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Gnomes of GOLARION

BTP

GNOME RACIAL TRAITS

+2 Constitution, +2 Charisma, -2 Strength: Gnomes are physically weak but surprisingly hardy, and their attitude makes them naturally agreeable.

Small: Gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Gnomes have a base speed of 20 feet.

Low-Light Vision: Gnomes can see twice as far as humans in conditions of dim light.

Defensive Training: Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

Gnome Magic: Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, and *speak with animals*. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

Hatred: Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.

Illusion Resistance: Gnomes get a +2 racial saving throw bonus against illusion spells or effects.

Keen Senses: Gnomes receive a +2 racial bonus on Perception skill checks.

Obsessive: Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

Weapon Familiarity: Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

Languages: Gnomes begin play speaking Common, Gnome, and Sylvan. Gnomes with high Intelligence scores can choose one additional language from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

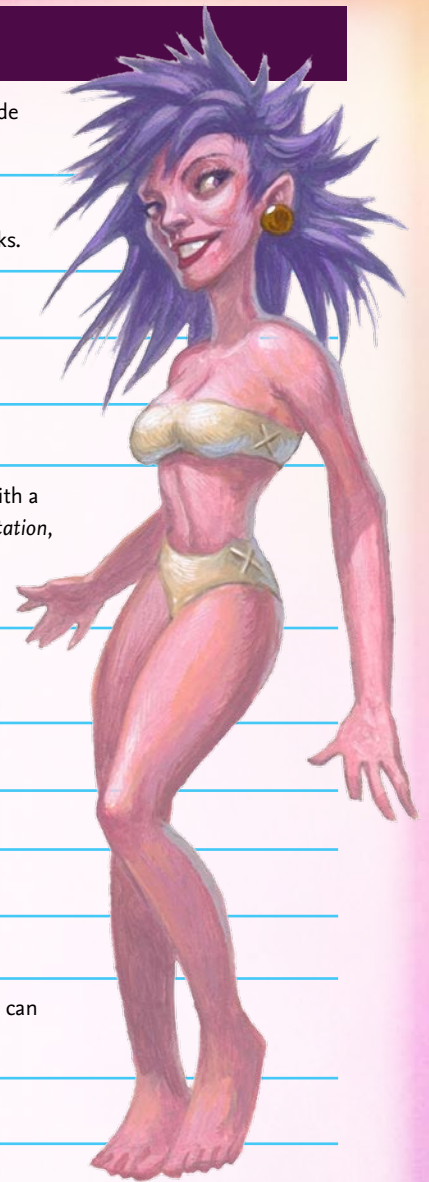
Favored Deities: Shelyn, Gozreh, Desna, Cayden Cailean, the dwarven pantheon

Favored Regions: Cheliah, Katapesh, Mwangi Expanse, Nex, Osirion, River Kingdoms

Names: Male gnome names are unnecessarily long, multisyllabic, and intentionally difficult to pronounce. Female names reverse the male conventions, being simple and short, although many females claim their names are actually short for something. Gnome family names, which change every few generations, typically contain some Common words, as well as several syllables of gibberish. Examples include Frothelthimble, Garishgnawing, Palepartlinger, and Thicketbotter.

Female Names: Besh, Fijit, Lini, Neji, Majet, Pai, Queck, Trig

Male Names: Abroshtor, Bastargre, Halungalom, Krolmnite, Poshment, Zarzuket



FAVORED GNOME DEITIES

Deity	AL	Areas of Concern	Domains	Favored Weapon
Brigh	N	invention, clockwork	Arifice, Earth, Fire, Knowledge	light hammer
Cayden Cailean	CG	freedom, wine, bravery	Chaos, Charm, Good, Strength, Travel	rapier
Desna	CG	dreams, stars, travelers, luck	Chaos, Good, Liberation, Luck, Travel	starknife
Erastil	LG	farming, hunting, trade, family	Animal, Community, Good, Law, Plant	longbow
Gozreh	N	nature, weather, the sea	Air, Animal, Plant, Water, Weather	trident
Nethys	N	magic	Destruction, Knowledge, Magic, Protection, Rune	quarterstaff
Nivi Rhombodazzle	N	gems, stealth, gambling	Community, Earth, Luck, Trickery	light hammer
Shelyn	NG	beauty, art, love, music	Air, Charm, Good, Luck, Protection	glaive
Sivanah	N	illusions, reflections, mystery	Knowledge, Madness, Magic, Rune, Trickery	bladed scarf
Torag	LG	the forge, protection, strategy	Artifice, Earth, Good, Law, Protection	warhammer

PATHFINDER[®] COMPANION™

GNOMES OF GOLARION

This Pathfinder Companion book works best with the *Pathfinder Roleplaying Game Core Rulebook* and the *Pathfinder Bestiary*. Although it is suitable for play in any fantasy world, it is optimized for the Pathfinder Chronicles campaign setting.

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Authors • Hal Maclean, Colin McComb, Mark Moreland,
Jeff Quick, Sean K Reynolds, Steven Schend,
and Owen K. C. Stephens

Cover Artist • Pavel Guzenko

Interior Artists • Christopher Burdett and Jeremy McHugh

Creative Director • James Jacobs

Managing Editor • F. Wesley Schneider

Editing and Development • Judy Bauer, Christopher Carey,
Rob McCreary, Sean K Reynolds, and James L. Sutter

Editorial Assistance • Jason Bulmahn

Senior Art Director • Sarah E. Robinson

Production Specialist • Crystal Frasier

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Vice President of Operations • Jeffrey Alvarez

Corporate Accountant • Dave Erickson

Director of Sales • Pierce Watters

Sales Manager • Christopher Self

Technical Director • Vic Wertz

Events Manager • Joshua J. Frost

Special Thanks

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and Warehouse Teams



Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com

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GNOMES OF GOLARION

TO BE A GNOME IS TO EXPERIENCE EVERYTHING TO ITS FULLEST EXTENT, TO FEEL MORE KEENLY THAN OTHERS. TO US, VISTAS ONLY LOOK RIGHT IN BRILLIANT SUNRISE OR DAZZLING SUNSET—NOT EVEN THE MOST VIBRANT AUTUMN HUES MAKE THE WORLD COLORFUL ENOUGH. DRABNESS, ALWAYS DRABNESS... AND BOREDOM MAKES US DRAB AS WELL, IF WE DON'T TAKE CARE TO KEEP OURSELVES BRIGHT IN SPIRIT.

—CARLORA ROTHENSTANDER, *ON BEING A GNOME OF QUALITY*

For members of other races, understanding gnomes is a task fraught with aggravation. Alien in mindset and physiology, stemming from a world far beyond mortal ken, gnomes are a mystery even to their closest companions. One minute they're laughing with childlike glee over the shape of a particular cloud or displaying their vast collection of insect heads, and the next they're singing a happy tune while wallowing shoulder-deep in the intestines of a slain enemy. Gnomes have little patience for things they've already experienced; in fact, they have a physiological need for constant change. Touched by their fey ancestry, they are constant companions and dangerous unknowns—often at the same time. Their ethics and mindsets are inscrutable, and their senses of humor creative and disturbing.

Yet to most other races, gnomes are simply gnomes... and to ask for anything more is to invite disaster.

PHYSICAL AND MENTAL TRAITS

Gnomes' constant search for novelty and variation makes them one of the most culturally and physically diverse races on Golarion, yet all gnomes can find common ground in a few areas.

SIZE & SHADE

Gnomes are among the smallest of the so-called "civilized" races, with a slighter physique than halflings or dwarves, though near both in height. While somewhat taller than the average halfling, a gnome is rarely as heavy.

Gnomes vary widely in skin and hair tone, yet such coloration has nothing to do with ethnicity, and even gnome twins can have wildly different appearances from each other and the rest of their family. The entire concept of ethnicity fascinates and amuses gnomes, especially when it becomes a source of racial tension. National allegiance or religious differences make slightly more sense to them, but fighting and dying over skin color strikes most gnomes as unbelievably silly. As a result, gnomes have little interest in researching their varying colorations, resulting in many conflicting theories: some posit that gnomes' hair color depends on the alignment of the stars at their birth, or the emotions felt by their parents during and immediately after pregnancy. Still others believe that a gnome's coloration subtly hints at his destiny, often providing clues to who the gnome will become (which are inevitably only identifiable in hindsight).

Gnome hair and skin is brightest during childhood, when everything is new and simply living is an experience of unparalleled novelty. A slight muting of skin and hair color is one of the first signs of adulthood, though few non-gnomes can identify this change. Variation in

coloration of skin and hair apparently has only one limit: that no gnome except a bleaching can be perfectly white, and even those who appear to have white hair or skin upon first glance inevitably have slight traces of coloration at follicular roots or within skin wrinkles and cuticles.

Gnome in Body

The body of a gnome, while humanoid in shape, has many unique traits that serve it well.

Health and Hardiness: The physical potency of gnome musculature has both drawbacks and benefits. While weaker than all races but halflings in terms of brute strength (and slower than halflings by a significant margin), gnomes possess an innate resilience matched only by that of dwarves. While the stout folk receive their hardiness from their thick, muscular build, gnomes take theirs in part from the presence of longer muscular strands that increase their endurance and flexibility. Thanks to their unique build, a gnome can twist and bend in ways that more dense muscles might not normally allow, also helping them absorb impacts. Of course, many gnomes and those who travel with them insist that it's actually gnomes' inherent curiosity and enthusiasm that keep them on their feet long after they should have dropped.

Senses: Gnomes' expanded senses hint that their brains and sensory organs are as lithe as their musculature. Even ignoring the social conditioning aspects, gnomish receptivity to sensory input has led to several beneficial adaptations.

The most obvious sensory advantage a gnome has is his eyes. Larger proportionally than those of a human, gnome eyes are extremely sensitive, taking in more light from a slightly expanded spectrum, which allows gnomes to see twice as far as humans in poor lighting. Pupils that dilate farther and faster than a human's also help to keep gnomes from being caught off-guard when entering an area of low light, though they still rely on normal light to see rather than gaining true darkvision. Similarly, their eyes' larger range of movement allows gnomes to see more out of the literal corners of their eyes than a human could from the same position.

Sight, however, is only one of the gnomes' senses, and much of the lauded gnome perception is based on the fact that gnomes customarily use as many senses as possible to experience the world. Whereas a human is often tempted to rely on sight and sound alone, a gnome wants to touch, smell, and even taste whenever doing so would be prudent (and frequently when it's not). This is as much a factor in their resistance to illusion magic as their own innate talents in that regard, for while humans and others can be confused by a visual or oral illusion, gnomes triple-check their senses to confirm the reality

of anything—a legacy of their origin in the First World, where things were rarely quite as they seemed.

Gnome sensory prowess also manifests in what they choose to do as a trade or craft. Melding all their perceptions helps gnomes in designing the color, fit, texture, and degree of warmth of clothing, the heft and balance of a weapon (and the aesthetic of any ornamentation), and the taste, smell, and visual presentation of food. The easiest and most natural professions for gnomes are tailoring, cooking, food and drink tasting or poison testing, alchemy, brewing, and other jobs linked to acute perception.

Longevity: If allowed to age naturally, most gnomes can live for hundreds of years. Yet in addition to the normal barrage of accidents, illness, and violence, gnome longevity is limited by the unique affliction known as the Bleaching, in which a gnome devoid of new experiences slowly loses his grip on the real world and fades in color and enthusiasm. For more information on the Bleaching and how it can be prevented, see pages 7 and 25.

Gnome in Mind

Even while paying the strictest attention to those around them, gnomes think and react far differently from other mortal beings. Despite millennia on this world, gnomes' minds often seem disjointed and chaotic, more akin to the flighty and mischievous intellects of certain capricious fey than the plodding thought processes of humans.

Gnomes draw people of all races to them with their charm and attention. Though many who spend time with gnomes gripe about their companions' incessant curiosity and restless energy, it's these same traits and other distinctly gnome characteristics that make them so attractive as companions and lovers. The focus and obsessive curiosity of the fey folk is impressive enough when turned upon a field of study, but when turned upon a romantic target, the allure of such attention can be unbelievably powerful, even for those of other races. (Despite an inability to crossbreed with other races, gnomes' constant hunt for new sensations means they rarely restrict their liaisons to their own kind.)

While gnome behavior confuses many, and their bizarre senses of humor can sometimes lead to inadvisable actions, their general lack of pretension or malice and their open, expressive faces often get them out of scrapes. That's not to say there aren't evil gnomes—and when a gnome goes bad, he tends to be even more grotesquely creative than most—but rather that, for those used to dealing with gnomes, unexplained and crazed behavior isn't seen as inherently sinister, and most people living near gnomes spend a lot of time practicing tolerance and extending the benefit of the doubt.

Gnome Magic

Magic comes naturally to all gnomes, the obvious mark of their otherworldly heritage. This affinity is expressed primarily as the four innate spells which all gnomes with enough confidence and willpower can cast. While no one knows why these spells—*dancing lights*, *speak with animals*, *ghost sound*, and *prestidigitation*—come so easily to gnomes, even those without any other magical ability, various songs and tales from gnomish history offer their own (frequently contradictory) explanations. One popular aphorism goes: “The light, the sound, the trick, and the voice—these make us giants though the world deems us small.”

With magic already in their blood, so to speak, it would be reasonable to expect gnome magic users to be primarily sorcerers. In fact, gnomes' natural curiosity and investigations into anything that seems interesting leads at least as many into the study of wizardry, their obsessions making them adept (if disorganized) arcane scholars. Nearly every school of magic has something to offer a gnome practitioner, whether it's the curiosity-satisfying pursuit of divination, the potential for mischief of illusion spells, or the ability to immediately make any situation more exciting with a well-placed evocation. That said, gnome illusionists have an innate advantage, as their racial familiarity with magic (and their own ability to see through many illusions) allows them to make their own creations all the more powerful.

A History of Exile

Few who deal with gnomes regularly are capable of forgetting it, but one fact bears repeating: gnomes are alien to Golarion. No matter how many thousands of years they've spent on the Material Plane, the gnomes are not a natural part of its landscape and did not evolve as part of any given ecological niche. They speak the language of the fey guardians of the natural world, but their roots with the nature beings lie farther back, in the First World that existed long before the Material Plane. Gnomes may be visitors, long-term residents, or naturalized citizens—but never natives.

What the gnome elders say of the First World is that it was a wild land, a place of beauty and light and innocent mischief among the primal trees. It was a place of the senses and of endless experimentation without consequence. They say that none truly suffered injury there or died, and that all creatures were infinitely free.

How did gnomes come to be—were they created, or did they grow from the land itself? As with much related to the shadowy and mutable First World, the answer may be both, or neither. But a more pressing question is what

brought them to Golarion, a world where injury, death, and disease triumph, forcing them to abandon a life to which they were ideally suited.

The truth of the gnomes' migration during the Age of Anguish is lost to the mists of time, and not even the most ancient texts and denizens of Golarion can say for certain how or why it happened. Many believe that a catastrophe struck the First World, much like the fall of the *Starstone*, and that the gnomes fled en masse to avoid its effects (or the blame). Yet though this is the story most commonly put forth by gnomes themselves, various holes in the tale have led others to suggest that the gnomes may have intentionally migrated to Golarion for reasons long lost to history. Certainly, few gnomes seem to feel a burning desire to return to the First World today, even though its ever-twisting landscape likely holds the key to avoiding the Bleaching. Today, most gates and rents between the Material Plane and the First World have largely been stitched shut by both sides, though various creatures and strangely fertile energies still occasionally slip through. If these creatures—fey, linnorms, and other primeval creatures—retain any insight into the gnomes' exodus, they do not speak of it.

