

SHATTERED SKIES

CAMPAIGN SETTING



CULTURES OF CELMAE

GNOMES

3.5 SYSTEM COMPATIBLE

BATHFINDER
ROLEPLAYING GAME COMPATIBLE

PUBLISHING

CULTURES OF CELMAE GNOMES

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THE GNOMES OF CELMAE

According to gnome mythology, when the Forge Father Adan created the azer, the cast off sparks from his mighty war hammer formed the first dwarves, and gnomes. While the dwarves settled in the earth, the gnomes were not content to stay in one place, wandering through the darkened tunnels, and carving deeper descending passages. Their combined work excavated Teran-Jarraian; the World Below. As the dug, they came into conflict with a terrifying subterranean race of giants: gugs. These horrific creatures enjoyed devouring gnomes by the dozen, and threatened to annihilate the entire species.

Naturally magical, the gnomes delved deeper into the mysteries of the arcane, unlocking many of its secrets. The offensive spells they designed to fight the gugs have become staples for nearly all wizard's spellbooks: *grease*, *magic missile*, and the devastating *fireball*. To preserve and spread this knowledge, they pioneered arcane writing, allowing the creation of the first scrolls, and spellbooks. Using this magic, they were able to fight back, eventually causing the full retreat of the gugs back into the bowels of the planet.

As they created more magic, the libraries of the gnomes began to overflow. Four of the most powerful spellcasters,

known as the *Magic Brothers* (though they clearly were not siblings), came together and built the massive library of Pesha. Gnomes from all over Celmae flocked to the library to learn, and share spells, establishing first a colony, and then a kingdom around the mystical tower. After a century of growth, Pesha had become the greatest gnome kingdom the world has ever known.

For the next thousand years they continued spreading throughout the world, both below and above it. They found a special love for the forests of the surface and built communities in their hearts. They learned to speak to the woods and its inhabitants, living in harmony for centuries. When the gnomes encountered humans, they found a race similar to them in many ways: short lived and prone to wanderlust. Feeling they shared a kinship, several gnomes joined human communities, teaching them to facet gems, to cast magic, and to speak the language of the forest.

Below the surface, war had come to Teran-Jarraian. The dwarven kings battled each other for the right to control a strange new metal discovered around Celmae's core: *Deep Metal*. As they fought, the gnomes were caught in the middle. Many enclaves were forced to retreat to the lowest caverns, where their ancient enemy the gugs claimed domain.

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Others were slaughtered outright. This period of strife created a rift between gnomes and dwarves that remains to this day.

When The Deep Ore Sphere was breached, and the world erupted, the vast lake on the surface above Pesha, swiftly drained into the exposed caverns below. The waters came strong and fast, flooding the city and destroying countless buildings by sheer force. The Majestic library was hit hard. Thousands of scrolls, spellbooks, and the extensive recorded history of the gnomes, were obliterated in an instant. Acting fast, the stewards of the library managed to seal the halls containing the most dangerous artifacts with powerful magic, before drowning in the deluge.

As the world broke, the lowest caverns and tunnels cracked open, freeing many of the foulest monsters the gnomes had long before magically sealed away. Worse yet, ancient dragons awoke and rampaged their ways through several gnome communities, laying waste with arcane might never before witnessed. As the dragons spread they magically altered other lizards of the deep, warping them into their servants, the kobolds. These red-hued, draconic dog men proved to be a fecund and pernicious race, harassing the remaining gnomes and luring them to their deaths in deviously designed traps. Within two centuries they had replaced the gugs as the chief enemy of the gnomish people. Many clans, unable to continue the struggle against the kobolds, the horrors from below, or face the gigantic monsters unleashed upon the surface, made pacts with wild griffons to soar to the new kingdoms in the clouds.

Above, on the flying continent of Astor, refugee gnomes settled in the young kingdom of Gallifae. Using their ability to speak to the animals of the forest, they brokered deals with griffons to help supplement the cavalries of their adopted countrymen. Assimilating quickly into human culture, the gnomes resumed their way of life, though forgoing much of their ancient ties to earth and stone as they adapted to life in the sky.

Below, in the gug infested tunnels, a terrible being had awoke in the bowels of Celmae. This malignant entity was known only as the World Dragon, and the gnomes believed that it was this force that had been imprisoned in the deep ore sphere. The World Dragon lent its power to the gugs, and to the oozes of the earth, and in turn they sacrificed thousands in its name. Vowing to reseal their ancient towering city in the depths, the gnome hero Kremenesh led a small band of brave souls to their stronghold. Using only stealth and trickery, Kremenesh's party infiltrated the city and snuck past its sentries, entering its deepest vaults. There they inscribed new arcane seals, cursing the gugs to eternal imprisonment within their enormous tower. Later gnome engineers enclosed the city in stone, leaving only the tip of the tallest spire, breaching the rock like an ominous black monolith. When Kremenesh died, Adan raised him to godhood so that he could continue teaching illusions to the gnomish people. Shrines throughout Teran-Jarraian are dedicated to the trickster god, and

offerings of candy, fake jewelry, and stolen goods are left by his faithful, or by those wishing to avoid his pranks.

After almost a thousand years of cultural adaptation among the humans above, the sky gnomes, now called Pechs, began to investigate and explore the remains of the shattered surface. With the help of their human allies, they were able to claim some areas and rid it of gargantuan monsters. Many gnomes traveled to the site of the former lake above Pesha, discovering it had become a frigid desert. The fungus blighted, flying continent of Corbaara hovered nearly 8 miles above, casting a perpetual shadow over the desert and stretching hundreds of miles out into the ocean. As they explored the desert, searching for egress into the world below, they encountered horrifying, tentacle-faced worms of enormous size, and scorpions that looked like living emeralds. Forced to retreat back to sunlit lands, this exploration party established the Bramble-Briar settlement to act as a launching point for future treks into the Shadowlands. Within a decade, Bramble-Briar became a trading town with a population of almost six-thousand.



