



Phelantar's Guide
to
Gnomes
for
The 13th Age Roleplaying Game



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Alternate Powers

Different gnomes, based on their environment, interest, and talents can develop different abilities beyond the well known talent with illusions. They are, nevertheless, still all the same race. These racial powers replace those listed in the core rulebook.

Deep Gnome

Deep Gnomes have a talent with earth that rivals, or even exceeds, the fabled skill of the dwarves. Forsaking their talent with illusion and deception, they can speak with and understand the hidden words of dirt and stone or even briefly turn into stone. Deep gnomes, because of their connection to the earth and stone, tend to be much more serious or dour than other gnomes, but they are also praised for their patience and attentiveness.

Earth Touched (Racial Power)

A deep gnome may speak with unworked stone and rock and (potentially) learn information about creatures or events that have happened nearby recently. Roll a normal (11+) saving throw. On a success, the rock remembers something that might be useful. On a failure, the rock doesn't remember or fails to convey the information well.

Strength of Stone (Racial Power)

Once per battle, when used as an immediate interrupt, this power reduces the damage taken from a single attack by half. It may also be used as a quick action during your turn, in which case you deal an additional 1d4 per level damage with your next melee attack. You may not use both sides of the power in the same battle.

Champion Tier Feat - In addition to reducing damage by half, you may immediately make a saving throw against one ongoing effect. If using it offensively, increase the damage done to 1d6 per level.

Whisper Gnome

Most gnomes are known to be gregarious and outgoing sorts. Quick to pick up conversation with strangers and one of the first to tell a joke or make a new friend. Whisper gnomes are the exception to this expectation. They find comfort and happiness in solitude and silence, often in the wilds of nature and away from towns or farms. Many of them find a way to turn their talent for illusion inside out, causing silence instead of sound and nothingness where an object might be.

Whisper in the Wind (Racial Power)

As a standard action, a whisper gnome may make a single item or person silent or invisible for up to 5 minutes. The invisibility only works so long as the person or item moves very slowly and immediately ends if a character moves too quickly/too far or makes an attack. The silence is less restrictive and lasts so long as no excessively loud noises are made by the person or object (such as yelling, breaking wood, musical instruments played, etc). May not be used in battle.

Stealth Strike (Racial Power)

Once per battle, on hitting with a 16+, you may leave an enemy Vulnerable to all allies until the end of your next turn.

Champion Tier Feat - You are now considered Invisible to all creatures on the battlefield until you dispel the effect or until you make an attack.

Gear Gnomes

Gnomes in general are considered a rather creative and artistic people. Music and painting are their best known skills, but some few gnomes take their creative talents in a different direction and focus instead on machines, constructs, and clockwork. It's widely accepted that few do mechanical objects as well as gnomes and gear gnomes are those who do it better than any others. Whether it's fixing things with their magical talents or improvising dangerous devices to fend off foes, gear gnomes are unique talents that are welcomed in many places.

Mend Object (Racial Power)

By casting this spell and spending 5-10 minutes concentrating, a tinker gnome can mend mundane objects made of materials like glass, wood, or iron and return them to a state like new. All pieces of the object, or suitable replacement materials, must be present in order for the ability to work. The power doesn't work on anything larger than a treasure chest unless it's done in stages (i.e. to fix a broken wagon would require fixing the wheels, the cart, and other parts all separately).

Improvised Device (Racial Power)

Once per battle, as a standard action, a tinker gnome can put together a weapon with bits and pieces that they have on-hand and use it to attack. Make a ranged attack using the highest of your Dex, Int, or Wis scores (+level +escalation die) vs PD against 1d3 nearby enemies. On hit, this does 1d4 damage per character level damage of a random type as well as a random status effect. Roll a d4 for damage type and another d4 for status effect, then consult the following table.

Roll	Damage Type	Status Effect
1	Poison	All damage done is ongoing instead (save ends)
2	Lightning	Target is Hampered (save ends)
3	Fire	Target immediately pops free
4	Force	Target has a -1 to PD and MD until the end of the gnome's next turn.

On a natural 1-2 attack roll, the attack not only misses the intended target but potentially hits a random nearby ally. Make an attack roll as normal against that ally. If that attack is also a

natural 1 or 2, then make another attack against a different nearby enemy. Continue until all attacks hit or miss with greater than a natural 1 or 2 roll.

Champion Tier Feat - Increase damage done to 1d6 and you may add or subtract 1 from either the damage type or status effect roll.

Forest Gnomes

Some gnomes find that they're drawn heavily towards nature and the natural world, finding more in common with elves and creatures of faerie than they have with their fellow gnomes. They still get along well with their fellows, but tend to spend their time away from people and towns and instead in the forests and hills nearby. They find great joy in exploring and dealing with animals, which is where they focus their magical talents instead of the more typical illusions.

