



FOREST GNOMES

by John Fredericks



A Player Class for Old-School (OSR) fantasy games including LABYRINTH LORD™ (and yes, there will be pointy hats!)



Labyrinth Lord
Compatible Product

SMALL, BUT MIGHTY

Most gnomes never leave their woodland realms. But you're different. You long to adventure among the other races, to see what's beyond the forest boundaries. If you return, your name may be counted among the heroes of gnomish folklore.

You're hoping there's glory to be found for even the smallest of heroes.

Inside you'll find:

- A full character class description (including new special abilities), for use with Old-School (OSR) games including LABRYRINTH LORD™*
- Helpful charts. Take your Forest Gnome from level 1 to level 20*
- Suggestions for incorporating Gnomes into your campaign*
- Pregenerated characters at first and third level. Just print and play (or use them as NPC's)*

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Gaming looks even sweeter from Sharp Mountain!

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Thank you for purchasing this product. Its goal is to provide you with a fun class to add to your old school (or even new school) games. On the following pages, you'll find: a complete description of the forest gnome, handy advancement charts, and suggestions for incorporating forest gnomes into your existing campaign. Also included are pregenerated characters at levels one and three. Just print them out for your players, or use them as non-player characters.

If you enjoy this product, look for other releases from Sharp Mountain Games at <http://drivethrurpg.com>



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FOREST GNOMES

INTRODUCTION: Gnomes have been available as a player class since early versions of the game. However, they weren't exactly what most people think of as gnomes. This supplement does not seek to supplant other versions of gnomes, merely to provide another flavor of them for your game. The forest gnomes in this supplement are more like the reclusive guardians of folklore. They protect both the forests and the animals that call it home. They take a dim view of anyone who would harm the wilderness in any way. While they accept that some need to hunt for survival, they are vegetarians.

BACKGROUND: Forest gnomes developed alongside the other races, but apart. They live in cleverly hidden houses deep in the wilderness. However, they did learn from their taller neighbors, and taught them a few things as well. Many a master gardener owes a few of their tricks to the forest gnomes. They did not share all of their secrets, though. They possess an affinity for plants and animals that is surpassed only by the most advanced of druids.

Most forest gnomes spend their entire life far away from other civilizations. They work at their trades, raise their families, and care for the natural world around them. Some young forest gnomes, though, get the itch. They leave their communities in search of adventure in the broader world. After several years, they will usually return home to marry and start a family. While the elder gnomes do not endorse these "wandering years", they don't prohibit them. They realize that forcing an adventurous gnome to remain at home may turn them into a bitter adult. Returning forest gnome adventurers often become the heroes of gnomish folktales

DESCRIPTION: Forest gnomes resemble stout men and women who stand about a foot to a foot and a half tall. They typically weigh about ten pounds, and their complexions have the same range as humans. Male forest gnomes generally grow a beard. Their personalities are playful and curious, but never to the point of foolishness. They take a measured approach to all problems, especially in a dungeon or in the wilderness. They are more resistant to magic than

humans, and have a lifespan of almost 450 years. **CONSTITUTION** is the **PRIME REQUISITE** for a forest gnome. Forest gnomes with a **CONSTITUTION** score of 13 or higher receive a 10% bonus on earned experience points.

A forest gnome is rarely without his pointy cap. In the forest, they wear red caps so birds of prey will not mistake them for mice. Adventuring forest gnomes often wear a cap of maroon or dark green to better blend in with their environment. Even when they wear a helmet, they prefer that it is at least a bit pointy. (This has led some to speculate that their heads are also pointy, but that isn't true.)

RESTRICTIONS: Forest gnomes roll a six-sided die (d6) for their hit points. They may not have a **STRENGTH** score above 10. They may advance to 20th level (at the GM's discretion). They may wear any type of armor, helmets, and may use shields. However, these must be custom made at double the normal cost. They must also use smaller versions of normal weapons. These weapons do 1d4 damage, though the **STRENGTH** bonus is added to melee and thrown weapons as normal. Forest gnomes are generally outfitted with appropriate weapons when they leave their communities. They may use magic items, though they may need help holding them. (A kind GM may rule that wearable items automatically adjust themselves to gnome size.)

