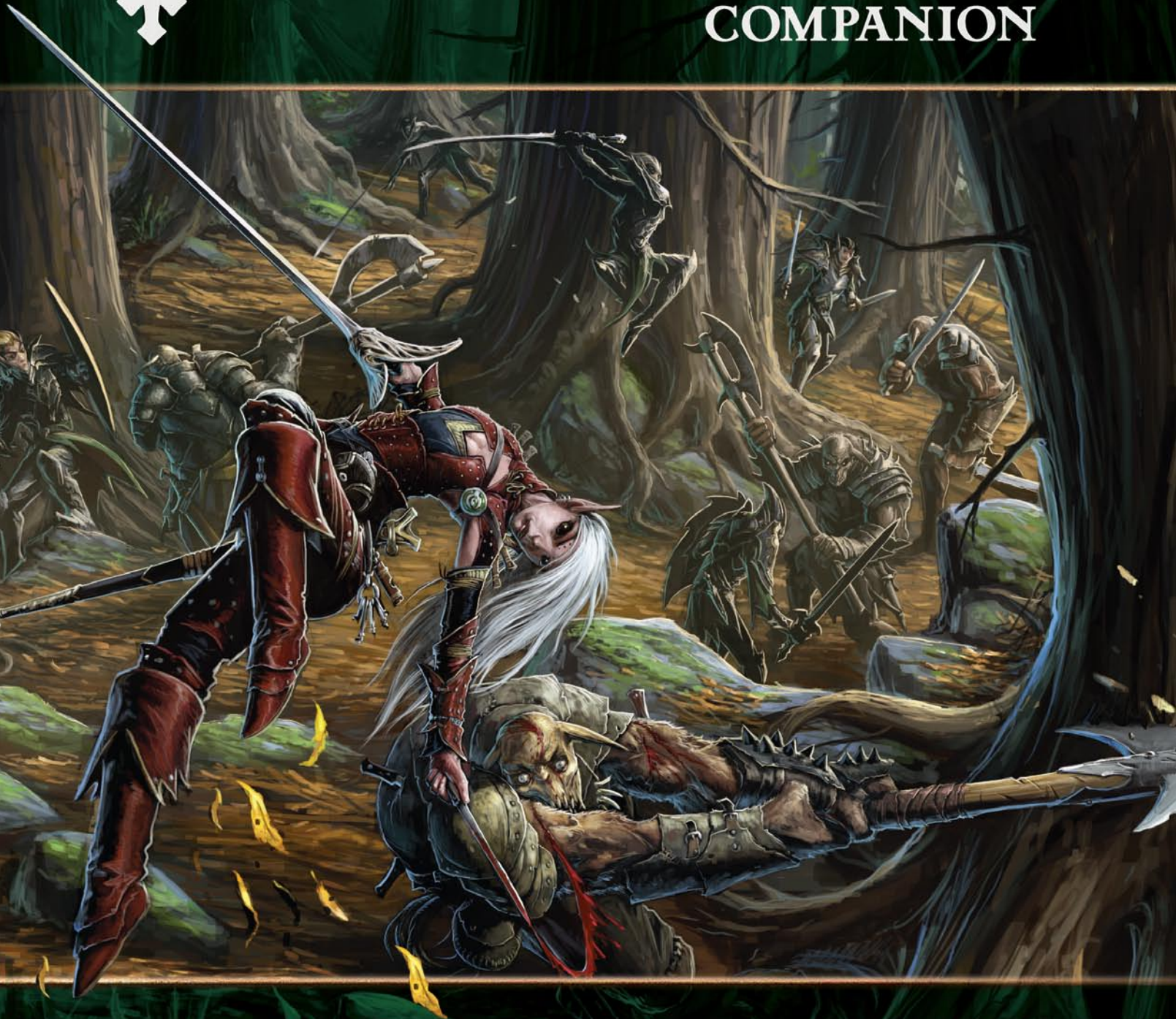


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COMPANION



ELVES OF GOLARION



ELF NAMES

Most elves have four names: a personal or given name; a hidden or intimate name, usually known only to parents, siblings, lovers or wedded partners, and children; an everyday name (a nickname most elves firmly choose for themselves, lest they are saddled with one they dislike); and a family name.

In general, “-el” and “-dlon” are masculine endings, and “-al” and “-dlara” are feminine endings. Numerous variations exist: elves can also be named after ancestors of different genders or for famous elves whose character the parents want their offspring to emulate.

Male Names

Aerel, Amarandlon, Bhrenit, Caladrel, Duardlon, Erevel, Felaelrel, Genyielt, Heldalel, Imheil, Izkrael, Jaraerdrel, Kaerishiel, Lanliss, Meirdrarel, Misoyvel, Naronel, Opharnel, Phos, Quais, Seldlon, Seltziel, Talathel, Variel, Zirren

Female Names

Amrunelara, Cathlessra, Dardlara, Emraeal, Eriet, Faunra, Hyhisis, Idilai, Imdlara, Jathal, Kameili, Loaiheia, Maraedlara, Merisiel, Nordlara, Oparal, Praeldral, Rhasadilara, Shivira, Soumral, Tessara, Tiraimi, Varaera, Wyniess, Yalandlara

REGIONS

Elves typically live in or near holdings dominated by their race. The largest elven populations exist in and around the following regions, though more might live beyond the realms mentioned here. Although elves rarely distinguish between subraces, those from particular regions often exhibit alternate traits (see page 101 of the MM for details on elven subraces).

Elf (High Elf): Throughout the Inner Sea region, but particularly common in Kyonin and northwestern Varisia’s Mierani Forest

Aquatic Elf: The Arcadian Ocean, Mordant Spire

Gray Elf: Mordant Spire

Wild Elf: The Mwangi Expanse

LANGUAGES

Possessing their own complex racial language and centuries to study the speech of others, many elves easily master tongues of other countries and races.

Automatic Languages: Common and Elven

Bonus Languages: Draconic, Gnoll, Gnome, Goblin, Hallit, Orc, Polyglot, Sylvan, and Varisian

TYPICAL ELVEN DEITIES

Elves worship a variety of deities, some brought with them from their homeland of Sovyrian, but others discovered upon Golarion.

Deity	AL	Portfolios	Domains	Favored Weapon
Calistria	CN	lust, trickery, revenge	Chaos, Charm, Knowledge, Luck, Trickery	whip
Desna	CG	dreams, luck, stars, travelers	Chaos, Good, Liberation, Luck, Travel	starknife
Findeladlara	CG	art, architecture, twilight	Air, Chaos, Community, Creation, Good	quarterstaff
Ketephys	CG	hunting, forestry, running	Animal, Chaos, Good, Plant, Weather	bow
Nethys	N	magic	Destruction, Knowledge, Magic, Protection, Rune	quarterstaff
Yuelral	NG	magic, crystals, jewelers	Artifice, Earth, Good, Knowledge, Magic	dagger

BASIC ELVEN ABILITIES

All elves possess a number of distinctive special traits and abilities. Those of the various elven subraces might possess further qualities.

- +2 Dexterity, –2 Constitution
- Medium size
- An elf’s base land speed is 30 feet
- Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects
- Low-light vision
- +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it
- Weapon Proficiency: Elves are automatically proficient with the longsword, rapier, longbow, composite longbow, shortbow, and composite shortbow

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Elves of Golarion

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Elves of Golarion

Elven culture is ancient. Its people are masters of arcane magic and share a bond with a natural world that runs deeper than most. They are sublime artists, musicians, and courtesans. And they are subtle, graceful warriors.

Most non-elf residents of Golarion find elven behavior confusing and contradictory. Elves seem frivolous except when they're melancholy. Some have the wisdom of a thousand years but behave recklessly, risking their lives on apparent whims. They speak gravely of honor and friendship, then act aloof and detached from even their closest comrades.

The frustrating part is that when confronted with these inconsistencies, most elves just laugh. Contradictions and all, elves must be taken for what they are, though understanding them is not beyond a discerning mind.

To truly comprehend the elven race, one must first accept that living a very, very long time affects behavior

unpredictably compared to shorter-lived creatures. Elves generally do not, as some suppose, think less of the short-lived races; in fact, most insist that they don't dismiss anyone simply because of inexperience. They know that after living for a thousand years, they still haven't seen it all. Why should they look down on a merely 100-year-old dwarf? That said, though the elves might not denigrate the other races on principle, it's hard not to be dismissive of someone whose entire lineage can come and go in an eye-blink, and who won't live long enough to truly understand any given discipline. It's nothing personal, as far as the elves concerned—just bad luck on the part of the other races.

Elves liken many of the contradictions inherent to their personalities to a vision shift: When looking at something distant, many creatures' ability to see nearby things blurs, and vice versa. Similarly, when focused on their long memories, elves lose focus on current events.

When focused on the present, they lose track of a thousand years of experience. Though they can shift back and forth relatively quickly, most find it difficult to do both simultaneously, creating complex patterns of behavior that exasperate other races.

Furthermore, those seeking insight into elves should understand that they are so tuned to their environment that over scores of years, they physically conform to it, taking on the coloring and even the demeanor of their surroundings. Elven harmony with nature is more than a preference, it is part of their physical being. Changes are seldom quick, but over time, they are dramatic, and sometimes irreversible.

A BRIEF HISTORY OF ELVES

Elven history is so long, even elves sometimes have trouble distinguishing fact from legend, and some might ask whether such a distinction is in fact necessary. Before the *Starstone* struck in -5293 AR, the elves hardly marked sequential time, noting important events by seasons and astrological shifts. Yet as the cycles rolled on, their once-green fields and forests darkened. Humans grew more numerous. Bestial things clawed at the edge of elven control. This world, for so long an elven paradise, grew strange and horrific.

The elves fought back, but it was clearly a losing battle. The humans, with their higher birthrate, could swarm over the valiant elven warriors though each elf was worth 10 of the younger race. With the imminent cataclysm of Earthfall urging them to action, the elven leaders made a decision. From across the world, elves used magical gates and vast caravans to travel to Kyonin's capital of Iadara, to step through a portal into the mysterious realm known as Sovyrian, whispered to be a distant continent, planet, or even plane or dimension from which the long-lived race originally sprang.

A few elves remained behind, and of those, precious few were unchanged by their decision to stay. Some became hermits, others grew as savage as the humans. Still others went underground. The majority, however, remained in Iadara and shrouded their city in illusion, making themselves caretakers of the queen's palace, environs, magic—and, of course, the *Sovyrian Stone*, which maintained the silent link to their brethren. Locked behind their graceful walls, the Iadaran honor guard weathered the catastrophic birth of the Age of Darkness, only to watch in frustration as their abandoned communities were looted by vandals and bandits, and their former homes were overrun by tribes of squatters. Artifacts and treasures lifted from these pillaged communities reached markets across the world, and to this day many elves of Kyonin consider their sale a slight against elvenkind.

The most dangerous of these squatters was the demon called Treerazer, Lord of the Blasted Tarn. In 2497 AR, Treerazer was cast out of the Abyss by his master, Cyth-V'sug. Adrift on the Material Plane, Treerazer quickly embraced his exile, turning the Fireani Forest into his sordid den. The once verdant woods became twisted and dark under the demon's ministrations. All living things became mockeries of their former glories, and the earth itself grew poisoned under his command.

