

Rock gnome communities are most common in the Western Heartlands and along the coast of the Shining Sea; but gnome wanderers travel between communities across Faerûn in order to trade with or learn from outsiders, including members of other races.

Rock gnomes who leave their communities often find work by using their racial aptitudes to their advantage. Their heritage and their interest in precious stones leads many rock gnomes to become skilled gemcutters and jewelers. Rock gnomes also use their affinity with machines to work as tinkers, alchemists, and engineers. In human communities, gnome tutors and sages are popular, since their comparatively long life spans enable them to acquire and pass on knowledge for generations.

Rock gnomes in Faerûn have the racial traits of rock gnomes in the *Player's Handbook*.

DEEP GNOMES (SVIRFNEBLIN)

Also known as svirfneblin, the deep gnomes of the Underdark are a stark contrast to their surface kin, dour and serious compared to the cheerful and generally optimistic rock gnomes and forest gnomes. They share their cousins' obsession with privacy, and their homes below the surface of Faerûn are well guarded and deeply hidden.

Owing to the hostility of their Underdark neighbors, particularly the drow, the settlements and kingdoms of svirfneblin are in constant danger of being relocated, conquered, or destroyed. Such was the fate of Blingdenstone, one of the grandest deep gnome strongholds, which existed for more than two thousand years until it was overrun a little more than a century ago by the dark elves of Menzoberranzan. The deep gnomes recently reclaimed their old home, and now struggle to rid it of malign influences that have crept into the tunnels and warrens in their absence.

Deep gnomes are lean with dark, earthen skin tones of gray. Males are bald and beardless, while females have hair on their heads. Both sexes have little or no body hair and a stone-like look to their skin.

Deep gnome adventurers are just as curious and daring as those of other races. Some find their purpose living among other subterranean races, and a few make their way to the surface. Those who study the arcane arts of illusion in particular often range far from home, seeking knowledge unavailable in their own lands.

SVIRFNEBLIN SUBRACE TRAITS

The svirfneblin subrace has the gnome traits in the *Player's Handbook*, plus the subrace traits below. Unlike other gnomes, svirfneblin tend to be neutral, they weigh 80 to 120 pounds, and they reach maturity at 25 and live 200 to 250 years.

Ability Score Increase. Your Dexterity score increases by 1.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks to hide in rocky terrain.

Extra Language. You can speak, read, and write Undercommon.

DEEP GNOME FEAT

If your DM allows the use of feats, your deep gnome character has the option of taking the following feat.

Svirfneblin Magic

Prerequisite: Gnome (deep gnome)

You have inherited the innate spellcasting ability of your ancestors. This ability allows you to cast *nondetection* on yourself at will, without needing a material component. You can also cast each of the following spells once with this ability: *blindness/deafness*, *blur*, and *disguise self*. You regain the ability to cast these spells when you finish a long rest. Intelligence is your spellcasting ability for these spells.

GNOMISH DEITIES

Gnomes honor a small pantheon of seven primary deities, known as the Lords of the Golden Hills, plus two other entities.

WISE PROTECTORS

The Watchful Protector, Garl Glittergold, is the king of gnomish gods, a deity of humor, gemcutting, protection, and trickery. His pranks serve to protect gnomes and to teach his victims humility and wisdom. Garl's second, Gaerdal Ironhand, is the gnomes' war god, who espouses vigilance and defense.

NATURE GODS

Baervan Wildwanderer is the gnomish god of forests and woodlands, accompanied by his companion Chiktikka Fastpaws, a great raccoon said to be the wiser of the two. Segojan Earthcaller is god of the wilds beneath the earth, rather than upon it, as well as god of burrows and the plants and animals found therein.

SHADOW AND STONE

Baravar Cloakshadow is the god of illusion and deception, given the respectful title of Sly One. Callarduran Smoothhands is the god of stone and the Underdark, patron of the svirfneblin.

CRAFT AND INVENTION

Flandal Steelskin, the god of mining and smithcraft, is known as the Steelsmith. He is also the gnomes' god of physical improvement and good health. The fearless Nebelun the Meddler is the god of invention and luck, revered by many gnomes even though he isn't considered one of the Lords of the Golden Hills. "Nebelun's head!" is a common gnomish exclamation of discovery.

THE CRAWLER BELOW

The last member of the gnomish pantheon is Urdlen, which appears not as a gnome, but an elephantine, blind, pale mole. Urdlen is the great-clawed god of bloodlust and evil, of greed and uncontrolled impulses. Young gnomes are warned to "never let Urdlen burrow into your heart," as a caution against giving in to wicked impulses.