

## Advanced Dungeons & Dragons Gnomes

*Chain Mail: Fantasy Supplement (1974)*

**Dwarves (and Gnomes):** Because their natural habitat is deep under the ground, these stout folk operate equally well day or night. Although they are no threat to the larger creatures, trolls, ogres, and giants find them hard to catch because of their small size, so count only one-half normal kills when dwarves and gnomes fight with them, for either attacks upon the dwarves and gnomes or returns should the dwarves be the attacker. Goblins and kobolds are their natural (and most hated) enemies, and dwarves (gnomes) will attack goblins (kobolds) before any other enemies in sight, regardless of orders to the contrary. However, dwarves and gnomes will not have to roll an "obedience die" (as do knights) to follow orders, i.e., they will not automatically attack, but if ordered to attack, and goblins (kobolds) are within charging distance, they will attack the goblin (kobold) formation to the exclusion of orders to the contrary.

Morale Rating: 5            Point Value: 2

*Dungeons & Dragons (1974)*

**Gnomes:** Slightly smaller than dwarves, and with longer beards, these creatures usually inhabit the hills and lowland burrows as opposed to the mountainous homes which dwarves choose. They are more reclusive than their cousins, but in all other respects resemble dwarves.

*Dungeons & Dragons: Greyhawk (1976)*

**Dwarves:** Dwarves are about four feet tall, stocky of build, weigh 150 pounds, shoulders very broad, their skin a ruddy tan, brown or grey, and are of various types (hill, mountain, or burrowers) (such as gnomes). Dwarves with a strength of 17 can work up to 7th-level fighter and those of 18 strength can work up to 8th-level. Among the dwarves themselves, but never as a player, there are clerical types. Dwarf clerics are found as high as 7th-level (Lama), and they can cure and resurrect their own. These clerics are also fighters. Dwarves can work simultaneously as fighters and thieves, but no bonuses for abilities above the normal are then given, and earned experience is *always* divided evenly between fighting and thievery even when the dwarf can no longer progress in the fighter class. When acting as thieves dwarves can wear only leather armour. In addition dwarves have infra-vision and can see monsters up to 60' away in the dark.

Errata: All dwarves add +1 to hit probabilities, and subtract -1 from chances to be hit, when fighting the "Giant Class".

*Dungeons & Dragons (1977)*

### **Gnome**

Move:                    60 feet per turn  
Hit Dice:                1  
Armour Class:           5  
Treasure Type:         C  
Alignment:              Chaotic Good 75%, Neutral 25%  
Attacks:                 1  
Damage:                 1-6 points

Gnomes are similar to dwarves, whom they resemble. They are smaller, have longer noses and beards and inhabit lowland and hill burrows rather than mountains. They favour crossbows.

*Advanced Dungeons & Dragons: Monster Manual (1977)*

### **GNOME**

FREQUENCY:            Rare  
NO. APPEARING:        40-400  
ARMOUR CLASS:         5  
MOVE:                   6"  
HIT DICE:               1  
% IN LAIR:             50%  
TREASURE TYPE:        Individuals M (×3); C, Q (×20) in lair  
NO. OF ATTACKS:       1  
DAMAGE/ATTACK:       By weapon or 1-6  
SPECIAL ATTACKS:     See below

SPECIAL DEFENSES: Save at 4 levels higher  
MAGIC RESISTANCE: As above  
INTELLIGENCE: Very  
ALIGNMENT: Neutral to Lawful Good  
SIZE: Small (3'+ tall)  
PSIONIC ABILITY: Nil  
Attack/Defence Modes: Nil

Similar to their larger cousins, dwarves, the social organization of gnomes is based on clans, and these groups are likewise neither exclusive nor hostile to each other, although there does exist a rivalry wherein each tries to outdo the other groups. For every 40 gnomes encountered there will be a fighter of a 2nd, 3rd, or 4th-level (die roll 1-2, 3-4, or 5-6). If 160 or more gnomes are in a group there will be in addition one 5th-level and one 3rd-level fighter as chief and lieutenant of the band. If 200 or more are encountered they will have a gnomish cleric of 4th, 5th, or 6th-level in addition to the others. If 320 or more gnomes are encountered there will be the following additional gnomes in the group: a 6th-level fighter, two 5th-level fighters, a 7th-level cleric, and four 3rd-level clerics. If encountered in their lair (home) there will be the following additional gnomes: from 2-8 fighters of 2nd or 3rd-level, 1-4 clerics of 2nd-level, and females and young equal to 50% and 25% respectively of the number of adult males. A gnomish lair is sometimes based upon earthen burrows, although 75% of the time it will be made in rocky hill formations. Gnomes are typically armoured with leather armour, which is ringed or well studded with metal, and shield (armour class 5). They have the following typical weaponing:

10%	short sword and short bow
20%	short sword and spear
15%	club and sling
40%	club and spear
15%	club and short sword

All gnomes above normal level will have chainmail and shield. Those above 5th-level will have plate armour and shield. Higher level fighters will have a 10% chance per level of having magic armour and/or weapons. Gnomish clerics will likewise have a 10% chance per level for 1-3 additional items (potion, clerical scroll, ring, wand/staff/rod, or miscellaneous magic) usable by clerics. Gnomes are 80% likely to have tamed animals to serve as guards in their lair: 5-30 badgers (70%) or 3-12 giant badgers (20%) or 2-8 wolverines (10%). Due to their great hatred of kobolds and goblins, all gnomes gain a bonus of +1 on their dice rolls to hit these opponents. When gnomes are in mêlée with gnolls, bugbears, ogres, trolls, or giants their opponents must deduct 4 from their dice rolls to hit the gnomes because of their small-size and their combat skill against these much bigger creatures. All gnomes are highly resistant to magic and poison, so they make saving throws at 4 levels above their actual level. Gnomes can see in the dark (infra-vision), noting monsters at 60'. Because of their mining skills gnomes are excellent (50% to 80% likely) in detection of passages which slope upwards or downwards, unsafe walls, floors, and ceilings, and approximate depth and direction. It is rumoured that there exist gnomes with magical abilities up to 4th-level, but this has not been proved. Besides their alignment and racial tongues, gnomes speak kobold, goblin, halflingish, dwarvish, and can speak with burrowing mammals as well.

Description: Most gnomes are wood brown, a few range to grey-brown, of skin. Their hair is medium to pure white, and their eyes are grey-blue to bright blue. They wear leather and earth tones of cloth and like jewellery. The average gnome will live for 600 years.

#### *Advanced Dungeons & Dragons: Player's Handbook (1978)*

A gnome's preferred habitation is an area of rolling, rocky hills, well wooded and uninhabited by humans. Details of the race are found in the ADVANCED DUNGEONS & DRAGONS: MONSTER MANUAL. A character of the gnome race can select to be a fighter (maximum of 6th-level), an illusionist (maximum of 7th-level), a thief, or an assassin (maximum of 8th-level). It is also possible for a gnome character to be two classes at the same time (a fighter/illusionist, a fighter/thief, or an illusionist/thief, for example). In the latter case, the character is restricted to the wearing of leather armour, regardless of which class combination he or she has chosen, unless only fighting is performed by the character. As with any such multi-class character, gnomes with two character classes must always divide earned experience equally between levels, even though it might no longer be possible to advance upwards in level in one of the classes. (See CHARACTER CLASSES for more information regarding this subject).

Similar to their cousins, the dwarves, gnomes are highly magic resistant. A gnome player character gains a bonus of +1 for every 3½ points of constitution ability score, just as dwarven characters do. A constitution of 4 gains a +1, 7 gains a +2, 11 gains a +3, 14 gains a +4, and 18 gains a +5 bonus to saving throws versus magic wands, staves, rods, and spells. Gnome characters are able to speak the following languages in addition to their alignment language (q.v.) and the "common tongue" of humanity: dwarvish, gnome, halfling, goblin, kobold, and they can also communicate with any burrowing mammal (such as moles, badgers, ground squirrels, etc.). Gnomes are unable to learn more than two languages in addition to those noted above, regardless of how high their intelligence score is.

Gnomes have infra-vision, the ability to see into the infra-red spectrum, so a gnome character is able to see up to 60' in the dark, noting varying heat radiation. Being miners of exceptional merit, gnomes are able to detect the following facts when within 10' of the area to be examined, or at any time with respect to determination of their approximate depth underground:

Detect grade or slope in passage upwards or downwards	80% probability (d10, score 1-8)
Detect unsafe walls, ceilings, or floors	70% probability (d10, score 1-7)
Determine approximate depth underground	60% probability (d10, score 1-6)
Determine direction of probability travel underground	50% probability (d10, score 1-5)

It is important to note that the gnome must be actively seeking to determine the matter in question. The phenomenon does not otherwise become apparent to the character, for he or she must concentrate on the subject to get some form of answer. In mêlée combat, gnome characters add 1 to their dice rolls to hit opponents who are kobolds or goblins. When being attacked by gnolls, bugbears, ogres, trolls, ogre magi, giants, and/or titans, gnome characters subtract 4 from their opponents' "to hit" dice rolls because of the gnomes' small size and their combat skill against these much bigger creatures.