Eventually, the demon learned of Iadara's shrouded existence and felt the thrum of the *Sovyrian Stone*. True to his nature, Treerazer set about to pervert it, twisting its cosmic connection away from Sovyrian to point toward the Abyss. With it, he sought a means to bring a howling demon horde to Golarion, a triumph to win back his lord's favor—or a back door from which to take his revenge.

These machinations resounded in Sovyrian, and the elves marched in response. A procession of elven scouts, warriors, and spellcasters filed through the portal tied to the Sovyrian Stone, reinforcing the weakened Iadaran caretakers, restoring the brutalized ecology of the forest, and driving Treerazer to an entrenched position in the southern swamps of the Fireani.

Their return to Golarion reminded the elves of their lost connection with earth, forests, and fey. With Treerazer's corruption pruned back, the triumphant warriors peered cautiously into their former world, and were surprised at its beauty. Humans had become considerably more reasonable in their Age of Enthronement, and the elves elected to stay and become reacquainted with their home. They spread across the globe, finding their estranged kin, reclaiming lost groves and artifacts, and reactivating the dormant magical gates which connected many of their holdings. The elves asserted their ancient rights, retaking ancestral lands through diplomacy and force, and ruins across Avistan and Garund resounded with strange laughter that heretofore had been only vague legend to humans. But for every area reclaimed, several more were relinquished—the elves were too few to resettle all their old holdings, and had little drive to dig out those entrenched peoples who relied on land they had abandoned. The majority of the returning elves simply reclaimed their homeland, Kyonin, in earnest.

Aside from their initial foray into the world, the elves have largely maintained a policy of isolationism since their return to Golarion. Recently, however, political pressures and their famously low birth rate are pushing the elves to take a more active role in Inner Sea workings. The elves have begun experimenting with extending the branch of trade to their immediate neighbors, including the establishment of mixed-race trading communities such as Greengold in Kyonin, but like many shifts in elves, this change proceeds slowly—perhaps too slowly for some.

PHYSICAL TRAITS

Tall and lean, elves move and think quickly (though not impetuously). Elves are recognizable by their physical beauty, stylish dress, pointed ears, and irises and pupils so large that the whites of their eyes are scarcely visible around their edges. Skin and eye color are as variable as visible light, but elves are typically fair-skinned with eyes colored blue, green, gold, or violet.

However formidable they might be with their speed and wizardry, elves are relatively frail compared to humans and suffer more readily from disease, poisons, and punishing blows. Most elves compensate by having enough magic on hand to counteract their weaknesses.

Senses

Larger pupils allow much more light into elves' eyes, giving them sharper vision. They tend to notice irregularities of pattern as well, a trait which manifests among adventurers as an exceptional ability to spot concealed doors. Some believe this to be part of elven witchery, but even elves admit there's no magic involved—it's just a byproduct of attentiveness.

Elven eyesight is also keen in low-light conditions. As a result, though their homes are frequently bright and airy during the day, with large windows that are rarely shuttered, elves hardly bother to light their structures in the evenings, making do with candles or a few friendly fireflies. Hospitable elves will often brighten a room or area suitably if they expect non-elf visitors, but inhospitable elves won't; a few human diplomats have learned to use light levels to gauge the true feelings of an otherwise polite elven host.

Some say an elf can tell a tree's type from the sound of a leaf falling. Fine elven hearing is thought to be a function of their ears' shape. The long, pointed auricles funnel sound into ear canals, allowing them just a little more warning than their human counterparts when trouble is afoot.

Diet

While capable of eating anything the other humanoid races can, elves prefer to eat a variety of grains, fruit, nuts, fish, and wild meat. Many elves dislike the taste of domesticated livestock and prefer hunting for food. Elven cooking accentuates the gamy taste of meat, and those of other races who partake of traditional elven meat dishes often complain that the food seems on the edge of spoiling. Fruits and vegetables are usually served raw but with exotic spices and sauces to enliven the taste, favoring tangy flavors. Elven bread is usually flat but nourishing.

Dress

Elves who live among other races tend to dress in the manner of the surrounding culture, although they inevitably do so in a stylish and attractive manner. Mainstream elves tend



AQUATIC ELF

to dress in more traditional elven garments, primarily soft fabrics featuring complex cuts and patterns that, while flattering, never restrict movement. Noble and revered elves often wear cloaks and gowns decorated with ivy or other prominent local plants, sometimes incorporating still-growing flora into the embroidery. In battle, elves vacillate between brightly polished silver mail that gleams like the sun, and long cloaks and hoods whose shifting patterns match their natural surroundings, allowing them to disappear into the landscape with breathtaking speed.

Elven hair tends to be kept long and free flowing, though some adopt passing human styles out of boredom. Elves revel in dyeing their hair unusual colors to match their clothes or mood.

Except during autumn seasons, elves tend to avoid vivid reds, oranges, and yellows. Even in fall the colors are only worn for a matter of days or weeks before moving on to browns and whites for winter.

Longevity

Elves do not suffer the ravages of age the way other races do. Though it's still possible to read their relative ages in their faces, with the most ancient elves possessing a more handsome, ethereal look than the girlish appeal of an elf in her low hundreds, all remain unquestionably beautiful. The full measure of an elven lifespan is unknown to

outsiders, but most agree that it can last for hundreds, if not thousands, of years. Of course, elves can and do expire from mortal wounds, but the ones who survive a violent world for more than a dozen or so centuries tend to move on to different planets, planes, or dimensions long before anyone sees them expire from age. Elven tales say that the eldest travel to places where age is irrelevant, and call that answer enough.

Elves live such a long time that non-elves rightly wonder why they aren't all expert swordsmen, powerful enchantresses, master rogues, and archpriests. One answer is that elves measure success differently from other races. Crushing enemies and amassing vast quantities of wealth are not worthwhile goals in themselves for elves, just occasional necessities—distractions from the more important paths of honor, art, craftsmanship, magic, and seeking enlightenment. Those elves who interact most with humans are already outliers within their society, and as a result are more susceptible to the “transient” races’ desperate urge to leave a mark on the world. After all, what need does an elf have to leave his mark when he knows he'll remain long after any monuments have crumbled to dust?

Sleep

Though elves are immune to magical sleep effects, the idea that they never rest is a myth. Instead, though they do not fall unconscious the way other humanoids do, elves may enter a deep trance that has the same refreshing effect on the mind as human sleep. An elf only needs to meditate in this fashion for 4 hours per day, though some prefer longer periods. During this rest, an elf performs habitual mental exercises, reviews old memories, allows his intuition to seek enlightenment, and so on. Some mischievous elves enjoy perpetuating the myth that their kind is always awake and elven towns have no beds; the truth is that while some elves prefer to meditate in a chair or on a couch, others enjoy the comfort of an actual bed.

MENTAL TRAITS

Creatures that can live for hundreds of years have understandably different priorities than shorter-lived people. Although the elven mindset is unique, longevity informs their behavior in ways that dragons, outsiders, and intelligent undead can also appreciate.

First, living for a very long time causes elves to spend a great deal of time observing. This gives them what can seem like an absurdly long view, choosing to wait for events to change when humans see the need for short-term action. The elves have a proverb for this: “You can make amends for waiting too long, but you can never wait longer once you've acted.”

This stance sometimes seems at odds with apparently reckless behavior on their part, yet elves' apparent disregard for consequences is on occasion another sign of long life. Creatures who have seen much draw from deep wells of personal experience. What looks like a half-cocked leap off a cliff is actually behavior informed by a dozen other cliffside experiences. In less dramatic circumstances, elves also tend to fret less about short-term consequences. A 5-year setback is more nuisance than crushing defeat to an elf.

Centuries of life lead elves to ignore small details. “Small” to an elf might be quite large to a human, but the elves dismiss complaints as products of short-term thinking. They also take few things seriously, as even the direst circumstances change in time. Though some might see them as somber and stoic, this is more an issue of differing senses of humor, and elves laugh often among themselves at jokes a shorter-lived person wouldn't have the perspective to understand. Elves sometimes form longstanding relationships with outsiders, not only out of friendship, but because they appreciate the same long view of things.

Long life has a dark side, and many elves succumb to vanity and pride, though more at a racial level than an individual one. An elf who tries hard enough can become an expert at anything merely by dint of living long enough, so some elves begin to believe that they can master anything, making those races who cannot naturally inferior.

Elves seek signs and see omens in many facets of life, from natural occurrences such as celestial movements or astronomical phenomena to self-directed urges and hunches. The gods are considered the primary sources of otherworldly knowledge, but elves also attribute success to their own irrational, eternal spirits, reincarnated through eons with wisdom unknown. Now, in the Age of Lost Omens, prophecies and signs occur less frequently and with considerably less efficacy. Most elves feel slightly set adrift by this turn of events, but since it happened relatively recently in elven memory, few feel concerned about it, and most expect that the next age (whether in a hundred years or a thousand) will see a return to normal.

Elven Magic

Though gnomes may have an innate knack for parlor tricks, no race on Golarion takes so well and so thoroughly to the study of magic as elves.

Elf apprentices spend decades mastering basics of arcane spellcasting before moving on to anything showy. This focus on theory makes elven magic almost overwhelmingly detailed and complex. Even creatures who are naturally resistant to magic have trouble with an elf wizard's output. The deep study also expands an elf's knowledge of magical properties. The most accomplished wizards are said to be

FIREANI FLORA

Poachers and opportunists often risk elven wrath just to partake of the wild flora found within Kyonin. With proper equipment and space, a successful DC 20 Profession (herbalist) check allows cultivation of any of these plants from seeds or sprouts. Herbalists charge varied but expensive prices for their wares.

Curewort: Chewing a dose of dried curewort root heals 1d8 points of damage. Retrieving a dose from a container is a standard action that provokes an attack of opportunity; chewing a dose is a standard action that does not provoke an attack of opportunity. A character may combine these two actions into a full-round action that provokes an attack of opportunity; interrupting the action stops the retrieval part of the action. Typical price per dose is 25 gp; a single plant's root is enough for 2–3 doses.

Seerbloom: Though the flowers on seerbloom are beautiful and wondrous, the roots of this plant are even more valuable. When ingested, the psychotropic root doubles the duration of any 1st, 2nd, or 3rd-level divination magic (up to 1 hour extra) used by the taker. Typical price per dose is 20 gp; a single plant's branching root is enough for 1–3 doses.

Sootheweed: The scent of freshly crushed sootheweed leaves makes animals and some magical beasts become docile after 1 full round of exposure to the plant's fragrance. When used within 30 feet of an animal or magical beast with Intelligence 1 or 2, the DC of Handle Animal and wild empathy checks to influence that animal decreases by 5. If such a creature is under the influence of an enchantment or confusion effect, exposure to sootheweed's scent gives these creatures one new saving throw to overcome the effect; failure means additional exposure to the plant has no effect. Once crushed, sootheweed's scent lasts 10 minutes. One dose (a handful of leaves) typically sells for 35 gp. An herbalist can gather one dose's worth of leaves per month per square yard of a sootheweed garden; leaves require a month of growth to have the proper medicinal effect, and stripping too many leaves kills the plants (but yields up to double a normal harvest).

