# Regents of the Roads Gnomish Archetypes

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BATTERT INDER

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#### Introduction

Relatively speaking, a character's race generally isn't one of the most important choices you can make about them, at least as far as the mechanics of the game are concerned. Most racial abilities stop being particularly relevant after the first few levels of play, and while ability bonuses and penalties are certainly not insignificant, they ultimately result in only a +1 bonus or -1 penalty on most rolls involving that ability.

And yet, the idea of picking a race whose ability score adjustments go against your choice of class just feels wrong, like you're making a huge mistake, and the option is barely conceivable. You don't see many dwarven bards, oracles, or sorcerers. Why make your elf a druid or a sorcerer when he could be a wizard and really make use of that +2 bonus to intelligence?

This book aims to allow players who want their race to have a more meaningful impact on their character do so, while also helping to provide support for characters with an unusual race and class combination. It does so by providing several archetypes that are specifically designed for gnome characters, which provide a distinctly gnomish spin on the way the class works. A special emphasis has been placed on finding classes that one might not normally associate with gnomes at first glance, for mechanical reasons, and providing solutions that make these classes more appealing.

These racial archetypes are only available to gnomes. Other races cannot take them. They are presented in alphabetical order.

#### **Gnomish Experimenter (Alchemist)**

Many gnomes enjoy dabbling in the alchemical arts, mixing different ingredients and experimenting with new and unusual recipes. Gnomes who devote themselves to the study of alchemy are sometimes able to blend alchemical principles with their own unique gnomish heritage to produce surprising results.

**Illusory Spellbomb (Sp):** Beginning at 1<sup>st</sup> level, a gnomish experimenter can prepare a special concoction, known as an illusory spellbomb, which can be stored in a small vial, and creates a convincing illusion when exposed to air. Creating an illusory spellbomb takes 1 minute, during which time the gnomish experimenter must determine all aspects of the illusion (what it looks like, and, depending on the spell that the illusory spellbomb replicates, any sound, smell, or other sensations created by it, any actions it takes, and so on). These choices cannot later be changed. A gnomish experimenter can create a number of illusory spellbombs per day equal to his Charisma modifier.

In order to use an illusory spellbomb, the vial containing it must be opened. This can be accomplished merely by opening the stopper (a standard action), or by throwing the vial. Causing the vial to land in a specific location requires a ranged touch attack (the AC to hit a particular square is 5, the vial has a range increment of 10 feet). The illusion appears in the exact spot where the vial is opened (or where it lands and shatters, if it is thrown).

At 1<sup>st</sup> level, the illusory spellbomb replicates the spell *silent image*. At 4<sup>th</sup> level, the gnomish experimenter can choose to have the illusory spellbomb replicate the spell *minor image*, instead. At 7<sup>th</sup> level, he can choose to have it replicate *major image*. At 10<sup>th</sup> level, he can choose to have it replicate *major image*. At 13<sup>th</sup> level, he can choose to have it replicate *mirage arcana*. Finally, at 16<sup>th</sup> level, he can choose to have it replicate *programmed image*. In all cases, the duration is equal to 1 minute per alchemist level the gnomish experimenter possesses, rather than the spell's usual duration, and the saving throw DC to disbelieve the effect is equal to 10 + 1/2 the gnomish experimenter's alchemist level + the gnomish experimenter's Charisma modifier.

This ability replaces the mutagen class feature.

Clockwork Familiar (Ex): Beginning at 6<sup>th</sup> level, a gnomish experimenter can create a wondrous clockwork creature, with which he has a special bond. This creature can take the form of any animal that is suitable for a familiar. though it does not gain any of the special benefits that a familiar would normally gain. Instead, its type changes to construct, granting it all of a construct's special traits and immunities, although this does not change the clockwork familiar's Hit Dice, base attack bonus, and so on. The clockwork familiar also gains the clockwork subtype, and all of the traits that correspond to that subtype. Clockwork familiars are mindless, and have no Intelligence score, although they will follow the commands of the gnomish experimenter that created them, much in the same way that golems follow the commands of their creators. Clockwork familiars are able to distinguish their creator from other creatures. If a clockwork familiar is lost or destroyed, a gnomish experimenter can create another one with one week of work. Doing so requires 500 gp in materials. If the gnomish experimenter creates a new clockwork familiar, all previous clockwork familiars he created stop following his orders.