After the gnomes appeared, they quickly learned to their horror that they would fall prey to the Bleaching if they didn't retain the frantic and mischievous lifestyle to which their ancestors had become accustomed. They no longer took life and sustenance from the substance of the world around them and discovered the literal necessity of "making a living."

The places the gnomes settled were many and varied, but for the most part they chose places of natural beauty that reminded them of their home in the First World, frequently opting for abandoned places once beloved of the elves. Once they learned to live in groups and enclaves, and deciphered the laws of consequence ("death" being a concept only vaguely understood by residents of the First World), they began to travel, seeking meaning in this harsh yet beautiful new land. At first they traveled singly, but as they discovered the perils of the world around them, they banded together into adventuring parties. In so doing, they discovered their only weapon against the Bleaching: if they sought new experiences, they retained their color and their youth, but if they huddled in fear against the new world, they grew old and pale. Those who warped their minds and bodies too far in order to defend themselves from the unknown perils of their new home, however, found themselves transformed by the shadows of this world into something entirely different, a race called the Lonely Ones by their former kin, and whose descendants are known today as spriggans.

The discovery of how to effectively combat the Bleaching invigorated gnome communities across Golarion as the immigrants dashed to and fro carrying the news. Now that they knew a way to hold back the tide of the Bleaching, they felt safer and more secure in the world, and began to branch out ever farther. They moved to the great cities, forming settlements near other races, and began finding ways to root themselves more fully in the world. They turned to Nex, the River Kingdoms, Katapesh, Taldor (and its western holdings), and the Lands of the Linnorm Kings in the north. They found favor in the courts of the Osirian pharaohs and strange secrets in the deepest depths of the Mwangi jungles. They watched humanity grow up from its infancy, offering advice to kings and peasants alike. Some of this advice proved valuable, some less so, and some downright dangerous. The gnomes were there to welcome the elves back to the surface of this world, and they ventured into the deepest depths of the earth that even the dwarves have forsaken. Some have even remained there, creating entire underground cultures.

In short, the gnomes have made a home of Golarion, ingratiating themselves and simultaneously thrilling and enraging its other inhabitants. And they show no signs of stopping.

GNOME CULTURE

Given their particular predilection for the chaotic, the phrase "gnome culture" is perhaps something of a misnomer. Gnomes delight in defying expectation, discovering the borders of life, and exploring the mysteries of existence itself. Because of this, their lives are broad and shallow as they seek out new experiences—except where they are narrow and deep, or where they are broad and deep (or perhaps narrow and shallow). If there's anything a gnome hates, it's feeling boxed in.

Gnomes are often described as being children at heart, with all the positive and negative connotations implicit in the phrase. It is said that they use new and exciting experiences as a way to shock themselves back into a childlike mode, so that they can view the world from a fresh perspective and understand each part of it as a child would. Their personalities and viewpoints are mercurial, prone to changing at any moment as new data emerges (or even if it doesn't). While this seeming innocence can be endearing, that isn't always the case; the innocent cruelty of a child burning ants or tormenting small animals can manifest in gnomes of all ages. To the gnome mind, both the smell of an unfamiliar flower and the wet pop of a squeezed eyeball are equally novel sensations.

The Place of No Consequence

Many gnomes' introduction to their origin in the First World comes in the common childhood tale transcribed below.

"Not so long ago, we lived in a Place of No Consequence. It was wide and beautiful and covered with trees and mountains, a place where we could do whatever we wanted. We walked in shadows and sang with the moon. We lived in the land and of the land—we were a part of it, and because we were part of it, it didn't hurt us. How could it? It was our home.

"Our only rule was that we should enjoy ourselves. We drank and danced and played practical jokes, and none of the jokes ever hurt anyone—what we now call pain only meant we were the victim of a joke. It never stuck with us. What we did was natural.

"One day, that changed. We had to leave, and we came here, to this land. We discovered consequence: the idea that what we do has meaning, and lasts. The world remembers what we do, and sometimes it wishes us ill.

"We came from the Place of No Consequence, but we live in the land of the real. Think on the things you do, child, and ask yourself what might happen."

Some gnome children understand this to mean that they should look before they leap. Others glean a deeper meaning: that they are responsible for their actions, and also the actions that others take because of them, the head of a chain of causality that extends farther than they will ever know. How gnomes deal with this understanding is a major factor in determining why some gnomes live by the seats of their pants, others are more thoughtful, and still others are devious masterminds with intricate plots to change the world.

Living, Dying, and the Spaces Between

Gnomes are not a fecund race, and as they originally stem from the deathless realm of the First World, the messy business of breeding is relatively new to them. Many gnomes still tell stories of when they first budded from the earth in that far-off land, born beneath flowers or within leaves, though these tales are likely pure fabrication. Yet this highlights an interesting aspect of gnome society: that their families tend to be small, and though gnomes may have many intimate and loving relationships throughout their lives, they rarely see fit to limit their options with long-term ties. "Till death do us part" is a romantic concept—and gnomes are nothing if not romantic, as grand gestures and dramatic emotions fit their nature perfectly—yet before long, a gnome is likely to see any monogamous relationship as an endless string of closed doors and move on, even if only to fall in love afresh. As lifelong bondings such as marriage are rare, the fickle arrangements mean that children are seldom

a good idea, and sensible gnomes take steps to prevent conception (a favorite method being choosing suitors from other races). Still, every year some gnomes decide that starting a family is the newest adventure they want to explore and reproduce accordingly, keeping the race alive for another generation.

Birth and Childhood

Knowing instinctually that relationships are transient (even if they're convinced that *this* time will be different), gnomes generally place the decision to procreate solely in the hands of the women bearing the children. It's often said that a gnome's capacity for surprise begins at conception, as their gestation rate is wildly variable, ranging anywhere from 6 months to a year with no apparent consequences.

Children enter the world vibrant, full of color, and immediately alert. They begin to move under their own power within a few weeks, crawling at first until they get their legs under themselves, and walking by 6 months. At about this time, they discover their primary aptitude: getting into trouble. They also discover the notion of consequence.

Gnome children are rarely told what to do, only what to expect. Learning through experience is both a natural predilection and something of a cultural norm for gnomes, and in anything less than a potentially fatal situation, gnomes tend to take a laissez-faire approach, noting that children have greater respect for danger once they've seen some of its consequences. This relaxed standard tends to make even the most overprotective gnome parent look negligent to other races. And in some ways, they are—gnomes are far less attached to their own children than to the perpetuation of the race as a whole, and youngsters in a gnome village are raised collectively, with the nearest adult providing parenting as necessary.

Formal schooling is a rarity for gnome children. While some families living among other races go with the flow and send their children to school, gnomes generally take it for granted that their children's natural curiosity will lead them to investigate anything that catches their interest, and this self-driven education proves at least as effective as human schooling. Most gnomes who enter academies and other formal education do so later in life, when they've identified a particular interest and exhausted all resources available for independent study. Such beings who become teachers often have a difficult time instructing members of other races, who may lack the gnome's own obsessive drive.

Death and Aging

When a gnome hits what most races consider young adulthood, the vibrancy of the gnome's hair, skin,

GNOMES OF GOLARION

and eyes dulls slightly. This change is natural and happens to every gnome, but it signals an important transformation in a gnome's life: the point at which he is henceforth susceptible to the Bleaching. Though it doesn't necessarily change gnomes' lifestyles—most would happily seek out new experiences even if the Bleaching didn't exist—it does add a certain manic edge to their scholarship and frivolity, and the unsettling, slightly crazed air surrounding many gnomes is due in large part to the pressure of knowing that every day without wonder and creativity is another step toward the grave.

Of all the civilized races, only elves live longer than gnomes, giving rise to the popular misconception among other races that gnomes are immortal save for the Bleaching. In truth, gnomes age the same way as the other humanoid races do, only more slowly, growing older and weaker until they finally succumb to disease or failing organs. The confusion stems from the fact that, as gnomes age, they must work harder and harder to find new experiences, while simultaneously dealing with failing physical faculties and increased domestic ties and responsibilities. In short, the older gnomes are, the greater risk they are at from the Bleaching. Ironically, this stress puts greater strain on gnomes' mind and body, and often leads them to commit foolhardy actions that result in accidental death, rendering the whole issue moot.

THE BLEACHING

The more they allow the years to weigh them down, and the less engaged they become in the world, the less vibrant gnomes become. Their colors fade, representing their slow detachment from the Material Plane, until their skin and hair are completely white. Every year that gnomes fail to find new and exciting experiences, the process accelerates: they become more depressed and withdrawn, and their dulled curiosity leads to them having less desire to seek out new experiences, which leads inexorably to further bleaching. The Bleaching turns the world into a single, unbelievably bland

experience, seemingly exhausted of all its possibilities, and succumbing to this horror is often a gnome's greatest fear. The Bleaching is almost always fatal—gnomes eventually become so bored that even breathing and circulating blood seem burdens too great to bear. While gnomes often sympathize with those suffering from the Bleaching, there is a palpable cultural fear surrounding such individuals, and it is common for all but immediate family to shun them. Moreover, many sufferers are greeted with a certain amount of blame from their communities, as the affliction—though horrifying—is generally preventable, and those gnomes who don't take the time to save themselves from certain death are considered to be “doing it to themselves.” Those rare few who manage to survive the affliction's ravages and come out the other side as the dreamy, pale beings known as bleachlings are treated with even greater distrust, as in the mind of most gnomes, they've survived something that no one should—bleachlings are not exactly back from beyond the grave, but they're eerie to say the least. For more information on bleachlings and the terrifying effects of the Bleaching, see page 25.

NAMES AND LANGUAGE

Gnomes have never quite gotten the hang of names—and if the complaints of frustrated linguists are to be believed, many are still working on the concept of language itself. It's true that while gnomes are frequently chatty and rambling, talking as much for the sound of their own voices as to transmit any real information, their deeds and body language are their primary means of communication, and tend to be both instinctive and expressive. Born with large eyes and unusually expressive faces, gnomes tend to wear their emotions loud and large, and they register their approval or distaste for other people first in how they look and act toward them, with words playing a distant second. The fact that their emotions seem so much more extreme and transparent than those of other races also makes them consummate liars when they choose to deliberately deceive.

The names gnomes choose for themselves are often



nonsensical, subject to frequent change, and heavily influenced by the culture around them. Some gnomes take great pride in inventing new names, and others simply choose syllables that please them from some relevant language, picked via complex and arcane logic. Though it's a common gnome sentiment that rules were made to be broken, male gnomes tend to choose brighter and more convoluted names, often portmanteaus or random composites of attractive syllables, while females tend to choose names that are quick and to the point. Gnomes who've chosen long and rambling names may be offended by other races' attempts to shorten their names to something more manageable—after all, they've gone to great lengths to create their names, and they don't much care for it when others don't show proper appreciation.

Certain scholars have suggested that the male predilection toward complex names is similar to the plumage displays of birds: that is, the males display their creativity by trilling out long names, and the females use these displays to choose the best potential mates. Most gnomes, however, find this equating of

their artistic creations with the rutting rituals of a dumb animal insulting in the extreme.

While it's common for gnomes in human lands to adopt familial naming conventions, when left to their own devices, some gnomes choose new names for themselves without thought for family affiliation. This, plus the innate gnome tendency to wander, makes gnome genealogy exceedingly difficult to track.

CLOTHING

Often the first things noticed about gnomes beyond their size and physical coloration is their clothing. Unless specifically attempting to camouflage themselves, most gnomes prefer clothing that is brightly colored, and often unique to the point of seeming bizarre. And even in those cases where a gnome is trying to avoid notice, he's more likely to choose a ghillie suit or similarly over-the-top outfit than simple muted colors.

This is not to say that gnomes aren't capable of blending in, but rather that such considerations don't come naturally to them. Unless enraptured by a particularly interesting cut or style, gnomes often lean toward utilitarian, loose-fitting clothing where feasible, with a particular penchant for pockets and other handy places to store their many collections and discovered treasures. Regardless of their armor or additional garb, gnomes almost always wear pocketed vests or bandoliers with pockets and pouches if they can get away with it. Finding something fascinating only to be forced to abandon it for lack of storage space is an avoidable tragedy that all gnomes experience at some point in their lives, and they guard themselves against it forever afterward.

GNOME WEAPONS AND ARMOR

Gnomes often chafe when forced to use bland or standard-issue armor and weapons. Wide-reaching superstition among gnome warriors holds that heading into battle with gear that hasn't been personalized invites bad luck, and most remain nervous until they've had a chance to do something about the problem, even if it's as simple as applying some paint or tying on decorative fabric or favors. More often, their improvements are functional as well as artistic, such as adding a quick-draw sheath or a carefully concealed blade. Once gnomes can work on their gear and improve or personalize it, this restlessness dies down. Gnomes are rarely satisfied with their equipment, even when it's in top condition; thus, rather than fooling around overmuch with their essential tools, gnome warriors often carry other, smaller projects to distract them—projects that may come in handy later in their lives.

When creating their own armor or weaponry, gnomes pursue both complexity and utility. They seek the



GNOMES OF GOLARION

optimum solution for specific needs and rarely create the same solution twice, as their thinking and craftsmanship evolve over time as they gain experience. Gnome adventurers often carry multiple types of weapons in order to have the perfect weapon on hand to deal with the particular creatures they anticipate meeting, and more than one adventuring party has had to forcibly discourage a gnome from bringing multiple suits of armor. For more information on gnome weapons, see the Combat chapter on pages 22–23.

GOVERNMENT

Gnome government is, as might be expected, a complicated affair. Since gnomes prize novelty—and few gnomes enjoy being tied down by too many responsibilities—they often make unusual choices when deciding who is to lead. Rather than choosing the strongest or smartest as leaders or having hereditary leaders like most human monarchs, gnomes may choose the best craftsmen, the cleverest pranksters, or whoever catches the scepter when the current king tires of his reign. While other races may scoff, gnomes often point out that over the course of history, their methods of selecting leaders have proven no worse than anyone else's.

One strange method that recently enjoyed a brief surge of popularity is the so-called sibling or spousal method. Under this plan, the gnomes choose who they think would be the best leader—and then elect that gnome's spouse or sibling. This way, the most qualified person gets to exert influence over the ruler (and hence policy) without being weighed down by the burden and responsibility of rule, while the actual ruler makes sure the advisor doesn't get too drunk on power. This gnome version of checks and balances has been known to drive human diplomats to the brink of tears, but such is the ingenuity inherent in any gnome political system.

THE SPIRIT OF FUN

Being a gnome means approaching the world with a viewpoint that is deeply at odds with those of most of Golarion's civilized races. Gnomes' very existence requires surprises, the unexpected, and fresh, new sensations. Order, while sometimes fascinating in esoteric fashions (such as observing the orbits of the planets, studying the mating habits of giant frogs, or obsessively arranging one's fork collection by size and color), is an inherently dangerous thing, and too much can drive a gnome to ruin. Small wonder, then, that gnomes often express themselves via pranks and other bizarre behavior that startles and delights. Jokes among gnomes are frequent and audacious, and may either be created on the spur of the moment or carefully designed to elicit the maximum

rise out of their targets. This is not to say that gnomes constantly force humor upon their companions or delight in humiliating others (at least, no more than humans). They simply appreciate anything that disrupts the normal flow of the day, and are often capable of seeing the humor and novelty of any new situation, no matter how grim. Those who frequently travel with gnomes—and as a result have had front-row seats to the gnomes' sometimes disturbing delight—have a saying: “The laughter of a child gladdens the heart. The laughter of a gnome makes it nervous.” Some have shortened this aphorism even further, saying: “Every time a gnome laughs—duck!”