Tintalviel: This seed casing reacts to its user's physical condition. When crushed in a nauseated target's face, the sickly-sweet smell of tintalviel seeds cures the target's nausea. If used on a non-nauseated target, the creature must succeed at a DC 15 Fortitude save or be nauseated for 1d4 rounds. If the target is hostile, the user must succeed at a touch attack, which provokes an attack of opportunity from the target. The seed casing can also be brewed into a tea to combat nausea (and is a favorite of wealthy pregnant women because of this), though if the brewer is not nauseated he must take care to not inhale too strongly when making it. A casing usually sells for 50 gp. The seeds from a broken casing are enough to fill a small spoon and sell for 10 gp per spoonful; a spoonful is enough to brew 1–3 cups of tea depending on the severity of symptoms. A tintalviel plant blooms once or twice a year, with 1d4+1 seed casings produced per blooming cycle.

able to determine the presence of magic auras on items without even looking.

Elves' famed resistance to enchantment, on the other hand, stems not from magical study, but from their elemental love of freedom. Elves kept in slavery often rebel or force themselves into a stupor until they are eventually abandoned; those under enchantment fare little better. In elven society, enchantments are frank insults, suggesting the target is weak and easily manipulated. An elf wizard generally only casts enchantment spells on enemies or those who have been utterly dishonored, likening it to spitting in someone's eye. One of the gravest elven insults is to knowingly and deliberately cast *sleep* on another elf—an intentionally weak, blatantly ineffective attempt to control another's freedom that impugns an elf's very "elfishness." It is a sign that the caster feels nothing but contempt for the target, and centuries-long feuds have begun from such slights.

Emotions

Mercurial and detached, somber and bemused, the famed elven aloofness occurs for many reasons. Long life generally forces them to distance themselves from non-elves—those who maintain too close a relationship with members of the transient races quickly become burdened with the deep melancholy of the Forlorn. Still, once elves reach a level of comfort with a person, they drop their guarded demeanor and become friendly. Elves value friendship highly, and they stick by their friends with a loyalty sometimes exceeding the familial bonds of other races.

Elven emotional extremes are a product of too many memories and associations. A rainstorm can remind an elf of a hundred good and bad experiences, a mix so complex that not even elves can predict what emotion will take the forefront. This is perhaps the deepest reason for the elves' frequent laughter among others of their kind: It is a concerted effort to think positively despite any negative emotion filtering up from the deep wells of recollection. With thousands of memories jostling for primacy at every trigger, elves tend to focus on the good ones and filter the bad ones from their public reaction. An elf's lifetime of sorrow and regret is literally a maddening prospect, and elves that allow themselves to dwell on past misery tend to become locked in a spiral of depression and self-doubt; often they require the intervention of other elves and sometimes even magic to steer them toward happiness again.

ELVEN CULTURE

Elven life is so ancient and layered that some reason for celebrating or mourning can be found any day or time of day. Rather than observe specific holy days, the elves have come to treat life as a continual celebration and wake for the joys and setbacks that flavor even the immortal existence.

Elves live in wild places, and though supremely cultured, they also cultivate wildness in their art and mannerisms. They strive to harmonize with regional life and growth. Local plants are used for food, medicine, dyes, and magic components, and their garments frequently blend with (and sometimes consist of) the surrounding flora.

Honor plays an enormous, subtle part in elven life. Dictates of honor are so ingrained that few talk about them, but all heed them.

Rangers and Wizards

Elves tend toward the classes of ranger and wizard as those roles play to elven strengths, such as attention to detail and a link to the natural world.

Rangers make up the bulk of elven military forces, often solving problems from a distance in suitably elven fashion. They also tame and handle falcons, hawks, and small forest animals for a variety of tasks, some quite mundane. Elven rangers in Kyonin usually feel right at home in its scattered settlements, living in villages and towns on the thin line between wilderness and civilization.

Wizards are highly respected, and not just because of their substantial power. In a race of people with long lives and long attention spans, arcane magic is the pinnacle of study and concentration. The oldest elves are often wizards, and their opinions and perspectives are heavily considered when one deigns to speak on some topic. Their comments are also often cryptically oracular; younger elves don't always know whether they've taken their elders' advice or not.

Sorcery is often considered an oddity in elven society, a practice better suited to the short-lived races. Magic so clearly operates according to complex-but-manageable principles that choosing to not follow those principles, though certainly practicable, seems obviously inferior, like refusing to use the proper tool for woodcarving even though it lies right in front of you. The longevity of elves affects this perception, since a wizard may live to have a thousand spells in a library of spell books whereas a sorcerer of the same age and power knows only a few dozen. Obviously some individual elves have a certain gift for inborn magic, but choosing to operate with only a handful of instinctively cast spells when an available option is so clearly superior strikes the average elf as bizarre.

The Brightness

"The Brightness" is an often-discussed but rarely-explained aspect of elven life. Beginning in childhood, most elves set out in search of a clear, ecstatic, semi-divine enlightenment known as the Brightness. This search is in fact one of the reasons some elves travel so much, although



WILD ELF

others contend that physical travel is unnecessary and that the Brightness can be found by journeying within. The searchers seek signs and personal guidance leading toward revelation; those close to their Brightness often experience supernatural good fortune and have been known to will themselves beyond death to find it.

The nature of the enlightenment varies by individual, but all elves who embrace this philosophy firmly believe that the Brightness will be obvious once found. Some elves who find their Brightness never manage to verbalize it. A few can narrow it down to what sound like simple aphorisms, such as "Peace is knowledge" or "All change is growth." These are inadequate, shadowy representations of the true enlightenment experience.

The change in an elf's behavior is the true indicator of the Brightness. Elves who have discovered the Brightness are unflappably serene, facing horror and death with the same calm as they would reading a good book. Elves are hardly perfected in this state, but imperfection seems to be less of a burden, with the enlightened elves striving less, yet working more. Aiding friends becomes paramount, and the dictates of honor cease to be a struggle.

Some elves devote years to trying to find the Brightness; along the way, a few go as far as to pick up levels in the Brightness Seeker prestige class to aid them in this journey (see page 28).

Honor

Elven honor has little to do with battle, property rights, or even personal morality, and everything to do with friendship. Honor to an elf is keeping his or her word, delivering on all bargains, providing for family and friends, and seeking and following divine guidance.

Making and maintaining friendships are paramount to elven honor, and they go about selecting their friends carefully, perhaps pleasantly associating with another individual for decades before naming that person “friend.” Honorific obligations of friendship are separate from familial ties. Wise elves also often count family members among their friends, but a different set of social obligations exists there, one arguably subordinate to the honor-bound duty owed to friends. After all, an elf’s family tree is large, and may spread across worlds. One’s friends are nearby, and vital to life, joy, and survival.

Wronging a friend for any reason is dishonorable. In the freedom-loving elven world, forcing one’s will on a friend is dishonorable. Just as it would be an ineffective and insulting act to cast an enchantment spell on another elf, no elf would attempt to enforce behavior by telling a friend what to do. They often skirt around this issue neatly by answering what they would do in that situation or what others have done in the past, but most try to limit themselves to an informative rather than authoritarian role except when directly asked for advice or help.

Non-elves sometimes accuse elves of hypocrisy, because these two tenets can be seen to clash—wouldn’t it be wrong to let a friend walk off a cliff when an elf could intervene? This can be a tricky path for an elf. An elf’s concern can seem like offhanded comments to the non-elf mind. A phrase such as, “If you wait and reconsider, you might see a different viewpoint,” is about the strongest argument or word of advice most elves give to a friend without being asked. Fortunately, the simple presentation of information is not bound by the codes of honor, and an elf who would never think of advising might happily present enough information—and in such an obviously negative light—that the recipient would immediately rethink his actions. In general, when an elf speaks, the short-lived races would do well to listen.

Feuds

Though they can be hot tempered at times, it’s hard to get an elf murderously angry, and their sparse population on Golarion engenders some racial solidarity. That doesn’t mean elves all get along, however. When elves fight among their own kind, the conflicts are generally small-scale and personal. In many cases, this develops into a form of feud called *ilduliel*, which translates roughly as “nemesis.” A feud begins when one elf perceives an insult,

whether intentional or not, and informs the other that he has taken offense.

An *ilduliel* seeks to deny his feud partner whatever he or she most desires, and claim it instead. Thus, *ilduliel* learn each other’s desires well, and spend time in each other’s lives, plotting vexation at every step. It is vital that a foe know that the *ilduliel* has achieved his or her object of desire, so identifying symbols or marks are left at the scene of a defeat, to let everyone, especially the foe, know of the loss. Multiple *ilduliel* can join a feud, but the intensity of planning makes it difficult to focus on the goals of multiple targets at once. Sometimes one of the elves involved grows frustrated enough to demand an immediate settlement via a duel with elven blades, but such resolutions are seen as less honorable and satisfying on both sides than slowly taking apart the other elf’s life brick by brick. Blood is quickly spilled and quickly forgotten—if an *ilduliel* can ruin his enemy’s romantic relationship, trick him into acting dishonorably, or achieve the other’s greatest goal in life, the scars are far slower to heal.

Elven feuds rarely last more than a century, as time erodes even an elf’s desire for vengeance. In rare cases, a feud ends with the *ilduliel* becoming dear friends, as spending several hundred years getting to know each other intimately can foster a sense of kinship. More often, however, the elves simply let the matter drop, possibly prompted by seeing a sign such as new growth on a decomposing stump, or a particularly beautiful sunset burning through the clouds.

Craftwork

Elves are consummate crafters. The ability to wait and focus for decades makes perfecting the fine arts a natural fit, and common is the elf who’s mastered several different disciplines and forms of artistic expression in his lifetime. Elves are particularly known for sword and armor craft, cartography, herbalism, tailoring, music, woodworking, perfumery, dyeing, cosmetics, poetry, and songwriting.

Most elves disdain mining or smelting, though they enjoy working with silver and crystals and trade with dwarves and humans for raw materials. Elven artisans make their livelihoods with their skills when dwelling among other races, transforming basic goods into works of art.

Architecture and Furnishings

Elven architecture is a blend of natural themes and smooth, elegant lines that seem strangely alien to other races. Though they can be found in every environment, from desert cliff dwellings to kelp-strewn villages on the ocean’s floor, most *Kyonin* elves live in the *Fierani Forest*, their structures weaving around the existing trees as if they had grown there. On the rare occasions when elves

deign to construct a true city, it is a bright and shining affair, with shimmering opalescent towers and strange looping avenues, all constructed so as to compliment the surrounding landscape.

Birth

Births are rare among elvenkind, so much so that the successful birthing of a newborn is an event for the whole community. Celebrations often last for weeks as community members give their blessing and items to assist in the child's care and development. Oracles and divinations are consulted daily throughout pregnancy, and the information gained goes into the child's naming and upbringing for the first century or so.