This ability replaces the poison use and swift poisoning class features.

Alter Illusory Spellbomb (Su): Beginning at 14<sup>th</sup> level, a gnomish experimenter can change the nature of an illusion he has stored in an illusory spellbomb. Doing so requires a full-round action, during which time he must be in physical contact with the vial containing the illusory spellbomb. Doing so allows him to alter any decisions he made about the illusion when the spellbomb was created (including what spell the illusory spellbomb replicates, the illusion's appearance, and, depending on the spell being replicated, any other sensations or programmed actions).

This ability replaces the persistent mutagen class feature.

#### Gnomish Illusionist (Wizard)

Though it is a well-known fact that many gnomes are excellent illusionists, relatively few choose to devote themselves to the study of magic, as found in wizardry, and those that do pursue the arcane arts often do so as sorcerers. Those who are able to study the underlying mechanics of illusion, the way that a wizard does, are able to truly become masters of that school of magic, and make illusions that are incredibly hard to discern from reality.

Arcane School: A gnomish illusionist must select the illusion school (or one of its subschools) when selecting an arcane school.

**Spell Focus:** At 1<sup>st</sup> level, a gnomish illusionist gains Spell Focus (Illusion) as a bonus feat.

This ability replaces the scribe scroll class feature.

**Powerful Illusions (Su):** Beginning at 5<sup>th</sup> level, whenever a gnomish illusionist casts a spell with the figment or glamer subschool, the saving throw DC for that spell is increased by an amount equal to his Charisma modifier (minimum +o).

This ability replaces the bonus feat gained at 5<sup>th</sup> level.

#### **Gnomish Sensationalist** (Investigator)

Gnomish investigators look at the world with the same curiosity and insight as investigators of any race, but instead of searching to find the answers to specific puzzles and problems, they simply take everything in that they can, searching for anything novel, interesting, or otherwise worthy of their attention. They are thrill-seekers and excitement lovers, always looking for something new.

**Spellcasting:** A gnomish sensationalist casts arcane spells drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a gnomish sensationalist must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a gnomish sensationalist's spell is 10 + the spell level + the gnomish sensationalist's Charisma modifier.

Like other spellcasters, a gnomish sensationalist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is identical to the daily allotment of extracts that other investigators possess. In addition, he receives bonus spells per day if he has a high Charisma score.

A gnomish sensationalist's selection of spells is extremely limited. A gnomish sensationalist begins play knowing four o-level spells and four 1<sup>st</sup>-level spells of the gnomish sensationalist's choice. At each new investigator level, he gains one or more new spells. The number of spells known that a gnomish sensationalist has at any given level is the same as the number of spells known possessed by a bard of the same level. See **Table: Bard Spells Known** in the *Pathfinder Roleplaying Game Core Rulebook* for more details. Unlike spells per day, the number of spells a gnomish sensationalist knows is not affected by his Charisma score.

Upon reaching 5<sup>th</sup> level, and at every third investigator level after that (8<sup>th</sup>, 11<sup>th</sup>, and so on), a gnomish sensationalist can choose to learn a new spell in place of one he already knows. In effect, the gnomish sensationalist "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level bard spell the gnomish sensationalist can cast. A gnomish sensationalist may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A gnomish sensationalist need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.

This ability replaces the alchemy class feature.

**Inspiration (Ex):** A gnomish sensationalist gains an inspiration pool, as normal, except that the investigation pool is equal to 1 + 1/2 his investigator level, instead of the normal amount. Additionally, the gnomish sensationalist can regain inspiration points in the following ways.