Attribute	Male	Female	Class	Level Limit
Strength	6/18	6/15	Fighter	5(6)
Dexterity	3/18	3/18	Magician	5(7)
Constitution	8/18	8/18	Cleric	7
Intelligence	7/18	7/18	Thief	U(8)
Wisdom	3/18	3/18		
Charisma	3/18	3/18		

#### *Advanced Dungeons & Dragons: Dungeons Master's Guide (1979)*

**Gnomes** are most lively and full of humour – often on the black side or practical jokes. They enjoy eating and can drink as much as dwarves do. They are sly and furtive with those they do not know or trust, and even somewhat reserved with most bigger folk, such as elves or humans. Gnomes love all sorts of precious stones, and they are masters of gem polishing and cutting. In most other respects they are not unlike dwarves, but they enjoy the open world of growing things almost as much as their mines and burrows.

#### *Dungeons & Dragons (1981)*

##### **Gnome**

Armour Class:	5
Hit Dice:	1
Move:	60' (20')
Attacks:	1 weapon
Damage:	1-6 or by weapon
No. Appearing:	1-8 (5-40)
Save As:	Dwarf 1
Morale:	8 or 10 (see below)
Treasure Type:	C
Alignment:	Lawful/Neutral

Gnomes are a human-like race related to dwarves. They are smaller than dwarves, and have long noses and full beards. Gnomes have well developed infravision (heat-sensing light), and can "see" heat to 90' in the dark. They usually live in burrows in the lowlands. Gnomes are excellent metalsmiths and miners. They love gold and gems and have been known to make bad decisions just to obtain them. They love machinery of all kinds and like to use crossbows as missile weapons and war hammers in hand-to-hand combat. Gnomes like most dwarves, but war with goblins and kobolds who steal their precious gold. They will usually attack kobolds on sight. For every 20 gnomes, one will be a leader with 11 hit points who fights as a 2 hit dice monster. In the gnomes lair lives a clan chieftain and his 1-6 bodyguards. The clan chieftain has 18 hit points, attacks as a 4 hit dice monster, and gains a bonus of +1 on damage rolls. The bodyguards will have 10-13 (1d4+9) hit points and attack as 3 hit dice monsters. As long as the clan chieftain or leader is alive, all gnomes within sight of him have a morale of 10 rather than 8.

#### *Dungeons & Dragons (1983)*

##### **Gnome**

Armour Class:	5
Hit Dice:	1
Move:	60' (20')
Attacks:	1 weapon
Damage:	By weapon
No. Appearing:	1-8 (5-40)
Save As:	Dwarf 1
Morale:	8 or 10 (see below)

Treasure Type: (P) C  
 Alignment: Lawful or Neutral  
 XP value: 10

Gnomes are a human-like race related to (but smaller than) dwarves, with long noses and full beards. Gnomes have well-developed infra-vision, with a 90' range. They usually live in burrows in the lowlands. Gnomes are excellent metalsmiths and miners. They love gold and gems and have been known to make bad decisions just to obtain them. They love machinery of all kinds and prefer crossbows and war hammers as weapons. Gnomes like most dwarves, but war with goblins and kobolds who steal their precious gold. They usually attack kobolds on sight. For every 20 gnomes, one will be a leader with 11 hit points who fights as a 2 hit dice monster. In the gnome lair lives a clan chieftain and his 1-6 bodyguards. The clan chieftain has 18 hit points, attacks as a 4 hit dice monster, and gains a bonus of +1 on damage rolls. The bodyguards have 10-13 hit points and attack as 3 hit dice monsters. As long as the clan chieftain or leader is alive, all gnomes within sight of him have a morale of 10 rather than 8.

*Advanced Dungeons & Dragons: Player's Handbook (1989)*

Kin to dwarves, gnomes are noticeably smaller than their distant cousins. Gnomes, as they proudly maintain, are also less rotund than dwarves. Their noses, however, are significantly larger. Most gnomes have dark tan or brown skin and white hair. A typical gnome lives for 350 years. Gnomes have lively and sly senses of humour, especially for practical jokes. They have a great love of living things and finely wrought items, particularly gems and jewellery. Gnomes love all sorts of precious stones and are masters of gem polishing and cutting. Gnomes prefer to live in areas of rolling, rocky hills, well wooded and uninhabited by humans. Their diminutive stature has made them suspicious of the larger races—humans and elves—although they are not hostile. They are sly and furtive with those they do not know or trust, and somewhat reserved even under the best of circumstances. Dwelling in mines and burrows, they are sympathetic to dwarves, but find their cousins' aversion to surface dwellers foolish. A gnome character can elect to be a fighter, a thief, a cleric, or an illusionist. A gnome can have two classes, but not three: fighter/thief, illusionist/thief, etc. Due to his upbringing, a beginning gnome character can choose to know the following languages, in addition to any others allowed by the DM: common, dwarf, gnome, halfling, goblin, kobold, and the simple common speech of burrowing mammals (moles, badgers, weasels, shrews, ground squirrels, etc.). The actual number of languages a character begins with depends upon his intelligence score (see Table 4) or the proficiency slots he allots to languages (if that optional system is used).