Naming Conventions

Most elves have four names: a personal or given name, a hidden or intimate name (usually known only to close family), an everyday name chosen by the elf, and a family name. Names are almost always polysyllabic, generally with an iambic meter and sometimes with an internal rhyme. But to confuse matters, elves can be named after ancestors or elven heroes of either sex, which leads to traditionally cross-gendered naming. This carries no particular stigma, as elves familiar with their own history recognize the allusions.

An elf rarely bothers mentioning more than his or her everyday name at informal introductions.

Death

Elves see violent death often in their long lives and become inured to it, yet it remains outside their personal consideration except in the direst of situations. Few give much thought to the eventuality of death outside of violence, as it is so far off or entirely avoidable (as many ancient elves simply travel to other worlds or planes and are never heard from again).

Most elves believe in reincarnation as natural creatures; those who die become animals in the next life, which then return as elves again. Those elves who can-

not tell Pharama of their Brightness undergo a longer cycle of rebirths, sometimes in the form of monsters, before they return as elves. Given their low birth rate, elves understand they might have a long wait in the Boneyard; some believe that half-elves may be part of the elven reincarnation cycle and that their faster reproduction may prevent tedious waiting in between lives, but the majority of elves scoff at this idea.

Elves dispose of their dead in the means they believe the departed would most appreciate, given their history and experience. Some are laid to rest in crypts and tombs underground, some are sealed inside the boles of ancient trees, and some are placed in the earth with a sapling planted over them. Cremation, burial at sea, and air burial (leaving the corpse on a mountaintop) are less common choices, but still seen occasionally. When no body is available, an item that the elf created is used as a substitute during the days-long funeral rites wherein friends and family tell stories of the deceased.

Language

When spoken in a proper accent, elven language is said by the poetically-minded to sound like silver sliding across a harp string. According to purists, even most elves can't get it right, but most humanoid races with vocal chords can do a passable job.

Elven script shares an alphabet with Sylvan, and basic similarities can be seen within Druidic writings as well. The grammars of each language are notably different however, which leads scholars to believe that all three languages have different sources. Druidic and Sylvan borrow words and sentence structure from Elven.

Relations with Other Races

Dwarves: Elves and dwarves are essentially friendly in the sense that good fences make good neighbors. Both have been on Golarion far longer than any other major race, though the dwarves were underground for much of the time that the elves ruled the surface. Some expect such elementally different peoples to clash, but in fact



THE ELVEN PANTHEON

Explicitly, elven gods hold much more sway in Sovyrian, and even clerics of the elven pantheon admit their influence and purpose are somewhat lessened on Golarion. Like their worshipers, elven gods are neither jealous of promiscuous polytheism nor inclined to dominate their followers' religious lives. Humans see little relation or mythic resonance in elven deities' portfolios, but they make sense to elven hearts. Elven faith is more pantheistic than that of many races, and while a particular elf might favor one deity over another, all are acknowledged and respected. Even elf clerics worship this way and may select their domains from different elven deities, including those of Desna, Calistria, and Nethys.

Findeladlara (The Guiding Hand): Though she represents art and architecture, she is more a deity of preserving existing traditions than inspiring innovation. Well-meaning but aloof, she disdains the work of the younger races and never answers the prayers of non-elves. She is always shown dressed in beautiful classically styled or archaic clothing, framed in an elaborate archway of mithral or living branches, and illuminated in the ruddy glow of a sun just below the horizon. Her symbol is a hand pointing upward suspending a golden star or flame.

Ketephys (The Hunter): This long-faced elven god rarely speaks unless coordinating the efforts of other beings in a hunt for a dangerous or especially prized creature. In holy art, he is shown barefoot, wearing form-fitting brown and forest-green to prevent snags and excess noise. He is usually accompanied by his dog Meycho and his hawk Falling Star, though he keeps them for companionship rather than assistance, as he prefers to succeed or fail on his own skill.

His symbol is a hawk on a silver crescent.

Yuelral (The Wise): A patron of druids and mages alike, Yuelral prefers the magic of the natural world to that of metal, force, and other artificial things. Jewelers who worship her work in wood, ivory, and leather; they polish gemstones but do not cut them. In art she appears as an elven woman with wise eyes wearing simple garb and surrounded by floating magical crystals similar to ioun stones. Always quick to see talent, this goddess welcomes half-elves into her faith. Her symbol is a trio of crystals overlapping in a star shape.

FINDELADLARA



YUELRAL



Deity	AL	Portfolios	Domains	Favored Weapon
Findeladlara	CG	art, architecture, twilight	Air, Chaos, Community, Creation, Good	quarterstaff
Ketephys	CG	hunting, forestry, running	Animal, Chaos, Good, Plant, Weather	bow
Yuelral	NG	magic, crystals, jewelers	Artifice, Earth, Good, Knowledge, Magic	dagger

their complete lack of interest in each other's territory and commercial pursuits makes conflict rare, and the two get along fine as different types of isolationists.

Elves appreciate dwarven strengths that compensate for elven weaknesses. Their hearty builds, resistances to magic, and willingness to dig and mine (activities most elves find dull or maddening) are all welcome traits. While not all elves are so broad-minded, most prefer to make use of such differences rather than fight over them. The dwarves' dour, lawful bent does sometimes chafe elven sensibilities, but few elves bother taking it seriously.

Gnomes: Elves can find gnomes off-putting. Gnome magic is quirky and erratic to an elf, and a gnome's sudden, obsessive swerves can leave a serene elf baffled. The entire race seems to have slipped in the side door while the elves weren't looking. During the elves' term in Sovyrian, for instance, a largish gnome enclave adopted an abandoned Kyonin forest village en masse, then had the disarming temerity to treat the returning elves as honored guests. Nonetheless, gnome ties to fey realms make them tolerable to elves, and many elves enjoy the way that members of the childlike race can surprise and delight even a jaded old elf with a new idea or turn of phrase. A small number of

trusted gnomes are even allowed to live in and wander Kyonin freely—an unheard-of privilege in previous ages and among other races.

Half-elves: Sharing love with beautiful humans is a common enough experience in elven life that half-elves are an inevitable consequence. Elves mean well, and claim to treat half-elves as their own, but in practice they tend to offer half-elves the same pity and mistrust they would to the Forlorn—a tradition that grates on both marginalized groups.

A community of several hundred half-elves resides in Greengold. These elf-kin fill a niche—the Kyonin authorities trust them more than the human overseers, and the overseers can talk to the settled half-elves more easily than the elven rangers and ambassadors that come and go without warning.

Half-orcs: Trust and friendship are only dim hopes for a half-orc seeking acceptance among elves. Most elves do not bother distinguishing half-orcs from their full-blooded brethren. A half-orc who acts with honor and goodwill can, in time, earn an elf's grudging respect, but even another elf vouching for a half-orc is only sufficient reason for an elf not to kill the monstrosity on sight, not to accept him as trustworthy.

Halfings: Elves noticed halfings' ascendancy alongside the humans before Earthfall but lost track of them soon after. As a result, they had no consolidated opinion before modern times. Now elves appreciate halfings' friendliness, commitment to home and hospitality, and their sly, surprising ways.

Humans: Humans were long considered enemies by the elves, even more detestable than orcs in that they cloaked themselves in a pale mockery of civilization. Thousands of years ago, their rapacity helped drive the elves out of Golarion, and the elves were not quick to repeat the struggle.

In the 10,000 years since, however, humans have displayed a remarkable versatility, and the majority of elves admit that they appear to have adapted to civilization well (if strangely, at times). Humans can still be fickle and occasionally descend back to their barbarous roots, but with judicious prudence and safeguards, elves find humans to be trustworthy companions.

Religion

Seeking and following the gods is a high calling in the elven system of honor. Though sincere, elves tend to be casual in their worship, engaging in brief, simple daily rituals. Religious ceremonies usually occur at night, under an open sky, with songs, dances, and chants where all attending join in. Occasionally a storyteller speaks, but a homily or tightly structured worship experience is rare and can be drowned out by impromptu singing unless the speaker is an excellent orator.

Individual elves may pay homage to any god, though they have racial favorites and most shun evil and corrupt deities. Calistria, the ideal elven beauty, is the favorite goddess of elvenkind on Golarion. Her audacity and lust for life speaks to the elven spirit of freedom and taking a joyful long view. Desna is loved by the Forlorn and wandering elves of the world and worshiped by many in Kyonin. It is often said that elves pray to Calistria to get into trouble, and Desna to get back out of it. Smaller numbers of elves venerate Nethys, mainly older elves steeped in magic. The split nature of Nethys resonates with those who must continually walk in two worlds. More religious-minded elves also worship three deities revered only in the elven pantheon (see page 10), distinct deities with portfolios and personalities meaningful to those steeped in elven culture and history.

Combat and Weapons

Elves are fierce defenders, but they prefer to resolve combat through misdirection and ranged attacks with bows and magic. Retreat does not carry a negative connotation in elf strategy. Some elven military treatises advocate "life siege," holding out until shorter-lived opponents cannot adequately defend themselves before returning to claim victory. More martial peoples call this cowardice, a

ARCHERY CONTESTS

Hitting a small target at a reasonable distance is laughably simple for many elves. Therefore, elves have devised more complex challenges to separate the masterful archers from the merely competent ones.

Blind Shooting: All participants must wear blindfolds, providing full concealment to the target. Blind shooting can be made more difficult by spinning the archer in circles first, placing the target on the other side of a heavily wooded copse, or setting a moving target.

Distance Shooting: Targets are placed at mind-boggling distances, sometimes requiring Spot checks to even see them. As with blind shooting, the difficulty of a distance contest can be increased by distractions such as flashes of light, flocks of birds, or uncomfortable positions (such as firing from atop an ants' nest).

Killshots: All challengers must bring back a specific type of quarry, often a dangerous monster. The one who kills with the fewest shots is the winner.

Followshaft: This is usually only done with two archers. The first shooter makes a difficult shot of his or her devising. The second shooter must then immediately land an arrow as close to the first one as possible. The shooters then trade positions.

befuddling accusation to elves; they use the means at their disposal to win, and their immortality is just another tool in their arsenal. If their opponents can't measure up, they shouldn't have picked a fight with elves.

Just as human children play tag or halfling children toss rocks, young elves fence. In this way, longswords and rapiers are familiar in every elf's hand. Ceremonial swords are often worn well into adulthood and are occasionally drawn for playful fencing at gatherings, only rarely for earnest duels. Some older elves (wizards in particular) consider swordplay little more than a children's game that turns into a brutal and far-too-personal method of battle during times of war.

Archery, on the other hand, is a civic virtue. All elves respect the discipline required to master archery; anyone handy with a bow receives at least grudging admiration. Clearly superior archers can sway entire villages with a well-placed shot, and by law, elves can use archery contests to decide legal disputes, romantic rivalries, and who eats first at feasts. Top archers in an elven community are as known and respected as any wealthy or political figure. As dispatching enemies from a distance is standard elven strategy, a community's top archer often has a place on elder councils and is a key figure in militia planning and deployment.

Elves prefer slender, gently curved weaponry, chiefly longswords. When armored in anything more solid than

leather, they prefer to wear elven chain mail or other mithral armors. A few specialized elven weapons, such as the elven curved blade presented in the *Pathfinder Chronicles Campaign Setting*, are based on concepts so familiar that elves pick them up naturally. Members of other races often find these weapons weird or counter-intuitive, but most any elf handy with weapons can wield one quite easily.