GNOMES

The gnomes of Celmae are one of its oldest civilized races, but it also one of its shortest lived. This leads many gnomes to live carefree, even dangerous lifestyles as they seek to enrich their existence with as many experiences as possible. For thousands of years the Deep Gnomes, also called the Svirfneblin, patrolled the darkest tunnels of the planet protecting the races above them from the horrors below. They built great cliff-side cities in the depths, spending their free time enjoying food, music, smoking, and dancing.

After The Shattering, terrors thought long dead awoke from their ageless torpors, and turned the tide against the gnomes. Slowly they were pushed from their tunnels, migrating higher and higher until some reached the surface. The fertile plains above their greatest kingdom Pesha, had been transformed into a blighted, frigid desert, and becoming home to titanic, slithering monsters. Many gnomes continued to travel skyward to avoid these and other awakened gargantuan beasts. They joined the humans in their new lands, quickly assimilating into their culture. These Sky Gnomes, called Pechs or Halflings, used their fey heritage to facilitate the first flying mounts for their new allies.

Physical Description: Gnomes stand between two-and-a-half feet to three-and-a-half feet tall and have skin colors ranging from stone gray to the variety of tones shared by humans. They have yellow to brown eyes, often with flecks of gold, lavender, or reflective platinum encircling the iris. They tend to wear loose fitting, comfortable clothing in a range of bright patterns and colors. Sky gnomes enjoy wearing caps to cover their heads from the colder climates above the world. Males tend to be larger and stronger than females, but like the humans many emulate, exceptions to this rule apply. The average Gnome lifespan lasts about 60 years, though some Gnomes have lived to 90 and even 100 years of age.

Society: Deep Gnomes live in tightly knit communities often organized into military camps for those close to aberration infested regions. While gregarious, they are not overly affectionate, and tend to be detached from their parental duties. In the sky, Gnomes live as Humans do, albeit with a little more flair and zest for life. Militaristic by nature, Sky Gnomes direct their war efforts against new, airborne foes.

Relations: Gnomes below tend to be more insular than their surface dwelling relatives. In ancient times Gnomes and Dwarves were often enemies and this strains their relationship to this day. Sky Gnomes consider themselves to be a part of human culture and consider their foes, Gnome foes as well. Most distrust Elves due to that races's sudden appearance after The Shattering, though some have made uneasy alliances with them to ensure survival in dangerous regions. Gnomes carry an ancient animosity toward Orcs and reptilian creatures from below, and this contempt carries over to Half-Orcs and Oyapok.

Alignments and Religions: Gnomes tend to be neutral aligned. Some enjoy chaotic, carefree lifestyles, others prefer militaristic like order. Their short lives lead them down many roads. They worship Adan, the Forge Father as their creator. Their legends say that as Adan forged the Azer and Dwarves and the sparks that cast off as he hammered their forms became the first Gnomes. Most however, follow Kremenesh, The First Gnome. The myths teach that Kremenesh led the Svirfneblin into the deepest tunnels of the world after tricking the World Dragon. Many sages believe this 'World-Dragon' was the entity imprisoned within the Deep-Ore sphere and its escape triggered The Shattering. Kremenesh guides the Gnomish innovations with knowledge and magic, while protecting them with illusions and trickery.



GNOME RACIAL TRAITS

Svirfneblin (Deep Gnomes)

+2 Dexterity, +2 Wisdom, -2 Strength, -4 Charisma: Svirfneblin are fast and observant but relatively weak and emotionally distant.

Small: Deep 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: Deep Gnomes have a base speed of 20 feet.

Darkvision: Deep Gnomes can see in the dark up to 60 feet.

Defensive Training: Due to their ancient grudges against Gugs, Deep Gnomes gain a +4 dodge bonus to AC against monsters of the giant subtype.

Svirfneblin Magic: Svirfneblin add +1 to the DC of any illusion spells they cast. Svirfneblin also gain the following spell-like abilities: Constant—nondetection; 1/day—blindness/deafness, blur, disguise self; caster level equals the svirfneblin's class levels.

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

Spell Resistance: Svirfneblin have spell resistance (SR) equal to 11 + their class levels.

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

Alchemical Insight: Svirfneblin receive a +2 racial bonus on a Craft Alchemy.

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

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

Pechs (Surface/Sky Gnomes)

+2 Dexterity, +2 Charisma, -2 Strength: Pechs are nimble and strong-willed, but their small stature makes them weaker than other races.

Small: Pechs are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

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

Fearless: Pechs receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Gnome Magic: Pechs add +1 to the DC of any saving throws against illusion spells that they cast. Pechs with Charisma scores 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 Pechs's level. The DC for these spells is equal to 10 + the spell's level + the Pechs's Charisma modifier.

Halfling Luck: Pechs receive a +1 racial bonus on all saving throws.

Illusion Resistance: Pechs gain a +2 racial saving throw bonus against illusion spells and effects.

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

Sure-footed: Pechs receive a +2 racial bonus on Acrobatics and Climb checks.

Weapon Familiarity: Pechs are proficient with slings and treat any weapon with the word "halfling" or "gnome" in its name as a martial weapon.

Languages: Pechs begin play speaking Common, Gnome, and Pech (Halfling). Pechs with high Intelligence scores can choose from the following: Dwarven, Elven, and Goblin.

