

**CX1  
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**GAMING ACCESSORY**

**Old School Adventures™ Accessory CX1 Extra**

# **GNOMES**

For use with BX/LL-Compatible Rulesets



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# Gnomes

Gnomes are small fey humanoids with predispositions toward mining and magic. Where dwarves mine in mountains, gnomes are forest miners—diggers of earth rather than stone. Gnomes generally range from 3' to 3½' tall, and weigh from 40 to 45 pounds (though forest gnomes are slightly smaller and lighter). The typical lifespan of a gnome ranges from 350-500 years.

**SPECIAL ABILITIES:** There are a number of special abilities common to all gnome varieties presented below:

**AC Bonuses.** The small size of the gnome provides a -2 AC bonus vs. man-sized to ogre-sized opponents, and a -4 AC bonus vs. opponents hill-giant sized and larger.

**Languages.** In addition to common and gnomish, gnomes speak the languages of dwarves, kobolds and goblins.

**Special Combat Bonuses.** Gnomes gain a +1 bonus on attack rolls against kobolds and goblinoids (goblins, hobgoblins and bugbears).

**Infravision.** Gnomes possess the ability of infravision to a range of 90'.

## Deep Gnome (Svirfneblin)

The svirfneblin (deep gnomes) have rock-colored skin usually medium brown to brownish gray. Male deep gnomes are bald, and the females have stringy gray hair. Deep gnomes are approximately the same height as halflings, but are more muscular than other gnome subraces. Like rock gnomes, the preferred weapon of the deep gnome is the hooked hammer, which does 1d6 (on a successful "to hit" roll).

The prime requisites of a deep gnome are Strength and Dexterity. If a deep gnome has a Strength or Dexterity score of 13 or greater, the character will gain a +5% bonus on earned experience points. If a deep gnome has a score of 13 or greater in both Strength AND Dexterity, the character will gain a +10% bonus on earned experience.

**RESTRICTIONS:** Deep gnomes use eight-sided dice (d8) to determine their hit dice. Deep gnomes may use a shield and may wear any type of armor. They may use any type of weapon that has been "cut down" to their size, but may not use two-handed swords or long bows. Deep gnomes may only use only those magic items permitted fighters. A deep gnome may not progress beyond 8th level. A deep gnome must have a minimum Constitution score of 9. Deep gnomes use the same attack and saving throw tables as dwarves.

**SPECIAL ABILITIES:** Deep gnomes have a number of special abilities related to their knowledge and experience in deep underground environments:

**Appraise Gems.** Rock gnomes are able to identify the type and value of precious and semi-precious gemstones with a margin of error of ±20%.

**Stonecunning:** Any deep gnome who merely comes within 10 feet of unusual stonework has a 1-in-2 chance

of noticing it, without the need for active searching. If actively searching, they will always find flawed stonework (no success roll necessary).

**Underground Acumen.** Deep gnomes are able to detect sloping passages on 1-5 (on 1d6) and direction on 1-3 (on 1d6) when underground. A deep gnome is always aware of his or her approximate depth below the surface (no success roll necessary).

**Excavation.** If the party includes a deep gnome, any digging time required (e.g., to clear a passage) is halved when the deep gnome directs the excavation effort.

**Additional Vision Capabilities.** The infravision of deep gnomes extends to 120' (rather than 90').

**Languages.** In addition to languages spoken by all gnomes, deep gnomes also speak deep gnomish (a tongue unique to deep gnomes) and undercommon.

Deep gnomes have several spell-like abilities which they are able to use 1x per day each.

**Blindness/Deafness.** The deep gnome is able to render a single creature permanently blinded or deafened (as the he or she chooses) on a failed saving throw vs. spells.

**Blur.** This ability causes the deep gnome's outline to appear blurred, shifting and wavering, granting the subject a 20% chance to go unnoticed, and providing a -4 AC bonus while blurred. A *see invisibility* spell does not counteract the blur effect, but a *true seeing* spell does. The duration of this ability is 1 turn.

**Disguise Self.** With this ability, the deep gnome is able to make him or herself—including clothing, armor, weapons, and equipment—look different. He or she can seem 1 foot shorter or taller, thin, fat, or in between. Body type, however, cannot be changed. Otherwise, the extent of the apparent change is up to the deep gnome (e.g, anything from obscuring a minor feature to looking like an entirely different person). This power does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. A creature that interacts with the glamor gets a save vs. spells to recognize the appearance as an illusion.

