

children of the restless earth

Poisoned Pages for Shadow of the Demon Lord

Creating the universe drove the genies mad. From the vaulted heights as makers of all things they fell, becoming less than their creations, slaves to those with the knowledge and power to compel them. Their collapse left their children to fend for themselves. The salamanders retreated to the volcanic Firepeaks, the undines fled to the depths of the Auroral Ocean, and the sylphs took to their palaces in the sky. The gnomes buried themselves under the mountains and remained in the caves and grottos for thousands of years.

The spread of the Demon Lord's shadow has triggered calamities and catastrophes that have upset the natural order of things, such that havens have become tombs, cities are awash with blood, and monsters run loose in the

countryside. No longer can people huddle in the dark; the time for hiding has come to an end, for the Demon Lord will devour all as it destroys the world. So, as the salamanders have begun to descend from their fiery peaks, so have the gnomes been dislodged from their cavernous homes to emerge blinking into the world they abandoned long ago.

This supplement reveals the second of the elemental ancestries for play in *Shadow of the Demon Lord*.

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GNOME

From earth and stone, the genies fashioned the gnomes, infusing them with life to serve as builders and shapers, to become the makers of things. Gnomes raised the mountains and carved the paths the rivers would take. They planted the forests and pushed the earth to form hills and valleys. They took the raw, untamed world the genies spun out from chaos and gave it shape, purpose, and beauty.

The gnomes were among the first to flee after the genies' dominion unraveled. A furtive people, frightened of their makers, they dug into the earth, opening spaces where they could survive the madness of the genies and the rise of less worthy inheritors, such as the intruding faeries who picked up the fallen mantle and rule in genies' stead.

Generations spent in the depths of the earth instilled in the gnomes a deep and abiding fear of the surface and the painful light of the hated sun. The gnomes contented themselves with exploring their subterranean world, unearthing glittering treasures from the raw stone, following veins of gold and silver, and discovering secrets and places buried since the dawn of the world. Their isolation and refusal to interact with the peoples in the world above made them a mythical people, the subject of tales told by miners who became lost in the dark or heard strange sounds coming from beyond the light of their lanterns.

If the gnomes had a choice, they would have remained in the depths, but the Destroyer's approach has forced them out. Earthquakes have shaken the mountains to their foundations, letting loose the world's blood as fiery lava to flood their homes. Strange things have torn free from their subterranean prisons and run through the tunnels, their screeches as sharp as their claws. With nowhere to turn, the gnomes have emerged from the depths once more, finding the world they left much changed from how they left it.

Children of Earth and Stone: Generations spent underground have transformed gnomes into their present state. No taller than 3 feet, they have short, compact bodies. They have overlarge eyes that help them see in the darkness of the deep places and large noses to help them sniff out trouble.

Gnomes find the light of the sun painful, so they wear thick goggles over their eyes. They cover their chalky skin in heavy clothing that includes tall, pointed caps, long coats that drag the ground, and heavy boots to anchor them to the earth—many gnomes believe that if they doff their clothing, they'll float away into the endless blue.

Dwellers in the Deep: Until recently, gnomes lived in caves deep underground. Their homes feature

high, vaulted ceilings supported by carved columns, walls studded with jewels of impossible size and deposits of precious metals that would cause any dwarf to break out in a sweat. Tunnels riddle their communities, burrowing through the rock for miles. A few underground communities remain, but the devastation that ravaged their homes drove most to the surface, and they have slowly spread across the Northern Reach finding homes in Crossings, Sixton, and elsewhere.

Brave New World: The gnomes were unprepared for the disaster that erased their homeland. Normally shy, reclusive, and private, the catastrophe thrust them into a strange and alien landscape, one with boundless emptiness stretching above. Uncertainty about the future, combined with the strangeness of their new homes, afflicts gnomes with great anxiety. For all their fears, they remain a people curious, eager to learn about the world and how things work. Most gnomes have managed to overcome their fears and misgivings and now see the possibilities in front of them.