ALTERNATE SVIRFNEBLIN TRAITS

Deep Shadows- Svirfneblin with this racial trait may cast darkness once per day as a spell like ability with a caster level equal to their hit dice. A svirfneblin with the skilled racial trait gains a +4 bonus to Stealth skill checks to hide within the area affected by this ability, even when not underground.

This racial trait replaces the defensive training racial trait.

Fell Magic- Svirfneblin add +1 to the DC of any saving throws against necromancy spells that they cast. Gnomes with Wisdom scores of 11 or higher also gain the following spell-like abilities: 1/day—bleed, chill touch, detect poison, and touch of fatigue. 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 svirfneblin's Wisdom modifier.

This racial trait replaces svirfneblin magic.

Spell Blocker- Svirfneblin with this racial trait have learned to spurn the arcane. Any arcane spell that fails to overcome the svirfneblin's innate spell resistance may not target or effect the svirfneblin again for 1 round. This ability may be suppressed or renewed as a standard action.

This racial trait replaces the skilled and alchemical insight racial traits.

Stoneseer- Svirfneblin add +1 to the caster level of any spells with the earth descriptor they cast. Svirfneblin also gain the following spell-like abilities: Constant—nondetection; 1/day—magic stone, stone shape, stone tell; caster level equals the svirfneblin's class levels.

This racial trait replaces Svirfneblin magic.

Warden of Nature- Svirfneblin must often protect their homes against unnatural or pestilential infestations. Svirfneblin with this racial trait gain a +2 dodge bonus to AC against aberrations, oozes, and vermin, and a +1 bonus on attack rolls against them because of their special training.

This racial trait replaces defensive training and hatred.

ALTERNATE PECH TRAITS

Fleet of Foot- Some pechs are quicker than their kin but less cautious. Pechs with this racial trait move at normal speed and have a base speed of 30 feet. This racial trait replaces slow speed and sure-footed.

Ingratiating- Pechs often survive at the whims of larger, more aggressive races. Because of this, they go out of their way to make themselves more useful, or at least entertaining, to larger folk. Pechs with this racial trait gain a +2 bonus on skill checks for a single Perform skill of their choice, and Perform is always a class skill for them. They also gain a +2 bonus on Craft and Profession checks.

This racial trait replaces keen senses and sure-footed.

Wanderlust- Pechs love travel and maps. Pechs with this racial trait receive a +2 bonus on Knowledge (geography) and Survival checks. When casting spells or using abilities that provide or enhance movement, pechs treat their caster level as +1 higher than normal.

This racial trait replaces fearless and halfling luck.

Carbas

Proper Name Carbas, Prison City of the Gnomes

Ruler: First Citizen Bilxim Nezfitz, Speaker of the Many-Gnome Council.

Government: Council of elected officials. A half dozen gnomes from each of the cities layers represent their district, resulting in a council of two dozen.

Cities: Carbas (LC)

Resources: Copper, iron, gems, poisons

Population: 99% deep gnome (svirfneblin), 1% other

Law: NE

Allies: Bramble Briar, Vasjeel

Enemies: Creatures from Below, Goblinwood humanoids

Carbas is a dark, damp, and dismal place, corrupted by a vast, festering power imprisoned at its core. Many of its twenty-thousand inhabitants, primarily gnomes without the sense or means to move to brighter lands, are afflicted by strange black sores and blistering pustules for which there are no cures. The black walls of this city ooze foul liquids, and vile smelling red molds run rampant through the alleyways and cobbled streets. Copper pipes rust and burst with alarming regularity. Even fine ales sealed and transported here from across Celmae, sour, and run foul within days of their arrival.

The surface layer of Carbas masquerades as a city like any other. Bars, inns, and blacksmiths are available to the traveler, and a functioning economy processes ores, gems, and black market artifacts from the mines. Gnomes walk the streets, greeting one another with a tip of the hat and a shake of the hand. Yet behind each smile is a latent fear, a deep and terrifying understanding of what lies beneath.

Four levels down, beyond increasingly dismal quarters, and corrupted politicians, lies the Black Monolith. This dark spire is all that remains exposed of the tower city Below: Ukosh. This terrible, colossal structure, encapsulated in stone, is the home of the gugs.

Long ago the gugs roamed freely from Ukosh, terrorizing gnome settlements and devouring dozens for sport. The giants began to overrun the race, threatening its extinction. But all that ended when the gnome hero Kremenesh, descended deep into the world, sneaking past the World Dragon, to place arcane seals of power in Ukosh's lowest level. These seals trapped the gugs and the World Dragon for all time. Today, the Magi of Kremenesh are tasked with maintaining their incarceration.

There is constant friction between the Magi and the government of Carbas, a sometimes violent bickering regarding political spheres of power. The Magi, led by the young sorcerer Corben Jeser, believe that the city's one and only purpose should be the protection of the arcane seals. The government, led by First Citizen Bilxim Nezfitz, leads a large council of elected officials in attempting to downplay the dangers below and grow the city into a major trade hub.



However, First Citizen Bilxim has his work cut out for him. Any travelers who descend below the first level will encounter a pervasive malaise that has nearly transformed these pale gnomes into their own malevolent species. Amid the taverns, dripping ceilings, and gang dens slink gnomes with crazed, discomforting grins. In these corrupted individuals, the joyous playfulness of gnomes has been twisted into malicious, deviant sadism, their shaking hands reek of the seeping darkness from below.

Still further down, surrounding the Dark Spire, and Magi's complex, is a prison of great renown, holding the worst villains from across Celmae. The Magi of Kremenesh earn funds for their order by holding criminals that no other jail can contain. Chained to the walls in lightless cells, these individuals include Gormun the Skin Eater, Eveline Painmaker, Soriana the Bloodmage, and Boneman Zevix.

