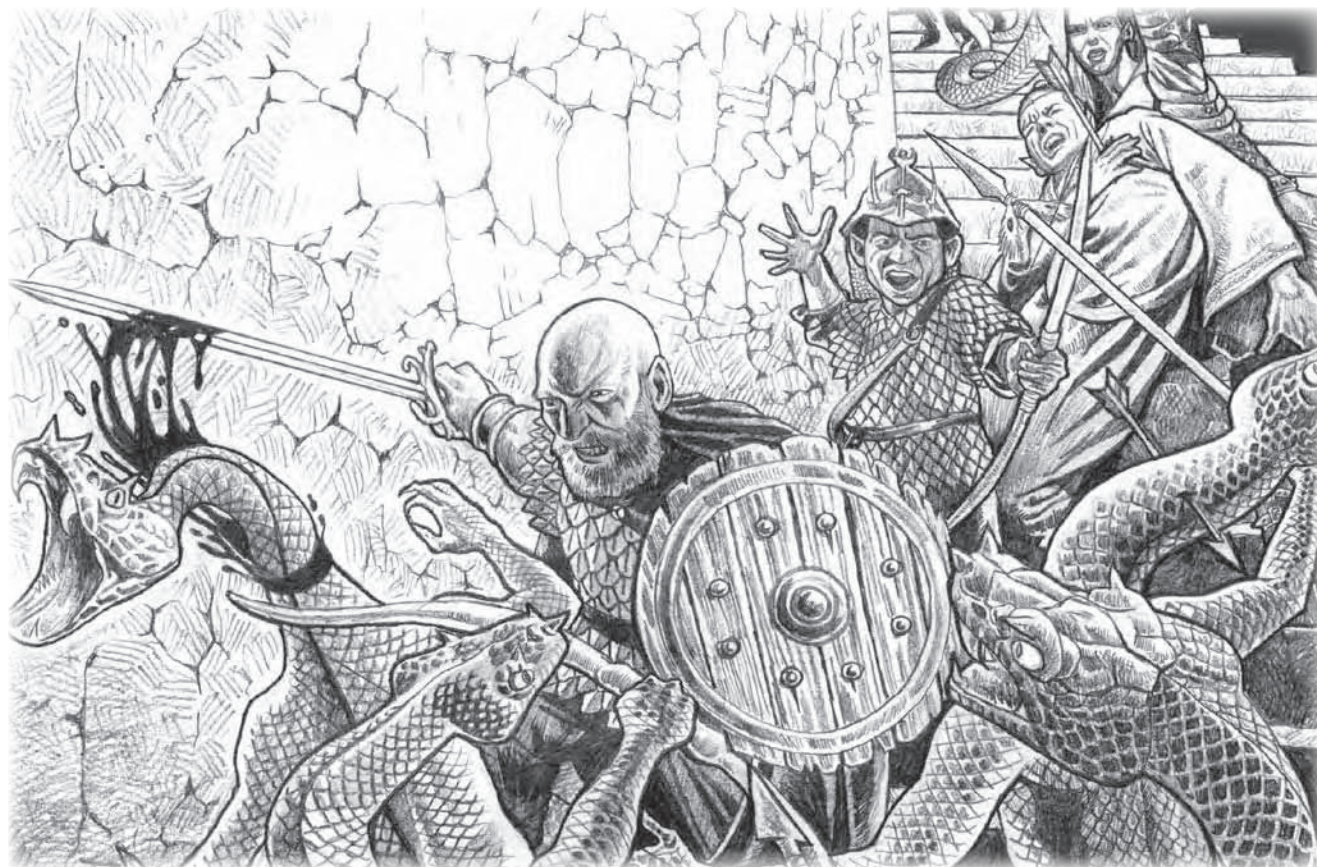


TABLE 4-8: THE TUNNEL WARDEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Combat style
2nd	+2	+3	+3	+0	Blindsense
3rd	+3	+3	+3	+1	Improved combat style
4th	+4	+4	+4	+1	Hide in plain sight
5th	+5	+4	+4	+1	Combat style mastery

(dungeoneering) (Int), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), and Survival (Wis). See **Chapter Four: Skills** in the *PHB* for skill descriptions.

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the tunnel warden prestige class.

WEAPON AND ARMOR PROFICIENCY

Tunnel wardens gain no proficiency with any weapons, armor, or shields.