Though some gnome pranks are experiments in humanoid behavior, most have desired effects in mind. They might be designed solely for a given purpose, or they may be intended to achieve myriad effects, one built on the rest in an interlocking pattern—a puzzle for the target to unravel and try to top. When playing pranks on other gnomes, it's common for good-natured contests to develop, with opponents building on each other's pranks in theme or execution, spurring each other on to new heights of imagination.

The most common reason gnomes play pranks is for the humor value, but the reasons might also include comeuppance, revenge, a desire to see the target reduced to tears, surprise, entertainment, pure vexation, boredom, delight, or a desire to share knowledge or wisdom, and there are as many others reasons as there are thoughts in a gnome's head. A prank may be as complex as a tripwire that activates a huge and carefully constructed mechanism designed to knock the target on her face several minutes later, or as simple as a revealing comment in an awkward social situation.

Gnomes trade primarily in deeds rather than words, and experiences rather than thoughts. They frequently communicate their hard-won wisdom or friendship through such pranks and tricks. It is an instinctive behavior, and one that those who would communicate with the gnomes must understand; gnomes certainly have no trouble understanding the purpose of pranks played on them.

When gnomes play pranks of humans, elves, or dwarves, it is not usually from a desire to inflict harm. Instead, it's often an attempt to shock the target into seeing the world in a new way, to turn expectations so completely that the world becomes fresh and new again, a place of wonder. Alternatively, it might simply be because the gnomes think that their targets need to lighten up.

This love of pranks often combines well with gnomes' innate proclivity for magic, especially illusion magic. They bend the fundamental nature of perception to their purpose. Some of them become awesome sorcerers with

power to shake the heavens, but nearly all of them turn this power toward investigation and understanding the reality in which they find themselves, rather than seeking power for its own sake. Their proclivity for fun seems to deter them from the desire to change the world. Gnomes' focus is generally on individuals, rather than faceless masses.

CHILDREN OF INVENTION

When gnomes craft, they can stave off the effects of the Bleaching. As long as the items they craft are of sufficient complexity or artistic merit or can be slowly perfected, a gnome can retain sufficient interest in a project to keep the Bleaching at bay for years. By their very nature, gnomes are inquisitive, curious, and crafty—what better way for them to understand the world and its rules than to experiment with the material of the world itself? Thus, they work with stone, wood, and water, shaping it and themselves in the process.

Gnomes are often happy to be jacks-of-all-trades until they find something that captures their attention wholly, at which point they become monomaniacal in their attempts to master a given skill set. Because they are always seeking engagement, they carry small projects with them as they travel and work on them whenever possible.

Contrary to one popular image, gnomes are not madcap inventors, filling the world with crazy devices that hardly work. Rather, gnome engineers tend to be quite skilled, and if a gnome's invention seems useless to an outsider, it's likely that the machine itself is perfectly designed, but that the goal for which the device was constructed seems absurd.

A more common problem with gnome smithing and engineering is that while gnomes' obsession can make them extremely good at what they do, they rarely enjoy replicating their work. The joy of creation is in the discovery and improvement, and each piece from a gnome craftsman is one of a kind. A client seeking a gnome architect's advice on constructing a bridge would do better to look at the gnome's previous work as an exploration of style, rather than as a firm indicator of what the end result might be. It's common knowledge that while a gnome is a great asset when you have a problem that needs solving, a dwarf is better when you have a specific solution in mind.

Because of this, gnome villages rarely have any one particular architectural style. Instead, most consist of a mishmash of the dominant styles of neighboring cultures, flavored with the experience of the gnomes who've chosen to live there. Thus, a gnome town in Chelixa might evince flavors of the new Egorian, possibly some Andoren or Nidalese influence, and, depending on the inhabitants,

potentially minarets, pyramids, or grass huts. It is said that Chelish agents often visit the gnomes of Brastlework in order to measure the architectural changes to the city and discover how much influence Andoran or other enemies have exerted in the area.

RELATIONS WITH OTHER RACES

Gnomes seek friendship with nearly every race they encounter, whether that race is fully sentient or not. They are amiable with animals—an easy feat, considering the innate magic that allows them to speak with such creatures—and some aggressive beasts focus on other members of an adventuring party before attacking gnomes, assuming the gnomes don't attack them first.

Gnomes are friendliest with humans and demihumans, particularly elves, with whom they seem to strike a natural rapport. The fey nature of the elves and their dimension-wandering history holds a note of kinship with gnomes, whether or not the feeling is mutual. Gnomes and dwarves tolerate each other, as might be expected—gnomes think dwarves are too dour, and dwarves cannot accept that life should be unpredictable and full of surprises, making them entirely unwilling victims of pranks and jokes.

Gnomes' relationship with humans varies widely. In some places, gnomes are seen as dangerous and alien or as chronic adolescents; in others, they are considered valuable and trusted advisors. While not as adaptable as halflings, who share a similar (if less polarizing) place in human society, gnomes tend to reflect the culture to which they are closest. The broad range of human culture fascinates gnomes, who find themselves inextricably drawn to cities and settlements in order to discover human nature. And if the humans around them are alternately fascinated and terrified by the gnomes' unusual lusts and manic laughter, at least they aren't bored.

Gnomes have a deep-seated cultural hatred of goblinoids and reptilian humanoids, and their fables and mythology suggest numerous reasons for it. Some hint that they hold those other races responsible for the disaster that drove them from the First World, though most scholars admit this is unlikely. Others suggest that gnomes originally entered Golarion in areas claimed by reptilians and goblinoids and had to fight them for territory immediately. Perhaps gnomes see disturbing reflections of themselves in goblins' chaotic follies and kobolds' malicious industry, or maybe it's simply that small creatures like goblins and kobolds have the easiest time sneaking into well-defended gnome homes. Whatever the truth of the matter, numerous tales describe great gnome heroes fighting the legendary reptiles and

GNOMES OF GOLARION

goblins of old. Every gnome child learns, either through these stories or direct training, the physical weaknesses and blind spots common to these monsters and specific tactics for exploiting them. In addition, most gnomes receive extensive training in how to combat giants, both as a practical skill and as an illustration of how physical size need not be the deciding factor in a conflict.

OTHER KINDS OF GNOMES

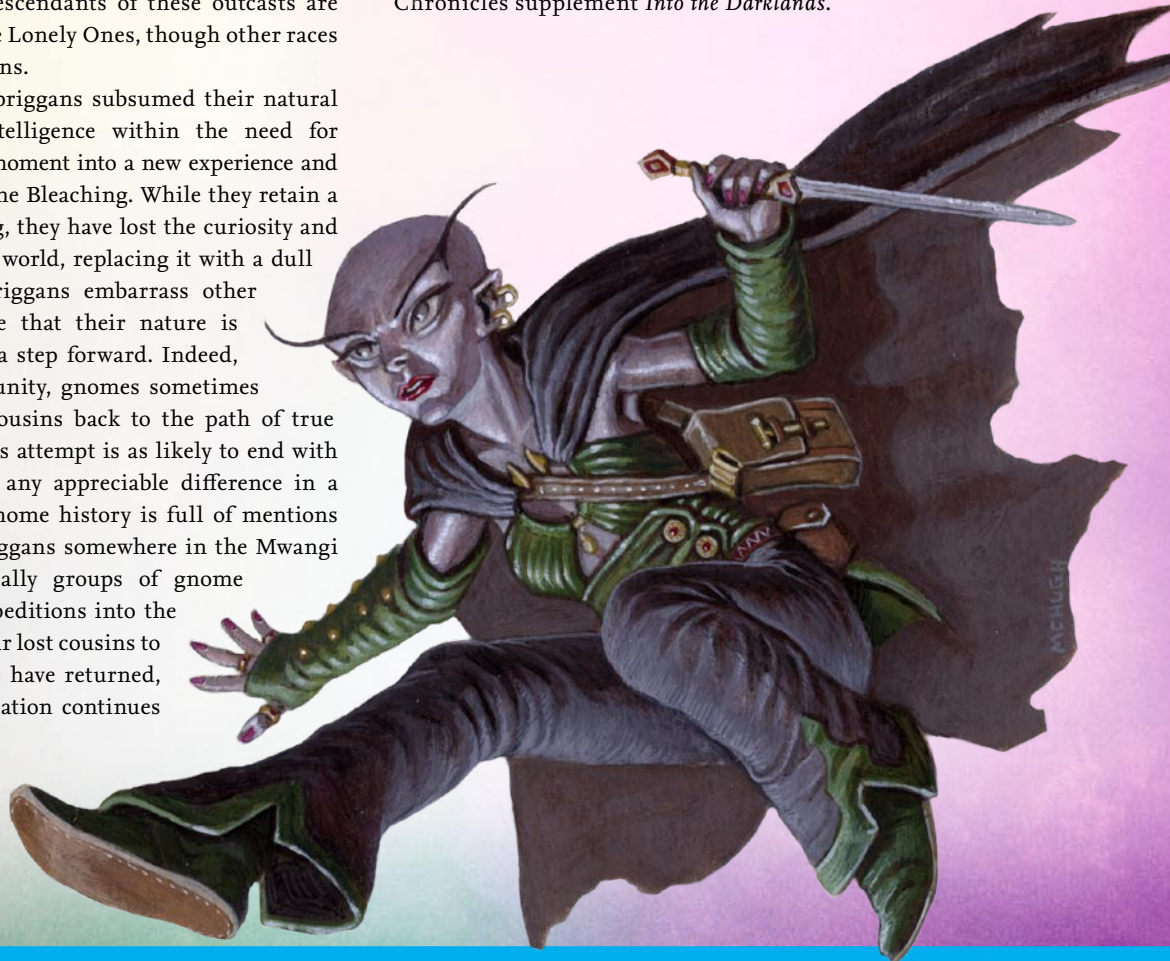
Along with normal gnomes and bleaclings, there are two other widely known gnome variants on Golarion, neither of which are loved by their normal gnome kin. These are the wild, brutal spriggans and the dour and fanatical svirfneblin.

When the gnomes first emerged on Golarion, most of them either adapted quickly to their new world or died in short order, unused to the concept of mortality. Yet there were some who did neither. Failing to successfully bind into enclaves for support and the sharing of knowledge, these gnomes were warped and twisted by the darker forces of the Material Plane (and some say even the Bleaching itself), which molded their minds and bodies into dangerous weapons with which to defend themselves. They succeeded in surviving, but at a terrible cost. Today, the foul and broken descendants of these outcasts are known by gnomes as the Lonely Ones, though other races refer to them as spriggans.

By becoming feral, spriggans subsumed their natural inquisitiveness and intelligence within the need for survival, turning every moment into a new experience and avoiding the effects of the Bleaching. While they retain a certain sinister cunning, they have lost the curiosity and childlike wonder at the world, replacing it with a dull and formless rage. Spriggans embarrass other gnomes, who recognize that their nature is devolution rather than a step forward. Indeed, when given the opportunity, gnomes sometimes try to nurse their ill cousins back to the path of true gnomehood, though this attempt is as likely to end with a dead gnome as with any appreciable difference in a spriggan's character. Gnome history is full of mentions of an entire city of spriggans somewhere in the Mwangi Expanse, and occasionally groups of gnome missionaries mount expeditions into the forest to help return their lost cousins to gnome normality. None have returned, and the spriggan population continues to grow.

Svirfneblin, like the spriggans, have no fear of the Bleaching, as these subterranean

cousins of modern gnomes have found something else that saves them: a love of the earth itself. During the First World exodus, many dark fey took the opportunity to move to Golarion and set up shop in its darkest and most sinister holes. Hoping to curb any mad fey plans, the gnomes who would become svirfneblin made their homes underground in the Darklands, the better to observe their enemy. In living there, often around dark fey nexuses such as the Court of Ether in Nar-Voth, these gnomes slowly changed and became svirfneblin, dark skinned and dour, focusing their energies on their weirdly luminescent cities. Surface gnomes fear the weird call of the svirfneblin—better to waste away under the sun, they say, than to toil ceaselessly below the ground. And they're right to be afraid, for though the svirfneblin are among the friendliest of Darklands races, they take the secrecy of their enclaves very seriously and may decide that it's safer to lock a traveler away for life than to risk the accidental revelation of their hidden citadels. Still, those who can manage to make friends with a svirfneblin find that the friendship extends to all members of their race, symbolized in the bearing of small stone amulets known as bonding stones. For more information on svirfneblin, see the Pathfinder Chronicles supplement *Into the Darklands*.



The Wonderseekers

The Wonderseekers are a loosely organized group of gnomes determined to save other gnomes from the threat of the Bleaching. They collect interesting items, stories, and experiences to keep their joy in the world strong. When they hear news of a gnome beginning to show signs of the Bleaching, they show up at the affected gnome's doorstep and introduce him to people and things likely to forestall or reverse the affliction. In extreme cases, the Wonderseekers create teams of gnomes to escort the victim on adventures, hoping that the shock of travel, combat, and magic will jar him into a healthier, wonder-filled perspective on the world.

GOAL: END THE BLEACHING

This faction's goal isn't so much the end of the Bleaching itself—the gnomes realize that it is a condition of their exile from the First World, not a permanently curable affliction—but rather to stop or reverse its effects for every gnome in the world. It's an ambitious goal, equivalent to ending aging for other mortal races one individual at a time, but it is theoretically attainable given gnomes' unique physiology. The Wonderseekers have many success stories, pulling half-bleached gnomes back from the brink and restoring their youth and vitality, but the number of people in the faction is small compared to the world's population of gnomes, and they inevitably fail to reach some at-risk gnomes in time. Every loss drives the Wonderseekers to work harder at their chosen mission—and through this constant crusade, they manage to keep the Bleaching at bay for themselves as well.

ALIGNMENT: CG

Overall, the organization is chaotic because of the focus on the needs of individual gnomes succumbing to the Bleaching, even if serving those needs is detrimental to the larger community. Of course, the faction's goals serve the gnome race as a whole, but their methods and attitude about it are more chaotic than lawful or even neutral. Only the group's desire to help free complete strangers from a theoretically conquerable problem puts the group firmly on the good side of the morality spectrum. The gnomes accept members of questionable character (though outright villains are shunned), knowing that some gnomes need more unusual wonders (like experimenting with drugs or forbidden magic) to stay bright, and these practices sometimes infringe on others' rights. The group welcomes members of any race, though non-gnomes often tire of the high energy level needed to save troubled gnomes.

LEADER

The closest thing the group has to a leader is its founder, Pai-shay Wonderseeker (a name she adopted in the course of her own anti-Bleaching adventures), a jack-of-all-trades known to be skilled in music, magic, blades, sneaking, unarmed combat, blacksmithing, and painting. Born in the Chelish city of Coretyn before the death of Aroden, she has small homes in Absalom, Almas, Katheer, and Magnimar. While individual members of the faction may have their own methods for dealing with the Bleaching, overall it is Pai-shay who inspires and guides her informal followers in their work.

GOOD CLASS CHOICES

Bard, Rogue, Sorcerer, Wizard

CHALLENGING CLASS CHOICES

Monk, Paladin

HEADQUARTERS

Each of Pai-shay's small homes is an informal headquarters for the organization. Given the members' mobility and sense of independence, they don't consider any one location their true headquarters, but their founder's residences are often the hub of faction-related activity (or a convenient place to rest up and recuperate after a mission). Each of Pai-shay's homes has multiple small beds, cots, and hammocks in case guests need a place to stay for a few days, and some upon their first visit get the impression that for a time the founder must have collected such things (which is of course the truth).