## Deep Gnome Class Table

Level	Name	Exp. Pts.	Hit Dice
1	Deep Gnome Hauler	0	1d8
2	Deep Gnome Shoveler	2,250	2d8
3	Deep Gnome Grubber	4,500	3d8
4	Deep Gnome Digger	9,000	4d8
5	Deep Gnome Burrower	18,000	5d8
6	Deep Gnome Tunneler	35,000	6d8
7	Deep Gnome Excavator	70,000	7d8
8	Deep Gnome Delver	140,000	8d8

## Forest Gnome

Forest gnomes are stewards of nature who possess druid-like magical abilities, but are also versed in the underground skills common to most gnomes. Mature forest gnomes often find themselves in the role of woodland sages. Forest gnomes are the most diminutive variety of gnome, and are slightly smaller than halflings.

The prime requisite of a forest gnome is Wisdom. If a forest gnome has a score of 13 or greater in Wisdom, the character will gain a bonus on earned experience points.

**RESTRICTIONS:** Forest gnomes use six-sided dice (d6) to determine their hit dice. Forest gnomes may wear only padded armor (AC:8) and may use only wooden shields. Forest gnomes may not use edged weapons, and any weapon used must be “cut down” to size. A forest gnome may not progress beyond 10th level. A forest gnome must have a minimum Charisma score of 9. Forest gnomes use the same attack table as clerics, and the same saving throw table as dwarves.

**SPECIAL ABILITIES:** Forest gnomes have the following special abilities:

**Fey Nature Magic.** As a forest gnome rises in level, the character gains a number of spells that are both fey and druid-like in nature. Like clerics, forest gnomes may choose from the entire spell list for each adventure.

**Pass Without Trace.** Forest gnomes have the innate ability to pass without trace, giving them the ability move through any type of wilderness terrain and leave neither footprints nor scent, and tracking them in such areas is impossible by non-magical means.

**Hide in Woodlands.** Forest gnomes are able to hide in forested areas (similar to the thieves’ ability Hide in Shadow) with a base chance of 10% plus 10% per level (e.g., a 7th level forest gnome has an 80% chance of going undetected while hiding in a forested area).

**Call/Rally Woodland Animals.** Each day, a forest gnome is able to call from the area a number of HD of woodland creatures equal to his or her level. The creatures will appear in 2d4 rounds, and will act immediately once they arrive. They creatures will serve the gnome as desired (e.g., acting as a steed, attacking an opponent, etc.) to the best of its ability. The gnome will be able to communicate with any called creatures without affecting the daily use of the gnome’s ability to *speak with animals*.

**Speak with Animal.** Once per day, a forest gnome can use *speak with animal* (similar to the cleric spell) as a spell-like ability, but only to speak with a woodland mammal (e.g., rabbits, beavers, deer, etc.). The ability has a duration of 6 turns and a range of 30’.

**Special Combat Bonuses.** In addition to the standard gnome bonuses against kobolds and goblinoids, forest gnomes gain a +1 bonus on attack rolls against vermin (e.g., giant insects, rats, etc.).

At 8th level, a forest gnome may choose to build a tree stronghold (a “tower-like” structure built within the trunk of a large tree) which will attract a community of forest gnomes (numbering from 5-40 members). Should the population of the tree stronghold grow too large for the tree in which it is located, the forest

gnome may choose to expand the tree stronghold by adding underground levels.

## Forest Gnome Class Table

Level	Name	Exp. Pts.	HD	Spells			
				1	2	3	4
1	Gnome Greenie	0	1d6	1	-	-	-
2	Gnome Groundling	3,000	2d6	2	-	-	-
3	Gnome Keeper	7,000	3d6	2	1	-	-
4	Gnome Conservator	14,000	4d6	2	2	-	-
5	Gnome Preserver	28,000	5d6	2	2	1	-
6	Gnome Protector	56,000	6d6	2	2	2	-
7	Gnome Guardian	112,000	7d6	3	2	2	1
8	Gnome Patron/Matron	224,000	8d6	3	3	2	2

## Forest Gnome Spell List

### First Level Forest Gnome Spells

- |                           |                         |
|---------------------------|-------------------------|
| 1. Charm Animal           | 7. Mending              |
| 2. Cure Light Wounds      | 8. Obscuring Mist       |
| 3. Detect Poison          | 9. Pass Without Trace   |
| 4. Detect Snares & Pits   | 10. Purify Food & Water |
| 5. Light                  | 11. Resistance          |
| 5. Locate Animal or Plant | 12. Speak with Animal   |

