

Gnomans Land

You're a garden gnome statue living in the back yard of some nice old lady's home. Only, you're more than a statue...you can come to life, and use your magic to help the overgrown nature of Dear Grandma Sally's neglected back yard. Your first name is something that begins with G, your last name is an adjective followed by a plant. Something like Girdle Fizzycabbage. Pick a GM (Gnome Master) to be in charge.

What color is your hat? This tells you what kinds of magic you are good at.

- 1- Red. (Anger, Animal)
- 2- Blue. (Water, Music)
- 3- Purple. (Sad, Weather)
- 4- Green. (Plant, Cooking)
- 5- Black. (Death, Night)
- 6- Pink. (Love, Lust)

Did someone say magic? Damn right. Whatever your hat color is, the two words by it are your magics. What is Plant Magic? Probably has something to do with plants, don't you think? Get creative! Just keep in mind you're a small gnome, and whatever you do is unlikely to be able to effect more than a small area around you.

You have an affinity for one type of critter. You can talk to them, and they may even listen to what you tell them to do. Note: domesticated animals will probably just try to eat you instead of listening.

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| 1- Snails | 4- Rodents |
| 2- Frogs | 5- Bugs |
| 3- Birds | 6- Snakes |

What makes you happiest?

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| 1. Food | 4. Looooove |
| 2. Booze | 5. Magic |
| 3. Critter friends | 6. Grandma Sally |

Shit has gotten real. This is what you have to deal with:

- 1- Damn meddling kids have hired a lawn care company!
- 2- Moles. Fucking moles.
- 3- Winter is coming. And none of your woodland pals are ready for it.
- 4- Stray dogs or cats have started plaguing your little garden of gnedens.
- 5- Gneighboring Gnomes are jealous, and have started messing with your yard.
- 6- Grandkids. Fucking grandkids.

But that's not all. There's a complicating factor:

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| 1. Magic is being weird | 4. Fairies |
| 2. Bad weather | 5. Easter |
| 3. Gninja Gnomes | 6. Badgers |

Want to do things?

Roll a d6. **Odds** it succeeds, **evens** it fails. The higher the number, the better or worse it succeeds/fails. If you use your magic, you can roll two dice and choose which roll to keep.

Each time you achieve whatever it is that makes you happiest, you can 'store' a roll of 3 that you can cash in instead of actually rolling the dice at any point.

The Rules of Gnomedom

1. If an adult human can see you, you turn to a statue until they look away.
2. No killing, because, man, that's not chill.
3. If you trade hats, you trade magic. The magic is in the hat, not the gnome. Duh.