Experiencing Unique Sensations: Whenever the gnomish sensationalist sees, hears, feels, tastes, or smells something particularly unique, he regains 1 point of inspiration. For the purposes of this ability, a unique sensation must be something that the gnomish sensationalist has not experienced before, and which is suitably distinct from other, similar experiences (for example, eating a particular species of mushroom might qualify, but eating the same type of mushroom boiled versus mixed into a stew would not. Similarly, watching a particular style of opera for the first time would qualify, but watching one particular operatic play versus another would not. The GM is the final arbiter of what constitutes a unique sensation.). The gnomish sensationalist can only regain inspiration this way as a result of actions he chooses to take (for example, jumping off a 1,000-foot-high cliff could produce 1 point of inspiration, but slipping and falling off the same cliff would not. Similarly, choosing to jump in the way of a *lightning bolt* spell and being electrocuted might qualify, if he had never been electrocuted before, but simply being hit by a lightning bolt would not qualify). A gnomish sensationalist cannot regain more points of inspiration in this way each day than his Charisma modifier.

*Reveling in the Belief of Others:* Whenever a creature rolls a natural 1 on a saving throw made to disbelieve an illusion spell cast by the gnomish sensationalist, he regains 1 point of inspiration. A gnomish sensationalist cannot regain more points of inspiration in this way each day than his Charisma modifier.

In either case, the gnomish sensationalist cannot have more inspiration at any given time than her maximum, and any inspiration points that she would gain in excess of that amount are wasted.

#### **Gnomish Wanderer (Ranger)**

Gnomes are famous as a race for their wanderlust and love of adventure, excitement, and novelty. Some gnomes are more wide-traveled than others, however, and devote themselves to travel in the same way that other gnomes devote themselves to a particular craft or profession. While such gnomes can be of any class, many of them become gnomish wanderers, a special type of gnomish ranger known for constantly seeking out new and strange locales.

Acquired Tricks (Ex or Su): Gnomish wanderers are travelers first, and combatants second. Where other rangers focus on perfecting a fighting style, gnomish wanderers pick up a collection of varied and sundry tricks, some magical and some mundane. At 2<sup>nd</sup> level, the gnomish wanderer learns a rogue talent or witch hex of his choice, from among those listed below.

*Rogue Talents:* Black market connections<sup>UC</sup>, camouflage<sup>APG</sup>, canny observer<sup>APG</sup>, charmer<sup>APG</sup>, convincing lie<sup>UC</sup>, fast stealth, finesse rogue, hold breath<sup>UC</sup>, iron guts<sup>UC</sup>, major magic, minor magic, positioning attack<sup>APG</sup>, quick disguise<sup>APG</sup>, rogue crawl, stand up, or terrain mastery<sup>UC</sup>.

*Witch Hexes:* Cauldron, charm, coven, disguise, feral speech<sup>UM</sup>, fortune, healing, misfortune, prehensile hair<sup>UM</sup>, tongues, unnerve beasts<sup>UM</sup>, or water lung<sup>UM</sup>.

For rogue talents, the gnomish wanderer treats his ranger level as his rogue level. For witch hexes, the gnomish wanderer treats his ranger level as his witch level, and all references to his Intelligence score reference his Charisma score, instead. If a feat or rogue talent has a prerequisite, the gnomish wanderer must meet that prerequisite in order to select it.

At 6<sup>th</sup> level, and every 4 levels thereafter, the gnomish wanderer may select an additional rogue talent or witch hex from the lists above.

This ability replaces the combat style feat class feature.