Speak with Animals (Racial Power)

A forest gnome may speak with mundane animals and attempt to learn things about nearby and recent events or people. Talking to animals takes about 5 minutes, then roll a normal (11+) saving throw. On a success, the animal or animals knew something of interest about the topic the gnome was asking about. On a failure, the animal was too difficult to understand or didn't know anything of use. When talking to burrowing animals (badgers, moles, gophers, etc), this roll is only a 6+. When speaking to reptiles (lizards, snakes, etc), the roll is an 16+.

Vine Snare (Racial Power)

Once per battle, as a standard action, a forest gnome may create magical vines that reach out and grab nearby enemies. Make the following attack against 1d3 nearby enemies: Highest of Int/Wis/Cha (+level +escalation die) vs PD. On a hit, the target is Stuck (save ends). This attack can even hit flying creatures or those crawling on walls or ceilings.

Champion Tier Feat - The vines grow thorns and deal 1d4 poison damage per character level to all Stuck enemies.

River Gnomes

Some gnomes can't put down roots and have to constantly keep on the move. Combined with their often outgoing personalities and talent for deception, this typically makes them talented merchants and smugglers. Often referred to as river gnomes, both for the way rivers are constantly in motion as well as the practice of shipping cargo up and down bodies of water. These gnomes are often masters of fast-talk and misdirection as well as frequently very knowledgeable about a particular region that they've traveled through.

Misdirection (Racial Power)

By doing some fast talking and slight of hand, a river gnome can quickly and automatically hide a hand-held object upon their person and keep it from any sort of detection short of magic or a full body pat-down. Only one item can be hidden in this way at a time.

Not Me This Time (Racial Power)

Once per battle, use this power as an immediate interrupt when you've been hit by an attack and roll a normal saving throw. On a failure, you take no damage from the attack but have a -2 to all defenses until the end of your next turn. On a success, the attack is rolled again, but this time against a nearby enemy of the gnome's choosing.

Champion Tier Feat - Make the saving throw to see if the power is successful with a +2 bonus. If it is successful, roll the enemy's attack with a +2 bonus as well.



Magical Items

These items are not ~solely~ for the benefit of gnomes, but sometimes they do get more out of them than other races do.

Glittering Axe

1h Melee Weapon - +1 to attack and damage per tier

Originally made to honor the head of the gnome pantheon of gods and used exclusively by clerics and priests, the glittering axe has become somewhat more widespread amongst gnomes and even the occasional dwarf or human. When attacking an enemy that has hit an ally in the last turn, deal an additional +2d6 damage to that enemy, even on a miss. This increases to +4d6 at Champion Tier and +6d6. This power recharges on an 11+.

Gnomes who use the glittering axe gain a +1 bonus to their attack roll (+2 at Champion Tier and +3 at Epic Tier) when using this power and a +2 to any recharge rolls.

Quirk - Enjoys pranks, especially on people of authority within a group.

Shadowcloak

Cloak - +1 to PD per tier

Crafted out of a unique material called nightsilk whose creation is rare even among gnomes, the shadowcloak is known to increase the powers of illusion used by the wearer. Background rolls when using illusion magic gain a +2 bonus and rolls to save against illusion magic cast by the wearer are made with a -2 penalty.

Gnomes who use the shadowcloak can use dangerous powers of illusion more effectively. Gain a +1 (per tier) to attack rolls when using illusion spells.

Quirk - Constantly deceives people in some fashion

Stone Badger

Adventurer Tier Wondrous Item

Badgers and other burrowing creatures are long known to be special to gnomes. This stone badger, when the command word is spoken, turns into a large living badger that fights alongside the user. The badger recharges on a 16+ unless the badger is killed, in which case it does not recharge until the next full rest. The badger acts on the users turn and does not benefit from the escalation die, but is otherwise considered an ally. Use the following stats for the badger.

Stone Badger

Level 3 Wrecker (Beast)

Init: N/A

Rending Claws (2 attacks) +8 vs AC - 8 damage

Natural 16+ hit - Additional 4 ongoing damage (save ends)

Charging Bite +8 vs AC - 12 damage and the target pops free. May only be used after moving.

Miss - The target pops free.

Thick Fur - Once per battle as an immediate interrupt, take half damage from an attack that hits.

Gnome Affinity - Stone badgers summoned by a gnome may use the Escalation Die.

AC 19

PD 17 **HP 48**

MD 13

Adamantine Hooked Hammer

1h Melee Weapon - +1 to attack and damage per tier

The hooked hammer is a common digging and mining tool among gnomes, who appreciate the versatility of having a mining pick and a heavy hammer with the same tool. It was natural for them to be put to use as weapons in defense of gnome towns and homes and eventually some were purpose crafted for use as weapons first. Adamantine is harder than almost any other materials, so even when it fails to hurt an opponent, it opens gashes in their defenses for further strikes. On a successful hit, you may reduce the opponents AC by 1 for the rest of battle (2 at Champion Tier, 3 at Epic Tier). Recharge is an 11+

Gnomes who use an adamantine hooked hammer may choose to reduce AC or PD or some combination of both so long as it doesn't exceed the bonus granted.

