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GNOMES

Created alongside many of the other species that saw their first light on Myrencea, these innovative people split into three main groups. First are the rock gnomes whom traveled eastward with most Myrenceans. These people have spent most of their existence living alongside other Myrenceans in The Arcane Realms and have been responsible for major strides in the arcane and artifice.

Two other groups of gnomes traveled eastward with the forest and mountain dwarves, the forest gnomes and the deep gnomes. Forest gnomes decided to stay in eastern Myrencea, feeling a natural affinity to the dense woodland area like their dwarvish cousins. Many small villages of these gnomes exist throughout the eastern portion of the continent, with a few druidic clans that have a heavy forest gnome population.

Lastly, are the deep gnomes. These people are the most isolated of the gnomes and are rarely seen by surface dwellers. Even the dwarves of the Dorlan Mountain Kingdom seldom see these recluse folk. Just as curious as the surface is of them, they are of the surface. But this curiosity is often suppressed by their socially ingrained caution.

Gnomes are petite people with large eyes and pointed ears, similar to elves, who live up to 500 years.

RADIANT GNOME

In the early history of the gnome species, while some gnomes chose to explore the world in various directions, the Radiant Gnomes were drawn to ascend into the sky. They climbed the treacherous peaks of the Midson Mountains, leaving behind the comforts of the lowlands to establish their unique society. They crafted their dwellings into the mountainsides, embracing the radiant energy that permeated the air.

Living a reclusive life, the Radiant Gnomes dedicate themselves to the study of light, divine magic, and the mysteries of the heavens. They are known for their profound connection to the celestial realms and their ability to harness radiant energy. Radiant Gnomes possess a natural affinity for the powers of light and are often regarded as wise and enlightened individuals.

While Radiant Gnomes typically prefer their secluded existence, occasionally, young members of their tribe venture down from the mountains to explore the world or seek aid for their community. These adventurous gnomes bring with them the blessings of the heavens, a touch of radiant power that sets them apart from their gnome kin.

Like other gnomes, radiant gnomes can live for centuries, up to 500 years.



GNOME TRAITS

Creature Type: Humanoid

Size: Small (about 3–4 feet tall)

Speed: 30 feet

As a Gnome, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Gnomish Cunning. You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

Gnomish Lineage. You are part of a lineage that grants you supernatural abilities. Choose one of the following options; whichever one you choose, Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select the lineage):

Forest Gnome. You know the *Minor Illusion* cantrip.

You also always have the *Speak with Animals* spell prepared. You can cast it without a spell slot a number of times equal to your Proficiency Bonus, and you regain all expended uses when you finish a Long Rest. You can also use any spell slots you have to cast the spell.

Rock Gnome. You know the *Mending* and *Prestidigitation* cantrips. In addition, you can spend 10 minutes casting *Prestidigitation* to create a Tiny clockwork device (AC 5, 1 HP), such as a toy, fire starter, or music box. When you create the device, you determine its function by choosing one effect from *Prestidigitation*; the device produces that effect whenever you or another creature takes a Bonus Action to activate it with a touch. If the chosen effect has options within it, you choose one of those options for the device when you create it. For example, if you choose the spell's ignite-extinguish effect, you determine whether the device ignites or extinguishes fire; the device doesn't do both. You can have three such devices in existence at a time, and each falls apart 8 hours after its creation or when you dismantle it with a touch as a Utilize action.

RADIANT GNOME TRAITS

Creature Type: Humanoid. You are also considered a gnome for any prerequisite or effect that requires you to be a gnome.

Size: Small (about 2–4 feet tall)

Speed: 30 feet

As a Radiant Gnome, you have these special traits.

Darkvision. You have Darkvision with a range of 60 feet.

Defense of the Heavens. You are connected to the heavens, and are suffused with the energy of the upper planes. You have Resistance to Radiant damage.

Gifts from the Light Above. You know the *Light* cantrip. Starting at character level 3, you always have the *Faerie Fire* spell prepared. Starting at character level 5, you always have the *Daylight* spell prepared. You can cast each of these spells once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

Gnomish Cunning. You have Advantage on Intelligence, Wisdom, and Charisma saving throws.