### Second Level Forest Gnome Spells

- |                     |                         |
|---------------------|-------------------------|
| 1. Animal Messenger | 7. Repel Vermin         |
| 2. Animal Trance    | 8. Snake Charm          |
| 3. Barkskin         | 9. Soften Earth & Stone |
| 4. Delay Poison     | 10. Tree Form           |
| 5. Hold Animal      | 11. Warp Wood           |
| 6. Precipitation    | 12. Wood Shape          |

### Third Level Forest Gnome Spells

- |                    |                      |
|--------------------|----------------------|
| 1. Call Lightning  | 6. Neutralize Poison |
| 2. Cure Disease    | 7. Plant Growth      |
| 3. Diminish Plants | 8. Speak with Plants |
| 4. Dominate Animal | 9. Stone Shape       |
| 5. Meld into Stone | 10. Water Walk       |

### Fourth Level Forest Gnome Spells

- |                        |                           |
|------------------------|---------------------------|
| 1. Animal Growth       | 5. Dispel Magic           |
| 2. Commune with Nature | 6. Move Earth             |
| 3. Create Water        | 7. Raise Dead Animals     |
| 4. Cure Serious Wounds | 8. Transmute Rock to Mud* |

## Rock Gnome

Rock gnomes are the most common type of gnome, easily distinguished from other types of gnomes by the size of their noses. They are miners, fighters and illusionists. They are diligent and persevering, thinking first of the task at hand, and second of how they will celebrate a job well done. Rock gnomes are slightly larger than halflings, and their preferred weapon is the hooked hammer, which does 1d6 (on a successful “to hit” roll).

The prime requisites of a rock gnome are Strength and Intelligence. If a rock gnome has a score of 13 or greater in both Strength and Intelligence, the character will gain a +5% bonus on earned experience points. If a rock gnome has a Strength of 13 or greater AND an Intelligence of 16 or greater, the character will gain a +10% bonus on earned experience.

**RESTRICTIONS:** Rock gnomes use six-sided dice (d6) to determine their hit dice. Rock gnomes may use a shield and may wear any type of armor. They may use any type of weapon that has been “cut down” to their size, but may not use two-handed swords or long bows. Rock gnomes may normally use only those magic items permitted fighters. However, a rock gnome may use any item normally permitted a magic-user, if that item produced an illusory effect (e.g., a *phantasmal force* scroll). A rock gnome may not progress beyond 8th level. A rock gnome must have a minimum Charisma score of 9. Rock gnomes use the same attack and saving throw tables as dwarves.

**SPECIAL ABILITIES:** Rock gnomes possess the following special abilities:

**Appraise Gems.** Rock gnomes are able to identify the type and value of precious and semi-precious gemstones.

**Detect Underground Features.** Rock gnomes are able to detect sloping passages on 1-5 (on 1d6), flawed stonework on 1-4 (on 1d6), and approximate depth on 1-4 (on 1d6) and direction on 1-3 (on 1d6) when underground.

**Excavation.** If the party includes a rock gnome, any digging time required (e.g., to clear a passage) is halved when the rock gnome directs the excavation effort.

**Hear Noise.** Generally, rock gnomes are able to hear noise on a 1-2 (on 1d6). However, in natural underground environs (e.g., caves and caverns, or burrows), they hear noise on a 1-3 (on 1d6).

**Speak with Animal.** Once per day, a rock gnome can use *Speak with Animal* (similar to the cleric spell) as a spell-like ability, but only to speak with a burrowing mammal (e.g., moles, gophers, ground hogs, etc.). The ability has a duration of 6 turns and a range of 30’.

**Dancing Lights.** Once per day, the gnome is able to create up to four glowing spheres of light (which look like will-o’-wisps), or one faintlyglowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as the gnome desires (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100’ per round. A light winks out if the distance between the spellcaster and it exceeds the spell’s 120’ range. The duration of this ability is 1 turn per level.

**Ghost Sound.** Once per day, the gnome is able to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The gnome may choose what type of sound ghost sound is created when casting it and cannot thereafter change the sound’s basic character. The volume of sound is relative to the gnome’s level, producing as much noise as four normal humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. E.g., a horde of rats running and squeaking is approximately the same volume as eight humans running and shouting, a roaring lion is equal to the noise from sixteen humans, etc. The duration of this ability is 1 turn per level, and the range is 30’ per level.