Strangers in a Strange Land: Gnomes have little experience dealing with the people dwelling in the world above. Refugees have spilled into the Northern Reach where they encountered the humans who have either welcomed them or at least tolerated their arrival. Prior to their emergence, the gnomes came into conflict with dwarfs at various times in the past, usually as a result of prospectors drawing too close to their enclaves. Other than these peoples, gnomes are strangers to the surface world and have yet to form opinions about the people who live here.

Tongue of Earth and Stone: Spoken almost exclusively by gnomes, it is close enough to the language spoken by sylphs, undines, and salamanders that they can usually make themselves understood to one another. The written form of gnomish uses patterns of dots and lines in place of characters.

Common Names: Amber, Basalt, Beryl, Chert, Coal, Flint, Lime, Onyx, Opal, Pog, Rose, Ruby, Shale, and Wackes.

DARK GOGGLES

All gnome characters add a pair of heavy goggles to their starting equipment. The goggles feature thick black lenses to protect their sensitive eyes from bright light. However, while worn, the goggles impose 1 bane on Perception rolls that involve sight. If lost, a pair of goggles can be replaced for 1 ss.

CREATING A GNOME

Strength 10, **Agility** 8, **Intellect** 9, **Will** 11

Perception equals your Intellect score + 1

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health

Size 1/2, **Speed** 8, **Power** 0

0 **Damage**, 0 **Insanity**, 0 **Corruption**

Languages and Professions You speak Gnomish.

Immune damage from disease or poison; diseased, poisoned

Darksight You can see into areas obscured by shadows and darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.

Impaired by Light You are impaired while in areas of sunlight and not wearing some kind of covering over your eyes.

Deep Sense You cannot become lost while traveling underground.

Harden You can use an action, or a triggered action on your turn, to harden your skin for as long as you concentrate, up to 1 minute. While your skin is hardened this way, you take half damage. You can use this talent a number of times equal to 1 + your Power score. You replenish expended uses when you complete a rest.

Petrifying Death When you die, you turn into a stone statue and explode. Rock flies out from a point in your space out to a number of yards equal to your group level. Everything in the area takes damage equal to half your Health. A creature in the area can make an Agility challenge roll and takes just half the damage on a success.

LEVEL 4 EXPERT GNOME

Characteristics Health +5

You learn one spell or gain Stone Walk

Stone Walk You ignore the effects of moving across difficult terrain caused by materials made of earth, sand, or stone. In addition, you can pass through solid obstacles made from earth, sand, or stone that are no thicker than 1 yard.

PERSONALITY

3d6 Personality

- | | |
|-------|--|
| 3 | Something is broken inside you, and you find yourself hating most people you meet. You might hurt them for no other reason than you can. |
| 4-5 | Nervous and fearful, you tend to fawn around people you consider more powerful than you. |
| 6-8 | You are uncomfortable around people who aren't gnomes and hold them to a higher standard. |
| 9-12 | You are quiet and reserved. |
| 13-15 | You are inquisitive, always interested in learning new things. |
| 16-17 | You are witty, personable, and make friends wherever you go. |
| 18 | Deadly serious, you never laugh, and you approach every situation with icy calm. |



AGE

3d6 Starting Age

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|-------|--|
| 3 | You are a child, no more than 9 years old. Reduce your height and weight by 50% and your Size by half. |
| 4-5 | You are an adolescent, from 10 to 15 years old. Reduce your starting height and weight by 25%. |
| 6-8 | You are a young adult, from 16 to 20 years old. |
| 9-12 | You are an adult, from 21 to 50 years old. |
| 13-15 | You are a middle-aged adult, from 51 to 100 years old. |
| 16-17 | You are an older adult, from 101 to 200 years old. |
| 18 | You are a venerable adult, aged 201 years or older. |