ELVES OUTSIDE KYONIN

Though small communities of elves can be found all over Golarion, and the wandering Forlorn inevitably pass through all but the remotest of cities, several major elven settlements exist outside Kyonin.

Celwynvian

Located deep in the Mierani Forest in northwestern Varisia, the ancient elven stronghold of Celwynvian lies fallow and empty, its verdant palaces and delicate spires glimmering in the twilight beneath the canopy. Even during the elves' long absence following their exodus via the *Sovyrian Stone*, other races superstitiously avoided the City of Emerald Rains, believing it haunted by the ghosts of the departed elves. Since their return, the elves have mobilized to quarantine the city—supposedly to create a refuge where their kind can enjoy their ancestral home in peace, away from the constant chatter and bustle of the short-lived races. Those who trade with the elves of the Mierani Forest, however, tell a different story. Among them, it is whispered that the elves' refusal to allow any non-elf passage into Celwynvian is actually an effort to hide a dangerous and shameful secret. Within the forest's shadowy borders, they tell, the elves of the Mierani have cordoned off the ancient city and surrounded it, fighting a running, hidden war to retake it from an unnamed and sinister force.

The Forlorn

The Forlorn are elves raised outside elf society, brought up among the short-lived folk—humans and other races who die before an elf even reaches full maturity. This exposure to “constant” death makes these elves more somber and melancholy compared to those who have limited interactions with non-elves. In elf society, the Forlorn are pitied and mistrusted for their emotional “scarring.” Adventuring elves are overwhelmingly Forlorn, as the tendency of everyone they care about to rapidly grow old and die is a powerful incentive for the Forlorn to keep moving, never staying in one place long enough to put down roots. Forlorn can be of any elven subrace.

Mordant Spire

At the far western tip of the Varisian archipelago exists a strange nation of masked gray elves known as the denizens



MORDANT SPIRE ELF

of the Mordant Spire. Numbering in the low thousands, these gray elves are among the few fluent Azlanti speakers in the Inner Sea region. Mordant Spire elves adapted rapidly after their return to Golarion from Sovyrian—and then stopped. Upon their arrival in this remote locale, they quickly rebuilt their spire, adapted to life on the blue frontier, and have found little cause for change since.

These strange-tongued gray elves live near the ruined remains of sunken Azlant at the westernmost point of Avistan, the last stopping point before the long trek to the storied lands of Arcadia.

Most Inner Sea residents who come into contact with Mordant Spire elves find them unsettling—elves included. The few adventurers who have spent time among them universally agree that they seem cold and alien. They are short and sharp with outsiders, and often act senselessly argumentative if the visitors deign to speak anything other than Azlanti. They are given to long pauses in mid-sentence and holding their heads at odd angles as though listening to far-off sounds. They rarely look at who they're speaking to, even when talking to each other.

Living on the rocky beaches in the shadow of the spire or on floating platforms in the ocean, the gray elves spend their days fishing, diving, and tending kelp

beds in shallow waters around the spire. Though not native water breathers, they are excellent divers, and use potions, magically-adapted creatures, and shape-changing talismans to survive underwater for hours at a time. Precisely what they dive for no one has been able to determine, although fantastic Azlanti artifacts sometimes turn up in gray elf hands, which they deem themselves guardians of.

Mordant Spire elves are ardent, vehement enemies of the aboleths. If gray elf stories are to be believed, aboleths are so thick on the floor of the Arcadian Ocean as to make a singular tenebrous mass in some places. The elves have several kinds of tentacular, seemingly half-alive weapons used specifically to kill aboleths. Great chiefs and warriors wear crystallized aboleth eye-lenses as grisly trophies on their foreheads or upper arms, magically treated to maintain their slimy, ichorous appearance (and, some claim, their hypnotic powers as well).

The legendary skimmers of the Mordant Spire elves swoop over the water's surface, faster than coursers but quieter than the waves they cut across, their sharply pointed keels barely dragging in the water. In fact, many have noted that the water seems to hold skimmers down rather than buoy them up, and it's possible that the ships may be magical in nature, though no known outlander has ever studied one in depth.

Mordant Spire elves worship Gozreh in addition to the standard elven deities.

Though a magical "elf gate" exists that connects the Mordant Spire and Kyonin, it's unknown whether it remains functional, as neither side has ever seemed particularly interested in activating it.

Mwangi Expanse

Not all elves are equally civilized. In fact, while most of the elves of Avistan have similar cultures, being products of the elves' great migration and subsequent return, many of the elves of Garund are vastly different from their northern counterparts. In the steamy jungles of the southern continent, countless tribes of these so-called "wild elves" live comparatively primitive existences, hunting and gathering for their sustenance. Though their origins are just as shrouded in mystery as all elves, their existence does not seem to have changed significantly in millennia—even during the Age of Darkness, when the majority of elves abandoned the planet to its fate, these elves continued to forage and eke out a survival within the trackless jungles and mountains.

The best known of these tribes of wild elves is the Ekujae, which consists of numerous interrelated clans and villages across the northern reaches of the Mwangi Expanse. Fierce and barbaric—at least as defined by those outsiders who regularly attempt to enslave them—the Ekujae are

MYTHS AND HEROES

Elven heroes from lore and history can sometimes achieve legendary status, inspiring religious devotion; most are associated with a particular major deity (elven or otherwise) as a descendant, companion, or favored mortal. Three popular elven heroes are presented below.

Sylandurla, the elf songstress, is said to have climbed the impossible spire that rises from the planar city of Axis to support Pharsasma's boneyard and sung 8,008 songs to win the promise of elven immunity to magical sleep. Bards and daredevils invoke her name, and she is said to sing wisdom to anyone who completes an impossible task.

Aeruere is a legendary archer who lost his true love's longbow, *Glamerloft*, in a contest with three devils for control of all the world's forests. Inconsolable at his loss, Aeruere was said to have planted a tree and meditated next to it until its shade engulfed him. He then took an ordinary bow, and fired an arrow that pierced his own heart, slaying his greed. Aeruere's example remains for any who would risk truly important things for mere power or wealth.

Candlaron the Sculptor was the famed creator of the *Sovyrian Stone*, and many other stone arches that serve as elf gates today. Modern elves know how to activate elf gates, but the knowledge to create them was lost when Candlaron disappeared through the original mysterious arch on which his creations were based and was never heard from again.

a superstitious group, and those who visit them must be careful to avoid violating clan taboos. That said, they are a virtuous, honorable people, and see themselves as warriors left behind by some ancient and forgotten civilization in order to combat the Darkness, which they believe will one day come again to threaten Golarion.

Other Places

Elves exist in all corners of the globe. Few nations are so antagonistic toward the Fair Ones that elves can't be found within their borders. From the pale snow elves who dwell among the icy peaks at the Crown of the World to the tanned desert elves of Garund's shifting sands, every climate seems to host elves uniquely suited to their surroundings. For the most part, these elves have identical statistics to the standard elf, but the nuances of their societies can vary extremely.

Even the ocean floor boasts tribes of aquatic elves, their gills allowing them to live their entire lives underwater, their sleek forms diving and rolling with the agility of dolphins. Their cities are rare and wondrous, hidden in regions of the briny deep far from those held by the aboleths, sahuagin, and other deep aquatic horrors that seem so prevalent in Golarion's seas.

ELVEN TRAITS

Character traits are a way to encourage players to build a character background that fits into the world of Golarion. Think of character traits as “story seeds”—after a player picks a trait or traits, he’ll have a point of inspiration from which to build his character’s personality and history. Alternatively, if a character already has a background, picking his traits can be a great way to quantify that, just as picking race, class, and ability scores quantifies his strengths and weaknesses.

A character trait is roughly equal in power to half a feat. A good place to start for most campaigns is for PCs to select two traits at character creation, effectively gaining a bonus feat. Some GMs may limit PCs to one trait, or allow more. Even in campaigns where PCs don’t start with bonus traits, GMs may allow characters to select the Additional Traits feat (see sidebar). In general, character traits are intended for PCs—if a GM wants an NPC to have traits, he should consider making that NPC take the Additional Traits feat.

There are five trait categories: Basic, Campaign, Racial, Regional, and Religion. Basic traits break down further into four sub-categories of Combat, Faith, Magic, and Social, roughly equating to the four basic character archetypes (fighter, cleric, wizard, rogue), but they aren’t tied to specific classes. It’s entirely possible to have a religious rogue, for example, or a magic-obsessed fighter.

Many traits grant a new type of bonus: a “trait” bonus. Trait bonuses do not stack with each other. A character can only have one trait from each particular trait category.

Basic Traits: Combat traits are associated with combat and physical prowess—they give characters advantages in battle and represent struggles in the character’s backstory. Faith traits rely upon conviction of spirit, perception, and religion, but are not directly tied to the worship of a specific deity. A character does not need a patron deity to gain a Faith trait, as these traits can also represent conviction in one’s self or philosophy. Magic traits are associated with magic, and focus on spellcasting and manipulating magic. A character doesn’t need to be a spellcaster to take a Magic trait. Magic traits can represent a character’s early exposure to magical effects or childhood studies of magic. Social traits reflect a character’s social upbringing, background with high society or lack thereof, and history with parents, siblings, friends, competitors, and enemies. These four categories of traits are described further in the *Second Darkness Player’s Guide*.

Campaign Traits: These are usually tied to the specific Adventure Path or campaign the GM plans to run, and the GM should tell the players which campaign traits are available, as these traits help give the PCs a hook for getting involved in the story. We’ll be introducing a new batch of Campaign traits every six months to coincide with each new Pathfinder Adventure Path.

Racial Traits: These are keyed to specific races or ethnicities, which your character must be of in order to select the trait. If a character’s race or ethnicity changes at some later point (possibly as the result of magic), the benefits gained by the racial trait persist—only if the character’s mind and memories are altered do they lose the benefits of a Racial trait.

Regional Traits: These are keyed to specific regions. In order to select a Regional trait, a PC must have spent at least a year living in that region. A character can not select more than one trait from a specific region.

Religious Traits: These indicate the PC has an established faith in a specific deity—the PC doesn’t need to be a member of a divine magic class, but he does need to have a patron deity. Religious traits can disappear if a PC abandons his religion; at the GM’s discretion, a character who embraces another faith may select a different Religious trait for that deity to replace the outdated trait.



SELECTING ELVEN TRAITS

Only elves living on Golarion may choose to take traits from the following three lists.

Elf Racial Traits

Arcane Dabbler: Though your magical studies were decades ago, you still remember your favorite little trick. Choose a 0-level arcane spell. You may cast that spell once per day as a spell-like ability. Your caster level is equal to your highest class level in a spellcasting class; if you have no caster level, it functions at CL 1st. The spell-like ability's save DC is Intelligence- or Charisma-based (chosen when you select this trait).

Lapsed Faith: You still remember a few prayers from your past experience serving in a temple. Once per day you may cast *cure minor wounds* as a spell-like ability at caster level 1. The save DC is Wisdom-based.

