

STONE GNOME

A new race for the Rob's World! <<http://www.robsworld.org>> 3rd edition D&D® campaign. Conceived and created by a player (Mark Gipe) in my (Robert Vaessen) campaign, players in the Rob's World! campaign are free to choose this race as an option for their character.

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Occasionally, a Rock Gnome will be born with an unusual trait. Instead of the Rock Gnome's usual spell-like abilities, the young Gnome will be capable of assuming a statue-like stone form. Unfortunately for these individuals, they are forced into their stone form whenever they are caught in sun light. These Gnomes are known as Stone Gnomes. The type of stone that composes the statue form is the same as the most prevalent stone or bedrock where the Stone Gnome was born.

The appearance of a Stone Gnome child among Rock Gnomes is rare, apparently random, and considered a portent of some significance. They are often born into Rock Gnome families with no other known Stone Gnomes in their family history, and they almost never pass the trait on to their own children. Nobody knows for sure why some Rock Gnome children are born different. Stone Gnomes appear in Rock Gnome communities in all regions of Faerûn with equal frequency. No consistent environmental factor that might contribute to their appearance has been determined, whether natural, magic, supernatural, or otherwise. Considering the Gnomes' natural love of story telling, this has of course led to a wide variety of legends and folk-tales that try to explain the existence of Stone Gnomes.

One such tale can be found almost universally among Rock Gnomes across all of Faerûn. The names of the characters involved and other details will vary from location to location, but the basic story is always the same. The setting is always a lonely path in a nearby forest. A powerful sorcerer traveling along this path was ambushed by a band of greedy Rock Gnomes. When they demanded that he turn over all of his belongings, he decided

to teach them a lesson. He placed a curse on every member of the ambush party that caused each of them to turn to stone whenever the sun shined on them. He informed them that each of them could remove the curse simply by completing one good, unselfish deed for a stranger. None of the Rock Gnome ambushers was ever able to lift the curse within their lifetime. Now, centuries later, the curse occasionally manifests itself in a Rock Gnome child as a reminder to everyone against the effects that greed can have on your life.

Personality: Like their Rock Gnome parents, Stone Gnomes adore animals, beautiful gems, and jokes of all kinds. Members of this race have a great sense of humor, and while they love puns, jokes, and games, they also relish tricks - the more intricate the better. Sometimes a Stone Gnome pulls a prank just to see how the people involved will react. They apply the same dedication to more practical arts, such as engineering, as they do to their pranks.

Stone Gnomes are inquisitive. They love to find things out by personal experience. At times, they're even reckless. Their curiosity makes them skilled engineers, since they are always trying new ways to build or break things.

Physical Description: Stone Gnomes stand about 3 to 3-1/2 feet tall and weigh 40 to 45 pounds in their natural form. Their skin, hair, and eyes are tinted varying shades of the color of the stone that comprises their statue form. Stone Gnome males prefer short, carefully trimmed beards. Stone Gnomes generally wear leather or earth tones, and they decorate their clothes with intricate stitching or fine jewelry. Stone Gnomes reach adulthood at about age 40, and they typically live about

350 years, though some can live almost 500 years.

Relations: Stone Gnomes get along well with Dwarves, who share their love of precious objects, their curiosity about mechanical devices, and their hatred of Goblins and Giants. They enjoy the company of Halflings, especially those who are easygoing enough to put up with pranks and jests. Most Stone Gnomes are a little suspicious of the taller races - Humans, Elves, Half-elves, Half-orcs, etc. - but they are rarely hostile or malicious.

Stone Gnomes quite frequently find employment as night guards or watchmen for large estates. The owner of such an estate will often commission replica stone statues resembling Gnomes from his local stone mason and place them at decorative locations on his grounds along with the Stone Gnomes he has hired. The positions of the statues and the Stone Gnomes are changed on a periodic basis so that anybody sneaking onto the grounds uninvited can never know for sure which of the statues might come to life and sound an alarm. Owners of estates that do not wish the expense of hiring Stone Gnomes as night guards will sometimes purchase replica statues and place them on their grounds to try and fool would-be sneaks into thinking that there might be a night watch Stone Gnome at work. Because of this practice, Stone Gnomes and their replica statues are both often referred to as 'Lawn or Garden Gnomes' by members of other races.

Alignment: Stone Gnomes are most often good. Those who tend toward law are sages, engineers, researchers, scholars, investigators, or consultants. Those who tend toward chaos are minstrels, tricksters, wanderers, or fanciful jewelers. Stone Gnomes are good-hearted, and even the tricksters among them are more playful than vicious. Evil Stone Gnomes are as rare as they are frightening.

Lands, Languages & names: Stone Gnomes share the same lands, languages and names as Rock Gnomes. See 3.5 PHB.

Adventurers: Stone Gnomes are curious and impulsive. They may take up adventuring as a way to see the world or for the love of exploring. Lawful Stone Gnomes may adventure to set things right and to protect the innocent, demonstrating the same sense of duty toward society as a whole that Stone Gnomes generally exhibit toward their own enclaves. As lovers of gems and other fine items, some Stone Gnomes take to adventuring as a quick, if dangerous, path to wealth. Depending on his relations with his home clan, an adventuring Stone Gnome may be seen as a vagabond or even as something of a traitor (for abandoning clan responsibilities). Sometimes, a Stone Gnome never feels he is fully a part of his clan. Whether real or not, perceived persecution for his differences will drive such a Stone Gnome from his clan in search of a place where he feels he is accepted.