Some say that it is possible to re-enter Ukosh through forgotten passages and attempt to plunder the ancient ruins, though all who've tried have not returned.

Carbas

NE Large City

Corruption +2; **Crime** +2; **Economy** +3; **Law** +0; **Lore** +7; **Society** +5

Qualities Asylum, Eldritch, Resettled Ruins, Slumbering Monster, Under-City

Danger +43

DEMOGRAPHICS

Government Council

Population 20,000 (99% gnome, 1% other)

Notable NPC's First Citizen Bilxim Nezfitz (gnome aristocrat 8), First Magi Corbin Jeser (gnome sorcerer 11), Kingpin Umbris (gnome expert 3 barbarian 4)

MARKETPLACE

Base Limit 8,000gp; **Purchase Limit** 50,000gp;

Spellcasting 9th

Minor Irems 4d4+1d3; **Medium Items** 3d4+1d3; **Major Items** 2d4+1d3

The Legend of Kremenesh and the World Dragon

Gnomes tell many tales concerning their ancient battles against the gugs in the deepest caverns below the world. After the Shattering, the vile giants rampaged through the ruined gnome cities, slaughtering thousands in their wicked carnal rituals. From their tower city of Ukoth, the gugs seemed poised to eradicate the entire gnome race.

The great illusionist, Kremenesh, one of the "Four Magic Brothers" of the drowned city of Pesha, devised a plan he hoped would rid his people of the gugs forever. Using the full extent of his arcane knowledge he crafted a powerful seal that, if successful, would imprison the giants in their tower city of Ukoth for all time. With his closest allies; Booziluz, Shpressa, Tulis, and Sagwaulozzil, they descended into the earth, focused on their plan.

What the group could not have prepared for was their encounter with the destructive entity known as the World Dragon. This colossal beast roamed a newly exposed layer of Taran-Jairan, devouring everything it encountered. Forced to retreat, Kremenesh revised the Brothers's mission. While the gugs would certainly annihilate the gnome species, the World Dragon, if it managed to smash its way to the surface, would destroy whatever remained of Celmae.

Crafting his most powerful illusions and other spells, Kremenesh and his party made their second journey to Ukoth. Approaching the ruined realm of the World Dragon, the gnome began weaving his spells. Suddenly, thousands of mirror images of his party appeared. Confused and enraged, the World Dragon began chasing the illusions. As it chomped down on gnomes by the dozen, they vanished, and it tasted only air. This enraged it even more. As the monster attacked the illusory gnomes, Kremenesh's true party sneaked past it, continuing the journey to Ukoth.

When they reached the tower city of the gugs, nothing they had ever experienced could prepare them for the depravity they witnessed. As the gnomes crept downwards level by level, these atrocities grew worse, and threatened to unravel their sanity. The gugs took perverse delight in the torture of other creatures, relishing their agonizing contortions. Using his fast dwindling store of spells, Kremenesh kept him and his allies hidden from their gaze. When they reached Ukoth's lowest level, the group was on the verge of madness. Still, with shaky hearts and even shakier hands, they managed to inscribe the first half of the seal. Kremenesh needed only to climb back to the towers spire, and complete the second half of the seal. Returning to the top, they'd have to revisit the horrors of the gug city. Fearing they would go mad, they abandoned stealth for speed. Observant Gugs spotted

the fleeing gnomes and gave chase. Using the last of his spells Kremenesh cast invisibility on the group, but it couldn't cloak them all. Tulis accepted the grim fate. She turned and stood her ground, allowing the others to escape the tower. The deep gnomes remember Tulis's sacrifice with songs and rites of hero-worship.

As the others emerged from the tower, Kremenesh's hope soared. The plan appeared to be working; the illusory gnomes he'd created had lured the World Dragon to Ukoth's border. The pursuing gugs saw this new threat and diverted course, attacking the beast. The colossal monster gobbled down gugs as easily as they had gobbled down gnomes. With the two enemies distracted, Kremenesh completed the seal's inscription.

A wave of magical energy washed over the region. The split faced giants became trapped in their tower as planned, and better yet, Kremenesh's adjustment to the seal's magic knocked the World Dragon unconscious. The gnomes fled back to the surface and were hailed as heroes.



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For the next century, gnome sages researched ways to kill the slumbering World Dragon, but all attempts to slay it failed. Luckily, as long as the towers magical seals stayed intact, the gugs would remain trapped and the monster would sleep. They theorized that this monster was the entity that had been trapped within the deep ore sphere, and its release had caused the Shattering. Deciding that the best course of action would be to encapsulate the creature and the tower in a cube of solid, magical stone, they set their best masons and wizards to the task.

At this point, Kremenesh had passed on from old age, and had been away for nearly fifty years. As the wizards worked many swore they spotted the spectre of the fallen hero appear before them when they were alone, and teaching them new, unknown illusion spells. They claimed the apparition guided them on how to form the magical stone cube that would further imprison the gugs and the World Dragon. It warned that the tower could not be fully sealed in stone or its magic would be rendered ineffective. As they constructed the stone that formed the cube around Ukosh, they left the tip of the towers tallest spire exposed. With the protective wards in place, the gnome magi leaders decided to build a new city over the prison, ensuring its eternal protection.

As the years passed, gnomes across Celmae reported sightings of Kremenesh. The translucent gnome continued teaching unknown illusions to those he encountered, often harassing them for days before hand with phantasmal pranks. Clearly no anchored ghost, sightings continued for the next century, both below, and above the world. By 342 A.S. gnome magi were offering prayers to Kremenesh, calling him the Many, and the Trickster Phantom. His first high priest, Jobry the All Knowing, claimed that while communing with Kremenesh, the gnome hero's avatar confirmed that he had indeed been raised to divinity by the Forge Father Adan, to continue teaching illusions to the world.

