

GARDEN GNOME



GARDEN GNOME

Gar·den Gnome (gahr'dn nohm), *n.* 1. A common sub-species, *Nomo vulgaris hortus*, of diminutive beings that inhabit and guard the treasures of gardens and wooded areas. 2. A race and class of the 4th edition of the role-playing game, *Dungeons & Dragons*. *v.* 1. To use obscure or rarely invoked powers, skills or abilities: *Way to Garden Gnome!* (*in response to using Ghost Sound to disguise indigestion*) [Etymology: Middle English *gardin*, from Anglo-French *jardin*, of Germanic origins. Greek *gnōmē*, from *gignōskein* to know. German, first identified by science in the town of Gräfenroda, Thuringia, Germany, c. 1810-30.]

Why the Garden Gnome? Why now?

Garden gnomes have always existed, going about their peaceful ways quite content to let the fast paced role-playing world pass them by. Until now. Until 4th Edition excluded, slighted the proud gnomish race. They've emerged from their comfy homes to remind gamers of the old school. Garden gnomes are so old school, so basic in fact, that they are a race *and* a class. They pilfer their powers from everyone else, possessing so many "less desirable" abilities that they are a force to be reckoned with!

Wily, curious pranksters who thrive on what others too hastily overlook

'Oh, a wise guy, eh? We'll see who's laughing when this pointy red hat is crammed up your -!'



RACIAL TRAITS

- Average Height:** 3'0" - 3'4"
- Average Weight:** 45 - 50 lb.
- Ability Scores:** +1 Charisma, +1 Dexterity, +1 Intelligence, +1 Wisdom
- Size:** Small
- Speed:** 5 squares
- Vision:** Low-light
- Languages:** Common, Elven (written with davek)
- Skill Bonuses:** +2 Nature, +2 Stealth
- Fade Away:** As gnome monster.
- Fey Origin:** As elf.
- Gnomish Preservation:** When you're bloodied, you gain a +1 racial bonus to Stealth checks.
- Gnomish Trap Sense:** +5 racial bonus to saving throws against any effects of the trap or snare.
- Group Stealth:** You grant allies within 10 squares of you a +1 racial bonus to Stealth checks.
- Reactive Stealth:** As gnome monster.
- Second Chance:** As halfling.
- Wild Step:** As elf.

CLASS TRAITS

- Role:** Survivor. You deal damage when given the opportunity, always staying close to cover and falling back to safety whenever prudent.
- Power Source:** Arcane. You come from a culture steeped in magical lore, where children learn cantrips, and spells help with housework.
- Key Abilities:** Intelligence, Dexterity, Charisma, Wisdom
- Armor Proficiencies:** Cloth
- Weapon Proficiencies:** Simple melee
- Implements:** Orbs, staves, wands
- Bonus to Defense:** +1 Reflex, +1 Will
- Hit Points at 1st Level:** 10 + Constitution score
- Hit Points per Level Gained:** 5
- Healing Surges per Day:** 7 + Constitution modifier
- Trained Skills:** Nature. From the class skills list below, choose four more trained skills at 1st level.
Class Skills: Arcana (Int), Bluff (Cha), Diplomacy (Cha), Dungeoneering (Wis), Heal (Wis), History (Int), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex)
- Build Options:** Arcanist garden gnome, Skulky garden gnome
- Class Features:** Arcane Implement Mastery, cantrips, and spellbook as wizard, Eldritch Pact (Fey only) as Warlock, Garden Gnome Weapon Talent as fighter (choose one specific weapon), Gnomish Heritage, Hunter's Quarry as ranger, Ritual Casting as cleric, Sneak Attack as rogue

Domestic and sly, nature loving garden gnomes live unseen in cellars, tree roots, and backyards, planting and pilfering just out of sight.

Play a garden gnome if you want...

- to look like a gnome and wear a pointy red hat.
- to be curious, mischievous, and clever.
- to be a member of the only race that is also its own class.