COMBAT STYLE

At 1st level, a tunnel warden must select one of two combat styles to pursue: crossbow or light weapon. This choice affects the character's class features but does not restrict her selection of feats or special abilities in any way. If the tunnel warden already has a combat style from levels in the ranger class, she may choose from those styles listed here or the other combat style that she did not select (either archery or two-weapon combat).

If the tunnel warden selects crossbow, she is treated as having the Rapid Reload feat. The crossbow to which she applies the benefits of this feat must be one with which she is already proficient.

If the tunnel warden selects light weapon, she is treated as having the Weapon Finesse feat.

The benefits of the tunnel warden's chosen style apply only when she wears light or no armor. She loses all benefits of her combat style when wearing medium or heavy armor.

BLINDSENSE (EX)

Starting at 2nd level, a tunnel warden notices things she cannot see, gaining blindsense out to a distance of 10 feet per class level (maximum 50 feet). She does not need to make Spot or Listen checks to pinpoint the location of a creature within range of her blindsense ability, provided she has line of effect to that creature. Any opponent she cannot see still has total concealment against her attacks, and she still has the normal miss chance when attacking foes with concealment. Visibility still affects her movement. Finally, she is still denied

her Dexterity bonus to Armor Class against attacks from creatures she cannot see.

IMPROVED COMBAT STYLE

At 3rd level, a tunnel warden's aptitude in her chosen combat style (crossbow, light weapon, or a combat style chosen from her ranger class, if applicable) improves.

If the tunnel warden selected crossbow at 1st level, she is treated as having the Rapid Shot feat, even if she does not have the normal prerequisites for that feat.

If she selected light weapon at 1st level, she is treated as having the Combat Reflexes feat.

If the tunnel warden selected the combat style from her ranger class that she did not originally select, see the **Ranger** class entry in **Chapter Three** of the *PHB* for details of the benefits of this ability.

As before, the benefits of the tunnel warden's chosen style apply only when she wears light or no armor.

HIDE IN PLAIN SIGHT (EX)

While in any subterranean environment, a tunnel warden of 4th level or higher can use the Hide skill even while being observed.

COMBAT STYLE MASTERY

At 5th level, a tunnel warden's aptitude in her chosen combat style (crossbow, light weapon, or a combat style chosen from her ranger class, if applicable) improves again.

If the tunnel warden selected crossbow at 1st level, she is treated as having the Improved Critical feat with the same type of crossbow selected for the Rapid Shot feat.

If the tunnel warden selected light at 1st level, she is treated as having the Exploit Opening feat (see Appendix A), even if she does not have the normal prerequisites for that feat.

If the tunnel warden selected the combat style from her ranger class that she did not originally select, see the **Ranger** class entry in **Chapter Three** of the *PHB* for details of the benefits of this ability.

The benefits of the tunnel warden's chosen style apply only when she wears light or no armor. She loses all benefits of her combat style when wearing medium or heavy armor.

PART V: SPELLS AND MAGIC

Though gnomes are best known for their skill with illusions, their intellectual curiosity drives them to explore every school and type of magic. In most cases, gnomes are happy to share their magical knowledge with other spellcasters, especially when they are able to exchange the creations of their race for new knowledge.

NEW SPELLS

NEW BARD SPELLS

1ST-LEVEL BARD SPELL

Olyphoodle's Tongue: Target cannot speak intelligibly.

2ND-LEVEL BARD SPELLS

Beguile: Target takes -4 penalty on saves against enchantment and illusion spells, is dazzled.

Euphoria: Target has attitude improved by one step, takes -2 penalty on saves against your enchantment spells.

Spell Allergy: Target creature must succeed on Concentration check to cast spell or use spell-like ability.

Spellward: Subject gains +4 bonus on saves against selected school of magic.

3RD-LEVEL BARD SPELLS

False Pain: Target takes 1d6 nonlethal damage/round (max. 5d6).

Mocking Laughter: Target takes 3d6 nonlethal damage, -4 penalty on attack rolls, saving throws, ability checks, and skill checks.

4TH-LEVEL BARD SPELLS

Charm Person, Mass: As *charm person*, but all within 30 ft.

Spellward, Greater: Subject gains +10 bonus on saves against selected school of magic.

NEW CLERIC SPELLS

1ST-LEVEL CLERIC SPELL

Spellward: Subject gains +4 bonus on saves against selected school of magic.