**Prestidigitation.** Once per day, a gnome may cast a prestidigitation, enabling the gnome to perform simple

magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of non-living material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools or weapons. Finally, a prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour. The range is 10’ per level and the maximum duration is 1 hour.

At 8th level, a rock gnome may choose to build an underground stronghold which will attract a community of rock gnomes (numbering from 5-40 members).

## Rock Gnome Class Table

Level	Name	Exp. Pts.	Hit Dice
1	Gnome Prestidigitator	0	1d6
2	Gnome Trickster	2,200	2d6
3	Gnome Visionist	4,400	3d6
4	Gnome Phantasmist	8,600	4d6
5	Gnome Fantasist	17,000	5d6
6	Gnome Apparitionist	34,000	6d6
7	Gnome Spellbinder	68,000	7d6
8	Gnome Illusionist	136,000	8d6

## Tinker Gnome

Tinker gnomes are experts in a variety of mechanical devices. They are focused and purposeful, and they revel in their personal accomplishments, often congratulating themselves for a job well done. Tinker gnomes, like rock gnomes, are slightly larger than halflings.

The prime requisites of a tinker gnome are Intelligence and Dexterity. If a tinker gnome has a score of 13 or greater in both Intelligence and Dexterity, the character will gain a +5% bonus on earned experience points. If a gnome has a Dexterity of 13 or greater AND an Intelligence of 16 or greater, the character will gain a +10% bonus on earned experience.

**RESTRICTIONS:** Tinker gnomes use six-sided dice (d6) to determine their hit dice. Tinker gnomes may wear only leather armor, and may not use a shield. They may use any type of weapon that has been “cut down” to their size, but may not use two-handed swords or long bows. Tinker gnomes may normally use only those magic items permitted fighters. However, tinker gnomes have a chance to understand and use any non-scroll magic item that would otherwise be permitted only a magic-user (see **Magic Item Use**, below). A tinker gnome may not progress beyond 8th level. A tinker gnome must have a minimum Constitution score of 9. Tinker gnomes use the same attack table as thieves and the same saving throw table as dwarves.

**SPECIAL ABILITIES:** Tinker gnomes have the following special abilities:

**Excavation.** If the party includes a gnome, any digging time required (e.g., to clear a passage) is halved.

**Detect Underground Features.** Tinker gnomes are able to detect sloping passages on 1-5 (on 1d6), flawed



stonework on 1-4 (on 1d6), and approximate depth on 1-4 (on 1d6) and direction on 1-3 (on 1d6) when underground.

**Thieves' Abilities.** Tinker gnomes possess a number of thieves's abilities, including Pick Pockets, Open Locks, Remove Traps, Move Silently, Hide in Shadows and Hear Noise. Tinker gnomes do not possess the ability to Climb Sheer Surfaces.

**Magic Item Use.** Tinker gnomes have a chance of being able to use any non-scroll item normally only permitted a magic-user (e.g., rods, wands, etc.). Only 1 attempt may be made on any (individual) item until the tinker gnome reaches the next level and can try again. There is a 1-in-6 chance on any failed attempt that the item will "backfire", causing the reverse of the intended effect (e.g., if shooting a wand of fireballs, the fireball will explode, injuring the tinker gnome).

At 8th level, a tinker gnome may choose to build an underground stronghold which will attract a community of tinker gnomes (numbering from 5-40 members).

### Tinker Gnome Class Table

Level	Name	Exp. Pts.	Hit Dice	Magic Item Use
1	Gnome Finger	0	1d6	75%
2	Gnome Picker	1,500	2d6	85%
3	Gnome Lifter	3,000	3d6	90%
4	Gnome Dipper	6,000	4d6	95%
5	Gnome Snatcher	12,000	5d6	96%
6	Gnome Sharper	24,000	6d6	97%
7	Gnome Pilferer	48,000	7d6	98%
8	Gnome Thief	96,000	8d6	99%

### Tinker Gnome Thieves' Abilities

Level	Pick Pockets	Open Locks	Remove Traps	Move Silently	Hide in Shadows	Hear Noise
1	20%	20%	15%	30%	15%	1-2
2	30%	35%	30%	40%	30%	1-2
3	40%	50%	45%	50%	45%	1-3
4	50%	60%	60%	60%	60%	1-3
5	65%	70%	75%	70%	70%	1-4
6	80%	80%	80%	80%	80%	1-4
7	95%	90%	95%	90%	90%	1-5
8	99%	99%	99%	99%	99%	1-5

## Forest Gnome Spells

#### 1ST LEVEL GNOME SPELLS

- Charm Animal** Range: 120'  
Duration: special  
As the spell *charm person*, except that it affects a creature of the animal type.
- Cure Light Wounds** Range: 0' (touch)  
Duration: permanent  
As the cleric spell.