Kremenesh may have rose to divinity, but his allies did not go to the Dustlands to await the Day of Judgement, rising themselves as minor gods, and patron saints of gnomish virtues. Tulis became so popular with the gnomes of the surface that her worship spread amongst the other races. Shpressa, Kremenesh's wife, represents compassion, loyalty, and protection of the family. Booziluz, is Kremenesh's older brother was the party's warrior and symbolizes strength and battle. He reminds all gnomes to remain strong in their convictions, and to persevere in when seemingly defeated. The first alchemical extract, he teaches, was not an effective drought, and by never giving

up, now most spells can be turned into potions. He is credited with blessing all gnomes to be familiar with the weapons he carried in battle.

Finally, Sagwaulozzil, often just called Sagwau, was the party's trapsmith. He was affected the most by the journey to Ukoth and went slightly insane. In his creative madness he crafted many devices, and magical constructs, including the first golem, and clockwork horror. It is said that while gripped by dementia, Sagwau taught the secrets of trapmaking to kobolds, allowing the reptiles to replace the gugs as the central foe of the gnomes. A mirthful being at heart, Sagwau is attributed with giving gnomes their resistance to illusions due to his chaotic mind not accepting their unreal nature, and providing gnomes with their keen senses and alchemical insight. Adan remains the chief deity of the gnomes, but Kremenesh holds a place in all of their hearts.

Shrines dedicated to the five gnome heroes exist in every gnome settlement across Celmae. Of course, the faithful of Kremenesh claim that even his allies are illusions; just different aspects of the *Many*, and that he descended alone into Ukosh.



Shadowskiver

Over the centuries, few races have endured the tragedies equal to those suffered by the gnomes. Unwilling to see these atrocities revisited on their people, some take on the mantle of the Shadowskiver. Agents of retribution, they bring justice to those who commit crimes against the gnomish people. Using stealth and shadowy illusions, they strike out at their foes like whispers in the dark.

Role: The shadowskiver can serve as the parties scout, using his superior stealth capabilities to travel far ahead of his allies in search of ambushes or traps. Infiltration and assassination specialists, they are often employed by groups in need of sneaky killers.

Alignment: shadowskivers are most often chaotic neutral, aloof individuals with gray moral centers. The vengeful nature of their assassination missions lures many evil and rancorous gnomes to the fold, though lawful and even good shadowskivers are not unheard of.

Hit Die: d6

Starting Wealth: 5d6 x10 gp (175 gp average)

Parent Classes: Bard and Rogue

CLASS SKILLS

The shadowskiver's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Points Per Level: 6+ Intelligence Modifier

CLASS FEATURES

The following are the class features of the shadowskiver.

Weapon and Armor Proficiency: A shadowskiver is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Shadowskiver's are also proficient with light armor and shields (except tower shields). A shadowskiver can cast bard spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a shadowskiver wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass shadowskiver still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A shadowskiver casts arcane spells drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every shadowskiver spell has a verbal component (low, almost imperceptible humming). To learn or cast a spell, a shadowskiver must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a shadowskiver's spell is 10 + the spell level + the shadowskiver's Charisma modifier.

Like other spellcasters, a shadowskiver can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Shadowskiver. In addition, he receives bonus spells per day if he has a high Charisma score.

The shadowskiver's selection of spells is extremely limited. A shadowskiver begins play knowing four 0-level spells and two 1st-level spells of the shadowskiver's choice. At each new shadowskiver level, he gains one or more new spells, as indicated on Table: Shadowskiver Spells Known. (Unlike spells per day, the number of spells a shadowskiver knows is not affected by his Charisma score. The numbers on Table: Shadowskiver Spells Known are fixed.)



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TABLE: SHADOWSKIVER

Level	Base Attack	Fort	Ref	Will	Special	Spells per day					
	Bonus	Save	Save	Save		1	2	3	4	5	6
1st	+0	+0	+2	+2	Cantrips, focused training, sneak attack +1d6	1	-	-	-	-	-
2nd	+1	+0	+3	+3	Evasion, quick draw	2	-	-	-	-	-
3rd	+2	+1	+3	+3	Spell Focus: Illusion, sneak attack +2d6	3	-	-	-	-	-
4th	+3	+1	+4	+4	Uncanny Dodge	3	1	-	-	-	-
5th	+3	+1	+4	+4	Sneak attack +3d6	4	2	-	-	-	-
6th	+4	+2	+5	+5	Point Blank Shot	4	3	-	-	-	-
7th	+5	+2	+6	+6	Sneak attack +4d6	4	3	1	-	-	-
8th	+6/+1	+3	+6	+6	Improved uncanny dodge, two-weapon fighting	4	4	2	-	-	-
9th	+7/+2	+3	+6	+6	Rapid shot, sneak attack +5d6	5	4	3	-	-	-
10th	+8/+3	+3	+7	+7	Defensive throw, improved catch	5	4	3	1	-	-
11th	+9/+4	+3	+7	+7	Cloak of shadows, sneak attack +6d6	5	4	4	2	-	-
12th	+9/+4	+4	+8	+8	Close defense	5	5	4	3	-	-
13th	+10/+5	+4	+8	+8	Silent illusion, sneak attack +7d6	5	5	4	3	1	-
14th	+10/+5	+4	+9	+9	Fast movement, poison use	5	5	4	4	2	-
15th	+11/+6/+1	+5	+9	+9	Shadow illusion, sneak attack +8d6	5	5	5	4	3	-
16th	+12/+7/+2	+5	+10	+10	Vengeful strike 1/day	5	5	5	4	3	1
17th	+12/+7/+2	+5	+11	+11	Extended illusion, sneak +9d6	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Ranged flank, superior catch	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Powerful shadow magic, sneak attack +10d6	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Master strike	5	5	5	5	5	5

Upon reaching 5th level, and at every third shadowskiver level after that (8th, 11th, and so on), a shadowskiver can choose to learn a new spell in place of one he already knows. In effect, the shadowskiver “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 shadowskiver spell the shadowskiver can cast. A shadowskiver 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.

