

# 20 MAGIC ITEMS FOR GNOMES



*Nearsighted Games*

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# 20 MAGIC ITEMS FOR GNOMES

## ITEMS FOR THE CURIOUS TINKERER

This document presents 20 new magic items specially designed for gnome adventurers. These items have been designed to be of roughly comparable power to the magic items described in the *Dungeon Master's Guide* based on the rarity of each item.

The items in this document are numbered for reference and are presented in the order listed below.

As a bonus, this document includes an appendix containing 3 items from [Magic Items Inspired by Video Games: Volume III](#), available from DMs Guild.

#	Item
1	<i>wrench of the tinkerer</i>
2	<i>illusionist's bracer</i>
3	<i>boots of the burrows</i>
4	<i>stonework goggles</i>
5	<i>amulet of gnomish resilience</i>
6	<i>cloak of the rock gnome</i>
7	<i>hat of the gnomish scholar</i>
8	<i>hat of the forest gnome</i>
9	<i>tunic of the forest gnome</i>
10	<i>boots of the forest gnome</i>
11	<i>ring of the tinkerer</i>
12	<i>gnomish guide to machines</i>
13	<i>leather armor of the tiny gnome</i>
14	<i>armor of the gnomish barbarian</i>
15	<i>chain shirt of fabrication</i>
16	<i>thorned shortsword of the woodlands</i>
17	<i>illusionist's dagger</i>
18	<i>club of the rock</i>
19	<i>Captain Bimpnottin's hat of command</i>
20	<i>Captain Bimpnottin's sailing coat</i>

## APPENDIX: BONUS ITEMS FROM "MAGIC ITEMS INSPIRED BY VIDEO GAMES: VOLUME III"

### Bonus Items

*staff of the elemental mage*

*bandana of the agile thief*

*dagger of the agile thief*



### #1 - WRENCH OF THE TINKERER

*Wondrous item, rare (requires attunement by a gnome)*

A large, metal wrench with Gnomish script inscribed across the handle. When this *wrench* is used as a tinker's tool, you may add double your proficiency bonus to any craft checks made while using the *wrench*.

While attuned to the *wrench*, you gain the ability to tap the wrench against broken objects made of metal or stone and cast the *mending* cantrip at will. The spell triggers instantly, but the repairs caused by *mending* take 1 minute to complete.

Once per day, the *wrench* can also be used to restore hit points to a construct or inanimate object. As an action, you tap the *wrench* against the construct or object to instantly restore 5d8 hit points. Once you have used the *wrench* in this way, you may not use it again until the next dawn. For the purposes of this *wrench*, a construct is any creature with the construct type, such as golems and modrons.

The *wrench* can also be used as a melee weapon with the same properties as a club.

### #2 - ILLUSIONIST'S BRACER

*Wondrous item, uncommon (requires attunement by a gnome spellcaster)*

A leather bracer with the Gnomish word for "misdirection" inscribed across the inside. While wearing the *bracer*, you gain the ability to cast the *minor illusion* cantrip at will (if you could not already). When you cast *minor illusion*, you can create both a sound and an image with a single casting of the spell.

Additionally, any illusion spells that you cast are difficult to discern, giving you a +1 bonus to the spell DC.

### #3 - BOOTS OF THE BURROWS

*Wondrous item, uncommon (requires attunement by a gnome)*

A simple pair of leather boots with especially thick, rugged soles. While wearing the *boots*, you have tremorsense out to a range of 60 feet. Once per day, you may activate the *boots* as an action to cast *meld into stone* on yourself. The *boots* regain the ability to cast *meld into stone* daily at dawn.

### #4 - STONEWORK GOGGLES

*Wondrous item, rare (requires attunement by a gnome)*

A pair of thick goggles attached to a leather cap. While wearing these *goggles*, you have advantage on Wisdom (Perception) checks and you can spot secret doors cut into stone walls without making a check. Once per day, you may activate the *goggles* to cast *legend lore* targeting an object or structure made out of stone. Unlike the spell, the *goggles* require that you be looking at the object or structure, and you must study the object or structure for 10 minutes to learn significant lore about it. The *goggles* regain the ability to cast *legend lore* on stone objects daily at dawn.