STONE GNOME RACIAL TRAITS

- +2 Constitution, -2 Strength: Like dwarves, Stone Gnomes are tough, but they are small and therefore not as strong as larger humanoids.
- Small: As a Small creature, a Stone Gnome gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- Stone Gnome base land speed is 20 feet.
- Darkvision: Stone Gnomes can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Stone Gnomes can function just fine with no light at all.
- Weapon Familiarity: Stone Gnomes may treat Gnome hooked hammers as martial weapons rather than exotic weapons.
- +2 racial bonus on saving throws against illusions: Stone Gnomes are innately familiar with illusions of all kinds.
- Add +1 to the Difficulty Class for all saving throws against illusion spells cast by Stone Gnomes. Their innate familiarity with these effects makes their illusions more difficult to see through. This adjustment stacks with those from similar effects, such as the Spell Focus feat.
- +1 racial bonus on attack rolls against Kobolds and goblinoids (including Goblins, Hobgoblins, and Bugbears): Stone Gnomes battle these creatures frequently and practice special techniques for fighting them.
- +4 dodge bonus to Armor Class against monsters of the giant type (such as Ogres, Trolls, and Hill giants): This bonus represents special training that Stone Gnomes undergo, during which they learn tricks that previous generations developed in their battles with giants. Any time a creature loses its Dexterity bonus (if any) to Armor Class, such as when it's caught flat-footed, it loses its dodge bonus, too. The *Monster Manual* has information on which creatures are of the giant type.
- +2 racial bonus on Listen checks: Stone Gnomes have a keen sense of hearing.
- +2 racial bonus on Craft (alchemy) checks: a Stone Gnome's sensitive nose allows him to monitor alchemical processes by smell.
- Automatic Languages: Gnome, Common, home region. Bonus Languages: Chondathan, Draconic, Dwarven, Goblin, Illuskan, Sylvan, Terran.
- Stone Form (Su): Stone Gnomes have a continuous stone form supernatural ability that functions much the same as if

they were under the effects of a statue spell. A Stone Gnome can turn to solid stone, including all garments and equipment worn or carried, and can remain in that state indefinitely. In statue form, the Stone Gnome gains hardness 8, and retains his own hit points (regardless of the type of stone that comprises his statue form). He can see, hear, and smell normally, but does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of his body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage. Changing to stone form, or back to normal, is a free action that does not provoke an attack of opportunity.

Whenever a Stone Gnome is exposed to sunlight, or an effect that sheds light equally as bright (such as within the radius of a daylight spell), he automatically assumes his statue form. He remains a statue for as long as he is exposed to the bright light. To avoid this hindrance, the light from such a light source must be completely blocked from the Stone Gnome. For example, a Stone Gnome completely covered in heavy clothing would still become his statue form if he tried to travel in sunlight, but a Stone Gnome traveling in a specially constructed, lightproof carriage could remain in normal form. Determination of whether a Stone Gnome is forced into statue form is ultimately left at the DM's discretion.

Because turning to stone and back is natural for Stone Gnomes, effects that turn subjects to stone work slightly differently on them. When subjected to an effect such as a flesh to stone spell or the gaze attack of a basilisk, a Stone Gnome is not rendered mindless or unconscious. Therefore, he can simply return himself to normal form on his turn if he so desires. A Stone Gnome in statue form that is the target of a stone to flesh spell is returned to normal form, but need not make the DC 15 Fortitude saving throw to survive the process unless he is also in a situation where light would force him into statue form. In such a situation, the Stone Gnome must make the DC 15 Fortitude save to survive, and if successful, he is immediately returned to his statue form.

Changing to or from statue form does not provide any healing for a Stone Gnome. A Stone Gnome in statue form that sustains enough damage to reduce his current hit points to -10 or less dies. A Stone Gnome whose hit points are currently between -1 and -9 does not lose an additional hit point per round while in statue form, but is not considered stabilized and does not roll each round to stabilize. When he returns to normal form, a Stone Gnome resumes rolling to see if he stabilizes and loses 1 hit point per round until he successfully stabilizes or returns to statue form (provided he is conscious to choose to change forms). A Stone Gnome in statue form receives no benefit from cure spells, although he can gain the normal healing benefits from resting while in stone form if he is already stabilized. If a Stone Gnome dies while in statue form, he and anything turned to stone with him remain stone.

Note: Players who select a Stone Gnome character may not select the 'Daylight Adaptation' feat from the Forgotten Realms Campaign setting (pg 34), or the Player's guide to Faerûn (pg 37).

- Favored Class: Bard. A multiclass Stone Gnome's bard class does not count when determining whether he takes an experience point penalty (refer to XP for multiclass Characters, page 60 of the Player's Handbook).

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The tale/legend of origin in the third paragraph is based on an episode of Animaniacs™; a trademarked/copyrighted animated cartoon, owned by Warner Bros Entertainment Inc. That episode of Animaniacs™ was the primary inspiration for this player character race.

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