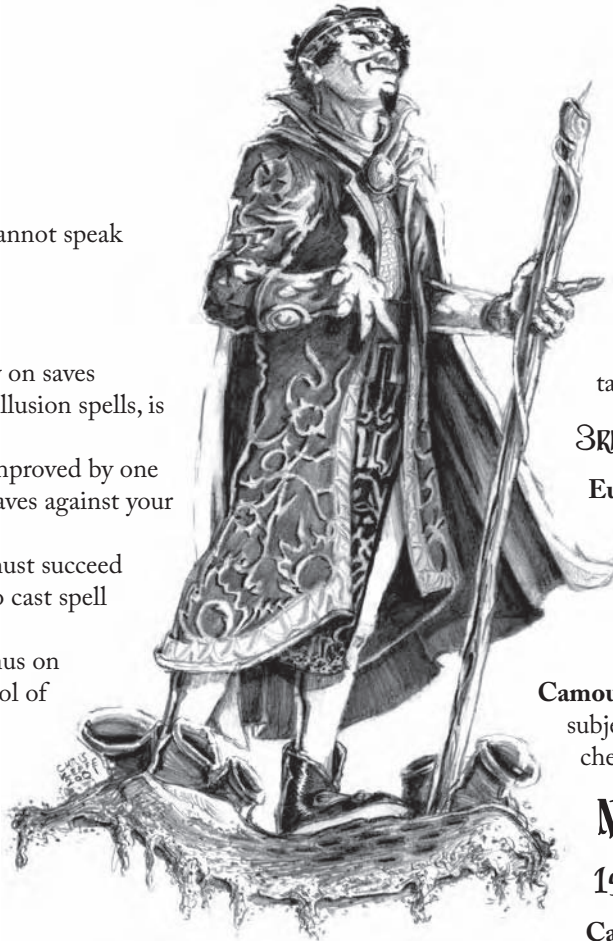
3RD-LEVEL CLERIC SPELLS

Bloodfoes: Against racial enemies, target creature improves combat bonuses and threat range, can negate critical and sneak attack damage.

False Healing: Target gains 3d6 + 1/level temporary hit points.

Overconfidence: Target takes a cumulative -2 penalty on all skill and ability checks.

Spellward, Greater: Subject gains +10 bonus on saves against selected school of magic.



NEW DRUID SPELLS

1ST-LEVEL DRUID SPELL

Camouflage: Stationary subject gains +10 bonus on Hide checks.

2ND-LEVEL DRUID SPELL

Swarm of Flies: Illusory swarm distracts and damages target creatures.

3RD-LEVEL DRUID SPELL

Euphoria: Target has attitude improved by one step, takes -2 penalty on saves against your enchantment spells.

4TH-LEVEL DRUID SPELL

Camouflage, Mass: One stationary subject/level gains +10 bonus on Hide checks.

NEW RANGER SPELLS

1ST-LEVEL RANGER SPELL

Camouflage: Stationary subject gains +10 bonus on Hide checks.

3RD-LEVEL RANGER SPELL

Swarm of Flies: Illusory swarm distracts and damages target creatures.

4TH-LEVEL RANGER SPELL

Hold Device: Mechanical object ceases to function.

NEW SORCERER AND WIZARD SPELLS

0-LEVEL SORCERER/WIZARD SPELLS

Illus **Gnome's Gold:** Touched object appears more valuable than it is.

1ST-LEVEL SORCERER/WIZARD SPELLS

Ench **Olyphoodle's Tongue:** Target cannot speak intelligibly.

Illus **Camouflage:** Stationary subject gains +10 bonus on Hide checks.

2ND-LEVEL SORCERER/WIZARD SPELLS

Abjur **Spellward:** Subject gains +4 bonus on saves against selected school of magic.

Illus **Capture Scene:** Creates an illusory replication of a scene within your field of view.

False Pain: Target takes 1d6 nonlethal damage/round (max. 5d6).

Illusory Weapon: Shadow weapon deals real damage.

3RD-LEVEL SORCERER/WIZARD SPELLS

Ench **False Healing:** Target gains 3d6 + 1/level temporary hit points.

Swarm of Flies: Illusory swarm distracts and damages target creatures.

Trans **Bloodfoes:** Against racial enemies, target creature improves combat bonuses and threat range, can negate critical and sneak attack damage.

4TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Spellward, Greater:** Subject gains +10 bonus on saves against selected school of magic.

Ench **Charm Person, Mass:** As *charm person*, but all within 30 ft.

Overconfidence: Target takes a cumulative -2 penalty on all skill and ability checks.

Illus **Camouflage, Mass:** One stationary subject/level gains +10 bonus on Hide checks.

5TH-LEVEL SORCERER/WIZARD SPELLS

Abjur **Hold Device:** Mechanical object ceases to function.