RESOURCES

For members with sufficient reputation, the Wonderseekers have the following items or services available, regardless of the size of a settlement, so long as the settlement contains at least one member of the organization. (Of course, finding a member of the sometimes-secretive organization can be difficult, and it may take the contact a few days or cost more to get these supplies in remote areas or poor settlements).

Though the gnomes have only a peripheral interest in unexciting gear like rope, common weapons, and backpacks, they understand that a traveling gnome needs basic supplies and keep some on hand. Furthermore, crafting is a way that some gnomes fight the Bleaching,

The Wonderseekers

so the faction ends up in possession of many simple crafted items made by newly apprenticed gnomes seeking new crafting experiences. This includes broken items (available for half price) or other things of questionable quality, such as alchemical items that only have a 50% chance of working (likewise available for half price).

The Wonderseekers have to be mobile, reacting to news of a gnome succumbing to the Bleaching quickly and decisively. This means they acquire and use a lot of teleportation magic, including *scrolls of teleportation*, *word of recall*, *boots of teleportation*, and even a pair of *ring gates* (especially useful for gnomes because Small characters can pass through such an item without a daily use limitation), and they sell these items to most faction members (PA 7 or higher; see sidebar). If a member needs to travel quickly but lacks the spellcasting ability to use a scroll, the Wonderseekers can (for the appropriate price) find a member or hire a spellcaster to do so for them. The group has one pair of *ring gates* at its disposal, always keeping one at Pai-shay's home in Absalom and the other in Almas, Katheer, or Magnimar; all established members in good standing (PA 12 or higher) may freely use either *ring gate* to travel to its counterpart's location, though bringing non-faction members costs 1 PA each for the privilege.

In addition to their mobility, the gnomes often need to bring a lot of equipment with them on their travels, whether spelunking gear for an underground adventure or a portable stage for an impromptu magic show. Given their Small size, they have trouble carrying much and turn to magical storage devices such as *bags of holding* and *handy haversacks*. The faction sells these items to any member of the group. However, after the "silver rift incident" of 4677 AR, the group officially banned the use of *portable holes* to decrease the risk of members placing one in a *bag of holding* or vice versa (especially as novice adventurer gnomes trying to escape the Bleaching may have no idea of the potential dangers of combining these items).

The Wonderseeker faction is especially fond of the *rod of wonder*, as many fading gnomes have been temporarily revitalized merely by using it (with proper supervision and in a safe area) over and over to witness amazing and random effects. Members in good standing (12 PA or higher) can purchase these rods from the faction (or borrow them for 1 PA per day). They also have access to lesser versions of this item that have no effects that can harm or kill a target (such as *flesh to stone*, *lightning bolt*, *stinking cloud*, and so on), though some chaotic members of the faction believe these "crippled" rods are against the spirit of the item and the faction itself. The group also has access to and sells its members scrolls of various

A New Faction

This section uses the description format of the Pathfinder Chronicles *Faction Guide* to describe a special organization that PCs can join. The *Faction Guide* explains to a GM how PCs can gain a favorable reputation with a faction, what resources are available to that faction, and how PCs can gain Prestige Awards (PA), a kind of currency they can "trade in" with a faction for supplies or to gain some unique reward. For example, PCs who join the Hellknights, a faction presented in the *Faction Guide*, can eventually "spend" their Hellknight PA to acquire a Hellknight cohort, Hellknight full plate, or a commission as a Hellknight officer with rights and responsibilities in a particular area. Depending on how often you perform missions related to your favorite faction, you typically earn 3–5 PA over the course of gaining a level. At the minimum, you can use your PA to buy items from a faction even if those items exceed a town's maximum gp limit (each PA is worth approximately 375 gp if you spend it in this way), though a low reputation with the faction may limit choices to lower-cost items. You can also spend PA on services, such as getting a curse removed, arranging ship travel to another city, and so on.

Your GM can find all the information necessary for factions in the *Faction Guide* (though the Wonderseekers are unique to this book). This includes additional feats and spells for members of any faction that you can purchase if your rank is high enough. Because the *Faction Guide* may contain spoilers for players, ask your GM if there are parts of that book you shouldn't read. This faction write-up repeats some basic faction information (such as items always available from the faction) so you can use the Wonderseeker faction as a player without having to rely on the *Faction Guide*.

illusion spells, as well as expendable illusion wondrous items (such as cards from a *deck of illusions*).

New Feat: Master of Wonders

Having seen the wonders of the world, you know how to tweak more chaos out of a *rod of wonder*.

Prerequisites: Iron Will, Wonderseeker faction, gnome.

Benefit: When you activate a *rod of wonder*, roll d% to determine what effect the rod would create. If you desire to do so, you can roll d% again and use this second result. You can only use this ability once per round.

Faction Feats and Traits

The following feats and traits are common to more than one faction; they are fully described in the *Faction Guide*.

Divine Deception (feat): Bonus on Use Magic Device checks to activate divine magic items.

Lucid Dreamer (magic trait): Bonus on Knowledge (the planes) and resistance to mental attacks while sleeping.

GNOME TRAITS

Character traits represent quirks in a character's background, things that have significantly affected her development as a person. Each character typically chooses two character traits during character creation. Although the traits presented below are broken into several different categories, all are considered gnome racial traits. Only gnome characters may take these traits, as they represent gnome-specific reactions to various stimuli and backgrounds. A dwarf or human may have gone through the same events, but their reactions to those events (and thus their traits) differ accordingly. (Of course, a character of a different race could still select a gnome racial trait if she has the Adopted trait presented in the *Pathfinder RPG Character Traits Web Enhancement*.)

For more information on character traits and how they work, as well as even more traits to choose from, see the free *Pathfinder RPG Character Traits Web Enhancement* at paizo.com/traits.

COMBAT TRAITS

Gnomes often focus on fighting styles that emphasize speed and maneuverability above all else, and they avoid contests of brute strength.

Excitable: You demand that everything must happen right now, no matter what, and are too impatient to wait for everyone else to catch up. You finish people's sentences, blurt out the punch lines to slowly-told jokes, rarely make plans, and leap headlong into anything that looks like it might get interesting. While this has sometimes gotten you in trouble, it's also trained you to start moving a split second before everyone else, and that's saved your hide a few times as well. You gain a +2 trait bonus on all Initiative checks.

Rapsallion: You've spent your entire life thumbing your nose at the establishment, and you take pride in your run-ins with the law. Somehow, despite all the mischievous behavior in your life, you've never been caught—you always manage to stay one step ahead of your pursuers. You gain a +1 trait bonus on Escape Artist checks and a +1 trait bonus on Initiative checks.

Sprint: You were taught from a young age that the world is full of big, fast, dangerous foes, and that sometimes the best course of action is to put your head down and run. Your parents taught you how to make the most of a solid mid-length sprint and how to squeeze just a little extra speed out of yourself. If you do nothing but move in a turn (that is, if you run or use both of your

actions in a round to move your speed) and you are in no armor or light armor, you may move an extra 5 feet.

FAITH TRAITS

The faith of gnomes is not monolithic, any more than the faith of humans or dwarves, yet the gnomes' ties to the First World and the spiritual impact of the Bleaching tend to color all aspects of the gnomish faithful's worship.

First Memories: For your whole life, you've felt there was a world just beyond the fabric of the material objects around you, and sometimes you can hear the north wind calling you or smell the dread taint of polluted water before you taste it. You do not gain the normal list of spell-like abilities for the gnome magic racial trait presented in the *Pathfinder RPG Core Rulebook*. Instead, if you have a Wisdom of 11 or higher, you gain the following spell-like abilities: 1/day—*detect poison*, *know direction*, *stabilize*, and *speak with animals*. The caster level for these effects is equal to your character level. The DC for these spells is equal to 10 + the spell's level + your Wisdom modifier.

Zealot: You aren't just faithful to the worship of your patron deity—you are obsessively loyal to all of the faith's tenets and guidelines. Your devotion is an anchor that keeps you from drifting away into the throes of the Bleaching, and you cling to it like the life raft it is. You must match the alignment of your chosen deity exactly. You gain a +1 trait bonus on Knowledge (religion) checks, and that skill is a class skill for you. As long as you remain completely faithful to the tenets of your faith (as determined by the GM), you never suffer from the Bleaching.

MAGIC TRAITS

Gnome magic traits draw on their natural spell-like abilities, their affinity for illusion magic, or both, making gnomes powerful and tricky opponents.

Charlatan: Your talent for illusion goes beyond a mere knack for figments and phantasms. You can actually channel spell energy into simple illusions that augment your attempts at deception. As a swift action, you may expend one prepared spell or spell slot to gain a bonus on the next Bluff check you make, provided the check takes place before the beginning of your next turn. The bonus on this check is equal to the level of the spell consumed. You may use this ability 3 times per day. Only gnomes of nonlawful alignment may take this trait.

GNOME TRAITS

Naturally Gifted: For unknown reasons, you have deeper reserves of magical energy than those around you. Perhaps you are descended from a family of powerful arcane casters, or maybe you believe this trait marks you as destined for magical greatness. Wherever the truth lies, you gain an additional use of one of your gnome magic spell-like abilities each day. This does not always have to be the same spell-like ability—one day you might use *dancing lights* twice, only to use the additional casting for *speak with animals* the next day.

Trickster: You are particularly adept with your racial spell-like abilities, and as child you quickly learned how *dancing lights* and *ghost sound* could be used to amuse your friends and fool your elders. This natural talent for illusion continued as you grew older, and before long you were being offered training in more advanced figments and glamers. You gain a +1 trait bonus to your caster level when determining the duration, range, and area of all spells from the illusion school.

SOCIAL TRAITS

Gnome social traits include several personality quirks that are unique to gnome psychology. Such traits may be common in a given family line or community, but it's also not unusual for young gnomes to pick up some ticks or habits totally out of character for those around them.

Brastlewark Businessman: Your time among the gnome elite of Brastlewark in Cheliah has led to an extensive knowledge of alchemy and ready connections in the business. You gain a +2 trait bonus on all Craft (alchemy) checks.

Collector: You have a small, bizarre collection of apparently worthless items, such as rusty nails, animal droppings, clockwork cogs, or bent spoons. You find this strange menagerie useful in ways no non-gnome could understand. Seeking new items to add to this collection is endlessly fascinating to you, and while no one else may understand why a Chelish horse-nail is worthy to add to your collection when a dwarven wheelbarrow nail is not, it all makes sense to you. Select one of the following skills: Craft (any one), Disable Device, Escape Artist, Perform (any one), or Spellcraft. Whenever you have your collection within 5 feet of you, you gain a +2 trait bonus on all checks made with the selected skill. Once this skill has been selected, it cannot be changed, nor can you gain it for any other collection you begin amassing.

Explorer: Though many gnomes settle down in communities large enough and interesting enough to provide them with all the stimulation they need to ward off the Bleaching, you're never going to be one of them.

You are always looking around the next bend in the road or over the next hill, past the borders of where you are to where you want to be. At the beginning of each character level, select one desired terrain type from the following list: cold, desert, forest, jungle, mountains (including hills), plains, planes (other than the Material Plane), swamp, underground (including caves and dungeons), urban, or water. You gain a +2 bonus on all Survival checks made in your desired terrain type. At the beginning of each level, you must select a new desired terrain type to replace the old one (you cannot take the same desired terrain type two levels in a row).

Etymologist: When you, like all other young gnomes, were taught the hodgepodge Gnome language, you became curious about the original meaning of each word and what language it was derived from. Anytime you come across a new language, you are immediately absorbed by both how it works and what words you can co-opt from it for the Gnome language. You gain a +1 trait bonus on Linguistics checks, know one additional bonus language, and treat Linguistics as a class skill.





Gnome Settlements

Gnomes have lived and worked among other civilized races for countless generations. They can be found in almost any city, from the free gnomes of Almas to the desert gnomes of Osirion, whose ancestors were held in high esteem by the ancient pharaohs. Presented here are just a few of the more notable gnome settlements in the Inner Sea region.

GNOME SETTLEMENTS

BRATTLEWARK

Undoubtedly the largest gnome settlement in the Inner Sea region, Brastlewark is a tangled mess of crooked streets, unexpected dead ends, and oddly shaped parks and public spaces. Virtually every building in the city looks like it could topple over at any moment, with additions and annexes of clashing architectural styles seemingly stacked haphazardly atop one another. Most of these ramshackle towers are structurally sound and perfectly safe, but every few months an overly ambitious resident's quest for a taller, more spacious home causes his house (and sometimes those of his neighbors) to collapse into the narrow street below.

Brastlewark prides itself on its large populations of arcane scholars and makes a fair portion of its annual wealth procuring and exporting spell components throughout Avistan and Garund. The city is also known for its expert architects and engineers, who possess a unique knack for picking disparate elements from various influences and melding them into innovative new designs. Queen Abrogail II and House Thrune consider free access to Brastlewark's magical and technological resources a reasonable trade-off for the gnomes' right to live autonomously within Chelixa's borders. As a result, many of the city's assets are devoted to the Majestrix's pet projects and those of her agents, but the rest of the population is relatively unmolested by the Church of Asmodeus and the government as a whole.

An enterprising young gnome named Durm Thornfiddle was architect of this arrangement, proposing it to Abrogail's grandmother shortly after her coronation. He has since taken to calling himself the Gnome King and is one of the least subtle proponents of Chelixa's infernal rulers. While his oversight of Brastlewark has brought considerable wealth and influence to the city, his subjects are troubled by the notion that he may have promised a high price in their name, and that House Thrune may unexpectedly call on them to collect.

FINDERPLAIN

The Katapeshi city of Finderplain is the largest permanent gnome settlement in the region and serves as a waypoint for travelers making their way south from Katapesh to Nex and Geb. The transient nature of the town's residents means that Finderplain's appearance and population change with each arriving or departing caravan. Most residents stay in Finderplain only a few months—the most sedentary last perhaps a year—meaning travelers returning to the city after any length of time find a completely new population and scores of deserted houses abandoned when their owners moved on, leaving their bulkier possessions for the next inhabitants.

FOUND IN FINDERPLAIN

When residents of Finderplain move on from the desert town, they often leave behind possessions that become the legal property of the next inhabitants of their home. A dozen recently abandoned items are listed here.

1. A collection of loose gears and clock hands
2. A silver frog statue with a secret compartment inside
3. Twelve chess pieces sculpted from mammoth tusks
4. A troll finger suspended in a vial of acid
5. An eye-shaped candle that changes color after each use
6. A scrapbook filled with traditional Tian love poetry
7. An Alkenstar powder horn filled with gem dust
8. A basilisk-hide ribbon twisted into a Möbius strip
9. A set of Irrisen nesting dolls with eerily lifelike eyes
10. A Mwangi xylophone with carved bone blocks
11. A coral griffon with black pearl eyes
12. A star chart depicting a foreign sky with unknown constellations

Even Finderplain's government isn't immune to the impermanence that characterizes the town. In the past year alone Finderplain has seen two mayors, one grand overseer, one duchess, and an overbearing family who called themselves the Zim Dynasty. Regardless of the title a leader assumes, rarely does anyone supervise the town for more than a few months before following her fancy out of town, leaving the position vacant for the next enterprising ruler.

Few things in Finderplain remain constant over time, but one exception stands incongruously in the center of town: a hulking brass sculpture of a human-sized gnome riding a bulette. Travelers consider it a bringer of good fortune and traditionally rub the beast's nose for good luck before setting out on a journey. The bulette's smooth, polished muzzle has earned him the nickname "Brightbeak," though none can agree on a good name for his oversized rider. Some say he was a great gnome hero of yore who tamed Brightbeak and repulsed a gnoll invasion astride the beast, while a currently circulating theory purports that the statue was carved simply to leave future visitors wondering about its origins.

