

# Gnome, Pebble

by William Maddox. Appeared in *White Dwarf* #15, Oct./Nov. 1979. Very heavily embellished by DM Superelf.

FREQUENCY: Very (Extremely) Rare  
NO. APPEARING: 1  
ARMOR CLASS: 6  
MOVE: 6"  
HIT DICE: 1-4 hit points  
% IN LAIR: 90%  
TREASURE TYPE: 1-6 gold pieces  
NO. OF ATTACKS: 1  
DAMAGE/ATTACK: By weapon or 1-3  
SPECIAL ATTACKS: See below  
SPECIAL DEFENSES: Save at 4 levels higher  
MAGIC RESISTANCE: As above  
INTELLIGENCE Very  
ALIGNMENT: Neutral  
SIZE: S (3'+ tall)  
PSIONIC ABILITY: Nil  
Attack/Defense Modes: Nil



The strange race of pebble gnomes are only found in the deepest places underground. Though they are quite weak, their complete resistance to magic, and an innate pseudo-psionic ability enabling them to *teleport without error* once per day and become *invisible* once per day has allowed them to survive.

These weak and timid cousins of normal gnomes are completely immune to all forms of magic - even monsters summoned by magical means will usually be unable to harm them. Magical weapons used against them will be treated as non-magical for hit probability and damage purposes. Equally important is that beneficial magic, such as cure spells, will have no effect on them.

They will rarely fight unless attacked, but if forced to do so, they will use weapons and favor short swords for 1-6 hit points of damage.

Unlike normal gnomes, pebble gnomes cannot become illusionists and have no clerics. Pebble gnome thieves cannot read scrolls.

Pebble gnomes have infravision, the ability to see into the infra-red spectrum, so a pebble gnome character is able to see up to 120' in the dark, noting varying heat radiation.

Being miners of exceptional merit, pebble 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
Detect unsafe walls, ceilings, or floors	70% probability
Determine approximate depth underground	60% probability
Determine direction of travel underground	50% probability

It is important to note that the pebble 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 an answer.

A character of the gnome race can select to be the following classes:

Fighter (9), Mariner (9), Scout (U), Thief (U), Thief-Acrobat (U), Inventor (8), Bureaucrat (8), Merchant (10), Politician (8), and Smith (U).

They may multi-class as fighter/scouts, fighter/thieves, fighter/inventors, mariner/scouts, mariner/thieves, mariner/inventors, inventor/scouts, and inventor/thieves.

All pebble gnomes are extremely resistant to poison, so they make saving throws vs. poison at 8 levels above their actual level.

Description: Pebble gnomes are quite a bit smaller than most other gnomes, averaging only 3 feet tall. They have a skinny build with just a small bubble of fat on their belly. Their faces are thin and often look prematurely old. Pebble Gnomes prefer grey and black colored clothing, low soft boots, and often wear a unique workman's vest with many pockets and belt pouch.

Most pebble gnomes have light brown skin, a few range to light gray skin tone. Their hair is silver or pure white, and their eyes are white, gray, gray-blue or light blue. Unlike most other gnomes, they seem to dislike jewelry. The average pebble gnome will live for 200 years.

Naturally, pebble gnomes are quite incapable of becoming clerics of any sort, and their immunity to all mystical and magical forces means that their level of religious behavior is low. However, they do respect Garl Glittergold and the pebble gnomish deity, Hauasdia Heathfire, goddess of burrows, cooking and home life.

Pebble gnomes age on the following table:

<b>Young adult</b>	<b>Mature</b>	<b>Middle aged</b>	<b>Old</b>	<b>Venerable</b>
25-38	39-75	76-115	116-160	161-250

Starting ages for pebble gnomes in the various general categories of classes:

<b>Cleric</b>	<b>Fighter</b>	<b>Magic-user</b>	<b>Thief</b>
60+4d10	24+3d4	30+2d10	45+2d4

Racial Adjustments for pebble gnomish Thieves and Scouts:

<b>Pick pockets</b>	<b>Open locks</b>	<b>Find/remove traps</b>	<b>Move silently</b>	<b>Hide in shadows</b>	<b>Hear noise</b>	<b>Climb walls</b>	<b>Read languages</b>	<b>Back Protection</b>
-	+5%	+10%	+5%	+5%	+10%	-15%	-	-

Racial Adjustments for pebble gnomish Thief-Acrobat:

Tightrope walking	Pole vaulting	High jumping	Broad jump, standing	Broad jump, running	Tumbling: attack	Tumbling: evasion	Tumbling: falling
-	-2'	-1'	-1½'	-4'	+5%	+5%	-

**Min/Max Attributes: (Male / Female)**

Attribute	Min.	Max.	Dice	Mod.
Strength	5 / 5	17 / 15	3d6	-1
Intelligence	7 / 7	18 / 18	3d6	-
Wisdom	3 / 3	18 / 18	3d6	-
Dexterity	13 / 13	20 / 20	3d6	+2
Constitution	6 / 6	17 / 17	3d6	-1
Charisma	3 / 3	18 / 18	3d6	-
Comeliness	2 / 2	17 / 17	3d6	-1

The height and weight of pebble gnomes can be calculated as follows:

	HEIGHT IN INCHES			WEIGHT IN POUNDS		
	Average	-	or +	Average	-	or +
Male	36	1-3	1-3	65	2-8	2-12
Female	35	1-3	1-3	60	1-8	1-8

**HEIGHT AND WEIGHT DETERMINATION**

	Height			Weight		
	Under	Average*	Over	Under	Average**	Over
	01-20	21-85	86-00	01-20	21-75	76-00

\*For average height roll % dice: 01-30 = shorter by 1-3½", 71-00 = taller by 1-3½".

\*\* Weight as above, adjust by 1-4#

*Note: Due to their small size, timidity and general dour view of the world, pebble gnomes will not participate in adventures of any sort and are not suitable for use as henchmen, hirelings, or followers of any type. Player character pebble gnomes may have some difficulty with the lack of healing available, although a psionic friend with cell adjustment could rectify that problem.*

*Comments: On the face of it, there seems to be no place for pebble gnomes in D&D - they won't fight, have little treasure and won't go on adventures. Yet it is only reasonable that, in the course of adventuring, player characters will come across 'monsters' which have no particular function from time to time.*