### #5 - AMULET OF GNOMISH RESILIENCE

*Wondrous item, rare (requires attunement by a gnome)*

A stone amulet with an intricate pattern engraved on the front and the Gnomish word for "health" engraved on the back. While wearing the *amulet*, you have resistance to poison damage, and you have advantage on saving throws against being poisoned. Whenever you are poisoned (as the condition), you may make a saving throw against the effect's DC at the start of each of your turns to end the effect early, though the *amulet* does not grant advantage on these saving throws.

### #6 - CLOAK OF THE ROCK GNOME

*Wondrous item, rare (requires attunement by a rock gnome)*

A dark blue cloak with a rough, rocky pattern. While wearing the *cloak*, you do not leave tracks when traveling in caves or underground, and you have advantage on Wisdom (Survival) checks made to track, hunt, or survive in caves or underground.

Additionally, while traveling underground, you may concentrate for 1 minute to gain an unerring sense of the most direct route to the surface. You may use this ability as often as you like while you are wearing the *cloak*.

### #7 - HAT OF THE GNOMISH SCHOLAR

*Wondrous item, rare (requires attunement by a gnome)*

A long, loose stocking cap once worn by a noted gnome scholar. While wearing the *hat*, you may add double your proficiency bonus to Intelligence (History) and Intelligence (Nature) checks. Once per day, you may activate the *hat* to cast *locate object*. The *hat* regains the ability to cast *locate object* daily at dawn.

### #8 - HAT OF THE FOREST GNOME

*Wondrous item, rare (requires attunement by a forest gnome)*

A tall, red, pointed hat. While wearing the *hat*, you have resistance to psychic damage, and you have advantage on saving throws against being charmed. The *hat* also has three charges. As an action, you may expend a charge to cast *animal friendship*. The *hat* regains 1d3 expended charges daily at dawn.

### #9 - TUNIC OF THE FOREST GNOME

*Wondrous item, rare (requires attunement by a forest gnome)*

A loose, blue tunic with a black belt. This *tunic* can be worn by itself or over light armor, but not over medium or heavy armor. While wearing this *tunic*, you have resistance to force damage. Additionally, you gain the ability to cast *animal messenger* and *barkskin*. You may cast each of these spells as an action, and you may cast each once per day. The *tunic* regains the ability to cast both spells daily at dawn.

### #10 - BOOTS OF THE FOREST GNOME

*Wondrous item, rare (requires attunement by a forest gnome)*

A pair of green leather boots with an intricate plant-like pattern engraved across the surface. When moving through grassland or forests, difficult terrain doesn't slow your movement and you do not leave tracks. Once per day, you may activate the boots as an action to cast *longstrider* on yourself. The boots regain the ability to cast *longstrider* daily at dawn.

### #11 - RING OF THE TINKERER

*Wondrous item, rare (requires attunement by a creature with the Tinker ability)*

A steel ring with Gnomish script engraved along the inside. If you have the Tinker ability (as a rock gnome), you gain additional benefits related to this ability (*Player's Handbook*, p. 37). When creating one of the devices allowed by the Tinker ability, you may imbue the device with one of the following spells:

**Clockwork Toy.** You may imbue a toy animal with the ability to hear and see, and to communicate those senses back to you. This spell functions as *beast sense*, except that it targets a toy shaped like an animal. You must touch the toy to trigger the effect, and when triggered, this effect lasts for 1 hour.

**Fire Starter.** You may imbue the fire starter with one charge of *fireball*. Any creature using the fire starter can trigger the *fireball* spell as an action.

**Music Box.** You may imbue the music box with *calm emotions*, which is triggered the first time the music box plays its song after you create it.