PHYSICAL QUALITIES

Garden gnomes are tiny, portly, and proud of it. They have the same variety of skin, eye, and hair colors as humans, but are usually pale. Adult hair ranges from grey to white; men wear beards. Their ears are pointed like elves; they grow and age as eldarin (adults appear old).

PLAYING A GARDEN GNOME

Garden gnome society tends toward the domestic, being focused on arts, crafts, family and fun. They live where the Feywild borders civilization. Although not a religious race, homes usually contain small shrines to Corellon, Ioun, Moradin, Pelor, and Sehanine. With such long lives garden gnomes find plenty of time to enjoy a sunset or bask in a job well done. They love riddles, games of all sorts, and contests of wit and skill. They dabble, tinker and delve like the many other gnome subspecies, but never go too far down any given rabbit hole. Adolescent garden gnomes are sent away from home to experience the outside world and walk off any wanderlust in a sort of *rumspringa*.

Garden Gnome Characteristics: Adaptable, artsy, curious, friendly, learned, magical, skillful

Male Names: Boddynock, Dimble, Emrlin, Fonkin, Gimble, Glim, Gerbo, Jebeddo, Jovn, Kenth, Kowl, Lelkn, Mordn, Namfooodle, Roondar, Seebo, Thenl, Tevin, Tivn, Vand, Zook

Female Names: Bimnotten, Caramip, Duvamil, Ellywick, Ellyjobell, Kestien, Loopmottin, Ludith, Luukes, Mardnab, Marte, Norl, Novn, Roywyn, Sebke, Shamil, Ulnl, Waywocket

GARDEN GNOME ADVENTURERS

Three sample garden gnome adventurers are described below.

Dimble's hand is in the cookie jar as often as his foot's in his mouth. He often speaks any hilariously inappropriate thought he thinks and loves playing pranks on friends and enemies.

Norl prefers dating "larger" dwarves and halflings. She loves magic and nature, traveling with several quasi-feral animals. She's quick to revenge any slight to the wild or her friends.

Fonkin is smarmy and sarcastic, but a staunch ally. He's an angry drunk and has a big tolerance for his size. He was banished from the local garden gnome community but never talks about it. He revels in combat, happily sniping targets. In his spare time he likes to bake.

CREATING A GARDEN GNOME

The two garden gnome builds are skulky garden gnome and arcanist garden gnome, one relying on dexterity and charisma for bluffs and feints, the other on intelligence and wisdom for magic.

ARCANIST GARDEN GNOME

Your passion is for magic and illusions. Intelligence should be your best ability score followed by Wisdom for skills.

Suggested Feat: Expanded Spellbook

Suggested Skills: Arcana, Heal, History, Nature, Perception

Suggested At-Will Powers: Magic Missile, Thunderwave

Suggested Encounter Power: Force Orb

Suggested Daily Power: Sleep

SKULKY GARDEN GNOME

You focus on striking while remaining safe. Make Dexterity your highest ability score, then Charisma.

Suggested Feat: Backstabber

Suggested Skills: Bluff, Nature, Stealth, Streetwise, Thievery

Suggested At-Will Powers: Cloud of Daggers, Twin Strike

Suggested Encounter Power: Steel Serpent Strike

Suggested Daily Power: Trick Strike

GARDEN GNOME CLASS FEATURES

You have the following class features.

GNOMISH HERITAGE

Pick five of the following class features (in addition to the others listed above). Both weapons may be picked.
Armor Proficiency: Leather. As gnome monster: **Aura of Illusion**, **Combat Advantage**, **Illusory Terrain**, **Scintillating Bolt**, **Startling Glamor**, **Shadow Skulk**, As eladrin: **Fey Step**, **Weapon Proficiency:** Simple ranged/War pick