Like their cousins the dwarves, gnomes are highly magic resistant. A gnome player character gains a bonus of +1 for every 3½ points of constitution score, just as dwarves do (see Table 9). This bonus applies to saving throws against magical wands, staves, rods, and spells. Gnomes also suffer a 20% chance for failure every time they use any magical item except weapons, armour, shields, illusionist items, and (if the character is a thief) items that duplicate thieving abilities. This check is made each time the gnome attempts to use the device, or, in the case of continuous-use devices, each time the device is activated. Like dwarves, gnomes can sense a cursed item if the device fails to function. In mêlée, gnome characters add 1 to their attack rolls to hit kobolds or goblins. When gnolls, bugbears, ogres, trolls, ogre magi, giants, or titans attack gnomes, these monsters must subtract 4 from their attack rolls because of the gnomes' small size and their combat skills against these much larger creatures. Gnomish infra-vision enables them to see up to 60 feet in the dark. Being tunnellers of exceptional merit, gnomes are able to detect the following within 10 feet (exception: they can determine their approximate depth or direction underground at any time). They must stop and concentrate for one round to use any of these abilities.

Detect grade or slope in passage	1-5 on 1d6
Detect unsafe walls, ceiling, and floors	1-7 on 1d10
Determine approximate depth underground	1-4 on 1d6
Determine approximate direction underground	1-3 on 1d6

Gnome characters gain a +1 bonus to their intelligence scores, to reflect their highly inquisitive natures. They suffer a -1 penalty to wisdom because their curiosity often leads them unknowingly into danger.

Attribute	Male	Female	Class	Level Limit
Strength	6/18	6/18	Fighter	11
Dexterity	3/18	3/18	Magician	15
Constitution	8/18	8/18	Cleric	9
Intelligence	6/18	6/18	Thief	13
Wisdom	3/18	3/18		
Charisma	3/18	3/18		

*Advanced Dungeons & Dragons: Monster Manual (1989-)*

<b>GNOME</b>	Rock	Forest
CLIMATE/TERRAIN:	Hills	Forest
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Clans	Clans
ACTIVITY CYCLE:	Any	Day

DIET:	Omnivore	Omnivore
INTELLIGENCE:	Varies (7-19)	Varies (3-17)
TREASURE:	M×3 C, Q×20 lair	J, K, Q×2, C lair
ALIGNMENT:	Neutral Good	Neutral Good
NO. APPEARING:	4-12 (4d3)	1-4 (1d4)
ARMOUR CLASS:	6 or better	10
MOVEMENT:	6"	12"
HIT DICE:	1 (base)	2 (base)
THACO:	19	18
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon	By weapon
SPECIAL ATTACKS:	Nil	Traps
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	Special	Special
SIZE:	Small (3½')	Small (2' to 2½')
MORALE:	Steady (12)	Elite (14)
XP VALUE:	65 (base)	120 (base)

**Rock Gnome:** Small cousins of the dwarves, gnomes are friendly but reticent, quick to help their friends but rarely seen by other races unless they want to be. They tend to dwell underground in hilly, wooded regions where they can pursue their interests in peace. Gnomes can be fighters or priests, but most prefer to become thieves or illusionists instead. Multi-class characters are more common among the gnomes than any other demi-human race. Gnomes strongly resemble small, thin, nimble dwarves, with the exception of two notable facial features: gnomes prefer to keep their beards short and stylishly-trimmed, and they take pride in their enormous noses (often fully twice the size of any dwarf or human's). Skin, hair, and eye colour vary somewhat by subrace: the most common type of gnome, the rock gnome, has skin ranging from a dark tan to a woody brown (sometimes with a hint of grey), pale hair, and eyes any shade of blue. Gnomish clothing tends toward leather and earth tones, brightened by a bit of intricately wrought jewellery or stitching. Rock gnomes have an average life span of around 450 years, although some live to be 600 years or more. Gnomes speak their own language, and each subrace has its own distinctive dialect. Many gnomes learn the tongues of humans, kobolds, goblins, halflings, and dwarves in order to communicate with their neighbours, and some Rock Gnomes are able to communicate with burrowing mammals via a basic language of grunts, snorts, and signs. Gnomes possess infra-vision to 60 feet, and the ability to detect sloping passages (1-5 on 1d6), unsafe stonework (1-7 on 1d10), and approximate depth (1-4 on 1d6) and direction (1-3 on 1d6) underground. They are highly resistant to magic, gaining a +1 bonus to their saving throws for each 3½ points of constitution (a typical gnome will have a bonus of +3 to +4). Unfortunately, this also means that there is a 20% chance that any magical item a gnome attempts to use will malfunction (armour, weapons, and illusionary items exempted).