Cantrips: Shadowskiver learn a number of cantrips, or 0-level spells, as noted on Table: Shadowskiver Spells Known under “Spells Known.” These spells are cast like any other spell, but they do not consume any slots and may be used again.

Focused Training (Ex): At 1st level a shadowskiver focuses his skill selection to prepare for the vengeful life ahead of him. He must assign one of his skill points as a rank to each of the following class skills: Acrobatics, Bluff, Climb, Jump, and Stealth. This leaves at least 1 skill point at 1st level that can be assigned to any available skill the shadowskiver wishes. At second level the shadowskiver can assign his skill points to any available skill he chooses, provided he doesn’t exceed the amount of ranks a skill can normally possess.

Quick Draw (Ex): At 2nd level a shadowskiver receives Quick Draw as a bonus feat.

Sneak Attack: If a shadowskiver can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The shadowskiver's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the shadowskiver flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two shadowskiver levels thereafter. Should the shadowskiver score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a shadowskiver can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The shadowskiver must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A shadowskiver cannot sneak attack while striking a creature with concealment.

Evasion (Ex): At 2nd level and higher, a shadowskiver can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the shadowskiver is wearing light armor or no armor. A helpless shadowskiver does not gain the benefit of evasion.

Spell Focus Illusion (Ex): At 3rd level the shadowskiver gains Spell Focus: Illusion as a bonus feat.

Uncanny Dodge (Ex): Starting at 4th level, a shadowskiver can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose her Dex bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A shadowskiver with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a shadowskiver already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Point Blank Shot (Ex): Beginning at 6th level the shadowskiver gains the benefit of the Point Blanks Shot feat. If the shadowskiver already possesses the Point Blank Shot feat, the bonus gained increases from +1 to +2.

Improved Uncanny Dodge (Ex): A shadowskiver of 8th level or higher can no longer be flanked. This defense denies another character with the ability to sneak attack the shadowskiver by flanking him, unless the attacker has at least four more levels in a class that bestows the sneak attack feature, than the target does.

If a character already has uncanny dodge (see above) from

another class, the levels from the classes that grant uncanny dodge stack to determine the minimum shadowskiver level required to flank the character.

Two-Weapon Fighting (Ex): The shadowskiver receives Two-Weapon Fighting at 8th level as a bonus feat. If the character already possesses this feat, he may instead select another combat feat for which he meets the prerequisite.

Rapid Shot (Ex): At 9th level the shadowskiver gains Rapid-Shot as a bonus feat. If the character already possesses this feat, he may ignore the normal -2 penalty acquired when using Rapid Shot.

Defensive Throw (Ex): Beginning at 10th level, the shadowskiver has learned special defensive techniques for attacking with thrown weapons. He no longer provokes attacks of opportunity for attacking an adjacent character with a thrown weapon (however, if you attack with a different sort of ranged weapon, such as a bow, you still provoke attacks of opportunity).

Improved Catch (Ex): The shadowskiver has become so skilled with thrown weapons that, he now gains the benefit of the Snatch Arrows feat, even if he does not meet the prerequisites for the feat. Furthermore, if he throws a weapon with the returning special ability, he can move after the attack and the weapon will still return to him as long as line of sight between the shadowskiver and the weapon exists at the beginning of the shadowskiver's next turn.

Cloak of Shadows (Su): Starting at 11th level the shadowskiver can cloak his form in shifting shadows. This ability provides him with a variable amount of concealment depending on his level. While his cloak of shadows is active, attacks against a shadowskiver have a miss chance equal to 5% +5% per class level beyond 11th to a maximum of 50% at 20th level. Darkvision and low-light vision offer no help in piercing the cloak of shadows, although any creature that can see in magical darkness can ignore the miss-chance, as can a creature with true seeing. A shadowskiver can dismiss or resume this effect as a free action. While his cloak is active, a shadowskiver can make stealth checks as if he had concealment.

Close Defense (Ex): Beginning at 12th level, the shadowskiver knows how to fight to his advantage in a crowd of larger opponents. If a Medium or larger sized opponent is adjacent to the shadowskiver, the shadowskivner receives a +2 dodge bonus to AC against all other foes adjacent to him. If the Medium or larger sized opponent moves away or falls, the shadowskiver loses the benefit of close defense (although he might be able to move next to the same foe again on his next turn and reestablish it). Enemies making ranged attacks or attacks with reach weapons aren't affected by close defense.

Silent Illusion (Ex): After a shadowskiver reaches 13th level, all spells from the illusion school that he casts no longer require a verbal component, as if the Silent Spell feat had been applied to them. The levels and casting times of these illusion spells don't change, however.

Fast Movement (Ex): At 14th level the shadowskiver has mastered the art of unusually swift movement. His land speed increases by 10 feet. This benefit only applies when the shadowskiver is wearing no armor, light armor, or medium armor and not carrying a heavy load. Apply this bonus before any load carried or armor worn.

Poison Use (Ex): Starting at 14th level the shadowskiver has trained extensively in the use of poison and no longer accidentally risks poisoning himself when applying poison to a blade.