- Detect Poison** Range: 60'  
Duration: 2 turns  
Similar to the spell *detect magic*, but causes poisoned objects, areas or creatures within 60' to glow.

- Detect Snares & Pits** Range: 60'  
Duration: 2 turns  
Permits the spellcaster to detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials, causing those within 60' to glow. The spell does not detect complex traps, including trapdoor traps. This spell does detect certain natural hazards—quicksand (a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring), nor mechanically complex ones, nor those that have been rendered safe or inactive.

- Light** Range: 120'  
Duration: 12 turns  
As the cleric spell.

- Locate Animal or Plant** Range: 120'  
Duration: 6 turns  
Allows the spellcaster to detect a particular kind of animal or plant in a cone emanating out from you in whatever direction you face. The spellcaster must think of the kind of animal or plant when using the spell, but can change the animal or plant kind each round. This spell does not locate intelligent or fantastic creatures, just those of animal type (including giant varieties).

- Mending** Range: 10'  
Duration: instantaneous  
This spell repairs small breaks or tears in objects (but not warps, such as might be caused by a warp wood spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell can repair a magic item, but the item's magical abilities are not restored. The spell cannot mend broken magic rods, staves, or wands, nor does it affect creatures (including constructs).

- Obscuring Mist** Range: 120'  
Duration: 12 turns  
With this spell, a misty vapor arises around the caster. It is stationary once created and covers an area 10' cubed per caster level. The vapor obscures all sight, including infravision, beyond 5 feet. A strong wind will disperse the fog immediately, and a moderate wind will disperse the fog in 2d4 rounds. Fireballs or walls of fire will burn away the fog in the area of the fire only.

- Pass Without Trace** Range: 0' (touch)  
Duration: 1 turn per level  
The subject or subjects can move through any type of terrain and leave neither footprints nor scent. Tracking the subjects is impossible by nonmagical means.

- Purify Food & Water** Range: 10'  
Duration: indefinite  
As the cleric spell of the same name.

- Resistance** Range: 0' (touch)  
Duration: 6 turns

This spell imbues the subject with magical energy that protects it from harm, granting it a +1 bonus on all saving throws.

**Speak with Animal**      Range: 30'  
Duration: 6 turns

As the cleric spell of the same name.

**2ND LEVEL GNOME SPELLS**

**Animal Messenger**      Range: 30'  
Duration: 1 day per level

With the use of this spell, the spellcaster compels an animal to go to a designated. The most common use for this spell is to get an animal to carry a message to allies. The animal cannot be one tamed or trained by someone else, including such creatures as familiars and animal companions. The spellcaster is able to mentally impress on the animal a certain place well known by the spellcaster or an obvious landmark. The directions must be simple, because the animal depends on the spellcaster's knowledge and can't find a destination on its own. A small item or note may be attached to the messenger. The animal then goes to the designated location and waits there until the duration of the spell expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal or read any attached message (if it's written in a language he or she doesn't know, for example).

**Animal Trance**            Range: 30'  
Duration: concentration

With a combination of swaying motions and singing, the spellcaster is able to compel 2d6 HD of animals and magical beasts to do nothing but watch him or her. The closest targets are selected first until no more targets within range can be affected. Only a creature with an Intelligence score of 1 or 2 can be fascinated by this spell.

**Barkskin**                    Range: 0' (touch)  
Duration: 6 turns

This spell toughens a creature's skin, granting a -2 AC bonus for the spell's duration.

**Delay Poison**            Range: 0' (touch)  
Duration: 12 hours

The subject of this spell becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. This spell does not cure any damage that poison may have already done.

**Hold Animal**              Range: 180'  
Duration: 9 turns

This spell functions like hold person, except that it affects an animal instead of a humanoid.

