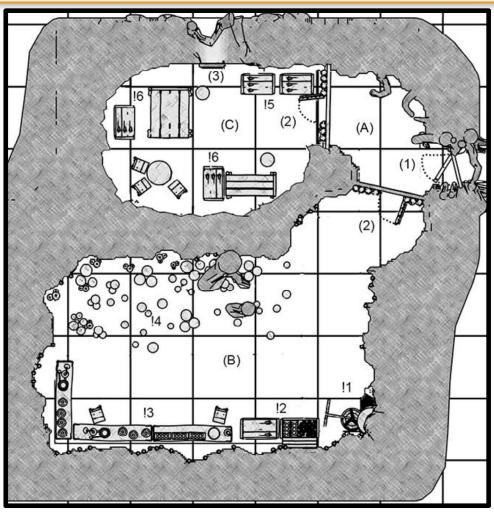
Gnome Lab



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Gnome Lab

Rooms:

(A) Entrance: Ceiling height - 5ft.

The floor and walls are covered in thick roots. There are a few glowing mushrooms on the walls and ceiling providing dim light.

(B) The Alchemy Lab: Ceiling height - 8ft.

Half of the room is covered in wooden boards, the other half is bare earth where a large number of mushrooms grow.

The walls and ceiling are covered in dozens of glowing colorful mushrooms, providing bright light.

(C) Bedroom: Ceiling height - 4ft.

A simple room with small beds, chairs and table suited for gnomes. There is a window peaking through the roots of a large tree providing dim light during the day. The floor is covered in wooden boards.

Doors and Windows:

(1)- Alchemy Lab Door - AC15| HP15| DC to break 13| Lock DC 13 - A 4ft tall decorated door is partially hidden amongst the roots of a large tree. It will be locked during the night or when the gnomes are not inside.

(2)– Simple Wooden doors – AC10 \mid HP10 \mid DC to break 10 \mid Lock DC5

Very simple wooden doors, with simple locks. They are used mostly to keep small animals out of the lab and bedroom when the gnomes are not around. They are only locked when the gnomes are staying out for long.

(3) Window – Glass and Wood– AC5| **HP5**| **DC to break 5**| It is round and small; 2ft diameter. It is pivoting and can be locked with a latch from the inside.

Features:

!1 Alchemy Furnace— A 4ft diameter steel furnace. It has a large brass cauldron attached with chains and rings to a steel pole. It can easily slide in and out of the furnace.

!2 Wooden Chests - AC10| HP 10| Lock DC 10 |

There are two chests. That is where Nifiz keeps the potions before the courier comes to pick them up. At the moment there are only empty vials and bottles in them.

- !3 Alchemy Tools— A quite complex alchemy lab with several burners, retorts, tubes, vials, mortar and pestle. The tools, chairs and desks are all scaled to best work with the small size of a gnome.
- !4 Mushroom Farm- Nifiz cultivates different kinds of mushrooms that he uses in his potions. They are different sizes and colors.

They are mostly useless, unless first processed by an experienced alchemist.

- !5 Wooden Chests AC10| HP 10| Lock DC 10 | Two chests containing plates, cutlery, oil, lamps, two buckets and two ropes 400ft long each. They are locked when the gnomes are not around, otherwise they are unlocked.
- !6 Wooden Chests AC10| HP 10| Lock DC 10 | Each chest contains 2 tents, bed rolls, pillows and bed linen. They are locked when the gnomes are not around, otherwise they are unlocked.