

Dr. Krolmnite

"I want to be the very best. Like no one ever was. To design them will be my real test. To craft them for my cause, I will travel across the land, searching far and wide, each secret to understand. The power that will be mine. The Krolmnite Golem Workshops are my real quest. I know it's my destiny. I will make them the best, and they'll wreck all the rest!"

Like many lava gnomes, Doctor Krolmnite lived with others of his own kind in massive caverns underneath an active volcano and shared a great love of all things fire.

Then his home blew up.

The volcanic eruption was so great that it wiped out much of his native village and split the cavern ceiling and mountain above them wide open. Krolmnite was one of the lucky few to survive the natural disaster. Where others were crushed under thousands of tons of stone, Krolmnite watched as thousands of tons of stone opened up and gave way above him, revealing the open sky and shining sun to his virgin eyes for the very first time.

Believing he had been spared for a purpose, Krolmnite converted to the worship of Sarenrae soon after he evacuated the smoking ruin of his home. Nearly all his old patients being deceased, he gave up on his old life as a doctor to start again under Sarenrae's teachings. Whether the potent sorcerer powers over fire and light that he would later develop are merely an extension of his lava gnome heritage, or a gift from Sarenrae none can know for sure. Nevertheless, Krolmnite believes that she has granted him life and power for great purpose.

In addition to possessing extensive medical knowledge, Krolmnite is also an accomplished engineer and alchemist. Though he is hardly a genius, Dr. Krolmnite is quite arrogant, and works very hard at convincing others that he is one. Like most lava gnomes, he is hot-tempered and dangerously unstable (even by the standards of other gnomes). Having a few gear gnomes in his family tree, he also happens to share a love of knowledge, of inventing new things, and tinkering with old ones. Thus, much of his "dangerous instability" ends up being channeled into the very productive, if reckless, creation of his various inventions and contraptions. He hopes to one day start a lucrative franchise of golem workshops that will allow the world to better know his name, and now adventures abroad to further realize that dream just as much as he does to spread the good news of Sarenrae.



Dr. Krolmnite

Male lava gnome sorcerer 11

CG Small humanoid (gnome)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

Languages Common, Dwarven, Gnome, Orc, Sylvan

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size); *mage armor*
hp 84 (11 HD)

Fort +11, **Ref** +10, **Will** +12

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants),
sunsight; **Immune** dazzled; **Resist** fire 20

OFFENSE

Speed 20 ft. (4 squares)

Melee *produce flame* +4 touch (1d6+5 fire) or
mwk longspear +5 (1d6–1/×3)

Ranged *produce flame* +7 touch (1d6+5 fire)

Spell-like Abilities (CL 11th or CL 12th with fire spells; Concentration +16 or +17 with fire spells)
1/day – *dancing lights*, *flare*, *prestidigitation*, *produce flame*

Sorcerer Spells Known (CL 11th, CL 12th with fire spells; Concentration +16, +17 with fire spells)

5th (5/day) – *flame strike*^B, *telekinesis*, *teleport*

4th (7/day) – *greater make whole*^{TG}, *pyrotechnic eruption*^{HA}, *shield of dawn*^{B ISG}, *wall of fire*

3rd (7/day) – *daylight*^B, *disable construct*^{ACG}, *earth tremor*^{UW}, *fireball*, *fractions of heal and harm*^{ISG}

2nd (7/day) – *burning arc*^{HoG}, *fury of the sun*^{B ARG}, *meteoric flight* (as *raven's flight*^{HotW}, except you turn
into a flying meteor rather than a raven), *pyrotechnics*, *resist energy*, *see invisibility*

1st (8/day) – *comprehend languages*, *endure elements*, *feather fall*, *mage armor*, *searing light*^B, *shield*

0 (at will) – *arcane mark*, *detect magic*, *flare*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*,
spark^{APG}

Bloodline Solar

Special Attacks +1 on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes

STATISTICS

Abilities Str 8 (–1), Dex 14 (+2), Con 16 (+3), Int 16 (+3), Wis 10 (+0), Cha 20 (+5)