Shadow Illusion (Su): Beginning at 15th level, a shadowskiver is able to infuse some of his figments (see below) with material from the Plane of Shadow, making them partially real. The sub-school of these spells changes from figment to shadow. A shadowskiver can use the altered spell to mimic any sorcerer or wizard conjuration (summoning), conjuration (creation), or evocation spell at least one level lower than the illusion spell. The altered spell functions identically to the shadow conjuration or shadow evocation spell, except that the spell's strength equals 10% per level of the figment spell used.

For example, a shadowskiver who uses *silent image* to create an *acid splash* would deal 10% of the normal damage to a creature that succeeds on its Will save to disbelieve the shadow. If he used *programmed image* to *summon monster V*, the creature would have 60% of the hit points of a normal creature of its kind, and its damage would be 60% normal against a creature that succeeds on its Will save to disbelieve.

A shadowskiver can apply shadow illusion to any one of the following spells: *silent image*, *minor image*, *major image*, *persistent image*, and *programmed image*.

Vengeful Strike (Su): Beginning at 16th level, as a standard action the shadowskiver can execute a single, vengeful strike in place of a sneak attack. The shadowskiver whispers a vengeful curse as a free action and then makes a single melee or ranged attack against the target using his highest base attack bonus with an additional +2 morale bonus to the attack. If the attack is successful the target must make a Fortitude save (DC 10 + shadowskiver level + Dex modifier) or be stunned for 1d4 rounds.

A shadowskiver can use his vengeful strike ability 1/day at 16th level and then 3/day at 20th level.

Extended Illusion (Ex): After a shadowskiver reaches 17th level, the duration of any illusion spell he casts and/or spell-like ability from the illusion school that he uses is doubled, as if by the Extend Spell feat had been applied to it. The levels and casting times of these spells and spell-like abilities don't change, however. This ability stacks with the Extend Spell feat, which does change the spells effective level.

Superior Catch (Ex): At 18th level the shadowskiver becomes so skilled at throwing and catching weapons that he may use the Snatch Arrows feat a number of times/day equal to his Dex bonus (minimum 2). Furthermore if he uses two weapons with the returning special ability, he can move after the attack and both weapons will return to him as long as line of sight between the shadowskiver and the weapons exist at the beginning of the shadowskiver's next turn.

Ranged Flank (Ex): Beginning at 18th level the shadowskiver can flank a foe using a ranged weapon. The shadowskiver must be within 10' of his intended target, and flank it as if he was wielding a reach weapon. The shadowskiver does not threaten the target, and cannot perform attacks of opportunity unless he is adjacent to the target and wielding a melee weapon.

Powerful Shadow Magic (Su): When a shadowskiver reaches 19th level the strength and effects created by his shadow conjuration, shadow evocation, greater shadow conjuration, greater shadow evocation, and shades spells increases by 20%. They are now 20% more likely to affect disbelieving creatures and deal 20% more damage.

This bonus also applies to figment spells transformed into shadow spells via the shadowskiver's shadow illusion power.

Master Strike (Ex): Upon reaching 20th level, a shadowskiver becomes incredibly deadly when dealing sneak attack damage. Each time the shadowskiver deals sneak attack damage, he can choose one of the following three effects: the target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + 1/2 the shadowskiver's level + the shadowskiver's Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that shadowskiver's master strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

TABLE: SHADOWSKIVER SPELLS KNOWN

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2					
2nd	5	3	-	-	-	-	-
3rd	6	4	-	-	-	-	-
4th	6	4	2	-	-	-	-
5th	6	4	3	-	-	-	-
6th	6	4	4	-	-	-	-
7th	6	5	4	2	-	-	-
8th	6	5	4	3	-	-	-
9th	6	5	4	4	-	-	-
10th	6	5	5	4	2	-	-
11th	6	6	5	4	3	-	-
12th	6	6	5	4	4	-	-
13th	6	6	5	4	4	2	-
14th	6	6	6	5	4	3	-
15th	6	6	6	5	4	4	-
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

New Svirfneblin Feats

DISPELLING TOUCH

You negate your opponent's magic at the cost of your spell resistance.

Prerequisite: Arcane Strike, base attack bonus +8, spell resistance racial trait

Benefit: As a full round action, you can make a melee touch attack against an opponent. If the attack hits, your spell resistance transfers to the opponent, acting as a *greater dispel magic* against any active spell effects. The target gains your spell resistance for a number of rounds equal to your character level. The SR applies to all spells and spell-like effects; even beneficial spells must bypass the SR. You lose your SR so long as the opponent is affected. You may attempt a dispelling touch once per day for every four levels you have attained. This ability will not affect any creature that already possesses spell resistance.

KEEPER OF SECRETS

You have trained your mind to resist intrusions.

Prerequisite: Iron Will

Benefit: You gain a +4 bonus on all saving throws against charm or compulsion spells and effects, and against detect thoughts and similar spells and abilities which allow access to your thoughts.

KNUCKLEBASHER (COMBAT)

You can quickly retaliate against larger opponents that miss you in combat.

Prerequisite: Combat Reflexes

Benefit: When a creature of Large size or larger that has natural reach attacks you and misses, you can take an attack of opportunity against that creature as if it were adjacent to you. You can only take one attack of opportunity against a single creature per round using this feat, though you can use it against multiple opponents in a single round so long as you have the available attacks of opportunity to do so. This feat cannot be used against opponents attacking you with reach weapons.



STOIC POSE

You can hold yourself as still as a statue, evading detection.

Prerequisite: Gnome (Svirfneblin).

Benefit: By spending 5 rounds finding a suitable location, you can hold yourself so still that you appear to be a Small object such as a pile of rocks. This allows you to make a Stealth check without cover or concealment, as long as you do not move or take any other actions.