SPECIAL ABILITIES: Forest gnomes have several special abilities that offset their restrictions.

Armor Class Bonus: Forest gnomes gain a -2 bonus to their armor class against any opponent man-sized or larger. The bonus is +2 is using the ascending armor class scale.

Animal Friendship: Forest gnomes have a limited telepathic relationship with all natural animals (not monsters). They can communicate simple commands to them, and understand what the animal has seen or experienced within the last 1d6 hours. This understanding is at the animal's level, not the gnome's. For example, they may have a vision of orcs passing this way recently, but no understanding of what was

said even if it was in Common. The forest gnome can ask the animal to carry him as a mount. The animal will only do this in wild areas: it will not enter a dungeon, cave, or city. The forest gnome will not allow the animal to engage in combat either. They will dismiss it as soon as a battle begins.

Low Light Vision: Forest gnomes can see as well at night as they can during the day. However, this is not true infravision; there must be some ambient light present.

Hiding: A forest gnome can hide outdoors with a 90% success rate. Indoors, the chance is 50%.

Tracking: A forest gnome's sense of smell is far superior to that of other races. They can track animals and sentient beings for up to 24 hours. This is a percentile roll, and the success rate increases with experience. The GM may oppose a penalty if there has been heavy rain or snow. In those situations, the forest gnome must make the roll at two levels lower than normal. For example, a sixth level gnome would roll as though they were a fourth level gnome.

Healing Remedies: Forest gnomes are experts in the area of medicinal plants. Given a half an hour, they can locate and prepare healing treatments. The number and efficacy of these treatments increases with experience. In the absence of a cleric's healing spells, a forest gnome can be an invaluable addition to any party.

All forest gnomes can speak *Common*, *Gnomish*, and *Troll*

A note about speed: Adventuring forest gnomes can generally keep up with their larger companions. This is an added benefit of their great constitution

INCORPORATING GNOMES INTO YOUR CAMPAIGN

AS PLAYER CHARACTERS (PC's): Forest gnomes are a solid addition to any adventuring party. They can provide healing, tracking of opponents, and can get valuable information from their animal friends. They are also excellent at remaining unseen. A forest

gnome might volunteer to hide while an enemy party passes by, hoping to gain information about their plans.

Forest gnomes make a great choice for players who wish to play a nature-loving character, and adventures can be built around threats to nature. Also, they're a great choice for those who like to play the little guy (or gal).

AS NON-PLAYER CHARACTERS: Forest gnomes can provide the party with numerous adventure hooks. A village may wish to hire the party to deal with trolls, orcs, or other monsters that are threatening them. They may hire a party to investigate a strange blight that is killing trees and plants in their forests. A party can act as an escort for a forest gnome who needs to get an urgent message to their king.

The following page contains the charts you'll need to create and advance a forest gnome. Simply roll or assign your ability scores, jot down the information from the charts, buy some equipment and say "hello" to your little friend.

Immediately following the charts are some pregenerated characters to use as PC's or NPC's. Use the "Attack Bonus" column instead of the "Roll Needed to Hit AC" column if you use ascending armor class.



GNOME CHARTS

RESTRICTIONS

- Maximum STRENGTH of 10
- Must use small size armor and weapons (1d4 damage)

Special Abilities

- AC bonus of -2 (+2 ascending)
- Animal Friendship
- Low-Light Vision
- Hiding
- Tracking
- Healing Remedies (chart lists # of HP and doses)