Base Atk +5; **CMB** +3; **CMD** 15

Feats Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Items, Empower Spell^B, Eschew
Materials^B, Healer's Hands, Master Alchemist, Signature Skill (heal)

Skills Craft (alchemy) +21, Heal +20 (+22 with *healer's satchel*, +23 to treat poison with antidote kit or to treat
wounds or deadly wounds with surgeon's tools, +25 to give first aid, treat wounds, or treat deadly
wounds with bloodblock), Knowledge (arcana) +11, Knowledge (engineering) +9, Knowledge (planes)
+14, Spellcraft +17, Stealth +6, Use Magic Device +19; **Racial Bonus** +2 Craft (alchemy)

SQ bloodline arcana (fire spells deal +1 damage per die), cleansing flame (2/day), darkvision, obsessive,
pyromaniac, traits (caretaker, hedge magician), weapon familiarity

Combat Gear alchemical grease (3), alchemist's kindness (3), antiplague (6), antitoxin (6), bloodblock (36),
meditation tea (6), padzahr (3), smelling salts (3), smokesticks (3), soothe syrup (6), sunrods (3),
surgeon's tools, tindertwigs (9), twitch tonic (6), vermin repellent (6), *wand of magic missile* (CL 5th, 25
charges), wismuth salix (6); **Other Gear** antidote kit, *handy haversack*, *headband of vast intelligence*
+2 (use magic device), *healer's gloves*, *healer's satchel* (specialized for treatment), masterwork
longspear, *muleback cords*, portable alchemist's lab, rune-carved alchemical golems with runes of
shielding (4), tender (32gp), *traveler's any-tool*, *vest of resistance* +5 (as *cloak of resistance*)

Encumbrance light 57 lb., medium 114 lb. 12 oz., heavy 172 lb. 8 oz.; **Weight Carried** 22 lb. 4 oz. (excluding
tender)



SPECIAL ABILITIES

Bloodline Arcana Whenever you cast a spell with the fire descriptor, if it deals damage, it deals +1 point of damage per die rolled.

Caretaker You gain a +1 trait bonus on Heal checks, and Heal is always a class skill for you.

Cleansing Flame (Su) Twice per day, as a standard action, you can wreath your hand in a halo of flame and touch yourself or another creature. The touch heals 2d8 + your character level points of damage. You can also remove one of the following conditions affecting the target: 1d6 points of ability damage, blinded, confused, dazzled, deafened, diseased, exhausted, fatigued, nauseated, poisoned, or sickened.

Friend of Fire (Su) You gain fire resistance 20.

Healer's Hands Eleven times per day you can use the Heal skill to treat deadly wounds as a full-round action. You do not take a penalty for not using a healer's kit when treating deadly wounds this way, and you can do so on a given creature more than once per day. When treating deadly wounds this way, if your result exceeds the DC by 10 or more, add your ranks in Knowledge (planes) to the damage healed. These benefits do not apply to creatures that are not healed by positive energy.

Hedge Magician Whenever you craft a magic item, you reduce the required gp cost to make the item by 5%.

Pyromaniac You are treated as one level higher when casting spells with the fire descriptor, using granted powers of the Fire domain, using the bloodline powers of the fire elemental bloodline or the revelations of the oracle's flame mystery, and determining the damage of alchemist bombs that deal fire damage (this ability does not give you early access to level-based powers; it only affects the powers you could use without this ability). You also gain the following spell-like abilities: 1/day—*dancing lights*, *flare*, *prestidigitation*, *produce flame*. The caster level for these effects is equal to your character level; the DCs are Charisma-based.

Skill Unlock: Heal (Ex) When you treat deadly wounds, the target recovers hit points as if it had rested for a full day with long-term care.

Sunsight (Su) You gain low-light vision and cannot be dazzled. If you already have low-light vision, you instead gain a +4 bonus on saving throws against blindness effects.

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

ALCHEMIC REMEDIES FOR ALL KINDS OF MALADIES

Alchemist's Kindness Favored by young rakes and other well-to-do inebriates, this crystalline powder resembles salt. Mixed with water, it makes a fizzing cocktail that eliminates the effects of a hangover within 10 minutes of drinking it.

