

SVIRFNEBLIN

Requirements: Minimum CON 9

Prime requisite: STR

Hit Dice: 1d6

Maximum level: 8

Armour: Any appropriate to size, including shields

Weapons: Any appropriate to size

Languages: Alignment, Common, Deepcommon, Gnomish, Dwarvish, Kobold, the language of earth elementals

Short, thickset demihumans with long noses and gnarled, hairless, grey skin. Svirfneblins (also known as *deep gnomes*) are subterranean cousins of the gnomes who live close to the surface. Svirfneblins are skilled tunnellers and makers of mechanical contraptions and cunning secret doors. They love gems above all else and excavate their communities around veins of precious stones. Svirfneblins are typically around 3½' tall and weigh around 120 pounds.

Blend into Stone

Svirfneblins have the uncanny ability to go unnoticed when in an environment of natural or carved stone so long as they remain silent and motionless. The chance of success is 4-in-6 in gloomy conditions or 2-in-6 in well-lit conditions.

Combat

Svirfneblins can use all types of armour. Armour must be tailored to svirfneblins' small size. Likewise, svirfneblins can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, svirfneblins gain a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized).

Detect Construction Tricks

As expert tunnellers, svirfneblins have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Illusion Resistance

Svirfneblins gain a +2 bonus to all saving throws against illusions.

Infravision

Svirfneblins have infravision to 90' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).



Svirfneblin Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	14	11
2	2,400	2d6	19 [0]	8	9	10	14	11
3	4,800	3d6	19 [0]	8	9	10	14	11
4	10,000	4d6	17 [+2]	6	7	8	11	9
5	20,000	5d6	17 [+2]	6	7	8	11	9
6	40,000	6d6	17 [+2]	6	7	8	11	9
7	80,000	7d6	14 [+5]	4	5	6	9	7
8	160,000	8d6	14 [+5]	4	5	6	9	7

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Light Sensitivity

When in bright light (daylight, *continual light*), svirfneblins suffer a –2 penalty to attack rolls and a –1 penalty to AC.

Speak with Earth Elementals

Svirfneblins can speak the grinding, growling tongue of natives of the elemental plane of earth.

Stone Murmurs

Svirfneblins can understand the imperceptible grumblings of stone. If a svirfneblin stands quietly for one turn with their ear pressed against a stone surface, they have a 2-in-6 chance of divining one of the following pieces of information (player's choice):

- ▶ The presence of secret doors in the stone, within 10'.
- ▶ The presence of gems or precious metals, up to 30' beyond the surface.
- ▶ The presence of living creatures, up to 30' beyond the surface.
- ▶ The presence of bodies of water or open spaces, up to 60' beyond the surface.

Using Magic Items

Svirfneblins can use all magic items (except for spell scrolls) which deal with summoning or controlling earth elementals. This includes items that can normally only be used by spell casters.

After Reaching 8th Level

A svirfneblin may construct a subterranean stronghold that will attract svirfneblins from far and wide.

Because of svirfneblins' connection with earth elementals, 1d3 16 HD earth elementals (see the *conjure elemental* spell under **Magic-User Spells** in *Old-School Essentials Classic Fantasy*) will live in the rocks around the stronghold and will be friendly with the svirfneblins. They may warn of intruders, carry messages and news, etc. The elementals will also protect the svirfneblins in times of grave danger. However, in exchange a svirfneblin ruler must always defend earth elementals within the svirfneblins' territory.

Svirfneblin rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of svirfneblin stock may be hired.