GOGPODDA

In the blue vastness of the Arcadian Ocean, the swirling of ocean currents pulls together flotsam, jetsam, and driftwood, binding it with seaweed and the bloated corpses of dead animals to form a morass miles wide and dozens of feet thick in places. While such conglomerations are not unknown to sailors, the debris field known as Gogpodda has something quite unusual: terrestrial residents.

Shipwrecked long ago after an expedition to Arcadia ran afoul of the garbage patch in a storm, the gnomes of Gogpodda quickly realized that large swaths of the floating debris were stable enough to support their weight, and that what appeared to be nothing but junk was in fact teeming with life, from the shrimp and fish that made their homes in the wreckage to plants that had sprung up from the droppings of gulls. While many of the gnomes eventually repaired their ships enough to return to the mainland, several of the crewmembers decided to stay and explore their new floating home, telling those who left to spread the word that all were welcome on newly christened Gogpodda.

Those few individuals who live full time on Gogpodda survive by fishing with lines and nets, cultivating seabirds and plants brought from the mainland, and bottling water garnered from elaborate rain-catchers. Far more of the gnomes on the garbage patch are temporary residents, drawn by the lure of salvage. Thanks to the ocean currents, Gogpodda's composition is constantly changing, and while much of it is trash, there remains the occasional startling find plucked from a shipwreck or captured by the morass after having been thrown overboard thousands of miles away.

Due to variances in the ocean's current, Gogpodda is constantly moving within a range of hundreds or thousands of miles. At times it has been known to pass within sight of Hermea and the Mordant Spire, and some claim it even approaches the shores of Avistan and Arcadia, allowing for trade. More often, trade is accomplished by means of the dozens of small boats employed by its residents, many constructed from the detritus of Gogpodda itself. Though efforts have been made in the past to direct Gogpodda's wanderings, either through sails or the use of harnessed creatures like sea turtles and whales, its composition is such that the portions bearing motive force simply tear free, despite the gnomes' best efforts to reinforce the mass.

Irrere

In the first centuries of the Age of Darkness, gnomes lived in fear of their own mortality and the threat of the Bleaching. Many banded together and formed a lamasery for meditation on their fate near the town of Irrere. The resulting monastery, a magnificent edifice called the Shay Citadels, has since inspired awe and wonder in visitors and through legends alike.

Nestled at the base of a waterfall on a mountainous island between Halgrim and the Mordant Spire in the Ironbound Archipelago, Irrere boasts some of the most exotic architecture in northern Avistan. The mists of the cascade shield much of the Shay Citadels from view, but the twisted spires of the translucent, rainbow-flecked

glass monastery rise above the haze on even the foggiest of days. These inspiring buildings phase in and out of the Material Plane at irregular and unpredictable intervals, perhaps returning to the First World of the gnomes' origin, though only those who return can verify their destination. Sadly, no one has ever survived the journey save the wise and enigmatic bleaching mystics who make the Shay Citadels their home. Thus, access to the Citadels themselves is restricted to prevent outsiders from being trapped in their mysterious extraplanar realm.

Today, gnomes frequently make pilgrimages to Irrere, especially those suffering from the Bleaching who hope that the magic of the Shay Citadels will cure them. Though the settlement is near the city of Halgrim, citizens of Irrere maintain a policy of extreme isolationism and rely almost entirely on pilgrims who come to see the Shay Citadels firsthand for trade and news of the world abroad. Few natives leave Irrere, but those who do often possess preternatural wisdom and insight—a result of deep reflection often uncharacteristic of their kin.

Jovvox

This community, which consists primarily of gnomes, stands within an unclaimed section of the River Kingdoms east of Mivon. Jovvox was originally built around a remote monastery with a great open forge on the ground floor. After a turnover in local leadership, the monks rebelled and were killed. A flattering gnome merchant, Jov, persuaded the victor to cede her the territory in exchange for making weapons to fuel his rise to power. The bandit king was dead within 9 months, but the gnome weaponsmith lived on.

Today, Jovvox's small enclave of weaponsmiths makes cheap weapons—fast. When a bandit king or revolutionary from nearby Galt needs a hundred spears to arm a coup attempt, the weapon merchants of Jovvox supply them. The smiths can make high-quality weapons, but most of their business comes from undercutting the competition in price and quality. “A true warrior only needs his sword once” is a popular sales pitch in Jovvox.

A small iron mine lies near the town, but more often, the halflings and humans of Jovvox scour the battlefields of the River Kingdoms, scavenging leftovers of past battles to recycle into new weapons. The gnomes will melt down any weapons found and forge the metal into new weapons for the next client, and it's not uncommon for a smith making a big sale to send a scout after the buyer to watch and potentially reclaim any unused or broken weapons after the client's destruction.

The current leader of Jovvox, a gnome named Kellywells, specializes in making exotic weapons. He craves a challenge and frequently works into the night to turn out new and improbable-looking weapons.

GNOME SETTLEMENTS

KALSGARD

The gnomes of cosmopolitan Kalsgard live primarily on the southern bank of the Rimeflow River in a village called Iceferry. The residents have operated the region's ferries for centuries, and their reputation as expert navigators of the river's frigid waters inspired their settlement's name. Inhabitants of Kalsgard consider Iceferry a city district, albeit a remote one, but the gnome ferry captains maintain their independence from the city proper, despite recognizing Linnorm King Svienn Blood-Eagle's authority.

Iceferry gnomes enjoy the variety of travelers to whom they provide passage; they often meet at the Brittlebug Inn in the village square for humorous impersonations of the day's most interesting customers. Terni Rindleshin, the Brittlebug's proprietor, has a reputation for brewing a potent whiskey he calls throatburn, which he provides free to any outsiders staying overnight in his inn. Even the hardest Ulfen stoics fall victim to the whiskey's influence after a single glass, their drunken antics providing unparalleled entertainment to regular patrons and earning the gnomes the goodwill of their brusque neighbors.

Each year, in homage to local traditions, the gnomes halt their work on the river to hold a mock linnorm hunt in Kalsgard's central promenade. Iceferry's mayor and chief ferry captain dons an elaborate linnorm costume bolstered by illusion magic, and the village youths hunt and "slay" him in a daylong event consisting of equal parts parade, feast, and scavenger hunt. Inhabitants of Kalsgard publicly tolerate the festival's annoyances, loudly denouncing the day off as a gnome eccentricity they only have to suffer once a year, but many secretly appreciate the diversions it offers.

OMESTA

Omesta is what many humans fear when they imagine a gnome enclave—a village of chaotic creatures in an inconvenient location, packed in a den of tangled complexity. Somehow, the gnomes of Omesta make this arrangement seem not merely doable, but reasonable.

This entire village is suspended from the trees above the ruins of a former elf town in Kyonin. Gnomes occupied the area during the elves' absence, leaving the structures on the ground untouched. Upon their return, the elves were forced to admit that the gnomes hadn't actually trespassed. Amused by the tree-dwellers' audacity, the elves allowed the gnomes of Omesta to stay.

Today, the tree-village is a weird shrine to the power of rope. Rope bridges connect tree limbs, and woven ivy makes walls and thatched ceilings for the gnomes' buildings. Gnomes travel from tree to tree via zip lines and get to the ground and back in great woven baskets hauled up and down by winches. Windmills protruding from the canopy turn a

complex set of pulleys around the village, their spare energy winding up enormous flywheels for when the wind stops.

As Omesta is located in the heart of Kyonin, its residents see little trade except with elves from the surrounding region. Engineering is highly prized in the community, and most residents spend their free time designing and implementing practical systems to accomplish large-scale work through mechanical means. The elves of Kyonin look on Omesta as an ongoing experiment in openness, though the gnomes' culture of audacity is sometimes grating. The little folk ask many awkward questions and appear cheerfully oblivious to others' resulting discomfort.

QUANTUM

Though no specific gnome sub-community exists in Quantum, it nonetheless boasts an enormous population of them, larger than that of most other settlements in the Inner Sea region. Most gnomes work as apprentices, arcane assistants, and alchemists, but many also volunteer as test subjects for ambitious researchers. These experiments rarely harm the gnomes permanently, but some less principled mages and clerics use gnomes as targets of dangerous alchemical procedures and questionable rituals, often resulting in death or dismemberment for the subject.

Few gnomes in Quantum have positions of power or influence; most choose a life filled with casual observation and periodic flights of fancy. Those gnomes who take on roles of responsibility, however, tend to move in the most influential circles of Nexian society.

THOM

A boisterous gnome settlement among feuding city-states, Thom generally attracts residents whose curious and impulsive natures have gotten them into trouble in more lawful settlements. Though the city's population consists primarily of brigands, exiles, and wanderers, its residents generally refuse to give in to backstabbing, instead relying on each other for defense and welcoming newcomers with open arms. And if those open arms happen to pick a pocket or two, well, what's a little prank between friends?

No governing body oversees Thom. Instead, dozens of opposing political factions hawk their qualifications at every opportunity, and new alliances break apart as quickly as they form. Virtually every resident of Thom belongs to at least one such faction of like-minded or similarly talented individuals; neither rules nor ethics prohibit a gnome from belonging to multiple factions, and most citizens hold allegiances to three or four at a time.

The city consists of low, wooden structures built into the sides of a cluster of small hills. Secret underground tunnels connect many of these buildings to others in the same hill or even across town, and various factions use them to

communicate and maintain their working relationships. In the village square, the taverns and feast halls are constantly abuzz as political hopefuls use their funds (both honest and ill-gotten) to throw grand parties in the hope of currying favor. Even non-gnome visitors are welcome, though they might wake up the next morning finding they've donated more than they intended to someone's cause.

Tiven's Reed

It is said that no one calls Tiven's Reed home, but that everyone in Katapesh passes through it. While this isn't as true as it would be for Finderplain, the saying points to the transient nature of the populace. At any given time, more than half the people in town are traders, slavers, caravan guards, and other assorted travelers. The rest are members of an extended family of gnomes—all circuitously related to the eponymous Tiven—who make up the town's only permanent residents.

On a map, Tiven's Reed lies on a straight line between the city of Katapesh and Quantium. The path between one of the greatest markets on the Inner Sea and the archmage's metropolis is a parade route of strange sights, sounds, and smells. This near-daily wash of novelty through the town means Tiven's Reed gnomes age without fear of bleaching. Most gnomes in Tiven's Reed have lived here their whole lives, and every one is vibrant and curious.

Like most small communities in Katapesh, the gnomes here grow and harvest local strains of raw and refined pesh. They also have a monopoly on hospitality at the oasis, running all the inns, taverns, cafes, stables, brothels, and pesh parlors. Price fixing is rampant, and travelers can expect to pay about three times the average price for food and lodging. Those merchants who seek to set up shop and compete with the locals are either married into the family or quietly convinced to move on.

Despite their stranglehold on the service industry, the gnomes of Tiven's Reed are exceedingly meticulous in their work. The gnomes strive to meet every patron's expectation, behaving with the exaggerated agreeableness of a sycophant, and the customer's politics are always the best in Tiven's Reed, no matter how despicable. Hewing to the Pactlords' example, the gnomes generally let money decide who makes the rules.

Seriously harming a Tiven's Reed gnome is a lynching offense. A room of smiling, deferential faces turns instantly into a bloodthirsty mob when the lynching keen goes out—every resident is family, and any member taken from the town hurts everyone. Lynching victims' bodies are never seen again, and the gnomes do not speak of their fates.

Umok

Since its founding over 200 years ago, the gnome enclave of Umok in central Isger has endured the relentless

threat of annihilation at the hands of the local Stinkbat, Rotstump, and Nine Toes goblins. Residents consider it a miracle that their village survived the brutal Goblinblood Wars only a decade ago, when the now-extinct Eyegrease tribe besieged them for over a year. Were it not for Challo Fignoble, a paladin of Shelyn coincidentally in town visiting relatives when the siege began, Umok would have surely been lost to the flames that laid waste to much of the surrounding woodlands.

Since the end of the war, the citizens of Umok have enacted several defensive measures to ensure they are never again caught unaware. Knowing that goblins are drawn to flame and fully aware of the destruction they can unleash with it, residents of Umok have forbidden fire in any form within 500 yards of the edge of the village. In place of fire, residents use alchemically treated stones that radiate heat to warm their homes in winter and to prepare food year-round. At night, permanent displays of *dancing lights* illuminate the village, waiting above doorways to follow residents through the streets. The gnomes of Umok have also tamed or domesticated the wildlife of the surrounding woods, creating a network of eyes, ears, and noses trained to alert the townsfolk should goblins (or any other threat) approach.

A veritable menagerie—rodents, deer, wolves, bears, birds, and reptiles—interacts peacefully with the villagers of Umok. Among large or threatening groups of outsiders, the animals revert to their natural, feral tendencies, but among local gnomes or quiet, nonthreatening visitors, they act like docile pets. Most of the creatures roam freely through the village and surrounding forest, while others form intense bonds with a particular gnome or family for unknown reasons. These self-proclaimed companions follow their chosen gnomes closely and risk personal harm to protect the gnomes when they are threatened.

Whistledown

Located halfway between Korvosa and Magnimar in Varisia, Whistledown sits on the western shore of Lake Syrantula where the Yondabakari River reforms. The town takes its name from the distinctive wooden charms that hang from every porch and awning and whistle eerily in the night. It is the center of gnome activity in Varisia; though the town's population is half human, it is the gnomes that make it unique.

Most of the year, Whistledown is known simply as a safe stop along the Dry Way for merchants and travelers between the two great cities. Its location along both a road and a major waterway makes it a natural meeting place and trading ground that generates as much commerce as the fishing and cranberry bogs from areas outside the city.

GNOME SETTLEMENTS

Each spring, the town hosts the annual Convocation, when gnomes from across Varisia meet in the town for a week in an enormous racial and ethnic revel. Some believe that this grand gathering of gnomekind conceals a secret meeting in the Sanos Forest, and many gnomes do stop in the village only briefly before disappearing into the woods for the rest of the week. Many more, however, come to reunite with friends and family for a week of music, joke-telling, excessive drinking, and a whistling contest that can temporarily deafen the unprepared. The human populace often attempts to find something else to do for this week, sometimes renting their homes out to travelers and taking a week's vacation elsewhere.

Bards often speak of Whistledown's true claim to fame: the town is home to some of the finest instrument-makers on Avistan. Here masters of the craft toil in peace, making wind instruments for only the best players.

WISPIL

This town of gnome lumberjacks, woodworkers, and shipwrights in the heart of the Verduran Forest fuels the might of the Taldan navy. Lumber funnels in from around the town and down the Sellen River to the shipyards at Cassomir.

What started a hundred years ago as a lumber camp has flourished into a sizable town with all the normal amenities. Wispil's primary export is lumber and fine woodwork; its residents import nearly everything else from Taldan merchants. Wispillians would happily buy from foreign merchants as well, but few caravans brave the ettercaps and weirder, less civilized gnomes in the surrounding Verduran Forest.

While most cities in Taldor are primarily human in population, humans are the minority in Wispil, and gnomes are by far the most prominent of the non-humans who make up the remainder of the population. As a result, most furniture, architecture, and utensils are unapologetically gnome-sized. The humans who make their homes here—generally employed by the Cassomir shipyards to keep everything running smoothly—have adapted with greater or lesser grace to the hunched life outside of their human-size dwellings. Good humor is a marketable commodity for humans in Wispil.

The gnomes here enjoy their Taldan allegiance, and the current fashion is to be a connoisseur of Taldan opera.