Conj **Bogg's Vacuum Ball:** Sphere of nothingness draws creatures and objects toward it, implosion deals 10d6/level damage in 20-ft. radius.

Evoc **Bogg's Cinderball:** 1d6 fire/bludgeoning damage per level, 30-ft. radius.

6TH-LEVEL SORCERER/WIZARD SPELL

Conj **Bogg's Bouncing Boom:** Bouncing ball moves erratically, deals different energy damage each round.

8TH-LEVEL SORCERER/WIZARD SPELL

Necro **Bogg's Black Ball of Bleakness:** 1d3 negative levels to all targets in area.

NEW SPELL DESCRIPTIONS

Spells are presented in alphabetical order except for those whose names begin with "greater", "lesser", or "mass."

BEGUILE

Enchantment (Charm) [Mind-Affecting]

Level: Bard 2

Component: V

Casting Time: 1 standard action

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

Target: One humanoid creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You cloud the mind of the target creature, making him more susceptible to charms and illusions. The subject takes a -4 penalty on all saving throws against enchantment and illusion spells and effects. In addition, the target is dazzled, taking a -1 penalty on all attack rolls, Search and Spot checks.

BLOODFOES

Transmutation

Level: Cleric 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

When you cast this spell on a creature that has a racial bonus on attack rolls or a racial bonus to Armor Class against a specific creature type, you increase that creature's martial prowess against its racial enemies. Against creatures for which it has a racial bonus on attack rolls, the subject of the spell doubles the threat range of its weapons and gains a +2 morale bonus on damage rolls. Against creatures for which it has a racial bonus to AC, the subject of the spell has a 50 percent chance of negating any critical hit damage or sneak attack damage (though it takes normal damage from those attacks).

For example, a gnome would double the threat range of his weapons and gain a +2 bonus on damage rolls against kobolds and goblinoids, plus have a 50 percent chance of negating any critical hit damage or sneak attack damage from a creature of the giant type. Likewise, a faerie (see *Advanced Race Codex: Elves*) would gain a +2 bonus on damage rolls against goblinoids, orcs, and ogres, but would gain no defensive bonus (having no racial bonus to AC against any specific type of creature).

If you cast this spell on a creature without a racial bonus on attack rolls or a racial bonus to AC against certain creature types, the spell fails. The effects of this spell stack with similar effects (such as ranger's favored enemy bonus on damage rolls).

BOGG'S BLACK BALL OF BLEAKNESS

Necromancy [Evil]

Level: Sorcerer/wizard 8

Components: V, S

Casting Time: 1 standard action

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

Area: 20-ft.-radius burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A small black ball of compressed negative energy streaks from your hand to a range and height you designate. When it reaches its target, it blossoms into a spread of soul-devouring energy, causing all creatures in the area to gain 1d3 negative levels. You must have line of sight to cast *Bogg's black ball of bleakness*, and it cannot target any spot through a space smaller than an open window. If the black ball impacts upon a material body or solid barrier prior to attaining the prescribed range, it detonates prematurely.

Assuming that creatures within the area survive the negative levels, they regain lost levels after a number of hours equal to your caster level (maximum 20 hours). Usually negative levels have a chance of permanently draining the victim's levels, but the negative levels from *Bogg's black ball of bleakness* do not last long enough to do so.

Undead creatures in the area of a *Bogg's black ball of bleakness* gain 1d4 × 5 temporary hit points. These hit points fade after 1 hour.

Bogg's Bouncing Boom

Conjuration (Creation) [Acid, Chaotic, Cold, Electricity, Fire, Sonic]

Level: Sorcerer/wizard 6

Components: V, S, M

Casting Time: 1 standard action

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

Effect: One bouncing ball that moves randomly each round, exploding in a 20-foot radius burst

Duration: 5 rounds

Saving Throw: Reflex half

Spell Resistance: Yes

You create a coruscating ball of swirling multicolored energy that drops from above and lands where directed, only to bounce back into the air. Each round, *Bogg's bouncing boom* drops to the surface, then bounces up again. When it lands each round, it deals damage of a different energy type to all creatures in a 20-foot-radius burst.

After the first round (where you determine the point where the ball drops), determine the ball's direction randomly (see **Missing With a Thrown Weapon** in **Chapter Eight: Combat** of the *PHB*). Then roll 1d6 to determine the number of spaces the ball travels before it detonates again. If the ball hits an obstruction, such as a wall, tree, or person, it detonates there. Repeat this process each round for a total of 5 rounds.