Antiplague If you drink a vial of this foul-tasting, milky tonic, you gain a +5 alchemical bonus on Fortitude saving throws against disease for the next hour. If already infected, you may also make two saving throws (without the +5 bonus) that day and use the better result.

Antitoxin This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Bloodblock This gooey, pinkish substance helps treat wounds. Using a dose gives you a +5 alchemical bonus on Heal checks for providing first aid, treating wounds made by caltrops or similar objects, or treating deadly wounds. A dose of bloodblock ends a bleed effect as if you had made a DC 15 Heal check. When treating deadly wounds, using a dose of bloodblock counts as one use of a healer's kit (and grants the +5 bonus stated above).

Meditation Tea Drinking this cloudy tea has a soothing effect that clarifies your thoughts. For 10 minutes after drinking the tea, you gain a +2 alchemical bonus against mind-affecting effects. If you drink meditation tea while suffering from a mind-affecting effect, you may immediately roll another saving throw (with the +2 bonus) against the effect; you may gain this particular benefit only once per day.

Padzahr Drinking this crystal-clear liquid accelerates the natural process of healing Constitution damage. Resting for 1 hour after drinking a vial heals you of 1 point of Constitution damage as if you had benefited from a full night's rest. Taking multiple doses in an hour does not increase the rate of healing;

you must take each individually, followed by an hour of rest, for it to have any effect. Using more than 4 doses of padzahr in 1 day has no effect.

Smelling Salts These sharply scented gray crystals cause people inhaling them to regain consciousness.

Smelling salts grant you a new saving throw to resist any spell or effect that has already rendered you unconscious or staggered. If exposed to smelling salts while dying, you immediately become conscious and staggered, but must still make stabilization checks each round; if you perform any standard action (or any other strenuous action), you take 1 point of damage after completing the act and fall unconscious again. A container of smelling salts has dozens of uses if stoppered after each use, but depletes in a matter of hours if left open.

Soothe Syrup This sweet and wholesome-tasting blue liquid creates a sense of warmth and comfort. Soothe syrup coats your stomach and makes it much more difficult for you to succumb to queasiness. For 1 hour after drinking soothe syrup, you gain a +5 alchemical bonus on saving throws made to resist effects that would make you nauseated or sickened.

Twitch Tonic This thick syrup is extracted from bitter herbs and enhanced by alchemy to ward against sleep, paralysis, and the staggered condition. If you drink twitch tonic, you gain a +2 alchemical bonus on saving throws made against these effects for the next hour. If you drink twitch tonic while suffering from any of these effects, you may immediately roll another saving throw against the effect (with the +2 bonus); you may gain this particular benefit only once per day. You can administer twitch tonic to an unconscious or paralyzed creature as a full-round action, similar to administering a potion.

Vermin Repellent This vile-smelling white paste keeps vermin at bay if spread on your skin. Normal-sized (Fine) vermin avoid you. Swarms of vermin must make a successful DC 15 Fortitude saving throw in order to enter your square. Vermin repellent has no adverse effect on vermin of Small size or larger, though if an attacking vermin has a choice of targets that are respectively covered and not covered in repellent, it usually chooses the creatures without repellent. Once applied, vermin repellent remains effective for 4 hours or until you spend 1 round washing it off. Vermin repellent counts as a strong scent, allowing creatures with the scent ability to detect it at a greater range (see the Universal Monster Rules in the Bestiary).

Wismuth Salix This pink liquid has a horrible chalky taste, but is quite effective at counteracting nausea, indigestion, and diarrhea. A vial of wismuth salix, taken in small doses during the day, alleviates these symptoms. If you drink an entire vial of wismuth salix, for 1 hour you get a +2 alchemical bonus on Fortitude saving throws against effects that inflict the nauseated or sickened condition. If you drink a vial of it while suffering from the nauseated or sickened condition, you may immediately roll another saving throw (with the +2 bonus) against the effect; you may gain this particular benefit only once per day. Drinking a vial of wismuth salix (whether over the course of a day or all at once) usually turns your tongue black for about a day, though this is a harmless side effect.