

Garl Glittergold (LG Greater God of all Gnomes) "The Prankster, The Joker, The Watchful Protector, The Priceless Gem, The Sparkling Wit"
(from the Deities & Demigods Guide)

ARMOR CLASS: -2

MOVE: 12"

HIT POINTS: 350

NO. OF ATTACKS: 3/2

DAMAGE/ATTACK: 3-30 (+8)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: +3 or better weapon to hit

MAGIC RESISTANCE: 25%

SIZE: S (4' tall)

ALIGNMENT: Lawful good

WORSHIPER'S ALIGN: Lawful good (gnomes)

SYMBOL: Gold nugget

PLANE: Twin Paradises

CLERIC/DRUID: 15th level cleric

FIGHTER: 10th level fighter

MAGIC-USER/ILLUSIONIST: 16th level illusionist

THIEF/ASSASSIN: 20th level thief

MONK/BARD: 8th level bard

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

S: 20 (+3, +8)

I: 23

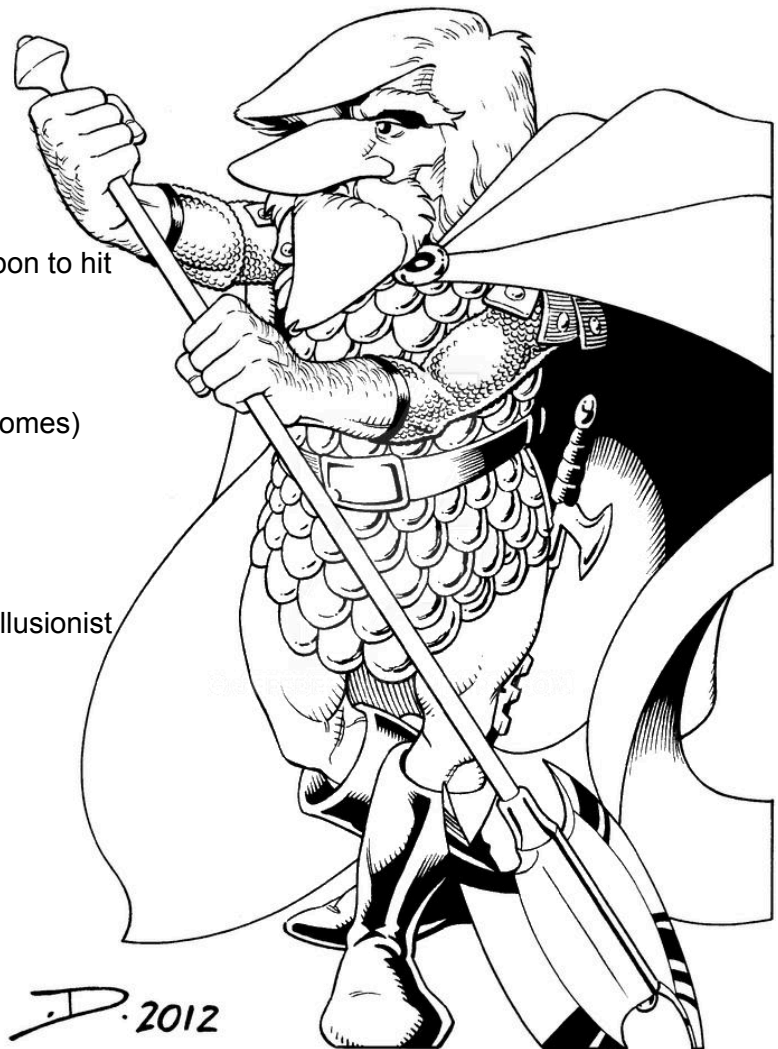
W: 22

D: 24

C: 22

Ch: 24

LEVEL/X.P. VALUE: (determine)



Garl appears as a handsome golden-skinned gnome with ever-changing gemstones for eyes. His mischievous exploits form the basis of an entire cycle of stories which are told and retold around the gnomish hearths in the hills.

However, there is another side to Garl than that of the witty adventurer who collapsed the Kobold King's cavern. When his people are threatened, Garl is a grim and determined war leader who out-thinks as well as outfights his opponents. He wields Arumdina, an intelligent +5 mithral-steel battle axe that cuts stone as easily as it does enemies. Arumdina strikes for 3-30 points of damage and can heal Garl completely once per day.

The gnomes have five or six other deities besides Garl Glittergold, but he is their leader, and none are as popular as he. Garl's clerics require gold (or other precious metals, if no gold is available) for sacrifices to the deity. Gnome non-player character clerics can advance to the 7th level.

AL LG;
 WAL LG;
 SoC Protection, Humor, Gems, Smithery;
 SY Gold nugget;
 AN None;
 CR Gold;
 HD New Luna;
 PoW Cave hall;
 CL Clerics;
 PN Twin Paradises.

Garl Glittergold's Clerics

Sex M;
 AB Int 11 or Dex 11;
 AL LG; AEx None;
 WPN Any (battle-axe 1st);
 AR Standard;
 RA Gold-plated war helm, golden belt;
 PW 1) hide in shadows 15%, move silently 15%, 2) use d6 for hit dice, 7) save at +2 vs. illusion/phantasm spells, 9) displacement, 1 turn (as the cloak);
 TU Turn at -2 levels.

Garl's clerics are educators and protectors. In their teaching of the young, they combine a very earthy practicality with a streak of humor that keeps their young charges entertained, and their learning is all the better for that.

They are expected to take part in mining, smithery, or gem crafting work irrespective of seniority. As protectors, the priesthood must maintain a careful vigilance toward hostile races, especially kobolds. Finally, the priesthood must maintain a good archive of jokes, jests, and (some would say interminable) tales. Garl's clerics require gold (or other precious metals, if no gold is available) for sacrifices to the deity. Clerical level titles are as follows: Amethyst, Topaz, Opal, Jacinth, Diamond, Emerald, Ruby, Sapphire, and Star Sapphire.

Garl Glittergold's Cleric Spells

Number	3rd level	4th level	5th level
1	Animate Dead	Cloak Of Bravery	Animate Dead Monsters
2	Cloudburst	Cloak Of Fear	Atonement
3	Continual Light	Cure Serious Wounds	Cure Critical Wounds
4	Create Food & Water	Exorcise	Dispel Evil
5	Cure Blindness	Giant Insect	Flame Strike
6	Cure Disease	Shrink Insect	Golem
7	Death's Door	Imbue With Spell Ability	Insect Plague
8	Dispel Magic	Neutralize Poison	Raise Dead
9	Feign Death	Protection From Evil 10' R.	Spike Stones
10	Glyph Of Warding	Speak With Plants	

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|----|---------------------------|------------------|
| 11 | Locate Object | Spell Immunity |
| 12 | Obscure Object | Spike Growth |
| 13 | Magical Vestment | Snakes To Sticks |
| 14 | Meld Into Stone | |
| 15 | Negative Plane Protection | |
| 16 | Prayer | |
| 17 | Remove Curse | |
| 18 | Bestow Curse | |
| 19 | Remove Paralysis | |
| 20 | Cause Paralysis | |
| 21 | Speak With Dead | |

Number 6th Level

7th Level

- | | | |
|---|----------------|------------------------------|
| 1 | Animate Object | Earthquake |
| 2 | Blade Barrier | Exaction |
| 3 | Forbiddance | Henley's Digit Of Disruption |
| 4 | Heal | Holy Word |
| 5 | Heroes' Feast | Regenerate |
| 6 | Stone Tell | Restoration |
| 7 | Resurrection | |
| 8 | Symbol | |