Round	Energy Type	Damage
1	Acid	1d6
2	Cold	2d6
3	Electricity	3d6
4	Fire	4d6
5	Sonic	5d6

Material Component: A rubber ball.

Bogg's Cinderball

Evocation [Earth, Fire]

Level: Sorcerer/wizard 5

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: 30-ft. radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell functions as *fireball*, except that you create an explosion of flame and cinders that deals 1d6 points of damage per caster level (maximum 15d6) to all those in the area. Half of this damage is fire damage, while the other half is bludgeoning damage (and is therefore not reduced by fire resistance).

Material Component: A tiny ball of charcoal packed in bat guano and sulfur.

Bogg's Vacuum Ball

Conjuration (Creation)

Level: Sorcerer/wizard 5

Components: V, S

Casting Time: 1 standard action

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

Effect: Line up to 25 ft. + 5 ft./2 levels, 20-ft. radius implosion; see text

Duration: Instantaneous

Saving Throw: Fortitude negates and Reflex half; see text

Spell Resistance: Yes

When this spell is cast, a sound of rushing air surrounds a 1-foot-diameter sphere of nothingness that appears above your outstretched hands. Once created, you determine range and height for the *vacuum ball's* implosion, hurling it along a line between you and the target point.

Within 15 feet of the line between you and the point of implosion, all creatures and unattended objects are pulled inward 5 feet. If any creature so moved is pulled into a space adjacent to the path of the *vacuum ball*, the ball implodes there. Unattended objects pulled adjacent to the path of the ball do not cause it to implode, but are sucked into the vacuum and forever lost. A successful Fortitude save negates this effect.

When the ball implodes, all creatures and objects within 20 feet are pulled 5 feet toward the center of the implosion. All those in the area, including objects, take 1d6 points of damage per caster level (maximum 10d6). A successful Reflex save halves the damage. The damage dealt by *Bogg's vacuum ball* ignores hardness.

Camouflage

Illusion (Glamer)

Level: Druid 1, ranger 1, sorcerer/wizard 1

Component: S

Casting Time: 1 standard action
Range: Touch
Target: One motionless creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

Camouflage changes the appearance of the motionless target creature to match its surroundings, granting a +10 bonus on Hide checks. If the subject of the spell moves, attacks, or takes any action that can't be accomplished while standing still, the spell ends.

CAMOUFLAGE, MASS

Illusion (Glamour)

Level: Druid 4, sorcerer/wizard 4
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature/caster level, no two of which can be more than 30 ft. apart

This spell functions like *camouflage*, except that it affects multiple creatures.

CAPTURE SCENE

Illusion (Figment)

Level: Sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Creates a small picture of a scene up to 5 ft. by 5 ft. per caster level
Duration: 1 day/level (D)

You create a small picture (a tangible figment no larger than 1 foot square) representing a scene as you see it. *Capture scene* perfectly reproduces every detail of a scene, creating a snapshot of your particular field of view at the time the spell is cast. The figment faithfully reproduces everything in the area (even hidden and invisible objects), and characters looking into the captured scene can apply any magic or special senses (darkvision, stonemasonry, the ability to notice secret doors, and so on) as if they were at the location and standing where the spell was cast.

For example, if *capture scene* is cast in a pitch-black cave, a human looking at the image would see only darkness. However, a dwarf would see 60 feet "into" the image as if he himself were looking into the cave using darkvision. That same dwarf could attempt to notice creatures hiding in the cave by making a Spot check against their Hide checks as normal, could cast *see invisibility* on himself to notice an invisible squad of dark elves that his Spot check missed, and could make a Search check for unusual stonework within 10 feet of the point from which the spell was cast. (He could not, however, make a Search check beyond that distance, as he cannot "enter" the image to do so.)

The picture has no weight, and it has only two dimensions. You can fold it up, crumple it, unfold it, spread it out and so on. The picture is accurate enough to allow another to

carefully study the area it represents (as in the requirements for the *teleport* spell) without actually being there.

Material Component: A small piece of canvas.

CHARM PERSON, MASS

Enchantment (Charm) [Mind-Affecting]

Level: Bard 4, sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more humanoid creatures, no two of which can be more than 30 feet apart
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell functions like *charm person*, except that it affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

EUPHORIA

Enchantment (Charm)

Level: Bard 2, druid 3
Components: V, M
Casting Time: 1 standard action
Range: Touch
Target: Humanoid touched
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Your touch fills the target with feelings of pleasure and joy. A target NPC who fails his save has his attitude improved by one step (to a maximum of helpful). In addition, the target takes a -2 penalty on all saving throws against enchantment spells and effects cast by you for the duration of *euphoria*.