Level	XP	Hit Dice	Attack Bonus	Saving Throws					Tracking	Special Abilities Healing Remedy**	Roll need to hit AC									
				Death Ray/Poison	Magic Wands	Paralysis/Petrify	Dragon Breath	Rod/Staves/Spells			9	8	7	6	5	4	3	2	1	0
1	0	1d6	+1	10	11	12	10	13	30%	1d4	10	11	12	13	14	15	16	17	18	19
2	2,200	2d6	+1	10	11	12	10	13	34%	1d4	10	11	12	13	14	15	16	17	18	19
3	4,400	3d6	+2	10	11	12	10	13	38%	1d4+1	9	10	11	12	13	14	15	16	17	18
4	9,000	4d6	+2	9	10	10	9	12	42%	1d4+1	9	10	11	12	13	14	15	16	17	18
5	17,000	5d6	+3	9	10	10	9	12	46%	1d6	8	9	10	11	12	13	14	15	16	17
6	35,000	6d6	+3	9	10	10	9	12	50%	1d6	8	9	10	11	12	13	14	15	16	17
7	70,000	7d6	+4	8	9	9	8	11	54%	1d6+1	7	8	9	10	11	12	13	14	15	16
8	140,000	8d6	+5	8	9	9	8	11	58%	1d6+1	6	7	8	9	10	11	12	13	14	15
9	270,000	9d6	+6	8	9	9	8	11	62%	2X 1d4	5	6	7	8	9	10	11	12	13	14
10	400,000	9d6+1*	+6	7	8	8	7	10	66%	2X 1d4	5	6	7	8	9	10	11	12	13	14
11	530,000	9d6+2*	+7	7	8	8	7	10	70%	2X 1d4+1	4	5	6	7	8	9	10	11	12	13
12	660,000	9d6+3*	+7	7	8	8	7	10	74%	2X 1d4+1	4	5	6	7	8	9	10	11	12	13
13	790,000	9d6+4*	+8	6	7	7	6	9	78%	2X 1d6	3	4	5	6	7	8	9	10	11	12
14	920,000	9d6+5*	+8	6	7	7	6	9	82%	2X 1d6	3	4	5	6	7	8	9	10	11	12
15	1,050,000	9d6+6*	+8	6	7	7	6	9	86%	2X 1d6+1	3	4	5	6	7	8	9	10	11	12
16	1,180,000	9d6+7*	+8	5	6	6	5	8	90%	2X 1d6+1	3	4	5	6	7	8	9	10	11	12
17	1,310,000	9d6+8*	+9	5	6	6	5	8	92%	3X 1d6	2	3	4	5	6	7	8	9	10	11
18	1,440,000	9d6+9*	+9	5	6	6	5	8	94%	3X 1d6	2	3	4	5	6	7	8	9	10	11
19	1,570,000	9d6+10*	+9	4	5	5	4	7	96%	3X 1d6+1	2	3	4	5	6	7	8	9	10	11
20	1,830,000	9d6+11*	+9	4	5	5	4	7	98%	3X 1d6+1	2	3	4	5	6	7	8	9	10	11

*CONSTITUTION bonus no longer applies

PREGENERATED CHARACTERS

GNOME 1						8 hp	AC 6 (14)		
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
10	14	16	11	9	10				
<i>Saving Throws</i>									
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
10	11	12	10	13					
<i>Weapons (Ascending Attack Bonus = +1)</i>									
Small Sword: +0 (1d4)									
Small bow: +1 (1d4)									
<i>Gear</i>									
Leather Armor, Small Sword, Small Box, Healing Potion									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	10	11	12	13	14	15	16	17	18
<i>Special Abilities</i>									
<ul style="list-style-type: none"> • Armor Class Bonus: -2(+2) • Animal Friendship • Low Light Vision • Hide: 90% outdoors, 50% indoors • Tracking: 30% • Healing remedies: 1d4 									
Languages: <i>Common, Gnomish, Troll</i>									

GNOME 3						21 hp	AC 6 (14)		
<i>STR</i>	<i>DEX</i>	<i>CON</i>	<i>INT</i>	<i>WIS</i>	<i>CHA</i>				
10	14	16	11	9	10				
<i>Saving Throws</i>									
<i>DR/P</i>	<i>MW</i>	<i>TTS</i>	<i>DB</i>	<i>Spells</i>					
10	11	12	10	13					
<i>Weapons (Ascending Attack Bonus = +2)</i>									
Small Sword: +0 (1d4)									
Small bow: +1 (1d4)									
<i>Gear</i>									
Leather Armor, Small Sword, Small Box, Healing Potion									
<i>To Hit</i>									
AC	9	8	7	6	5	4	3	2	1
Roll	9	10	11	12	13	14	15	16	17
<i>Special Abilities</i>									
<ul style="list-style-type: none"> • Armor Class Bonus: -2(+2) • Animal Friendship • Low Light Vision • Hide: 90% outdoors, 50% indoors • Tracking: 38% • Healing remedies: 1d4+1 									
Languages: <i>Common, Gnomish, Troll</i>									



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