Even the most tone-deaf residents take turns performing at a tavern-turned-opera house in the center of town, to robust peer critique. Official visitors are expected by local custom to take a turn at performing on stage, although standards are lower for their performance.

The population of Wispil is stable, but lumberjacks come and go into the Verduran Forest according to four-month shifts that begin and end haphazardly. An entire bunkhouse may turn over in a month's time, making any particular gnome difficult to track.

Regardless of their quirks, Wispil lumberjacks get the work done. Openings are always available, though the lumber companies are seldom understaffed. Three separate lumberjack companies operate in the forest, but all share tools, workers, and resources according to complex and sometimes illogical customs that would make a human bookkeeper blanch.

YAVIPHO

Located in northern Katapesh near the Brazen Peaks, Yavipho is a subterranean village built around an aboveground oasis. While the oasis is a common stop for overland travelers out of Osirion (as well as gnoll slavers), many travelers don't even realize that the true village lies underneath their feet, and the Yaviphons like it that way.

The gnomes of this oasis have suffered gravely from slaver predation. Slaver raids have driven the remaining people of Yavipho, mostly gnomes, literally underground. Homes and workshops, which are dug into the rock and well supplied, feel more like bunkers, and no dwelling is considered complete without at least one disguised escape route or secret hiding place. Visitors are seldom allowed inside, and then only after being carefully searched.

Gnomes continue to live here because the local pesh harvest is exceedingly potent. The underground pesh labs turn out a product that causes vivid, mostly pleasant hallucinations. "Pho Pesh" fetches up to 10 times the normal price in the finer pesh parlors, and the Yaviphons have lucrative contracts with several dealers in Katapesh.

The price of this wealth is constant fear. Guards wait inside every entrance, and almost every "nomad" found wandering within or near town is actually a Yavipho scout. Imagining new ways things could go wrong is a favorite pastime in Yavipho, and while it's a nerve-wracking game, it does ensure that the gnomes are prepared for just about any emergency.



Combat

GNOME WEAPONS

Gnomes love new and different ideas, and this trait shines in combat. Some gnomes may be slower and weaker than other races, but most gnomes of a martial persuasion see this as a challenge to their ingenuity.

THE REALITIES OF COMBAT

Gnomes live in a world of creatures that are generally larger, stronger, and faster than they are. Fighting such towering foes on a basis of strength versus strength is typically a losing proposition, but for all of a gnome's quirks, a defeatist attitude is not among them. Therefore, out of necessity, gnomes tend to make combat a two-step procedure: inconvenience and distract a stronger opponent, and then exploit that distraction.

One primary tool gnomes use to enact this procedure is the polearm, as keeping a Medium or Large foe at a healthy distance is just good sense. Gnomes of nearly any class can use a longspear, and with a little practice, glaives, guisarmes, lances, and ranseurs are even better choices. Tanglefoot bags are also part of a wealthy gnome's arsenal.

Gnomes, however, are rarely satisfied with just one good idea. In addition to keeping enemies at a distance, gnomes prefer weapons that can help them disarm or trip. The ranseur and guisarme are particularly favored

for these abilities, as are specialized gnome weapons like the flailpole and the battle ladder. These weapons offset gnomes' racial combat deficiencies while retaining their slight Armor Class advantage.

Furthermore, gnomes love double weapons. (If triple weapons were feasible, they'd love those even more.) Any weapon with multiple uses is sure to gain a gnome's admiration; a wielder proficient with both dire flails and whips is considered a high artist.

Gnomes are especially skilled at fighting humanoids of the goblinoids and reptilian subtypes. Gnome rangers almost always gravitate toward these categories for their favored enemies. Since these creatures often travel in packs, gnomes prefer to use splash weapons and area of effect spells on them—weapons which require no fine aim and hurt several enemies with one blow.

Fancy equipment tends to take a back seat in combat with Huge or larger foes. Gnomes use their size (and Armor Class bonus) to their advantage, practicing hit-and-run tactics from behind cover and wearing these much larger foes down by inches. Groups of gnomes circle their quarry, firing repeating crossbows from alternating directions while confusing foes with riddles and taunts. Some giants confronted by these milling tactics have been known to fall over from dizziness.

NEW GNOME WEAPONS

Exotic Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
<i>One-Handed Melee Weapons</i>								
Flickmace	20 gp	1d6	1d8	x2	—	10 lbs.	Bludgeoning	reach, trip
<i>Two-Handed Melee Weapons</i>								
Battle ladder	20 gp	1d4/1d4	1d6/1d6	x2	—	8 lbs.	Bludgeoning	trip
Flailpole	15 gp	1d6	1d8	x2	—	10 lb.	Bludgeoning	disarm, reach, trip
Piston maul	70 gp	1d8	1d10	x2	—	15 lb.	Bludgeoning	see text
Ripsaw glaive	30 gp	1d8	1d10	x3	—	12 lbs.	Slashing	reach, see text
<i>Ranged Weapons</i>								
Flask Thrower	25 gp	—	—	—	20 ft.	4 lbs.	—	see text
Shrillshaft Javelin	35 gp	1d4	1d6	x2	30 ft.	3 lbs.	P	see text
<i>Shield</i>								
Shield	Cost	Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed		Weight
Snarlshield, steel	50 gp	+2	—	-3	15%	30 ft.	20 ft.	20 lbs.
Snarlshield, wooden	37 gp	+2	—	-3	15%	30 ft.	20 ft.	15 lbs.

COMBAT: GNOME WEAPONS

GNOME WEAPONS AND ARMOR

Gnomes have several lesser-known weapons and shields they've developed to offset liabilities of stature. Members of other races often find these too "fiddly" or odd, but many are effective in the right hands.

Battle Ladder: Gnomes use these narrow, reinforced 4-foot ladders as weapons. You fight with a battle ladder like you would with a regular quarterstaff, except that you also use the spaces in the ladder to entangle limbs, giving the ladder the trip weapon feature.

Flailpole: This is simply a heavy flail mounted on the end of a long polearm. It has the reach and trip weapon qualities.

Flask Thrower: This weapon resembles a halfling sling staff, except that the cradle at the end is designed to hold and hurl flasks as well as stones or bullets. It significantly extends the range of thrown substances that deal splash damage, such as acid, alchemist's fire, or holy water, as well as that of tools such as tanglefoot bags, thunderstones, or caltrops.

Piston Maul: An alchemically-fired piston in the head of this two-handed hammer strikes targets with astounding force. Successful sunder attacks made with a piston maul deal an additional +4 points of damage. A piston maul requires a thunderstone to function; otherwise you treat it as a greatclub. Inserting a thunderstone into the weapon's compartment is a standard action, and powers the weapon for 24 hours, after which the thunderstone is consumed.

Ripsaw Glaive: The blade of this glaive is serrated and mounted on an axle. A heavy cord is wrapped around the axle; when pulled (a move action), the blade spins rapidly for a number of rounds equal to your Strength bonus. While the blade is spinning, it deals +2 damage; otherwise, treat this weapon as a glaive. Re-wrapping the cord around the spinning mechanism is a full-round action that provokes an attack of opportunity.

Shrillshaft Javelin: This single-use javelin bears a thunderstone in its haft, just behind the weapon's head. If you hit with one of these javelins, the target takes javelin damage as normal

THE HOOKED HAMMER: SYMBOL OF INGENUITY

The gnome hooked hammer is a staple of gnome life and the symbol of gnome ingenuity. This specialty weapon originally began as a pair of important mining tools: a pick and a hammer. The gnomes' innate drive to improve things eventually led them to place one tool on either end of the same shaft, halving the storage space required on a tool belt.

The hooked hammer became such a standard in gnome culture that when it was adapted to martial use, it never occurred to anyone to separate them again. Instead, a brutal dual-weapon fighting style was perfected on kobolds, one that involves breaking bones and then ripping them out, leaving the enemy in incapacitated agony.

The gnome hooked hammer became such a common weapon in gnome armories that its initial use as a tool was lost for several hundred years. As gnomes began to go underground to search for new wonders, however, the value of the double-headed tool was rediscovered. Miners across Golarion—gnome or otherwise—often use hooked hammers to prospect for gems and precious metals.

and is the center of the thunderstone's effect. If you miss, roll to see where the javelin lands (as if determining a miss with a splash weapon); that square becomes the center of the thunderstone's effect.

Snarlshield: This heavy shield features a dozen wooden or metal rods on its surface. You may use the shield as a weapon with the disarm quality.

Switchscythe: This scythe has a spring-loaded blade that folds down into the weapon's handle. Opening the scythe blade is a swift action, and closing it again is a standard action. To the uninitiated, this weapon can pass for an oddly shaped staff (Bluff check DC 15). Sneaky gnomes sometimes disguise the apparatus with paper maché or a thin layer of clay painted to look like wood, increasing the Bluff DC to 20 (this disguise is ruined when the weapon is opened, but it may be reapplied).



Faith

GODS, GNOMES, AND THE BLEACHING

Gnomes as a race are not originally from Golarion. Instead, they are immigrants, descended from fey beings who entered the Material Plane long ago for unknown reasons—likely their natural curiosity. While their ancestors had little need for divine worship, gnomes on Golarion find religion every bit as fascinating as mortality itself, and they worship a wider array of gods than nearly any other race. Indeed, when a new god arises or is encountered, gnomes are frequently among the deity's first worshipers, as many gnomes explore the world of faith with their trademark indefatigable curiosity.

Certainly, gnomes are valuable worshipers to have. Unlike many other races, who often need to overcome a certain amount of preexisting disbelief when adopting a religion, a gnome's natural ability to accept the impossible (and frequently to foment it) in search of new and stimulating experiences plays well into religious conversion. This is not to say that their faith is any less fervent or heartfelt—on the contrary, gnomes' passion for everything that interests them can lead to a level of zealotry and piety unmatched elsewhere. A gnome who's treated well by his god or gods can be an anchor to that deity's faith and a pillar of strength for the local congregation.

In general, gnomes pursue gods who encourage risks or reward bold action. Being creatures with strong ties to the fey, they also often seek gods who promote the virtues of the wilderness, but gods of knowledge, creativity, and invention are similarly appealing to the small folk. Gnomes approach each of their deities differently; some suggest that gnomes care less about the deity than about divinity itself, though some gnome priests certainly do try to know the god as a complete personality, rather than concentrating on the godhead.

Here are several of the gods most popular among gnomes and the most common expressions of their worship. Naturally, most such gods are reenvisioned as gnomes, rather than their more common depictions.

Brigh: This clockwork goddess is often beloved in the abstract, as an assemblage. Many gnome worshipers

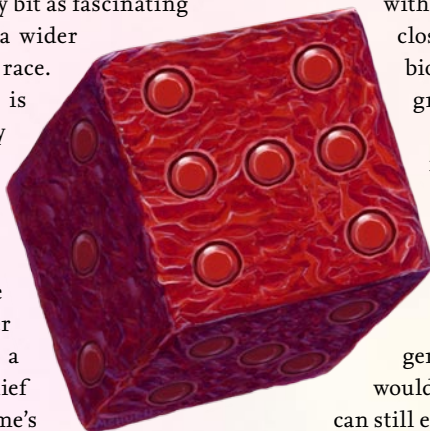
regard her not as a true goddess but as an example of a perfected construct, though others defend her divinity with a passion that borders on (and sometimes appears to take the form of) romantic love. When they offer her their devotion, many gnomes ask her to share her perfection with their crafts and to help bring them closer to the smooth function of natural biology. Their offerings to her are of oil, grease, and beloved tools.

Cayden Cailean: Gnome worshipers focus less on Cayden's drunken exploits—though they aren't averse to experimenting with liquor—and more on his portfolio: freedom, self expression, bravery, and unpredictability. While gnomes in general don't understand why people would need alcohol to act impulsively, they can still enjoy its other effects, and gnome priests of Cayden frequently carry strong drink to help members of other races loosen up.

Desna: The Great Dreamer, the goddess of travel and freedom, is a natural choice for gnomes; those who delve into her mysteries are those who truly wish to understand the many ways of the world. They speak of hidden paths in space, in mind, and in spirit, and seek to understand all three. Gnome clerics of Desna identify themselves by which path they follow for the moment, and pass along wisdom to others of their kind.

Erastil: Few gnomes pursue the worship of Old Deadeye, considering him too boring, staid, and simple, but those that do are solid in their faith and tend to spend more time in the wilderness among the animals and the trees than among civilized people. Among those who don't share their faith, such individuals are often rumored to be likely candidates for Bleachlings, or headed for a spriggn's fate.

Gozreh and the Green Faith: Though the gnomes are inherently tied to the natural world—or rather, to the First World—few actively bother to venerate it, as such sentiment is seen as both too obvious to be worth mention and too traditional to be truly interesting. Nevertheless, most gnome druids either worship Gozreh or practice the Green Faith, and some do both.



FAITH: GODS, GNOMES, AND THE BLEACHING

Nethys: One of the lesser gods for the gnomes, Nethys is fascinating as an object lesson in the pursuit of power for power's sake. The dual nature of the god appeals to gnomes, and those who follow him frequently emulate his two-sided behavior in their clothing and hair.

Nivi Rhombodazzle: The *svirfneblin* worship Nivi Rhombodazzle almost exclusively, as she comes from their people and her portfolio is one that naturally attracts their mindset. Surface gnomes studying her faith are much less common and generally restricted to those subterranean adventurers who have dealings with the *svirfneblin*.

Shelyn: The goddess of love and beauty sees a significant following among gnomes who have chosen an artistic path. Surprisingly, those gnomes who choose to follow her seem calmer and more centered than most, focusing their intent on the creation of beauty rather than the frantic exploration of reality itself.

Sivanah: The Seventh Veil is popular among gnome illusionists, though many insist on calling her "the Fourth Veil" instead, for ecclesiastical reasons long forgotten. They see in her empty form the nature of existence and a promise of a hidden truth, and so her gnome followers often carry four veils of different colors and materials.

Torag: As with Nethys, Torag is a lesser god among the gnomes, notable primarily for his skill with smithing. Gnomes who venerate Torag are likewise those who seek his skill. They tend to be quieter but more intense, and take a long-term approach to their projects. While they're subdued, at least for gnomes, the work they generate is excellent.

The Bleaching

Beginning in early adulthood, gnomes who do not regularly experience new things begin to fade in color and lose their connection to the Material Plane, becoming depressed and apathetic before eventually expiring. Few gnomes survive the Bleaching, and most who show signs view it as a delayable but ultimately terminal affliction.

Those rare gnomes who undergo the harrowing rigors of the Bleaching and somehow survive are known as bleachlings. Endowed with a strange calmness, heightened magical ability, and an apparent immunity to aging, these gnomes are both monsters and heroes to their fellows. Bleachlings rarely live within gnome society. More often, they withdraw to woods, valleys, or mountaintops. Whether this is because they regard unchanged gnomes as immature children (or perhaps caterpillars who have not yet entered the chrysalis), or

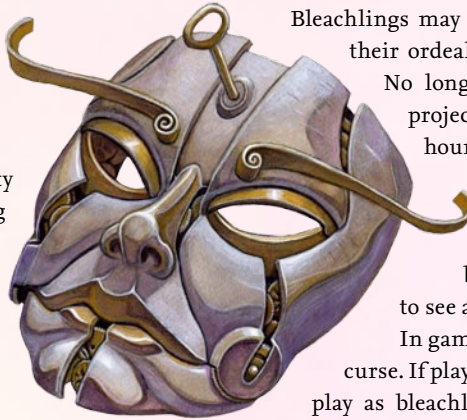
because they feel too keenly the fear of their brothers and sisters, none can rightly say.