BACKGROUND

d20 Background

- | | |
|----|--|
| 1 | A run-in with a troll nearly killed you. Small flecks of stone mar your flesh. |
| 2 | You once visited the Great Cleft and heard the One Who Slumbers shift in his sleep. |
| 3 | A spell whisked you from your homeland, and you were forced to serve a cruel master for many years. |
| 4 | You were exiled from your homeland after committing a terrible crime. |
| 5 | You had a spouse and children, but they all died during the Great Collapse. |
| 6 | You fought the dwarfs who mined too close to your community. You killed many and do not trust them. |
| 7 | You made frequent trips to the surface. Your knowledge of the World Above helped you escort many of your kind to safety. |
| 8 | During the Great Collapse, you were buried alive. It took several days, but you managed to wriggle free. |
| 9 | Your family lived as slaves to the salamanders. You were the first to have escaped. |
| 10 | You earned a living working in your profession. |
| 11 | You left home when you were young to seek your fortune in the world above. |
| 12 | Your people shunned you for some reason, and you knew only loneliness. The Great Collapse gave you a new chance to find your place. |
| 13 | You lived among the priests of your people, learning their ways and rites. |
| 14 | Troglodytes captured you and made you their slave. You escaped after killing your owner. |
| 15 | You fought against troglodytes and other dwellers of the deeps to protect your people. |
| 16 | You discovered an incantation and managed to perform it. Unfortunately, someone close to you died as a result. You've kept this secret your whole life. |
| 17 | You were a leader in your community, and you helped many escape the ruins of your homeland. |
| 18 | You once crept into a dragon's lair and made off with a single gold crown. |
| 19 | You ventured into the depths of the earth and stumbled into the Underworld. You were so appalled by what you saw, you fled for the surface and never returned. |
| 20 | You came into money. Start the game with 2d6 cp. |

BUILD

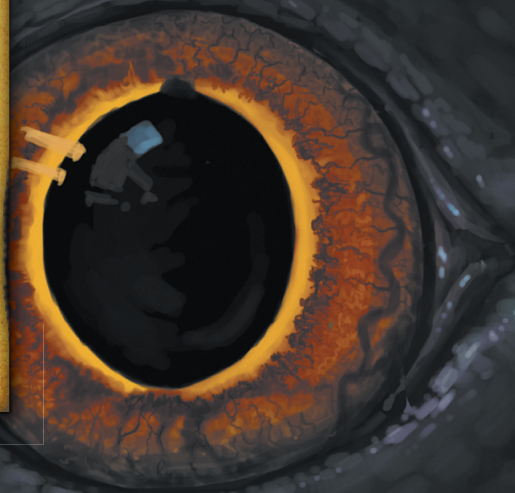
3d6	Build
3	You are quite small. You stand about 12 inches tall and weigh about 10 pounds. Reduce your Size to 1/4.
4-5	You are 18 inches tall. Reduce your Size to 1/4.
6-8	You are skinny for a gnome, weighing no more than 25 pounds.
9-12	Your height and weight fall within the average ranges. You are between 2 and 3 feet tall and weigh from 20 to 40 pounds.
13-15	You are heavy, bulky, overweight, or muscled. You weigh between 40 and 60 pounds.
16-17	You are tall for a gnome, standing between 3 and 4 feet in height.
18	You are enormous for a gnome. You stand over 4 feet tall and weigh 80 pounds or more.

APPEARANCE

3d6	Appearance
3	Your features appear melted, runny, as if you were made from mud. You are hideous.
4-5	You have thick, plain features, skin pebbled and rife with fissures.
6-8	Your eyes are a bit too large, your features a little too big, making you unappealing to other gnomes.
9-12	You are typical for a gnome with the usual exaggerated features and bulging eyes common to people of your kind.
13-15	You have just one exaggerated facial feature—eyes, nose, ears, or mouth.
16-17	You have fine features and a fit body. You stand out from other gnomes.
18	You are a great beauty among gnomes and attractive by other people's standards. You have a well-formed body and appealing features.