Material Component: A sprig of mistletoe.

FALSE HEALING

Enchantment [Mind-Affecting]

Level: Cleric 3, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 min./caster level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

For the duration of the spell, the target of *false healing* gains 3d6 temporary hit points +1 point per caster level (maximum +10). The number of temporary hit points gained cannot exceed the target's normal maximum hit points.

FALSE PAIN

Illusion (Phantasm) [Evil]

Level: Bard 3, sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

Your touch fills the target creature with intense pain, creating the sensation of an excruciating headache, internal distress, burning skin, or the like. Targets who fail their save take 1d6 points of nonlethal damage per round (maximum 5d6). Each round, the target is entitled to a new Will save. If the target succeeds on the save, the spell ends but the nonlethal damage remains until *cured* or healed naturally.

Material Component: A rusty nail.

GNOME'S GOLD

Illusion (Glamer)

Level: Sorcerer/wizard 0

Components: V, S

Casting Time: 1 round

Range: Touch

Target: A single object, up to 1 pound/caster level

Duration: 1 hour/caster level

Saving Throw: None

Spell Resistance: No

When cast, *gnome's gold* alters the visual and tactile properties of an item in such a way that it appears to be of higher quality (worth 1d4 × 10% more than normal), even to the trained eye. The basic nature of the object remains unchanged, and any efforts to ascertain the object's true value using the Appraise skill during the duration of the spell take a –1 penalty per two caster levels.

HOLD DEVICE

Abjuration

Level: Ranger 4, sorcerer/wizard 5

Components: S, M

Casting Time: 1 round

Range: Touch

Target: Mechanical object whose dimensions do not exceed 5 cubic feet/level

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes

The mechanical device you touch ceases to function for the duration of the spell, so that a cart no longer rolls, a door no longer opens or closes, a trap does not trigger, and so on. Any object with moving parts can be affected by this spell. In the case of a mechanical barrier (such as a door),

the barrier can still be destroyed as normal if this spell holds it closed. Vehicles can be moved with appropriate force, but wheels, rudders, and other moving parts remain frozen, impeding directional control and normal movement. For example, a cart under the effect of this spell requires as much effort to push forward as it normally would to push it sideways.

Material Component: A coil of copper wire bound around an iron rod.

ILLUSORY WEAPON

Illusion (Shadow)

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Effect: Illusory weapon of shadow

Duration: 1 round/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You create a weapon woven from shadows, taking the form of any melee or ranged weapon with which you are proficient. You make a melee touch attack or a ranged touch attack with the weapon (depending on its type), dealing normal damage and any applicable extra damage (for Strength, the Weapon Specialization feat, and so on).

If you are proficient with a particular type of bow (but not crossbow), the illusory bow you create is treated as a composite bow with an appropriate Strength rating (allowing you to add your Strength bonus on damage rolls, to a maximum +4).

The first attack made against any target entitles that target to a Will save to disbelieve the weapon. On a successful save, the creature sees the illusion for what it is and takes only half damage from any attacks made with the weapon. If you change targets, the new target also gets a saving throw.

The *illusory weapon* is treated as magic for the purpose of overcoming damage reduction. Though it has no enhancement bonus, it can be enhanced with *magic weapon* or similar spells.

MOCKING LAUGHTER

Enchantment (Compulsion)

Level: Bard 3

Components: V, S

Casting Time: 1 standard action

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

Target: One humanoid creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

You unleash a torrent of braying laughter combined with a stream of vile expletives and invective, directed against

one target within range. If the target fails its saving throw, *mocking laughter* deals 3d6 points of nonlethal damage. In addition, the target is filled with humiliation, shame, and self-loathing, taking a -4 penalty on attack rolls, saving throws, ability checks, and skill checks for the duration of the spell.

Good hope and *remove fear* negate the penalties imposed by *mocking laughter*.

OLYPHOODLE'S TONGUE

Enchantment [Mind-Affecting]

Level: Bard 2, sorcerer/wizard 1

Component: S

Casting Time: 1 standard action

Range: Touch

Target: Humanoid creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

For as long as the subject is under the effects of this spell, they speak unintelligible gibberish. Among other effects, spellcasters under the effect of *Olyphoodle's tongue* cannot cast spells with verbal components, affected creatures cannot speak magic item command words, and language-dependent skill checks (such as Diplomacy) will become effectively impossible to make.