You may only use this ability to imbue one of these spells in one device at a time, even if you make more than one device. If you use the *ring* to imbue a spell into a second device, the spell imbued into the first device dissipates harmlessly. Once you have used the *ring* to imbue an item with a spell, you may not use the *ring* in this way again until the next dawn.

### #12 - GNOMISH GUIDE TO MACHINES

*Wondrous item, very rare*

A Gnomish tome full of detailed information related to clockwork machinery, item crafting, and alchemy. If you spend at least 1 hour each day reading this book for 30 days, your Intelligence score increases by 1 permanently, up to a maximum of 20, and you have advantage on any Intelligence (History) checks related to magic items, alchemical objects, or technological devices. You cannot speed this process by reading the *guide* for more than 1 hour a day - you must study it for a minimum of 30 days. Anyone, even a non-gnome, can benefit from this *guide*, but they must be able to read Gnomish to learn the secrets held within the text.

If the reader is a rock gnome, they also gain bonuses to the devices created with their Tinker ability. The cost of the devices that they create is reduced by half (down to 5 gp), and the devices last for 48 hours (instead of 24 hours, as normal).

If the reader is not a rock gnome, they gain the Tinker ability of a rock gnome (*Player's Handbook*, p. 37), which allows them to make small devices.

Once a reader has gained the benefits of studying the *guide*, they cannot gain any additional benefits by studying it further.

### #13 - LEATHER ARMOR OF THE TINY GNOME

*Armor (leather), rare (requires attunement by a gnome)*

A set of brown leather armor with ornate designs carved into the shoulders. This *armor* grants an extra +1 bonus to AC, and you have resistance to acid damage. Once per day, you may activate the *armor* to cast the *reduce* effect of the *enlarge/reduce* spell on yourself. This effect lasts for up to 1 hour and does not require your concentration to maintain. The *armor* regains the ability to cast this *reduce* effect daily at dawn.

### #14 - ARMOR OF THE GNOMISH BARBARIAN

*Armor (hide), rare (requires attunement by a gnome)*

A set of black bear hide armor favored by the fiercest gnome barbarians. This *armor* grants an extra +1 bonus to AC, and you have resistance to cold damage. Once per day, you may activate the *armor* as a bonus action to cast *staggering smite*. The *armor* regains the ability to cast *staggering smite* daily at dawn.

### #15 - CHAIN SHIRT OF FABRICATION

*Armor (chain shirt), very rare (requires attunement by a gnome)*

A well-crafted chain shirt favored by gnomish craftsmen. This *chain shirt* grants an extra +2 bonus to AC, and you have resistance to thunder damage. Once per day, you may activate the *chain shirt* to cast *fabricate*. This *fabricate* effect functions as the spell and requires 10 minutes to cast. The *chain shirt* regains the ability to cast *fabricate* daily at dawn.

### #16 - THORNED SHORTSWORD OF THE WOODLANDS

*Wondrous item, very rare (requires attunement by a gnome)*

A silver shortsword with a handle made from uncut, gnarled wood branches with small thorns growing from the guard. Attacks made with the *shortsword* have a +2 bonus to attack and damage rolls and deal an extra 2d8 poison damage. On a critical hit, the *shortsword* deals an additional 1d8 poison damage (for a total of 3d8 poison damage) and the target must succeed on a Constitution saving throw (DC 18) or be poisoned for 1d4+2 rounds.

### #17 - ILLUSIONIST'S DAGGER

*Wondrous item, very rare (requires attunement by a gnome)*

A simple, plain dagger with a rough leather handle. As a bonus action, you may make the *dagger* appear to be an ornate silver dagger with a golden, bejeweled handle. A creature cannot discern the illusion on the *dagger* unless they directly evaluate the *dagger*, and even then only if they succeed on a Wisdom (Perception) check (DC 22). This illusion lasts for as long as you want, and can be ended as a bonus action. If you end your attunement to the *dagger*, the *dagger* reverts to its true, plain form.