HE WHO SLUMBERS

Far below the surface of the earth in a massive cavern is a chasm known as the Great Cleft. The gnomes living nearby heard strange sounds emanating from the depths, eerie noises, mutterings, and shifting of rock. Sensing a pattern in these noises, the gnomes became certain that a powerful being strove to communicate with them. A religion formed around the being they named He Who Slumbers, and the priests who served him called themselves the Deep Speakers since they translated the will of their god and communicated the commandments to their fellows. As the doom that wiped out the gnome settlements originated from the Great Cleft, the religion has all but died out. The few who practice the religion have Destruction, Divination, and Earth as their associated traditions.



NEW SPELLS

As elementals, gnomes have strong connections to earth and stone. Although free to follow any path they like, many gnomes delve into the secrets of magic, not only to increase their knowledge of its power, but also to discover more about themselves and the gifts they gained from the genies who made them.

ROCK HENCHMAN

EARTH UTILITY 2

Target One Size 1/2 or smaller object made from earth or stone within short range

Duration 1 hour

The target becomes a compelled **small construct** for the duration or until it's destroyed.

STONE CALL

EARTH UTILITY 2

Requirements You must be in contact with an earthen or stone surface

Target Any number of stones within medium range whose total Size is no more than 5

Each target moves in a straight line to points on the ground you choose within 10 yards of you. Any creature in the stone's path must get a success on an Agility challenge roll or fall prone.

SECRET OF STONE

EARTH UTILITY 3

Target One object made from earth, sand, or stone you can reach

You touch the target and can ask it a number of questions equal to your Power score. The questions must pertain to anything that might have occurred within short range of the point you touched. Possible questions include "what's on the other side," "who passed by here within the last 24 hours," and so on. If you ask a question the surface cannot answer, you receive no answer, and you waste the question.

STONE MERGE

EARTH UTILITY 4

Duration Concentration

For the duration, you can move into the surface of objects made from earth or stone that are your Size or larger. When you do, you and everything you wear and carry flow into the object, and a pair of eye-like cracks appear on the surface at the point you entered. While in the object, you can see and hear normally and you may speak, though doing so causes a mouth to appear on the surface just under the eyes. You can also move across the surface at half Speed provided the surface is earth or stone. If your Size of the object's surface is destroyed while you are in it, you die.

GNOME

Since fleeing the chaos and destruction wrought by their genie makers, the gnomes have buried themselves in the earth, constructing fabulous cities and mastering Earth magic to protect their realms. Upheaval brought about by earthquakes combined with horrific monsters boiling up from the depths drove the gnomes out to find their place on the world's surface once more.

Gnomes speak Gnomish and a few have learned the Common Tongue.

GNOME

DIFFICULTY 1

Size 1/2 elemental

Perception 10 (+0); darksight

Defense 10 (soft leather, small shield); **Health** 10

Strength 10 (+0), **Agility** 8 (-2), **Intellect** 9 (-1), **Will** 11 (+1)

Speed 8

Immune damage from disease or poison; diseased, poisoned

Impaired by Light A gnome is impaired while in areas of sunlight and not wearing some kind of covering over his eyes.

Petrifying Death When the gnome dies, he turns into a stone statue and explodes. Rock flies out from a point in your space out to a number of yards equal to your group level. Everything in the area takes 5 damage. A creature in the area can make an Agility challenge roll and takes just half the damage on a success.

ATTACK OPTIONS

Hammer (melee or short) +0 (1d3)

Sling (medium) -1 (1d3)

SPECIAL ACTIONS

Harden You can use an action, or a triggered action on your turn, to harden your skin for as long as you concentrate, up to 1 minute. While your skin is hardened this way, you take half damage. You can use this talent a number of times equal to 1 + your Power score. You replenish expended uses when you complete a rest.