OVERCONFIDENCE

Enchantment [Mind-Affecting]

Level: Cleric 3, sorcerer/wizard 4

Components: V, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 min./level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You impose a cumulative -2 penalty on all skill checks and ability checks made by the subject of *overconfidence*. Each time the subject makes any skill or ability check, they gain an additional -2 penalty on that and all future skill or ability checks for the duration of the spell.

SPELL ALLERGY

Enchantment (Compulsion)

Level: Bard 2

Component: S

Casting Time: 1 immediate action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

When you cast *spell allergy*, you cause the target creature to sneeze uncontrollably each time it casts a spell or uses a spell-like ability. The target must make a successful Concentration check (DC 15 + spell level) in order to cast the intended spell or use the spell-like ability. If the check fails, the spell being cast or that single use of the spell-like ability is lost.

Because this spell is cast as an immediate action (see page D), it can be cast even when it isn't your turn. Specifically, you can cast this spell just before any creature casts a spell or uses a spell-like ability on its own turn (so long as that spell or spell-like ability isn't cast as a swift or immediate action). If another spellcaster casts *spell allergy* on you at the same time you cast this spell, both spells are lost.

SPELLWARD

Abjuration

Level: Bard 2, cleric 1, sorcerer/wizard 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Select one school of magic. While *spellward* is in effect, the subject creature gains a +4 bonus on all saving throws against spells and effects from that school.

SPELLWARD, GREATER

Abjuration

Level: Bard 4, cleric 3, sorcerer/wizard 4

This spell functions as *spellward*, except the subject gains a +10 bonus on saves against spells and effects of the selected school.

SWARM OF FLIES

Illusion (Phantasm)

Level: Druid 2, ranger 3, sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Effect: One or more illusory swarms, no two of which can be more than 10 feet apart

Duration: 1 round/level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: Yes

You create one illusory swarm of biting flies per four caster levels (maximum five swarms), using statistics identical to a bat swarm (see the **Swarm** entry in the *MM*). The swarms deal real damage unless the creatures they attack disbelieve the illusion with a successful Will save.

PART VI: GNOME EQUIPMENT

For good or ill, most people associate gnomes with inventiveness. Clever and prone to unexpected pranks and tricks, gnomes are generally capable (and sometimes highly skilled) alchemists, and are especially proficient with illusion magic. Most gnomes opt not to invest the time or effort required to become great inventors, but those that do create a bewildering array of alchemical concoctions and technological wonders.

WEAPONS

Gnome ingenuity shines when it comes to developing new weapons dedicated to destroying their ancestral enemies.

BIRD SHOT

Ammunition for the gnome slingshooter, this is little more than a paper pouch filled with small jagged balls of iron or some other metal. When fired from a slingshooter, the pouch breaks apart, filling a 15-foot cone with shrapnel that deals 1d4 points of damage to all within the area. A successful DC 15 Reflex save halves the damage.

FOLDING BLADE, GNOME

A gnome folding blade is a short sword that can also be used as a club when its hinged blade is folded into its long handle. A character can wield a gnome folding blade as a martial weapon, but folding and unfolding it (converting the weapon damage from piercing to bludgeoning) requires a move action. A character who takes Exotic Weapon Proficiency in this weapon may fold and unfold the blade as a swift action.

SLINGSHOOTER, GNOME

A gnome slingshooter is a mechanical slingshot, similar in design to the crossbow, but lobbing bird shot, slugs, or bomb balls (see below) instead of bolts. It takes a move action to reload a gnome slingshooter. A character may take the Rapid Reload feat for the gnome slingshooter.

SLUG

Inexpensive ammunition for the gnome slingshooter, these are heavy iron balls. When fired, they can be recovered 50% of the time (whether they hit or miss).

SPRING BLADE

A spring blade fits on the wearer's forearm, and is held in place by two straps that prevent the character from being disarmed. The spring blade itself is concealable, requiring a DC 10 Search to find. As a swift action, a character proficient with the spring blade can drop and lock the blade into place. To retract it requires a move action.

SPECIAL ITEMS AND SUBSTANCES

Blending canny intellect with alchemical expertise, gnomes devise many spectacular gadgets. All of the following items list the Craft (alchemy) DC to create them.

BOMB BALLS

Bomb balls are small and unreliable grenades filled with a variety of substances. A character can throw a bomb ball as a ranged touch attack with a range increment of 10 feet.