Seeker of Brightness: You have been actively searching for signs of the Brightness since childhood. Choose a Knowledge skill; you gain a +1 trait bonus on Knowledge checks of that type and on Search checks.

Warrior of Old: As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble. You gain a +2 trait bonus on Initiative checks.

Youthful Mischief: Though you gave up the life of a padfoot, scout, or minstrel decades before, you still know how to roll with the punches when things turn sour. You gain a +1 trait bonus on Reflex saves.

Religious Traits

Calistrian Prostitute (Calistria): You worked in one of Calistria's temples as a sacred prostitute, and you know how to flatter, please, and (most of all) listen. You gain a +1 trait bonus on Gather Information and Sense Motive checks.

Sacred Avenger (Calistria): You have a special connection between you and Calistria that enhances your ability to achieve vengeance. When a creature damages you with a weapon, on your next turn you gain a +1 trait bonus on weapon damage against that creature. If this creature is your ilduliel (see page 8), this bonus increases to +2.

Sovryian Pantheist (Any Elven Deity): Strongly influenced by the elves' mysterious other realm, you embrace obscure elven deities that have little influence on Golarion. You gain a +1 trait bonus on Knowledge (history) checks to recognize or evaluate art, Knowledge (architecture and engineering) checks, Survival checks to hunt game, Constitution checks to run, and Spellcraft checks involving crystals or gems.

Starchild (Desna): The Song of the Spheres sensed your love of travel and promised you would always be able to find your way home. You can automatically determine where true north is. You gain a +4 trait bonus on Survival checks to avoid becoming lost.

NEW FEAT: ADDITIONAL TRAITS

You have more traits than normal.

Benefit: You gain two character traits of your choice. These traits must be chosen from different lists, and cannot be chosen from lists you have already selected a character trait from. You must meet any additional qualifications required for the character traits you choose—for example, this feat cannot enable you to select an elven character trait if you are a dwarf.

Wasp Whisperer (Calistria): Your association with Calistria's church has toughened your flesh against venom and blessed you with the ability to influence wasps and similar insectile vermin. You gain a +1 trait bonus on Fortitude saving throws against poison. You may make Diplomacy checks (or wild empathy checks if you are a druid or ranger) to improve a Hostile or Unfriendly insectile vermin's attitude toward Indifferent.

Regional Traits

Forlorn (Any non-elven land): Having lived outside of traditional elf society for much or all of your life, you know the world can be cruel, dangerous, and unforgiving of the weak. You gain a +1 trait bonus on Fortitude saving throws.

Iadaran Illusionist (Kyonin): You have lived in Iadara for so long that you are very familiar with illusions. You gain a +1 trait bonus on caster level checks with illusion spells and a +1 trait bonus on Will saves to disbelieve illusions.

Kyonin Gatekeeper (Kyonin): You helped maintain the elf gates and are familiar with the operation of teleportation magic. You gain a +1 trait bonus on Spellcraft checks to identify teleportation magic and a +1 trait bonus to caster level checks when casting teleportation spells. You know the proper commands to operate a particular elf gate (most likely an often used elf gate, but at the GM's discretion it may be a less popular or out-of-the-way elf gate).

Left Behind (Mwangi Expanse or Varisia): Having been born to those who chose to remain on Golarion during the Age of Darkness in the Mwangi Expanse, you understand the people of this world better than most elves. You gain a +1 trait bonus on Diplomacy and Gather Information checks when interacting with Forlorn elves and non-elf races.

Mordant Heritage (Mordant Spire): You lived among the Mordant Spire elves and know their strange ways. You gain a +1 trait bonus on Swim checks and a +1 trait bonus on saving throws against enchantment effects.

Treerazer's Bane (Kyonin): Having fought in many battles against Treerazer and his minions, you have learned the best ways to kill the various creatures under his control. You gain a +2 trait bonus on weapon damage against demons, evil fey, and plants and animals corrupted by evil.



Kyonin: Kingdom of the Elves

A sovereign nation and a racial homeland, Kyonin bears the strengths and stresses of this double duty willingly. Elves lived in the Fireani Forest within Kyonin before such names even existed, and when the elves returned to Golarion in 2632 AR, only the villainous refuted their claims to their ancient home—and few refuted them for long.

The land of Kyonin itself is a natural paradise, though not always a pastoral one—nature can be both beautiful and deadly, and the elves would have it no other way. Even the wild plants grow in a particularly elven way, while the cultivated ones are unearthly in beauty and function. Certainly, problems exist: The demon Treerazer has rooted himself deeply in the southern end of the forest, creating the festering and evil swamp known as Tanglebriar, and Kyonin's political landscape is as treacherous as the physical one for those unused to its ways. But for elves and

their honored guests, Kyonin is a serene rest from the fast-paced, human-dominated world.

Like a groaning dam, Kyonin barely holds its borders against the modern flood of humanity on Golarion. The standard elven policy of isolationism is proving less effective than it once was. As the elves attempt to reclaim their place on the quick-moving, violent new world of Golarion, many feel that new tactics are necessary, though few agree on what exactly those tactics are.

GEOGRAPHY

At its height, Kyonin was an exquisite garden. Not in any way that humans would understand—to outsiders' eyes, the Fireani Forest was a thick and tangled wood, chaotic and menacing. Yet elven beauty is rarely defined by neat and orderly rows. To the elves, nature untouched is a continually unfolding mosaic of life, far more creative

than even the most gifted elven artist, and where changes were necessary for the formation of settlements, creatures easily capable of outliving trees need only do the slightest pruning to see the forest grow in accordance with their needs. Life and magic thrummed in every living thing. The coming of Treerazer's corruption changed that, and though the demon has long since been contained in the Tanglebriar, many are the elves who are just now beginning the process of subtly reshaping their ancestral homeland into its former glory.

Major Cities

Villages and small farming communities network across Kyonin, but many former settlements remain empty due to slow population growth. Two major cities have been rebuilt since the elves' return, others are being scouted and restored, and the rest are still unoccupied—by elves, at least.

Greengold: Ironically, the second-largest city in isolationist Kyonin is human-run—the only official point of entry into the kingdom for anyone not of pure elven blood. This busy trading town, famous for the yellow roofs on every building, is a bold elven experiment in peaceful co-existence. The elves study human behavior and trustworthiness in this controlled environment; the queen's agents covertly scry and occasionally teleport in unannounced when they take issue with events there.

The elves have benefited more than anyone from the open economy, as Greengold is the only stable, legal market for elven magic and goods manufactured in Kyonin. Despite tight controls, Greengold is awash in money. A small but thoroughly cosmopolitan city, Greengold hosts diplomats, traders, and expatriates from every nation in the Inner Sea and beyond. Respected ambassadors to the queen can embark from here to the Kyonin interior if they meet official approval, and all civilized people are welcome to stay in Greengold as long as they can afford it.

To visitors, the town appears as a fairly normal human dock town, save for trees that grow in odd places. Ever since the horrified elves forbade humans from felling them (forcing them to import their lumber or harvest it from dead trees and blowdowns), it has been illegal to harm trees in town. Merchant-Mayor Selwyn Vanaidorl, a Taldan philosopher-turned-merchant who claims to have small amounts of elven blood in his lineage, runs the city with a light touch and frequent meetings with elven nobility.

Iadara: Layers of illusion and mists hide the elven capital from unwelcome onlookers. For the invited, however, a splendor as awe-inspiring as any sight on Golarion reveals itself. No spot in this city of spires lies untouched by magic and brilliant craft. Trees intertwine with buildings in artful joinings. Patterns within patterns adorn every surface, down to the bark on

KYONIN AT A GLANCE

Government: Monarchy ruled by Queen Telandia Edasseril, the Viridian Crown

Terrain: Mostly temperate forest, with some temperate and warm hills and mountains in the south. The highest point on Kyonin is Lightning's Call, a mountaintop in the Five Kings Range that stands 4,856 feet above sea level. The lowest point is 37 feet, where the river that supports Iadara, the Endowhar, empties into River Kingdom territory.

Capital: Iadara (56,340)

Notable Settlements: Greengold (10,400)

Languages: Elven

Religions: Calistria, Desna, Findeladlara, Ketephys, Nethys, Yuelral

Imports: Gems, silver, and mithral

Exports: Magic, luxuries, and wine

saplings. Towers of silver and crystal thrust high above the treetops, and elven crafters are always decorating or enchanting some new aspect of the city. Indestructible roads and soft earthen paths open into large, circular courtyards, and elven laughter mingles with birdsong to provide a constant backdrop of nature and joy. Non-elf visitors are the object of stares but are rarely made to feel unwelcome—provided they stay in their designated areas and have officially sanctioned reasons for being there.

Omesta: During the elves' long absence, a small enclave of gnomes adopted this city. Yet instead of inhabiting the elegant, vacant buildings on the forest floor, the gnomes instead made their homes in the trees, crisscrossing them with zip lines, winch-and-basket arrangements, and windmills set at odd angles from the treeline. The gnomes seem impervious to suggestions that they might be trespassing—after all, they haven't touched the elves' buildings, but merely neighbor them from above—and their audacity and humor appeals to elven sensibilities. Since the Fair Ones hardly have the numbers to fill the cities they currently occupy, their leaders have seen fit to leave the gnomes as another, less formal investigation of co-habitation with non-elves. This experiment is not without occasional strain.

Interior Features

In addition to thick trees and rolling fields, Kyonin is fairly littered with ruins: monuments, fountains, sculptures, orreries, and menhirs of unknown meaning and function even to the elves. Most are severely weather-beaten; many are also weapon-beaten from the humans who raged through the land during the elves' absence. The elves have little taste for stonework anymore, and repairing or even exploring these ruins is outside the interest of the queen

GATE KEYS

Different gates have different means of opening. While relatively little is known about these, it's generally believed a short ritual is required to activate an elf gate, at which point the stone gate lights up from within and the space between the arches distorts to show another vista. Possible keys include:

Passwords: Some gates are activated with a word or phrase. While in many cases this password has been lost to time, for some riddles and puzzles inscribed in Elven on the stone offer clues to the gate's activation.

Music: Specific notes or songs played on flutes and harps have been known to open a few gates. It is said that only the surrounding landscape knows these songs, and that the keys are present in the blowing of the wind and rustling of the trees for those who have the ears to hear them.

Stones: Some gates require the presence of magically linked stones to operate. These "keystones" vary in weight and shape, many small enough to carry—unfortunately by now, these stones could be just about anywhere.

Spells: Certain spells may activate some elf gates, some as simple as *knock*, and others arcane inventions long since lost to history.

Time: The most commonly used elf gates are of this variety, and operate only under certain celestial conditions. Regardless of an individual's behavior, they only function at specific, pre-determined times, and thus are easiest to stumble across.

Combination: The most secure (and powerful) gates require a combination of keys to open. Finding the secret behind one of these gates' operation can be a life-long quest, even for an elf.

and her court; this generally includes allowing anyone else to look at them.

Fireani Forest: This woodland once covered most of the region now known as southern Avistan. The forest that remains is ancient, with tall, strong, thick-canopied trees. Wildlife is everywhere, and fey occupy unexpected niches. The Fireani is not entirely an expanse of trees. Large clearings and glens break up the wood, but settlements and communities rarely do—villages and towns tend to be built straight into the surrounding forest, becoming landscape instead of replacing it.