**Precipitation**            Range: 180'  
Duration: 1 turn

This spell functions converts all the water vapor in an area and turns it into a light rain that fills an area 10' cubed per caster level. Small flames (e.g., candles) are extinguished immediately, small fires (including torches) are extinguished in 2 rounds, and large fires are unaffected. Earthen areas will become muddied in approximately 1 turn, slowing movement in the area to half normal. If heat is applied to wetted area, it will create an obscur-

ing mist in the area (as the spell) for a duration of 1 turn. In areas where the temperature is below 34° F, the precipitation will fall as sleet (31°-33° F) or snow (30° and under). Sleet will cause a smooth or stone surface to become icy in turn, slowing movement to one-fourth normal while the ice persists.

**Repel Vermin**            Range: 5'  
Duration: 6 turns

This spells repels insects, spiders, rats, etc. to a distance of 10' from the spellcaster. Giant vermin or vermin with 2 HD or more are permitted a saving throw vs. spells. If successful, the creature may enter the spell's perimeter but will take 1d6 damage. This spell does not affect intelligent vermin or fantastic creatures.

**Snake Charm**            Range: 60'  
Duration: special

As the cleric spell of the same name.

**Soften Earth & Stone**    Range: 60'  
Duration: 10 sq. ft. per level

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature caught in mud must save vs. paralysis or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While soften earth and stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

**Tree Form**                Range: 0' (spellcaster only)  
Duration: 2 turns per level

By means of this spell, the spellcaster is able to assume the form of a small living tree or shrub or a small dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests the spellcaster is, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, the spellcaster can observe all that transpires around him or her just as if the character were in your normal form, and his or her hit points and save bonuses remain unaffected. The spellcaster gains a -5 AC bonus but has an effective Dexterity score of 0 and a speed of 0 feet. All clothing and gear carried or worn changes with the spellcaster.

**Warp Wood**              Range: 30'  
Duration: instantaneous

This spell causes wood to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open (or becomes stuck). A boat or ship springs a leak. Warped ranged weapons are useless. A warped melee weapon suffers a -4 penalty on attack rolls. The size of the item (or area) that may be warped depends on the spellcaster's level as outlined below:

Spellcaster Level	Size of Object
1-2	small (1 cubic foot)
3-4	medium (5 cubic feet)
5-6	large (20 cubic feet)
7-8	huge (100 cubic feet)

Alternatively, the spellcaster can *unwarp wood* (effectively warping it back to normal) with this spell, straightening wood that has been warped by this spell or by other means. The spellcaster can combine multiple consecutive warp wood spells to warp (or unwarp) an object that is too large to be warped with a single spell. Until the object is completely warped, it suffers no ill effects.

**Wood Shape** Range: 0' (touch)  
Duration: instantaneous

This spell allows the user to form one existing piece of wood into any shape that suits his or her purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work. The maximum volume that may be affected is a piece of wood no larger than 10 cubic feet plus 1 cubic foot per level.

**3RD LEVEL GNOME SPELLS**

**Call Lightning** Range: 180'  
Duration: special

This spell calls down a number of 5-foot-wide, 30-foot-long, vertical bolts of lightning that each deal 2d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point the spellcaster chooses within the spell's range from the point at which it was called when the spell was cast. Any creature in the target area or in the path of the bolt is affected.

The spell caster may call a total number of bolts equal to his or her caster level, but may only call 1 bolt per round. The spellcaster need not call a bolt of lightning each round; other actions, even spellcasting, can be performed. However, calling a bolt requires the user's spellcasting action for that round

This spell functions indoors or underground but not underwater.

**Cure Disease** Range: 30'  
Duration: permanent

As the cleric spell of the same name. This spell is not reversible for gnomes.

**Diminish Plants** Range: 180'  
Duration: permanent

This spell causes 100 square foot of normal vegetation within range of the spell to shrink to about one-third of its normal size, becoming untangled and less bushy. The affected area can be any shape the spellcaster desires. This spell has no effect on plant creatures.

**Dominate Animal** Range: 60'  
Duration: See below

The spellcaster is able to enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal

or self-destructive commands (including an order to attack a creature with 2 HD or more than the dominated animal) are simply ignored. A mental link is established with the subject creature, which can be directed by silent mental command as long as it remains in range. The control lasts for 6 rounds plus 1 round per spellcaster level. Unwilling creatures are allowed a saving throw vs. spells to avoid the domination.