**Personable (Ex):** Like many gnomes, gnomish wanderers are often quite friendly, and are always eager to socialize, especially because their travels often cause them to go days at a time on their own. Even the odd surly and cynical gnomish wanderer takes care to practice his ability to tell lies, or to catch others doing so. At 3<sup>rd</sup> level, the gnomish wanderer gains Skill Focus as a bonus feat, even if he does not meet the prerequisites. He must choose from among the following list of skills: Bluff, Diplomacy, Knowledge (local), or Sense Motive.

This ability replaces the endurance class feature.

**Explorer's Knack (Ex):** Unlike many rangers, gnomish wanderers prefer to travel extensively, experiencing new and exciting locales, rather than staying in one place for too long. Rather than specializing in one type of terrain, they are at their best when they are somewhere they've never been before. Beginning at 3<sup>rd</sup> level, whenever a gnomish wanderer is in a novel location, he gains a +2 morale bonus on Initiative checks and Knowledge (dungeoneering), Knowledge (engineering), Knowledge (geography), Knowledge (local), Perception, Stealth, and Survival checks (the bonuses to Knowledge checks apply only to topics relating to the novel location).

For the purposes of this ability, a novel location is one that meets all of the following criteria: first, it must be somewhere that the gnomish wanderer has not been for at least one year. Second, it must be a terrain type (chosen from among the types of terrains that rangers can choose from for their favored terrain) that is different from the terrain type in which the gnome last rested. Finally, it must be a terrain type that is different from the terrain type of the last novel location that the gnomish wanderer was in.

At  $8^{th}$  level, and every 5 levels thereafter, the bonuses granted by this ability increase by +2. At 13<sup>th</sup> level, this ability also grants a +2 morale bonus on attack rolls and saving throws, which increases to +4 at 18<sup>th</sup> level.

This ability replaces the favored terrain class feature.

**Fey Boon (Ex or Su):** Gnomish wanderers live lives that are closer to those of their fey ancestors, and are blessed for doing so. At 4<sup>th</sup> level, a gnomish wanderer receives a boon from the fey. This boon can take one of two forms. Once the form is chosen, it cannot be changed.

The first option is to receive a special traveling companion, in the form of a loyal animal. This functions as the animal companion version of the ranger's hunter's bond class feature.

The second option is to receive some of the abilities of the fey themselves. If this option is chosen, the gnomish wanderer gains DR 2/cold iron, and the ability to cast dancing *lights* as a spell-like ability at will. At 8<sup>th</sup> level, the damage reduction increases to 3/cold iron, and the gnomish wanderer treats faerie fire and ventriloguism as though they were 1stlevel spells on the ranger spell list, allowing him to cast them and use spell trigger and spell completion magic items that duplicate them. At 12<sup>th</sup> level, the damage reduction increases to 4/cold iron, and the gnomish wanderer treats glitterdust and *invisibility* as though they were 2<sup>nd</sup>-level spells on the ranger spell list. At 16<sup>th</sup> level, the damage reduction increases to 5/cold iron, and the gnomish wanderer treats deep slumber and major image as though they were 3rd-level spells on the ranger spell list. Finally, at 20th level, the damage reduction increases to 6/cold iron, and the gnomish wanderer treats confusion and hallucinatory terrain as though they were 4thlevel spells on the ranger spell list.

This ability replaces the hunter's bond class feature.

**Fey Magic:** Gnomish wanderers draw their magic from their connection to the fey and their fey ancestors, rather than from a religious devotion to the ideals of nature. A gnomish wanderer uses her Charisma score, rather than Wisdom, to determine her bonus spells per day, the saving throw DCs of the spells that she casts, and the highest spell level that she can cast.



#### Gnomish Wildspeaker (Druid)

Gnomes are often right at home in the wild places of the world, albeit for very different reasons than most druids are at home there. Most gnomes have difficulty understanding druids, who approach the matters of the natural world in far too serious a fashion, and are so quick to try to divvy up the world into what is "natural" and what isn't. Those gnomes who feel a strong connection to their fey heritage and choose to try to get in touch with their "wild side" often take the path of the gnomish wildspeaker, though very few of these gnomes consider themselves to be druids at all.