Sovyrian Stone: Few have ever seen the fabled *Sovyrian Stone*, but all who live in Kyonin know of its existence. Hidden somewhere deep within the capital of Iadara, the *Sovyrian Stone* is an enormous crystal to which the elves bound a mysterious portal arch—the original of which all elf gates are pale imitations—to their realm of Sovyrian. Seeking to refocus the crystal toward the Abyss and bridge the gap between the planes, Treerazer attempted to wrest control of the *Stone* in 2632 AR, and it was this struggle

which brought the elves streaming back to Golarion to retake their ancestral lands and protect the fragile link between this world and Sovyrian.

Tanglebriar: When the elves beat back Treerazer's sickening influence, they drove him and his minions into the southern Fireani Forest, but their strength proved insufficient to fully uproot his malignancy. Twisted plants, warped animals, wicked fey, and displaced outsiders share the area with demons and a maddeningly consistent stream of cultists who bring Treerazer news and supplies from the outside world. Treerazer's palace-fortress is the *Witchbole*, a gross and ancient tree twisted by Treerazer's dark magic and capable of moving of its own accord, with the bodies of brave elves impaled forever on its branches.

Elf Gates: Some elves shudder to hear their *aiudara* referred to as "elf gates," but most accept the vulgar name good-naturedly. These sculpted stone arches, carved with elven runes and sylvan imagery, are scattered in clearings across Kyonin and around the world, most lying dormant and inoperative since the elves' exodus thousands of years ago. With the proper keys, these gates can move people and materials instantly across vast distances by simply passing through the space under the arch.

Monarchs around the Inner Sea are rightly concerned about these powerful arches. An active elf gate network would allow the controller to move armies across the globe in an eye-blink. Humans have puzzled over the gates' operation since the elves' departure, but few have ever plumbed their mysteries. In fact, most of the keys to the gates' operation and their destinations have been forgotten by even the long-lived elves themselves, prompting several elven adventuring companies to roam the world looking for clues and lore.

Natural Resources and Hazards

Luxuries within Kyonin are many and splendid. The largest resource is exotic lumber, with hardwoods unseen elsewhere on Avistan. Other plants, some with medicinal or recreational value, sprout readily in Kyonin soil, but do not seem cultivatable outside the Fireani. Kyonin has a variety of wildlife, including abundant fishing in their territorial water, but no domestic livestock or mineral resources.

Disorientation is a frequent threat to outsiders in Kyonin. Several different kinds of plants exude fragrances which can cause confusion and dizziness for those unaware of their power. Predatory plant creatures tend to live in close proximity to these flowers.

Due to the prevalence of *Calistria* worshipers, wasp nests are never disturbed in Kyonin, and several unnaturally large breeds of wasps lair in undisturbed glens across the kingdoms, which the elves simply laugh about and do their best not to provoke. Most troublesome are the vicious skullwasps, hand-sized insects that attack one target to

the suicidal exclusion of any other consideration. Killing wasps in Kyonin is considered bad form, but tolerable in the case of self-defense.

FOREIGN RELATIONS

The elves of Kyonin would like to be good neighbors with the humans living around them, with the key word being “neighbors”—the desire to live intermixed with humanity is relatively slim for most non-Forlorn elves. Despite their huge leap forward in civilization over the last few thousand years, humans still have a ways to come before their bizarre panoply of religions and government has any hope of matching elven refinement. As a result, the elves’ natural tendency toward isolationism continues to hold sway in Kyonin, and its closed borders are patrolled with deadly effectiveness by wraith-like bands of rangers. Kyonin’s relations with its neighboring peoples are described below.

Andoran: The elves find the Andorans’ beloved philosophies acceptable, even admirable, but their zeal can be off-putting. Still, as the elves’ most respectful and lucrative human trading partner, Andoran holds a position of honor with the elves, and most diplomats allowed into Kyonin are of Andoren nationality. In return, the elves regularly send out their youngest diplomats to be liaisons with the fledgling democracy, as young elves generally have more patience for, and acceptance of, human temperaments. This practice frequently results in more apolitical “liaisons” as well.

Druma: The Kalistocracy’s obsession with baubles remains a mystery to the elves, but few on either side of the border do much to understand the others’ ways. During the elves’ long absence from Golarion, Druma took advantage of the bounty within Kyonin, and was significantly inconvenienced when the Fair Ones returned and refused to allow hunters and loggers within their borders. After a few light clashes of arms, following which the corpses of Druma’s soldiers were hauled home in arrow-festooned carts, the Kalistocracy settled in to wait for the elves to make a false move—a cold war that shows no time of ending any time soon.

Galt: Rivers north and east drain into an effective mob-stopper along Kyonin’s Galtan border—crossing a wider river requires more forethought than a spontaneous invasion can muster. Meanwhile, the elves resolutely claim high ground inside the mountainous edge of their borders, preventing

damage to their beloved forest. However, madmen and ideologues on their other borders are easier to fire on than harried wretches from Galt, and the refugee camps on Galt’s side of the river have many elves’ sympathy—so long as the refugees don’t attempt to cross.

Razmiran: If Kyonin’s standoffish relationship with Druma is a cold war, its interactions with Razmiran is a hot one. Left to their own devices, the elves would be content to let the silliness surrounding the “Living God” burn itself out—something that shouldn’t take long, as elves measure time—but Razmiran proves unwilling to let such blasphemy stand, and border clashes between the two are common as Razmiran aggressively attempts to steal goods and land from the relatively small numbers of Kyonin elves.

The River Kingdoms: Once upon a time, knaves in tin crowns often marched out of the River Kingdoms to treat with Kyonin’s queen. To a man, all were greeted courteously, and just as courteously refused audience with her majesty. This caused understandable resentment among warlords and bandit kings searching for legitimacy, and several attempted to prove their importance through shows of force. Much the same as with Druma, the resulting bloodbaths were overwhelmingly destructive for the invaders, but unlike the Kalistocracy, the River Kingdoms took the lesson to heart. Stories abound within the kingdoms’ borders of the pointy-eared forest demons and their wicked arrows, of the forest itself turning on all those not of elven blood and tearing them apart. With rare exceptions, people from the River Kingdoms give Kyonin a wide berth.

Iomedaeen Crusaders: The waterways skirting Kyonin’s eastern border make up one of the primary routes for crusaders and pilgrims heading north to the Worldwound to combat the unholy forces arrayed there. Having had their own problems with demons, the elves are generally supportive of the crusaders’ efforts, though elven warriors make it abundantly clear that the support doesn’t extend to allowing the travelers to land on their shores—under any circumstances.

The Five Kings Mountains: The dwarves of the Five Kings Mountains have long been loosely allied with the elves of Kyonin, trading with them and sharing much of their suspicion of humanity. Though they view the Tanglebriar, which approaches their own mountain territory, as a failing on the elves’ part, on the whole they’re too busy with their own affairs to concern themselves overmuch with the Fair Ones, and relations remain friendly, if distant.





Lake Encarthan: In a lake brimming with vessels, the elves guard their slim maritime rights aggressively. Elven sharpshooters and water elemental wizards keep a firm grip on territorial waters. Warships from Molthune and the Living God's mission barges from Razmiran are summarily rejected, though more peaceful ships of all nations are allowed to dock in Greengold daily.

Tanglebriar: Though technically within Kyonin's borders, Tanglebriar is the very definition of a foreign power. Treerazer rarely ventures outside his twisted realm, yet is a constant thorn in the elves' side, and his presence brings forth all sorts of corrupt monsters and cultists who have less compunctions about spreading into the surrounding forest. Many of Kyonin's rangers and spellcasters have devoted their lives to eradicating all traces of the demon, but though they've managed to keep Tanglebriar from spreading, as of yet they've been unable to make significant headway since the first big push of the return caught the demon off-guard. Still, as with most problems, elves believe that time and patience will eventually hold the key.

Outsiders in Kyonin

Merchants, diplomats, and the merely curious are welcome in Greengold, so long as they obey the rules and the town's overseers believe there's something to be gained from their presence. The country's interior, and especially its forest, is open only to elves or specially invited guests of the crown. Seemingly ignorant trespassers are given one stern warning and explicit directions to Greengold. All others are shot on sight.

While the elves of Kyonin do not generally condone slavery, what non-elves do to each other is hardly their concern, even within their borders. Slavery is tolerated within Greengold, though slave trading is not. Elf slaves who reach Kyonin's borders are unconditionally freed, and woe betide any master who attempts to reclaim them inside the elven nation.

PEOPLE

Kyonin is the largest gathering of elves anywhere on Avistan or Garund. Though this book (and indeed, other races of Golarion) often speaks of the elves as though they

are of one mind, elves are as varied in attitude and outlook as any race. Kyonin elves generally speak Elven and expect those of other races within their borders to do the same, though extensive education means that most are familiar with Common as well, and possibly Sylvan and a half-dozen other languages besides.

No formal census exists for Kyonin, and the elves would laugh at anyone who tried. While Kyonin's population has steadily climbed since the elves' return from Sovyrian, the naturally low elven birthrate and limited immigration sees Kyonin still far short of its pre-exodus population, and numerous settlements around the nation lie fallow, usurped by other races, or maintained by a shadow of their former citizenry.

Government

Queen Telandia Edasseril, bearer of the Viridian Crown, holds court in her elaborate, glistening palace in the center of Iadara. The queen rules alone and absolutely, though she relies on a coterie of advisors (not all of whom are elves, or even humanoids) to keep her abreast of current events.

Her most controversial policy is that of breaking the elves' ongoing isolationism. Humans see Kyonin as a long-established, respected sovereign power. But to traditional elven thinking, they have only been back for a little over two millennia and haven't even solved all their internal issues yet. Many of her advisors feel the elves' numbers are too few to branch out and believe caution is paramount in returning to old haunts. The queen agrees that their numbers are low but feels that this is all the more reason to integrate elven society with that of the younger races around them, spreading their influence and making their presence felt. In this, she is supported by many progressive—and generally younger—elves eager to retake their former holdings, ushering in another age of elven ascendancy.

Laws and Enforcement

The Kyonin legal system is quasi-feudal, with nobles retaining rights to legislation and enforcement. The queen issues a small number of edicts which elves are honor-bound to obey, mainly concerning simple laws governing a civil society. No more fastidious a legal system could be expected of the mercurial elves, nor could one be enforced.

Most modern Kyonin communities are small enough that everyone knows everyone else, and problems are solved informally, often indirectly through social pressure. However, each lord or mayor has the authority to make and enforce laws as necessary. Local military is under the joint control of civil and military leaders. Elven leaders are trusted to make good decisions for the community. Abuse of position is rare, but debilitating when it occurs. Appeals are possible but frowned upon.

Economy

The elven population is small, and the percentage of it interested in working and trading their wares to others smaller still, driving up demand for exquisite, expensive elven goods and creating a rich but fragile economy.