Attacks made with this *dagger* have a +2 bonus to attack and damage rolls and deal an extra 2d8 psychic damage. Once per day, you may activate the *dagger* as an action to cast *mislead*. The *dagger* regains the ability to cast *mislead* daily at dawn.



### #18 - CLUB OF THE ROCK

*Weapon (club), very rare (requires attunement by a gnome)*

A gnarled wooden club with an ornately carved stone club head. When attacking with this *club*, the design carved into the stone club head glows with a faint green light. Attacks with this *club* have a +2 bonus to attack and damage rolls, deal an extra 2d10 force damage, and have advantage on attack rolls against giants.

For the purposes of this *club*, giant refers to any creature with the giant type, including giants, ogres, and trolls.

### #19- CAPTAIN BIMPNOTTIN'S HAT OF COMMAND

*Wondrous item, legendary (requires attunement by a gnome)*

A large tri-corner hat once worn by a legendary gnome pirate. This hat grants a +2 bonus to AC, you have resistance to psychic damage, you have advantage on Charisma (Persuasion) checks, and you are immune to being charmed or frightened.

The *hat* has 5 charges and regains 1d4+1 expended charges daily at dawn. As an action, you may expend one or more charges to cast one of the following spells (DC 18):

- *command* (1 charge)
- *animal friendship* (1 charge)
- *charm person* (2 charges)
- *calm emotions* (2 charges)

### #20 - CAPTAIN BIMPNOTTIN'S SAILING COAT

*Wondrous item, legendary (requires attunement by a gnome)*

A long red coat with soft velvet lining once worn by a legendary gnome pirate. This *coat* can be worn over armor. This *coat* grants a +2 bonus to AC, and you have resistance to cold damage, lightning damage, and thunder damage. While wearing the *coat*, you may activate the *coat* as an action to cast *control water*. Once you have used this *control water* ability, you may not use the *coat* in this way again for 3 days.

If you are also attuned to *Captain Bimpnottin's hat of command*, the maximum charges for the *hat* increases to 7, though you still only regain 1d4+1 expended charges daily at dawn. Additionally, you may use the *hat* to cast *dominate person* as a 7th-level spell (1 hour duration, requires concentration) at a cost of 7 charges.

## APPENDIX: BONUS ITEMS FROM "MAGIC ITEMS INSPIRED BY VIDEO GAMES: VOLUME III"

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These items were originally published in [Magic Items Inspired by Video Games: Volume III](#), available from DMs Guild. If you enjoy these items, please check out that document or any of the other work from Nearsighted Games.

### STAFF OF THE ELEMENTAL MAGE

*Staff, rare (requires attunement by a cleric, druid, sorcerer, warlock, or wizard)*

A staff once wielded by a powerful mage who helped hunt the most fearsome vampire lord. The *staff* has 8 charges and regains 1d4+4 expended charges daily at dawn. As an action, you may expend one or more charges to cast the following spells:

- *fireball* (3 charges)
- *lightning bolt* (3 charges)
- *fire shield* (4 charges)
- *cone of cold* (5 charges)

### BANDANA OF THE AGILE THIEF

*Wondrous item, rare (requires attunement by a rogue)*

A red bandana once worn by a thief who helped hunt the most fearsome vampire lord. While wearing the bandana, you may climb on walls and ceilings as if constantly under the effect of a *spider climb* spell. Additionally, when making a sneak attack, you score a critical hit on an attack roll of 19 or 20.

### DAGGER OF THE AGILE THIEF

*Wondrous item, rare (requires attunement rogue)*

A short, silver dagger once used by a thief who helped hunt the most fearsome vampire lord. During combat, you may choose to delay your turn until the end of the round. If you do, then you have advantage on attack rolls with the *dagger* against any creature who targeted you with an attack or spell attack during the round. As a rogue, attacks with advantage count as sneak attacks.