Quirk - Always wants to go through an obstacle, rather than around it.

Feather of Bungling

Adventurer Tier Wondrous Item

Gnomes are known to be crafty and devious, so it surprises almost nobody that they created this particular magical trinket. This feather is enchanted so that the wearer can designate someone nearby to be more careless and clumsy than they otherwise might be. This might dropping a weapon in battle, speaking carelessly in a negotiation, or slipping on a wet cobblestone while running. This is largely a narrative effect and the player should describe (within reason) what minor negative effect comes in to play for no more than 2-3 minutes.

NPCs

These NPCs can be allies, enemies, flavor, quest-givers, or possibly even worked into the backstory of a PC.

Erlen Greenbriar

This elderly male gnome is known for his jovial personality and enormous extended family with over a dozen children and nearing one-hundred grandchildren. In his youth, he was a wandering merchant and wandered far and wide making his fortune before returning to his hometown to take a prominent place in local politics and public works.

Hook - This grandfatherly gnome wasn't just an honest merchant in his youth, he was an information broker working both sides of the law. Someone suspects that Erlen still has some important piece of information and wants it back.

Galli Trilisdottir

This young gnome is one of the most accomplished illusionists and entertainers in all the land... or so she would tell you. The reality is that although she is talented and entertaining, she's also very inexperienced, reckless, and doesn't have a strong business sense.

Hook - When looking for new tricks and magics to use in her show, Galli made a deal with some thieves to procure a book of spells from a reclusive wizards. Now the wizard wants the spellbook back and all the people involved in the theft dead (or brought back for... research purposes).

Mytra Dawnrunner

Mytra is a notorious smuggler and pirate running up and down almost any river big enough to hold a barge or raft. She's been running weapons, illicit magical materials, alcohol, and even stranger things from one place to another for longer than most humans even live and she shows no sign of stopping any time soon.

Hook - Mytra always cuts things fine and pushes for the best deal she can, but this time she's gone too far and one of her buyers wants her dead and her cargo taken. She's got a huge bounty on her head and Mytra, ironically, needs to find someone to smuggle her to some place safer.

Zilbar Sunscale

Founder and head of the Global Tinker's Union (membership: 2), Zilbar has a mania for mechanical creations of all sorts that many people find somewhat unnerving. Unfortunately, he's not actually that good at making them. He is, however, good at collecting the research and projects of others and has one of the largest libraries of mechanical and clockwork research.

Hook - Zilbar has, with the help of his wife and some newly collected writings, made a flying machine. Now he needs someone to protect it as he wheels it to some nearby hills... then help him with the test flights.

Sinrug Mistwing

Sinrug has a level of curiosity that should have gotten him killed hundreds of times over his life. He loves breaking into places he isn't supposed to be, taking things he isn't supposed to, and learning things he isn't. And he's very very good at it. The problem is that he has a problem keeping his mouth shut about the places he's been, things he's taken, and information he's learned.

Hook - Sinrug wants to break into a wizard's tower as he heard that there are many interesting and unique items to be found. However, the wizard is known for being paranoid about his belongings, so the party is hired to (unknowingly) provide a distraction for Sinrug and deal with the wizard and his traps while Sinrug sneaks around.

Celdira Starfarer

Celdira is a talented chemist and alchemist who is popular among adventurers, but also has a considerable reputation among farmers, merchants, and craftsmen for her ability to make potions, elixirs, and oils that are of consistently high quality at a price lower than such things are often sold for. She is consequently as unpopular with her peers as she is popular with her customers.

Hook - One of Celdira's rivals has dug up a dark secret about her and is holding it over her head in order to get her to do some work and unsavory research for him. Celdira needs someone who can take care of the situation and do so as quietly as possible so her business and reputation isn't ruined.

Dorbis Goatcrown

Dorbis is an explorer and writer, known for his widely spread travelogues that describe the wild (and not so wild) areas that he's visited over the years. His writing style is both funny and vivid, helping the people who read them almost feel like they've been to the location themselves. Dorbis is famous and his travelogues bring him a great deal of money, but he maintains a humble and thankful demeanor and doesn't plan on stopping his travels anytime soon.

Hook - Dorbis needs an escort to reach some nearby ruins that he heard have some unique features that his readers would enjoy reading about. Not just to protect him from monsters and bandits, but to fend off persistent fans who won't leave him alone. Including some fans who won't take "no" for an answer.

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