**Meld into Stone** Range: 0' (spellcaster only)  
Duration: 2 turns per level

Use of this spell enables the spellcaster to meld his or her body and possessions into a single rock or block of stone. The stone must be large enough to accommodate the spellcaster's body in all three dimensions. When the casting is complete, spellcaster and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, you remain in contact, however tenuous, with the face of the stone through which you melded. The spellcaster (the stone's inhabitant) remains aware of the passage of time and can cast spells on him or herself while hiding in the stone. Nothing that goes on outside the stone can be seen, but the inhabitant can still hear what happens around you. Minor physical damage to the stone does not harm the inhabitant, but its partial destruction (to the extent that the inhabitant no longer fits within it) expels the inhabitant and deals 5d6 points of damage. The stone's complete destruction expels the inhabitant and slays him or her instantly unless a successful saving throw vs. death is made.

Any time before the duration expires, the inhabitant can step out of the stone through the surface that he or she entered. If the spell's duration expires or the effect is dispelled before voluntarily exiting the stone, the inhabitant is violently expelled, taking 5d6 points of damage in the process.

The following spells harm the inhabitant of the stone if cast upon the stone he or she is occupying: *Stone to flesh* expels the inhabitant and deals 5d6 points of damage. *Stone shape* deals 3d6 points of damage but does not expel the inhabitant. *Transmute rock to mud* expels the inhabitant and then slays him or her instantly unless a saving throw vs. death is made, in which case the inhabitant is merely expelled. Finally, *passwall* expels the inhabitant without damage.

**Neutralize Poison** Range: 0' (touch)  
Duration: permanent

As the cleric spell of the same name.

**Plant Growth** Range: 180'  
Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within range of the spell and within a 100 square foot area to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Speed drops to 10', or 20' feet for large creatures. The area must have brush and trees in it for this spell to take effect. The affected area can be any shape the spellcaster desires. This spell has no effect on plant creatures.

**Speak with Plants** Range: 30'  
Duration: 3 turns

As the cleric spell of the same name.

**Stone Shape** Range: 0' (touch)  
Duration: permanent

Use of this spell allows the spellcaster to form an existing piece



of stone into any shape that suits his or her purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work. The maximum volume that may be affected is no larger than 10 cubic feet plus 1 cubic foot per level.

**Water Walk**

Range: 0' (touch)  
Duration: 6 turns

This spell permits the affected creature to tread on any liquid as if it were firm ground. Mud, oil, snow, quicksand, running water, ice, and even lava can be traversed easily, since the subjects' feet hover an inch or two above the surface. (Creatures crossing molten lava still take damage from the heat because they are near it.) The subjects can walk, run, charge, or otherwise move across the surface as if it were normal ground. If the spell is cast underwater (or while the subjects are partially or wholly submerged in whatever liquid they are in), the subjects are borne toward the surface at 60' per round until they can stand on it.

**4TH LEVEL GNOME SPELLS**

**Animal Growth**

Range: 120'  
Duration: 12 turns

As the cleric spell *growth of animal*.

**Commune with Nature**

Range: 0' (personal)  
Duration: 3 turns

This spellcaster becomes one with nature, attaining knowledge of the surrounding territory. He or she gains knowledge of as many as three facts from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, or even the general state of the natural setting. In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings

(e.g., caves, caverns, etc.), the radius is limited to 100' per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

**Create Water**

Range: 0' (touch)  
Duration: permanent

As the cleric spell of the same name.

**Cure Serious Wounds**

Range: 0' (touch)  
Duration: permanent

As the cleric spell of the same name.

**Dispel Magic**

Range: 120'  
Duration: permanent

As the magic-user spell of the same name.

**Move Earth**

Range: 240'  
Duration: 6 turns

As the magic-user spell of the same name.

**Raise Dead Animals**

Range: 120'  
Duration: permanent

This spell is similar to the cleric spell *raise dead*, but it only affects normal and giant varieties of animals. This spell does not affect intelligent or fantastic creatures. A 7th level gnome can raise animals up to four days dead. An 8th level gnome can raise dead animals up to seven days dead. A raised animal has only 1 hp and moves at half speed. Two full weeks of rest will heal this affects, and the recovery may not be speeded by magic. This spell does not affect undead, and is not reversible by gnomes.

**Transmute Rock to Mud\***

Range: 120'  
Duration: 3-18 days

As the magic-user spell of the same name.

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