GARDEN GNOME POWERS

Your garden gnome powers are from other classes. **Level #:** name (At-Will, Encounter, Daily) page #.
1: Twin Strike 105, Viper's Strike 145, Cloud of Daggers 159, Magic Missile 159, Thunderwave 159, Steel Serpent Strike 78, Witchfire 132, Force Orb 160, Radiant Delirium 93, Hunter's Bear Trap 106, Trick Strike 119, Curse of the Dark Dream 133, Sleep 160 **2:** Astral Speech 93, Fleeting Ghost 119, Master of Deceit 119, Quick Fingers 119, Beguiling Tongue 133, Ethereal Stride 133, Shadow Veil 133, Expeditious Retreat 160 **3:** Command 65, Otherwind Stride 134, Color Spray 161, Shock Sphere 161 **5:** Rune of Power 65, Crown of Madness 134, Curse of the Bloody Fangs 134, Stinking Cloud 161, Web 161 **6:** Battle Awareness 80, One Heart, One Mind 94, Evade Ambush 107, Skilled Companion 107, Chameleon 120, **Ignoble Escape** 120, **Fey Switch** 134, Dimension Door 162, Disguise Self 162, Invisibility 162, Wall of Fog 162 **7:** Sand in the Eyes 121, Mire the Mind 135, **Lightning Bolt** 162, **Spectral Ram** 163, **9:** Blade Barrier 67, Thicket of Blades 80, Curse of the Black Forest 135, Lightning Serpent 163, Mordenkainen's Sword 163 **10:** Last Ditch Evasion 81, **Expeditious Stride** 108, Open the Range 109, Undaunted Strider 109, Certain Freedom 121, Close Quarters 122, **Dangerous Theft** 122, Shadow Stride 122, Warlock's Leap 136, Arcane Gate 163, Blur 163, Mirror Image 164 **13:** Fool's Opportunity 122, **Unbalancing Attack** 123, **Bewitching Whispers** 136, **Beat Them into the Ground** 149, **Mesmeric Hold** 164, **Prismatic Burst** 164, **Thunderance** 164 **15:** Serpent Dance Strike 82, Curse of the Golden Mist 136, Bigby's Grasping Hands 164, Otiluke's Resilient Sphere 165, Prismatic Beams 165, **16:** Evade the Blow 110, Longstrider 110, Foil the Lock 123, **Hide in Plain Sight** 123, **Injuring Elusiveness** 137, **Displacement** 165, Greater Invisibility 165 **17:** **Harrying Assault** 85, **Thirsting Tendrils** 137, **Crushing Titan's Fist** 166, **Force Volley** 166 **19:** Corona of Blinding Light 97, Snake's Retreat 124, Delusions of Loyalty 138, Cloudkill 166 **22:** Forest Ghost 111, Hit the Dirt 111, **Safe Stride** 111, **Hide from the Light** 125, Raven's Glamor 138, Own the Battlefield 151, Mordenkainen's Mansion 167, Time Stop 167 **23:** **Thorns of Venom** 139, **Chain Lightning** 167, **Thunderclap** 167 **25:** Seal of Protection 71, Ghost on the Wind 125, Hamstring 126, Curse of the Twin Princes 139, Maze 168, Prismatic Spray 168 **27:** **Curse of the Fey King** 139, **Confusion** 168, **Forcecage** 168 **29:** Immobilizing Strike 126, Curse of the Dark Delirium 140, Legion's Hold 168

PARAGON PATHS: Garden gnomes meet any requirements for the following paragon paths: Beast Stalker, Master Infiltrator, Feytouched, Spellstorm Mage, Wizard of the Spiral Tower

FEATS: Garden gnomes meet any race, class or skill requirements for the following feats. **Heroic:** Agile Hunter, Backstabber, Escape Artist, Expanded Spellbook, Halfling Agility, Lethal Hunter, Lost in the Crowd, Precise Hunter, Best of the Advantage, Surprise Knockdown **Paragon:** Feywild Protection, Running Shot, Second Implement, Spell Focus, Underfoot Epic: Arcane Mastery, Flanking Maneuver, Spell Accuracy, Unlettered Stride

Download your Garden Gnome PDF & Morton's List intro. game at

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