

Glim, Pock & Snick

In the kingdom of Estherim, the creatures known as Gnomes—humanoid in the face but covered head to toe in fur—are tragically misunderstood. Seen as nothing more than feral animals, they're hunted for sport or kept as sideshow freaks in circuses. This misconception is rooted in their peculiar nature: their language, a series of high-pitched thrums from a special gland in their throats, sounds to human ears like nothing more than animal whines. Combine that with their furry bodies and humanoid faces, and it's no wonder they're dismissed as something savage.

But, as is often the case, appearances can be deceiving. Gnomes are, in fact, a tribal and intelligent race, deeply connected by bonds of family and community. In Mist Hollow, hidden from view, live three such brothers: Glim, Pock, and Snick.

Glim, the eldest, has a mind as sharp as a dragon's fang and fingers as nimble as a clockmaker's. He spends his days buried in his workshop, crafting gadgets that could outsmart even the cleverest of humans. Pock, the middle sibling, carries a heart full of warmth and stories. His enchanting tales could light up even the darkest alley in Mist Hollow. Then there's Snick, the youngest and quickest, whose agile frame and quick fingers made him the perfect alleyway shadow—part thief, part prankster, always three steps ahead.

To survive in the city, the brothers hide their true nature, donning a tattered trench coat and walking as one. Snick, the legs. Pock, the middle. Glim, the head. In a city as magical and strange as Mist Hollow, such oddities were hardly questioned. For a while, this odd trio managed to carve out a life, content in their strange disguise.

That is, until Glim saw *him*—Penirus the Gnome Tamer. The sight of the man's long, fiery red beard and his ever-present, cruel smile sent a shiver down Glim's spine. This was the man from the circus, the one their mother had escaped from. The worst of them all. Penirus didn't whip the gnome boys when they misbehaved—no, he lashed their mother instead, forcing them to watch.

When their mother passed, Penirus took the only thing of value she had: an ancient locket, passed down from their ancestors. She always told her boys that the locket held the key to their homeland, a treasure meant to be returned when they were free. It was only after a violent storm that the brothers had made their daring escape from the circus—but not without losing that precious locket to Penirus.



Now, as the gnome brothers watched the Gnome Tamer swagger down the crowded streets and out of the city gates, they knew this was their moment. Without a word, the three of them followed, vowing never to let him slip from their sight again.

At first, they thought Penirus was leading them back to the circus. But after a week of tailing him, they realized he was bound for somewhere far stranger. He entered a curious tavern in the middle of nowhere, and the brothers waited until nightfall before sneaking in after him. That's when they saw it—the moment he accepted the call to join the fabled Lich's contest, *Viva La Dungeon*.

The brothers exchanged glances, speaking softly in their thrumming, secret language. Their decision was clear. Penirus wouldn't just enter the dungeon alone. The gnome brothers would follow him, into the depths of Viva La Dungeon, to reclaim their mother's locket—even if it meant facing whatever horrors the Lich had in store for them.

DIFFICULTY: HARD

FEATURES:

Due to balancing and keeping up appearances, the Gnome brothers have a -1 to Brawn, Quickness and Intellect. Which means a -1 to all Combat Checks and Damage rolls, and a -1 to Perception checks finding Chests and Moving around the Dungeon.



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CHARACTER SHEET

SIDE QUEST:

Take your mother's locket back.



MAX

CURRENT



KAOS

CURRENT



DEFENSE

WEAPONS

Mystic Knife (2 dmg) Melee

(You never lose or drop your mystic weapon)



Melee : +Brawn to Combat Check AND Damage)



Ranged : +Quickness to Combat Check AND Damage)



BACKPACK

TURN TRACKER

1

2

3

4

5

6

7

8

9

ARMOR



PLOT TERMS & STORY ITEMS