Bleachlings are easily recognized by their subdued coloration and calm, dreamy manner. The overwhelming tendency for such individuals to become druids after their change suggests that something in the process puts them in tune with nature and the natural balance inherent in the Material Plane.

Bleachlings may still continue to adventure after their ordeal, yet their reasons tend to shift.

No longer do they require complicated projects to keep them busy in the small hours, nor must their gear be arranged just so. Instead, they become centered and still, appearing calm even in the midst of battle, and it is a rare sight indeed to see a bleaching lose her temper.

In game terms, the Bleaching works as a curse. If players wish their characters to begin play as bleachinglings, the characters must be at least middle age, with the associated adjustments, and the players must receive their GM's permission.



THE BLEACHING

Type curse; **Save** Will halts or reverses (see text)

Onset middle age; **Frequency** 1/year

Effect Upon reaching middle age, any gnome who in the GM's opinion does not adequately seek out new and interesting experiences runs the risk of experiencing the Bleaching. Each year that the gnome doesn't act to mitigate his boredom, he must make a Will save with a DC equal to the amount of ability damage he's taken from the Bleaching so far or 10 + his level, whichever is greater. If he fails, he takes a 1d6 drain to Intelligence, Wisdom, and Charisma respectively. This drain cannot be healed in any manner short of a *wish* or *miracle*. If at any point the gnome undergoes sufficiently interesting experiences, he does not need to save that year to avoid further drain and may instead attempt a save that year at the curse's current DC to remove 1d4 points of ability drain from each affected ability score. If one of the gnome's ability scores reaches 0 because of the curse (not as a result of some other ability damage or drain), he must immediately make a final save at the curse's current DC. If he fails, he dies and cannot be resurrected; if he succeeds, he becomes a bleachingling. A bleachingling is immune to the Bleaching and is immune to further effects of aging as per the druid's timeless body ability, though he retains any age-related penalties already incurred; additionally, any ability drain due to the Bleaching is reversed. The colors of his body are muted, he treats druid as an additional favored class (including retroactively gaining favored class skill ranks which he may apply to Intelligence-, Wisdom-, or Charisma-based skills), and he can cast *speak with animals* at will. The Bleaching cannot be cured by magic; it persists even in areas where magic does not function.

Magic

GNOME SPELLCASTING

All gnomes have several useful spells at their disposal as part of their connection to the fey realm and their origins in the First World. While many gnomes follow a path of magical study, expanding their powers as illusion-specialist wizards or druids, even those who take up careers with no spell training can learn to use their innate spells to fool foes, at least for long enough to get away.

Dancing Lights: While this spell's most obvious use is to keep a gnome from ever being at a disadvantage in the dark (it is particularly useful as gnomes have low-light vision), the creative minds of gnomes have found dozens of additional applications over the years. As *dancing lights* require no concentration to move about, they can be used to augment other illusion spells, most of which cannot create independent light. For example, *dancing lights* can be used to mimic the lanterns or torches carried by illusory troops.

Ghost Sound: Many gnomes use this ability to create distractions. It can also act as a short-ranged, one-way form of communication. A gnome scout who needs to whisper a warning to nearby friends without being overheard can create the illusion of his voice near his allies.

Prestidigitation: While gnomes enjoy being able to magically clean their boots or cool their ale as much as anyone, they also find ways to use *prestidigitation* to explore possibilities that might otherwise be difficult to arrange. For instance, a gnome might flavor every bite of a meal differently, using the spell as a magic spice rack.

While the spell lacks the power to directly affect another creature's attitude or actions, gnomes have learned to use *prestidigitation* to enhance their efforts to Bluff or use Diplomacy. For example, a Bluff attempt in which a gnome claims that a guard captain's men are trying to poison him is much more believable if his wine smells and tastes bitter as a result of this spell, and a grumpy barbarian scout may be more likely to listen to reason if offered a hot drink. While such circumstantial modifiers are always in the hands of the GM, in most cases *prestidigitation* can't generate more than a +1 bonus on such skill checks.

Speak with Animals: Most gnomes use this ability primarily to satisfy curiosity (as in, "What exactly are those dogs barking at, anyway?"), but gnome spellcasters

with familiars and rangers find it much more useful. In particular, no Handle Animal check is required to instruct a friendly animal to perform a trick so long as it already knows the action and you can communicate with it. Furthermore, casting *speak with animals* once a day during an animal's training period grants you a +2 circumstance bonus on Handle Animal checks made to teach the animal a trick or train it for a general purpose.

MAGIC FEATS

Many of the advanced techniques gnomes learn to enhance their natural magic and illusion spells are represented by feats. These feats draw on the magic common to all gnomes and thus cannot generally be learned by members of any other race.

EFFORTLESS TRICKERY

Your natural knack for illusion allows you to maintain at least one illusion spell with little effort.

Prerequisite: Gnome.

Benefit: You can maintain concentration on one spell of the illusion school as a swift action. This has no effect on spells of other schools or on illusion spells with durations that don't depend on your active concentration. While you may only maintain one spell as a swift action, you may take your move and standard actions to maintain other spells normally, if you wish.

Normal: Concentrating to maintain a spell is a standard action that does not provoke attacks of opportunity.

EXTRA GNOME MAGIC

The raw magic that flows through your gnome blood is stronger than normal.

Prerequisites: Cha 13, gnome.

Benefit: You gain an additional three uses per day of your gnome spell-like abilities (*dancing lights*, *ghost sound*, *prestidigitation*). You can use these in any combination; for example, you can use *dancing lights* four times in one day (taking all three additional uses for the same spell), or you can cast *ghost sound* twice, *prestidigitation* twice, *speak with animals* twice, and *dancing lights* once. If you have a feat, trait, or other ability that changes your racial o-level spell-like abilities to other o-level spells, this feat applies to them instead.

MAGIC: GNOME SPELLCASTING

THREATENING ILLUSION (METAMAGIC)

You've mastered the art of making illusions that force foes to divide their attention in combat.

Prerequisites: Spell Focus (illusion), gnome.

Benefit: You can use this metamagic feat only on illusion (figment) spells.

A threatening illusion spell causes one target to believe your illusion is a threat. Choose one 5-foot square within the area of your illusion; that square threatens the target as long as it is adjacent. Thus, if you or an ally is on the opposite side of the target, it is considered flanking.

Normally the area must contain an illusory creature of Small or Medium size. However, you can select one square of a larger illusory creature to threaten the target. For example, an illusory Large ogre takes up four 5-foot squares; you select one square to be the source of the threat, and its other three squares do not threaten anyone.

If the target has reason to believe there is an invisible creature in the vicinity, even an auditory illusion with no visual elements (such as *ghost sound*) is sufficient to convince the target that the selected square contains an actual threat. As long as you maintain the illusion, you can change the location of the threatening square as a swift action.

When you threaten a target with this spell, the foe may make a Will save to disbelieve (DC 10 + threatening spell's level + your spellcasting ability score modifier). If the target makes this save, the threatening effect of this feat no longer applies to it.

A threatening illusion takes up a spell slot one level higher than normal.

Normal: Illusion spells do not threaten squares.

NEW SPELL

The gnome talent for illusion has led many to develop spells designed to assist them in dealing with creatures larger and stronger than themselves. The following spell is normally only found in gnome spellbooks, but it can be learned by other races.

ILLUSORY POISON

School illusion (phantasm) [mind-affecting]; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target weapon touched

Duration 1 minute/level or until discharged (see text)

Saving Throw Will disbelief, then Fortitude (see text);

Spell resistance yes

You create a phantasm of an oily green phantasmal poison on the target weapon. The first creature hit by the poisoned weapon must make a Will save against the illusion spell; success means the spell has no effect and is expended from the weapon. If the creature fails its save, it believes it has been poisoned and must make Fortitude saves at the spell's DC to avoid suffering illusory poison damage.

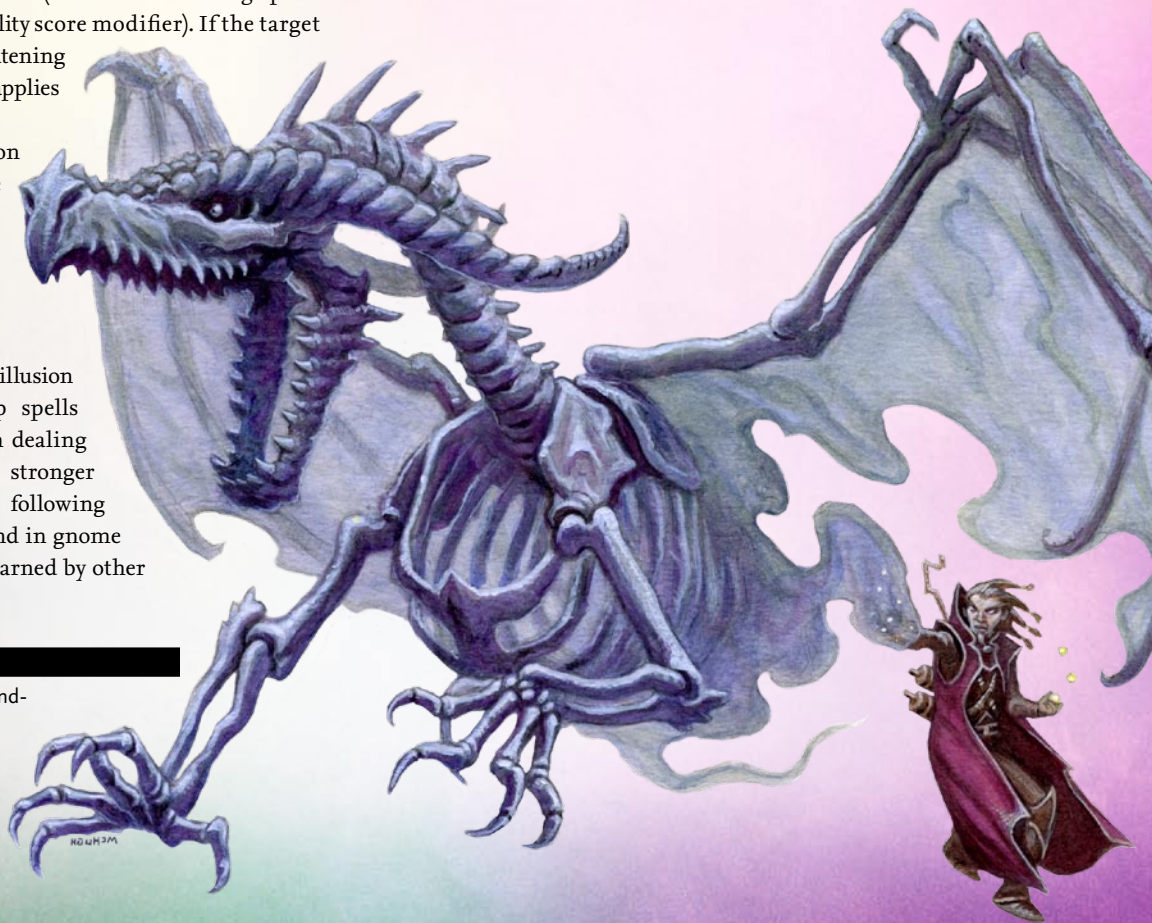
Delay poison allows the target to ignore the effects of the phantasmal poison until the *delay poison* spell ends, at which time it may make a Will save to realize the poison is illusory and recover all illusory poison damage. *Neutralize poison*, *lesser restoration*, or *restoration* immediately recovers all damage from the spell. A successful *dispel magic* spell ends the effect of the illusion, as do spells that penetrate illusions (such as *true seeing*). The target automatically recovers all illusory poison damage after 1 hour.

PHANTASMAL POISON

Type poison, injury; **Save** Fortitude DC as the spell

Frequency 1/round for 6 rounds

Effect 1d3 Str damage; **Cure** 1 save



Persona

Gnomes of Consequence

Due to an endless curiosity, gnomes can often be easier to recruit for adventures or unusual jobs than other races. Below are two such individuals, perfect for use as cohorts, mercenaries to round out a group, or local contacts.

NESA “COPPERTONGUE” BLUEBLOSSOM

Despite having held numerous jobs and freelancing as an adventurer—though never staying in one place for very long—Nesa holds a true passion for only one thing: a unique game she invented decades ago. The game is simple: the young woman spends her time giving away a magical copper coin and then attempting to recover it, whether by theft, trickery, seduction (her favorite), or whatever other strategy the situation demands. After each session, she must keep the coin under her tongue for a full day in order to attune herself to it—hence the nickname “Coppertongue.” Of course, if asked how she earned that title, Nesa usually amuses herself by offering answers designed to leave the questioner blushing. Once attuned to the coin, Nesa can determine its approximate direction and location whenever she casts *detect magic*. Nesa operates by spending the coin, waiting a few days for it circulate, and then working to get it back. This constant hunt has kept her busy—and the Bleaching at bay—for 40 years.

Though the pursuit of her coin leads her all over and makes it difficult to form lasting attachments, Nesa still craves attention and fellowship. Sometimes she masks this deep longing by putting up a flirtatious facade, treating those she meets as mere conquests. Nesa likes to make a good first impression, particularly since she rarely gets a chance to make a second, and devotes significant time and energy to her appearance. Similarly, she has little difficulty offering unsolicited advice to others on how they could improve their looks. Despite her vampish appearance, Nesa proves a loyal and valuable companion.

Nesa is a pretty young woman with green and purple hair who uses excessive makeup, revealing clothing, and saucy body language to attract attention.



NESA “COPPERTONGUE” BLUEBLOSSOM CR 6

Female gnome rogue 7
NG Medium humanoid (gnome)
Init +3; **Senses** low-light vision, trap spotter, Perception +16

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 dodge, +1 size)
hp 45 (7d8+14)

Fort +4, **Ref** +8, **Will** +1; +2 vs. illusions

Defensive Abilities defensive training, evasion

OFFENSE

Speed 20 ft.

Melee dagger +6 (1d3/19–20)

Ranged dagger +9 (1d3/19–20)

Special Attacks sneak attack +4d6

Spell-Like Abilities (CL 7th; concentration +9)

3/day—*detect magic*

1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

TACTICS

During Combat Nesa stays out of melee and uses her daggers and her sneak attack to snipe at opponents. If attempting to distract her foes, she uses one of her spell-like abilities on a dagger to make it seem magical and offers it up as a bribe.

Morale If seriously threatened, Nesa becomes invisible and flees.

STATISTICS

Str 10, **Dex** 16, **Con** 15, **Int** 14, **Wis** 8, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 19

Feats Alertness, Deft Hands, Dodge, Skill Focus (Perception)

Skills Acrobatics +13 (+9 to jump), Appraise +7, Bluff +11, Climb +10, Disable Device +17 (+19 with masterwork thieves' tools), Disguise +11, Escape Artist +13, Perception +16, Profession (beautician) +4, Sense Motive +11, Sleight of Hand +15, Stealth +17, Survival +0, Swim +5, Use Magic Device +6; **Racial modifiers** +2 Perception, +2 Profession (beautician)

Languages Common, Draconic, Giant, Gnome, Sylvan

SQ hatred, rogue talents (minor magic, resiliency, trap spotter), trapfinding, trap sense +2, weapon familiarity

Combat Gear *potion of delay poison*, 2 *potions of invisibility*, *potion of protection from arrows*, *wand of cure light wounds* (20 charges);

Other Gear +1 studded leather, 8 daggers, magic coin, ring of

PERSONA: GNOMES OF CONSEQUENCE

protection +1, masterwork thieves' tools, 84 gp in additional gear or currency; **PC Gear** Replace one dagger with a +1 returning dagger, replace her +1 studded leather with a +2 mithral shirt, add a belt of incredible dexterity, an amulet of natural armor +1, and 156 gp; **Suggested Traits** Charming, Sacred Touch

NESA'S COIN

Aura weak divination; **CL** 1st

Slot none; **Price** 450 gp; **Weight** —

DESCRIPTION

This simple copper coin establishes a connection with the most recent person to keep it under her tongue for 24 hours. Once established, this connection allows its owner to determine its current direction and distance each time she casts *detect magic*. The connection instantly breaks if the coin travels to another plane or enters an *antimagic field*.