New Pech Feats

ADAPTABLE

You are amazingly adaptable to just about any situation you find yourself in.

Prerequisite: Gnome (Pech).

Benefit: Once per day, for a number of rounds equal to your character level, you may treat any one non class skill as a class skill or you can treat any weapon as one you are proficient in. You may do one or the other, but not both in the same day. If you treat a non-class skill as a class skill, and you have ranks in that skill, you gain the standard +3 bonus to the skill check. Any weapon you choose to treat as one you are proficient in must be of the appropriate size category, otherwise you suffer the standard penalties for wielding a weapon too large or too small for you.

PECH POSITIVITY

Nothing ever dampens your spirits – even as others fall into darkness, you always remain positive.

Prerequisite: Gnome (Pech).

Benefit: Twice per day, if you fail a Will save that would leave you cowering, frightened, panicked or shaken you may immediately make another saving throw. You must take the result of the second saving throw.

New Background Traits

Deepwalker: With solid stone under your feet, you're hard to take down. You add a +1 trait bonus to your CMD against bull rush, reposition, and trip combat maneuvers when underground and standing on stone. If you have the favored terrain class ability and underground is one of your favored terrains, this bonus increases to +2.

Enduring Illusions: Illusions you create have lasting effects. Whenever you cast a spell of the illusion school with a listed duration of "concentration," the effects of the spell continue for 1 round after you cease to concentrate on the spell.

Gug Sniper: You've learned that the best way to deal with giants is to kill them from a distance. You gain a +2 trait bonus on all rolls to confirm critical hits with ranged weapons against creatures with the giant subtype.

New Spells

AURA OF INCONSPICUOUSNESS

School illusion (glamer) [mind-affecting]; **Level** alchemist 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range personal or touch

Target you or creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell only functions on creatures under the effects of nondetection, twisting the existing aura so that the target becomes hard to notice. Perception checks made to oppose any skill checks made by the target suffer a penalty equal to the target's Hit Dice.

DETECT KOBOLDS

School divination; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S

Range long (400 ft. + 40 ft./level)

Area cone-shape emanation

Duration concentration, up to 10 min/level

Saving Throw none; **Spell Resistance** no

This spell functions like detect animals or plants, except it detects humanoids with the reptilian subtype.

RENEW AIR

School conjuration (creation) [air]; **Level** druid 3, ranger 2, shaman 3, witch 3

Casting Time 1 round

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect up to 1 10 ft. cube of air/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell generates fresh, breathable air, negating any bad air hazards in the area of effect. In sealed areas, it replenishes the air supply relative to the volume of the area (see rules for slow suffocation in the *Pathfinder Roleplaying Game Core Rulebook*). Mundane inhaled poisons in the area of effect are dispersed and effectively neutralized. Magical effects, such as *stinking cloud* or *cloudkill*, are subject to a check to see if they are negated, as if targeted by a *dispel magic*.

SHATTERED SKIES

CAMPAIGN SETTING

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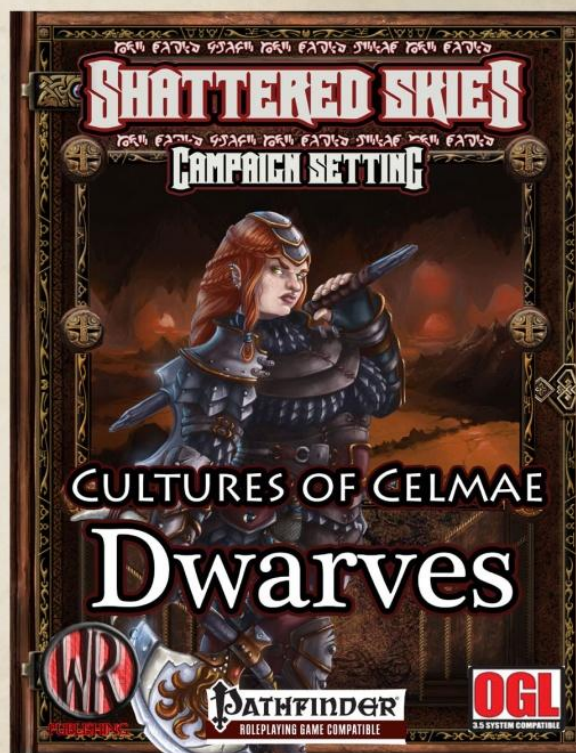
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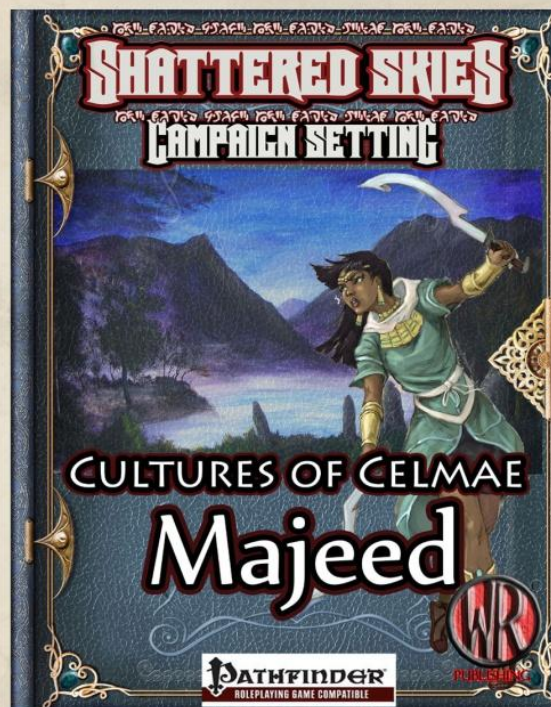
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