**Combat:** Gnomes prefer the use of strategy over brute force in combat and will often use illusions in imaginative ways to "even the odds." Their great hatred of kobolds and goblins, their traditional enemies, gives them a +1 on their attack rolls when fighting these beings. They are adept at dodging the attacks of large opponents, forcing all giant class creatures (gnolls, bugbears, ogres, trolls, giants, etc.) to subtract 4 from their attack rolls when fighting gnomes. Gnomes can use any weapon that matches their size and often carry a second (or even a third) weapon as a back-up. Short swords, hammers, and spears are favourite mêlée weapons, with short bows, crossbows, slings, and darts coming into play when distance weapons are called for; virtually every gnome will also carry a sharp knife somewhere on his or her person as a final line of defence. A typical rock gnome will wear studded leather armour and use a small shield (AC 6). Their leaders will have chain mail (AC 4), and any gnome above 5th-level has plate mail (AC 2). There is a 10% chance for each level above 5th that the gnome's armour and/or weapon is magical (roll separately for each). Spell casters have a 10% chance per level of having 1-3 magical items usable by their character class.

**Habitat/Society:** Gnomes live in underground burrows in remote hilly, wooded regions. They are clannish, with friendly rivalries occurring between neighbouring clans. They spend their lives mining, crafting fine jewellery, and enjoying the fruits of their labours. Gnomes work hard, and they play hard. They observe many festivals and holidays, which usually involve games, nose measuring contests, and swapping of grand tales. Their society is well organized, with many levels of responsibility, culminating in a single chief who is advised by clerics in matters directly relating to their calling. A gnomish lair is home to some 40-400 (4d10×10) gnomes, one-quarter of them children. For every 40 adults there is a fighter of 2nd to 4th-level. If 160 or more are encountered there is also a 5th-level chief and a 3rd-level lieutenant. If 200 or more are met, there is a cleric or illusionist of 4th to 6th-level. If 320 or more are present, add a 6th-level fighter, two 5th-level fighters, a 7th-level cleric, four 3rd-level clerics, a 5th-level illusionist, and two 2nd-level illusionists. Gnomes often befriend burrowing mammals, so 5d6 badgers (70%), 3d4 giant badgers (20%), or 2d4 wolverines (10%) will be present as well. These animals are neither pets nor servants, but allies who will help guard the clan.

**Ecology:** Gnomes are very much a magical part of nature, existing in harmony with the land they inhabit. They choose to live underground, but remain near the surface in order to enjoy its beauty.

**Forest Gnome:** Shy and elusive, the forest gnomes live deep in forests and shun contact with other races except in times of dire emergencies threatening their beloved woods. The smallest of all the gnomes, they average 2 to 2½ feet in height, with bark-coloured, grey-green skin, dark hair, and blue, brown, or green eyes. A very long-lived people, they have an average life expectancy of 500 years. In addition to their own gnomish dialect, most forest gnomes can speak gnome common (rock gnome),

elvish, treant, and a simple language that enables them to communicate on a very basic level with forest animals. All forest gnomes have the innate ability to *pass without trace*, *hide in woodlands* (90% chance of success), and the same saving throw bonus as their rock gnome cousins.

**Combat:** Forest gnomes prefer booby traps and missile weapons to *mêlée* weapons when dealing with enemies. Due to size and quickness they receive a -4 bonus to armour class whenever they are fighting medium or large-sized opponents. Forest gnomes receive a +1 bonus to all attack and damage rolls when fighting orcs, lizardmen, troglodytes, or any creature which they have seen damage their forest.

**Habitat/Society:** Forest gnomes live in small villages of less than 100 gnomes, each family occupying a large, hollowed-out tree. Most of these villages are disguised so well that even an elf or a ranger could walk through one without realizing it.

**Ecology:** Forest gnomes are guardians of the woods and friends to the animals that live there. They will often help lost travellers but will strive to remain unseen while doing so.