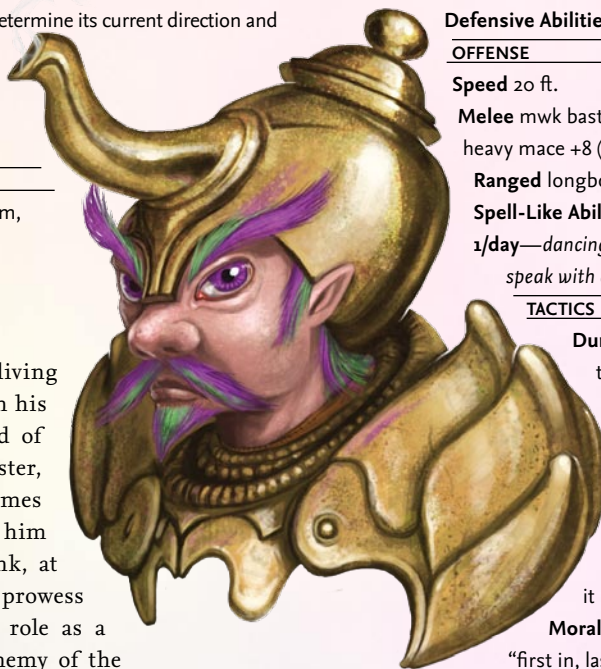
CONSTRUCTION

Requirements Craft Wondrous Item, *detect magic*; **Cost** 225 gp.

PUGNAN LONGWATER, "THE TEAKETTLE KNIGHT"

Pugnan devotes himself to living the knightly ideal, albeit with his own unique slant. His blend of frantic energy, cheerful bluster, and berserk courage sometimes causes people to suspect him of playing an elaborate prank, at least until they've seen his prowess in battle. Pugnan takes his role as a defender of the weak and enemy of the wicked very seriously, but sees no reason to rein in his sense of whimsy. He keeps himself entertained, and the Bleaching at arm's length, by keeping up an almost constant monologue in even the most dire of situations. Pugnan uses this personal narration to address an unseen audience, referring to himself in the third person and describing his every action and deed as if he were reciting some epic story with himself as the hero. Of course, being sly and prudent, he frequently waits until opponents catch on to this odd quirk and then uses it to his advantage by making some grand pronouncement and then doing the exact opposite, catching his enemies off guard. As one former comrade put it, "He's got a head full of grasshoppers, but that doesn't mean he's an idiot."

Pugnan has difficulty standing still or even pausing for breath between sentences. He clanks in his armor, sometimes elaborately faking dodges and rolling along the floor, but he earns his nickname due to his unusual helm, which he had specially made to resemble a teakettle



for reasons only he understands. His hair is bright red, and he's fond of striking noble poses with his chin thrust in the air as if he were having his portrait painted.

PUGNAN LONGWATER

CR 4

Male gnome fighter 5

NG Small humanoid (gnome)

Init +1; **Senses** low-light vision; **Perception** +2

DEFENSE

AC 21, touch 13, flat-footed 19 (+8 armor, +1 Dex, +1 dodge, +1 size)

hp 47 (5d10+20)

Fort +7, **Ref** +2, **Will** 0; +3 vs. fear, +2 vs. illusions

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee mwk bastard sword +10 (1d8+5/19–20) or heavy mace +8 (1d6+2)

Ranged longbow +7 (1d6/[TS]3)

Spell-Like Abilities (CL 5th; concentration +7)

1/day—*dancing lights*, *ghost sound*, *prestidigitation*, *speak with animals*

TACTICS

During Combat Pugnan prefers to start fights by charging a formidable-looking melee opponent while shouting, "And so our hero waded through a river of blood!" or something similarly dramatic. He defaults to using Power Attack but abandons it if he has trouble striking the target.

Morale Pugnan believes in the maxim, "first in, last out." He only retreats if all of his companions can safely do so.

STATISTICS

Str 14, **Dex** 13, **Con** 16, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 18

Feats Cleave, Dodge, Exotic Weapon Proficiency (bastard sword), Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Acrobatics +1 (–3 jump), Craft (weapons) +2, Intimidate +9, Perception +2, Stealth +1; **Racial Modifiers** Craft (weapons) +2, Perception +2

Languages Common, Gnome, Sylvan

SQ armor training 1, bravery +1, hatred, weapon familiarity, weapon training (heavy blades +1)

Combat Gear 4 *potions of cure moderate wounds*; **Other Gear** half-plate, longbow with 20 arrows, heavy mace, masterwork bastard sword, 172 gp in additional gear or currency; **PC Gear** Replace his masterwork bastard sword with a +1 bastard sword, add *boots of speed* and 370 gp; **Suggested Traits** Armor Expert, Courageous

Social

SPEAKING GNOME

When gnomes first arrived on Golarion, few things delighted them more than the discovery of the myriad spoken languages. In no time at all they began not only to create the language known now as Gnome, a strange *mélange* of overheard words and sheer nonsense, but also to find new ways to use the marvel of conversation. Some adventurous gnomes who study the spoken word have even learned how to unleash a torrent of baffling gab that leaves others confounded and vulnerable, even in the midst of combat.

All the feats presented below give gnomes new ways to use Bluff. These abilities are all mind-affecting, language-dependent effects. Since these feats involve gnomes using their innate flair for conversation, magical effects which temporarily improve Bluff checks such as *glibness* cannot modify these particular checks.

ARCADE SCHOOL SPIRIT (GENERAL)

You can talk up the power of your own school of magic to such an extent that creatures find it more difficult to resist your spells.

Prerequisites: Bluff 1 rank, arcane school class feature, gnome.

Benefit: As a full-round action, you extol the virtues of your school of magic to one creature within 30 feet. Make a Bluff check opposed by a target's Sense Motive check; if you win the check, the target takes a -2 penalty on saving throws made to resist the next spell of this school that you cast. If your chosen school is universalist, choose a specific school each time you use this ability. If your Bluff check succeeds, however, your lack of true commitment to the school means the target takes only a -1 penalty on its saving throw.

BEWILDERING KOAN (GENERAL)

You can pose unanswerable questions that leave creatures momentarily dumbfounded as they dwell on their significance.

Prerequisites: Bluff 1 rank, *ki* pool class feature, gnome.

Benefit: As a swift action, spend 1 point from your *ki* pool and make a Bluff check by asking a creature one of the impossible questions you ponder when meditating. If the creature fails its check, you choose whether it loses its next action or you gain a +2 bonus on all damage rolls you make against that creature for 1 round.

BLOOD TIES (GENERAL)

Pointing out your shared kinship with someone gives you the chance to win over creatures associated with your bloodline.

Prerequisites: Bluff 1 rank, bloodline class feature, gnome.

Benefit: When attempting a Diplomacy check to influence a creature with a plausible connection to your sorcerous bloodline, you may instead make a Bluff check. For example, a gnome sorcerer with the draconic bloodline may use this feat against dragons and their kin, but no other creatures.

BABBLE-PEDDLER (GENERAL)

Your talent for flimflam allows you to trick creatures into exchanging valuable objects for whatever junk you happen to offer.

Prerequisites: Appraise 5 ranks, Bluff 5 ranks, gnome.

Benefit: Make a Bluff check to praise the value and worth of an object in your hand while denigrating an object held by a nearby creature; this takes anywhere from 1 round to 1 minute depending on the appearance and nature of the items. If the creature fails its check, it agrees to exchange your object for its own. Obvious differences in the value between the exchanged items give your roll a +4 or -4 modifier, at the GM's discretion (offering a clay cup for a jeweled dagger gives your roll a -4 penalty). The GM may rule that some items are too obviously valuable or worthless for this feat to apply (a king wouldn't trade his crown for any item, and no normal person would trade an item for a piece of garbage). If you fail the check by 5 or more, the target is insulted and his attitude toward you worsens by one category.

Once the exchange happens, make an Appraise roll opposed by the target's Appraise or Sense Motive roll. If the target wins, it immediately realizes the true value of the object you offered it and behaves accordingly. If you succeed, it believes your false assessment for 1 round; for every 5 by which your check exceeds your opponent's check, the deception lasts 1 more round. As with disbelieving illusions, the target's ally can point out the true value of the object, giving the target another check with a +2 bonus.

SOCIAL: SPEAKING GNOME

You cannot use this ability in combat, against a creature whose attitude toward you is hostile or unfriendly, against a creature that does not understand you, or against a creature that has an Intelligence score of 3 or less.

CAUSTIC SLUR (GENERAL)

You know exactly how to insult your favored enemies in order to make them lose their heads.

Prerequisites: Bluff 1 rank, favored enemy class feature, gnome.

Benefit: As a standard action, you can make a Bluff check against one sort of favored enemy. Any creature of that type within 60 feet of you must make a Will saving throw or become angered. If an affected creature attacks you, it's treated as if it were using Power Attack (taking a penalty on attack rolls but gaining a bonus on damage rolls). If the creature already has the power attack feat, the attack penalty increases by 1 and the damage bonus increases by 2. These modifiers end when combat ends.

This ability does not work on creatures that cannot understand you, though sometimes a simple gesture is sufficient for an intelligent opponent to catch your gist regardless of any language barrier.

HELPLESS PRISONER (GENERAL)

You can talk your way out of most restraints.

Prerequisites: Bluff 5 ranks, Escape Artist 1 rank, gnome.

Benefit: When you are restrained or imprisoned, you can make a Bluff check against any one creature within 30 feet in which you emphasize both your own harmlessness and the pain or inconvenience of your current condition. If the creature knows you are dangerous, it adds a +4 bonus to its Sense Motive check. If you win the check, the target does something intended to make you a little more comfortable—or at least shut you up—that gives you a +5 bonus on your next Escape Artist check.

Special: At the GM's discretion, an especially evil or cruel creature may gain a +2 bonus to its Sense Motive check to resist this ability. If it succeeds, it does something to make your bindings even more secure and less comfortable, giving you a -5 penalty on all Escape Artist checks made in those particular bonds.

INVOKe PRIMAL INSTINCT (GENERAL)

You can use your ability to take the shape of an animal to enhance your Bluff skill, giving yourself an aura of danger or meekness that influences nearby creatures into doing what you want.

Prerequisites: Bluff 1 rank, wild shape class feature, gnome.

Benefit: As a standard action, you can pantomime or describe predator- or prey-like behavior, expend one of your uses of wild shape, and make a Bluff check. All creatures within 30 feet that fail a Will save against your Bluff check DC regard you as a figure of either fear or contempt (your choice applies to all affected creatures). If you choose fear, the targets are frightened for 1 round per druid level. If you choose contempt, the targets consider you harmless for 1 minute, ignoring you unless you attack them or take a threatening action.

TANTRUM (COMBAT)

Your crying, sputtering, and even frothing at the mouth makes you so laughably incoherent that opponents are apt to dismiss you as a threat.

Prerequisites: Bluff 1 rank, rage class feature, gnome.

Benefit: You may use the Bluff skill to feint while raging. The effect of the feint lasts only until the first time you hit the target.

WITTY FEINT (COMBAT)

Your blending of conversation and martial prowess makes it difficult for opponents to slip past your guard.

Prerequisite: Bluff 1 rank, weapon training class feature, gnome.

Benefit: When you successfully feint against an opponent in combat, instead of denying the opponent his Dexterity bonus, you may gain a dodge bonus to your AC against his attacks. This bonus is equal to your weapon training bonus for your current weapon. The bonus lasts until combat ends, you switch opponents, or you switch to a different weapon, whichever comes first.



COMING NEXT

By severing ties with the sovereign nation of Chelixa, the baron of Sargava saved his people at a terrible cost. Now this remote nation must deal with hostile jungle natives, tribute-hungry pirates, and foreign adventurers wanting to make themselves rich on the gold of hidden cities. Find out what adventure is in store for you in the next Pathfinder Companion: *Sargava, The Lost Colony* by JD Wiker.

SARGAVA

Learn methods for dealing with jungle monsters and the best way to appease hostile tribes encountered while adventuring! The book also includes new traits and details on the cities of Eleder and Kalabuto, which are the home bases of many independent adventurers and exploration guilds.

ADVENTURE

Whether you want to help smuggle valuable contraband north to Avistan, compete in the Sargava Chalice race through the jungle, or purchase a plot of land and a noble title to build your own legacy, Sargava welcomes determined adventurers willing to take risks and keep the borders safe!

COMBAT

See how the locals combine Chelish military training and tribal warfare into battle feats such as Lion's Roar and Rhino's Charge!

FAITH

Whenever cultures mix, smart churches learn to bend the rules to accommodate local beliefs. Now the Sargavans have their own rituals for Abadar, Aroden, Gozreh, and

Iomedae, and anyone living in Sargava must learn these new ways or risk offending the local populace.

MAGIC

Sargavan magic is a mix of comfort effects from earlier, wealthier days and desperate survival measures learned from local tribesmen. Whether designed to cast a cooling breeze or attack an enemy with defoliation, these spells and items are pure gold to haggard explorers.

SOCIAL

Learn how to deal with quicksand, heatstroke, poisonous fruits, and indigenous humanoids in this primer aimed at getting novice adventurers ready to explore Sargava and the Mwangi Expanse!

AND MORE!

New traits! Exploration guilds! Rumors of famous ruins! This jungle exploration guide has everything you need to grab a machete and strike out for glory.

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MAJOR GNOME SETTLEMENTS

 KALSGARD

 IRRERE

 WHISTLEDOWN

 SONDOR

 OMESTA

 OMESTA

 WISDIL

 UMOR

 BRATTLEWARR

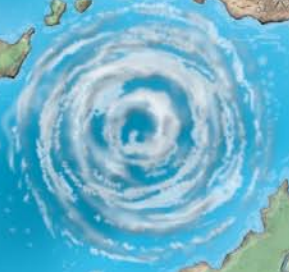
 GOGPODDA

 YAVIPHO

 FINDERPLAIN

 TIVEN'S REED

 QUANTUM



Know Your Gnomes!

Exiled from the mysterious fey realm of the First World, gnomes are fundamentally alien to Golarion. Endlessly excitable, gnomes amuse and terrify other races with their strange obsessions and unconventional methods. Their childlike wonder—and sometimes innocent cruelty—are two sides of the same coin, and every coin the gnomes have is spent in pursuit of adventure, whether they like it or not. For the gnomes have a dark secret: should they ever stop seeking out new experiences, they fall prey to the Bleaching, a wasting disease that slowly sucks away their hold on the world, leaving them nothing but bones and dust.

Inside this Pathfinder Companion, you'll find the following:

- ▶ Details on the gnomes of Golarion—how they live, who they worship, their relations with other races, their strange obsessions, and more.
- ▶ History and folklore of the gnome race.
- ▶ Map and descriptions of the major gnome settlements.
- ▶ New traits designed exclusively for gnome characters.
- ▶ Rules for the Wonderseekers, a new faction dedicated to fending off the Bleaching.
- ▶ Statistics for the Bleaching, as well as for those strange creatures known as bleachlings.
- ▶ Bizarre new gnome weapons, spells, and feats.



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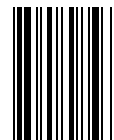
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