TABLE 2-8: WEAPONS

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight ¹	Type ²
<i>Light Melee Weapons</i>							
Folding blade, gnome	4 gp	1d4	1d6	19–20/x2	—	1 lb.	Bludgeoning or piercing
Spring blade	100 gp	1d3	1d4	x3	—	1 lb.	Piercing
<i>Ranged Weapons</i>							
Slingshooter, gnome	800 gp	—	—	—	30 ft.	10 lb.	Bludgeoning or special ³
Bird Shot (1)	8 gp	1d43	1d43	x2	—	1 lb.	
Slug (1)	1 sp	1d6	1d8	x2	—	1/2 lb.	

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.

2 When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”

3 See item entry for details.

**TABLE 2-9:
SPECIAL ITEMS AND SUBSTANCES**

Item	Cost	Weight
Bomb balls		
Adhesive	180 gp	1 lb.
Explosive	300 gp	1 lb.
Flash	120 gp	1 lb.
Oil	120 gp	1 lb.
Smoke	110 gp	1 lb.
Clockwork detonator	100 gp	1 lb.

However, any given bomb ball has a 20% chance of being a dud and having no effect when striking a hard surface. The different varieties of bomb balls are as follows.

ADHESIVE

An adhesive bomb ball that functions properly fills four 5-foot squares with a sticky adhesive. The adhesive functions in all ways as a tanglefoot bag (see **Chapter Seven: Equipment**) of the *PHB*).

Craft (alchemy) DC 25.

EXPLOSIVE

An explosive bomb ball deals 2d6 points of damage to any creature directly hit, and 1d6 points of damage to all

creatures within 5 feet of the point of impact. Half the damage is fire damage, while half is bludgeoning damage.

An explosive bomb ball is extremely unstable. Any time a character is required to make a Fortitude save against massive damage (see **Chapter Eight: Combat** in the *PHB*), all explosive bomb balls he carries inadvertently detonate (though each has the usual 20% chance of being a dud).

Craft (alchemy) DC 40.

FLASH

A flash bomb ball explodes in a bright flash of light, dazzling all creatures within 5 feet unless they succeed on a DC 15 Reflex save. Creatures that rely on senses other than vision are immune to the effects of flash bomb balls.

Craft (alchemy) DC 25.

OIL

An oil bomb ball breaks apart at the point where it hits, spreading oil in a 10-foot radius. The oil has a 50% chance of igniting if exposed to a flame. If lit, it burns for 2 rounds, dealing 1d3 points of fire damage to all within the area.

Craft (alchemy) DC 20.

SMOKE

A smoke bomb ball releases a thick cloud of smoke when ignited, filling a 10-foot cube. Treat the effect as a *fog cloud* spell, except that the smoke dissipates naturally after 1 round.

Craft (alchemy) DC 20.

CLOCKWORK DETONATOR

This timer can be connected to any bomb ball, or to a vial or small container filled with any liquid substance. It can be set in 1-minute increments up to 60 minutes. When the timer winds down, it releases enough force to trigger the bomb ball or break the vial or container. If placed on a creature or other object when it winds down, the clockwork detonator deals 1d3 points of damage, ignoring hardness but not damage reduction.

Craft (alchemy) DC 35.

WONDROUS ITEM

BOGG'S EAR PLUGS

These small cork plugs come in sets of two. When properly installed in the ears, the wearer becomes deafened but gains sonic resistance 5 and immunity to any effect relying on hearing (such as a harpy's captivating song). These effects end when the plugs are removed.

Faint necromancy; CL 3rd; Craft Wondrous Item, *blindness/deafness*, *resist energy*; Price 2,000 gp; Weight —.



APPENDIX A: SUPPLEMENTAL RULES

The following material is referenced in Advanced Race Codex: Gnomes but fully detailed in other Advanced Race Codex publications. It is included here for your convenience, and to make Gnomes as complete and useful as possible.

EXPLOIT OPENING [GENERAL]

You take advantages of combat opportunities when they present themselves.

Prerequisites: Combat Reflexes, base attack bonus +6.

Benefit: On the first attack of opportunity you make in any round, you gain a +4 insight bonus on your attack roll.

Special: A fighter may select Exploit Opening as one of his fighter bonus feats.

SPECIALIST [GENERAL]

You are focused in a particular area of study.

Prerequisite: Favored class—any.

Benefit: Choose any two skills. These skills are always class skill for you, and you gain a +1 bonus on all checks made with these skills.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new set of skills.

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