**Fey Magic:** Gnomish wildspeakers draw their magic from their connection to the fey and their fey ancestors, rather than from a religious devotion to the ideals of nature. A gnomish wildspeaker uses her Charisma score, rather than Wisdom, to determine her bonus spells per day, the saving throw DCs of the spells that she casts, and the highest spell level that she can cast.

**Fey Companion (Su):** A gnomish wildspeaker must choose the animal companion option for her nature bond class feature. Additionally, the gnomish wildspeaker's animal companion is imbued with fey magic, and has abilities not shared by other animal companions.

At 1<sup>st</sup> level, the gnomish wildspeaker's animal companion is treated as having the magical beast type, instead of the animal type. Its base attack bonus, Hit Dice, and skill ranks are not affected by this change. The animal companion's Intelligence score also increases to 3.

At 4<sup>th</sup> level, the gnomish wildspeaker's animal companion gains DR 5/cold iron. Additionally, it gains the

ability to cast *dancing lights* as a spell-like ability 3 times per day, and *faerie fire* as a spell-like ability once per day.

At 9<sup>th</sup> level, the gnomish wildspeaker's animal companion gains an amount of spell resistance equal to 11 + its Hit Dice.

At 15<sup>th</sup> level, the gnomish wildspeaker's animal companion grows a pair of gossamer wings, like those of a fairy or dragonfly, which grant it a fly speed equal to its base land speed and good maneuverability. If the animal companion already possessed a fly speed, its Dexterity increases by +2, instead.

This ability modifies the nature bond class feature, and replaces the venom immunity and timeless body class features. Additionally, it replaces the wild shape ability gained at 4<sup>th</sup> level. The gnomish wildspeaker instead gains the wild shape ability at 6<sup>th</sup> level, and is thereafter treated as though her druid level were 2 levels lower for the purposes of determining how many times per day she can use wild shape, and what types of creatures she can transform into using that ability.

**Illusionist:** Unlike most druids, gnomish wildspeakers cannot summon creatures spontaneously. Instead, at 1<sup>st</sup> level, and every 2 levels thereafter, the gnomish wildspeaker can select a single spell of the illusion school from the sorcerer/wizard spell list, whose spell level is less than or equal to the highest spell level of druid spells that she can cast. She treats the chosen spell as though it were on the druid list at the same spell level that it appears on the sorcerer/wizard list.

This ability replaces the spontaneous casting class feature.

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# It's Time to Go Roaming!

Gnomes are an unusual race, who don't quite seem to belong anywhere. Some are great illusionists with a close connection to the fey, others are mad tinkerers and alchemists, prone to explosions and mishaps, and still others are slaves to an intense wanderlust and known for the vibrant colors of their skin and hair. Though they never quite fit in, gnomes can be found just about everywhere, and they have a knack for always doing things their own way.

Of course, when you choose to make your player character a gnomes, all that you really care about is the +2 bonus to your Constitution and Charisma scores (and who needs Strength, anyway?), so why bother playing a gnome alchemist or druid? Even if a +2 bonus doesn't really make that much of a difference, it just feels so wrong to knowingly combine a race and class that don't go well together, and, as a result, many players never bother to consider it.

This book aims to give players who want the fact that their character is a gnome to matter more a way to make that happen, while also providing support for gnome characters of a variety of classes that don't typically make much mechanical sense for gnomes. Included are the gnomish alchemist, a mad scientist who can create extracts that produce powerful illusions, and can even craft their own clockwork familiars, the gnomish illusionist, a wizard archetype for gnomes devoted heavily to illusion, the gnomish sensationalist, an investigator archetype for gnomes who want to live life to the fullest by experiencing every sensation possible, the gnomish wanderer, a ranger archetype devoted to travelling to new and exotic lands, and the gnomish wildspeaker, a druid archetype for gnomes that want to get in touch with their fey heritage.