Kyonin's agriculture is central to its isolated well-being. The nation cannot become dependent on an outside supplier for any necessity, and thus, no elf fails to participate in growing something, even if it's just an act of impromptu gardening. In this way, elves maintain an abundance of grains, fruit, and leafy vegetables year-round, enough to feed Kyonin and occasionally export delicacies to their neighbors at extravagant prices.

The human concept of "industry" is unknown in a land where everything is crafted or grown as a loving work of art. Though Kyonin's output is significantly less than its neighbors, the elves maintain comparable wealth thanks to high demand for their quality products, particularly their magic items. Elven craftwork is highly sought after by members of other races, and Kyonin silversmiths are the finest in the Inner Sea.

Transportation and Communication

Only dirt roads run inside the borders of Kyonin, and even those are rare, making wagon travel slow and laborious. A marked track winds between Greengold and Iadara, while smaller but well-kept paths go from village to village throughout the Fireani Forest. Only one major river, the Endowhar, flows through Kyonin, away from Iadara. However, where possible on smaller rivers, elves use boats to move goods about. When traveling by themselves, many prefer the trackless forest.

The elves also have *aiudara* in key locations around the forest, but take pains to keep their existence and locations secret—even from each other. This allows the queen and her military advisors freedom to move militia troops quickly, appearing more numerous and watchful against incursion.

Military

Due to low numbers and thin resources, elves forgo the formation and upkeep of a standing army in favor of a well-armed, committed militia. More than half of Kyonin's residents are militia members, irrespective of age, sex, or vocation. Perhaps only a third of the militia serves at any given time, but duty is rotated frequently.

Thanks to pervasive illusion magic, practiced guerrilla tactics, vigilant leadership, and a deadly reputation among the surrounding nations, Kyonin has little to fear from military aggression. The general sentiment among its residents is that humans couldn't even manage to conquer the land when elves weren't in residence, and a sufficient number of arrows flying from nigh-invisible archers panics even hardened armies.

ALCHEMICAL ARCHERY

As adventuring elves wander this world and others, they come into contact with many exotic materials. Given their love of archery, it is no surprise, then, that clever elf alchemists try to find ways to use these materials to create unusual alchemical arrows. Unless otherwise stated, these alchemical arrows are only effective for one shot. Though elven alchemists created these formulas, any alchemist can



use them, either on arrows or crossbow bolts. The listed costs are for one non-masterwork arrow; masterwork versions cost 6 gp more than the listed price.

Bleeding Arrow: This sharpened hollow tube looks like it was originally a narrow proboscis on some giant insect, but it actually comes from a strange carnivorous plant. A bleeding arrow deals normal damage when it hits a creature. Each round thereafter, the creature bleeds for 1 point of damage until the bleeding is stopped by a DC 10 Heal check or the application of a *cure* spell or some other healing magic. A critical hit does not multiply the bleed damage. Creatures immune to critical hits (such as plants and constructs) are immune to the bleed damage dealt by this weapon.

Durable Arrow: These arrows are tightly wrapped in strands of some kind of alchemical glue. Durable arrows don't break due to normal use, whether or not they hit their target; unless the arrow goes missing, an archer can retrieve and reuse a durable arrow again and again. Durable arrows can be broken in other ways (such as deliberate snapping, hitting a fire elemental, and so on). If crafted with magic (such as *bane*), the magic only lasts for one use of the arrow, but the nonmagical arrow can still be reused or imbued with magic again.

Dye Arrow: This arrow ends in a crystalline bubble. Firing a dye arrow is a ranged touch attack; a creature struck by a dye arrow takes no damage but is splashed with black, blue, green, or red marker dye (see *Pathfinder Chronicles Campaign Setting* page 213) sufficient to coat about 1 square foot.

Lodestone Arrow: This heavy iron arrowhead is sealed with an alchemical resin; pulling a small string (a move action) breaks the seal and activates the reaction in the arrowhead, greatly increasing its magnetic properties. You gain a +4 bonus on attack rolls when firing a lodestone arrow at a target wearing a significant amount of metal armor (at least chain mail or a metal shield) or made of metal, but the magnetized arrow only deals half damage. In areas with a lot of magnetic metal, the attack bonus may drop to 0 or even become a penalty as competing sources steer the arrow away from your intended target. The increased magnetism fades 1 round after you activate it, after which time it is a normal arrow.

Pheromone Arrow: The arrowhead of this arrow is coated with potent substances that react to blood and sweat, releasing strong aromas that most predators recognize as tasty injured prey and other creatures perceive as merely unpleasant. Any creature with the scent ability gains a +2 bonus on attack and damage rolls made against a target marked with a pheromone arrow.

This effect lasts for 1 hour or until the target spends 1 minute washing.

Raining Arrow: This thick-shafted arrow contains a reservoir of holy water and is designed to burst on impact, hitting the target and splashing nearby creatures as if you had thrown the vial. A raining arrow has a –2 penalty on attack rolls due to its weight.

Slow Burn Arrow: Behind the head of this arrow is a small receptacle of alchemical material that heats up when exposed to air and eventually bursts into flame; barbs on the arrowhead pierce the pouch when it hits a target. On your turn, 1 round after impact, the burst of flame deals 1d6 points of fire damage to the target. The extra weight of this arrowhead gives you a –1 penalty on attack rolls with the arrow.

Splintercloud Arrow: The shaft of this arrow is formed of numerous small bone fragments painstakingly glued together. When fired they tear themselves apart, forming a 5-foot burst of razor-sharp bones that deals 1d3 points of piercing damage (Reflex DC 18 negates).

Tangleshot Arrow: This arrow is topped with a small bottle containing a small quantity of tanglefoot goo. You fire a tangleshot arrow as a ranged touch attack; the arrow deals no damage when it hits, but the target is splashed with the alchemical adhesive. The reduced amount of the glue means this arrow is less effective than an actual tanglefoot bag (DC 10 Reflex save, DC 12 Strength check to break, 10 points of slashing damage to cut through, DC 10 Concentration check). The weight of a tangleshot arrow reduces its range increment to half normal. Elves use this to slow or stop fleeing opponents or to capture animals without killing them.

Trip Arrow: This squat arrow has a large, bulbous, metal tip that expands and flattens in flight. If the arrow hits, it initiates a trip attack against the target (DC = 15); the target falls prone if it fails its check, but if it succeed it cannot attempt to trip you in return.

STRONGER MAGIC

Along with alchemical arrows, elves sometimes derive new archery-related magical abilities. Though the magical arrows presented below were devised by elves, any creature that meets the crafting requirements can create them, and the properties work just as well for crossbow bolts.

CLUSTERSHOT

Aura weak transmutation, CL 5th

Slot none; **Price** +1 bonus

DESCRIPTION

These arrows are inscribed with a spiral groove down the length of the haft and an eye-glyph on the head. They are designed to maintain accuracy when firing multiple arrows at the same time (such as with the Manyshot feat) by steering their paths toward the impact point of the first arrow. For a *clustershot arrow* to function, all arrows fired in the attack must have this property.

Type of Arrow	Alchemy	DC Cost
Bleeding arrow	25	360 gp
Durable arrow	25	1 gp
Dye arrow	15	1 gp
Lodestone arrow	25	10 gp
Pheromone arrow	20	15 gp
Raining arrow	20	30 gp
Slow burn arrow	20	150 gp
Splintercloud arrow	25	25 gp
Tanglefoot arrow	25	20 gp
Trip arrow	25	25 gp

If the first arrow can deal sneak attack damage or is a critical hit, the remaining arrows from that shot can deal half normal sneak attack damage, and if they critically hit deal half normal critical hit damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *magic weapon*

HEALER'S SORROW

Aura weak necromancy, CL 5th

Slot none; **Price** +1 bonus

DESCRIPTION

The sickly gray wood of this arrow seems quite fragile and delicate. Created from pale necromantic bone or casket wood, this arrow splinters when it impacts, embedding pieces of itself in the target and making the wound resistant to magical healing. Removing the splinters requires 10 minutes and a DC 25 Heal check. Until the splinters are removed, all magical healing effects used on the target restore only half as many hit points as normal. This applies whether the target requires positive or negative energy for healing.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *death knell*

SPARKFLY CRYSTAL ARROW

Aura weak evocation, CL 3rd

Slot none; **Price** +1 bonus

DESCRIPTION

The fat crystal head of this arrow contains tiny motes of light; on closer scrutiny, they are actually tiny glowing insects similar to fireflies, held in stasis. When the arrow hits a target, it shatters the crystal and releases the insects, which distract the target with their aggressive flight. The creature takes a –1 penalty on attacks and checks for the next minute or until they rid themselves of the flying pests (such as by diving into water, suffering a damaging area attack, and so on). The lights reduce a target's concealment by one step (turning a 50% miss chance from total concealment into a 20% miss chance from concealment, and concealment into no concealment at all).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *faerie fire*

BORN AGAIN

Oaths are serious business. On Golarion, elves, with their nigh-unlimited lifespans, know that a broken promise is capable of following someone long after bones have healed or money's been spent. Though folk of other races might offer a pledge with fingers crossed, most elves do their best to honor their obligations, even including those with a streak of larceny in their hearts.

This applies even more so when making a bargain with a deity. Whether a formal prayer at an altar or merely a few words mumbled in a moment of weakness, elves view a debt to a god or goddess as the highest of all obligations. These

bonds are called divine pacts, granting a mortal an unusual power in exchange for some sacrifice or drawback—a means of honoring the debt to the god or goddess.

While many worshipers of a god grow up never questioning their faith, others require more convincing, and it is to these fence-sitters that gods sometimes grant proof of their power and the rewards of faith. Each of the pacts detailed below assumes that a god answered an elf's prayer at some point in the past by granting a useful or even lifesaving ability. The circumstances as to how an elf may gain a pact is up to the GM—it may arise in the midst of battle, at the resolution of some quest, after a period of introspection, or even as part of pursuing the Brightness. The scenarios given at the start of each pact's description are but a few ways a character might attain a pact. Every pact also has some requirement, proof to the deity of the mortal's newfound faith.

When offered a pact, a mortal usually has to decide immediately to accept or refuse it, for the gods wait for no mortal. The mortal can end the pact as a standard action, immediately losing its benefits and drawbacks. A character can only have one pact at a time; it is rare for a mortal to be offered more than one pact in his lifetime, and to accept a second pact requires abandoning the first. The deity may end the pact immediately if the character offends the deity in some way. Some elves maintain a pact for only days or weeks, while others still honor pacts they established hundreds of years ago. Races other than elves, as well as devout lifelong worshipers of a god, can have also divine pacts, though the exact details of the pacts may vary from the ones listed here. The pacts below focus on abilities useful to bards, rogues, and other shifty individuals, as these types are the most frequent “foxhole converts.”

CALISTRIA'S SUDDEN STING

As a child, you found the spontaneity of your playmates and family a disturbing puzzle. They actually seemed to revel in the unexpected, cheerfully confident that they would always find some way to turn surprises to their advantage. You preferred to plan, to account for every contingency, and disdainfully warned them that lack of preparation would lead to their eventual doom. Once thrown into the chaos of battle, however, you realized your mistake, when it became clear how much your survival depended upon exploiting opportunities as they presented themselves.

Requirement: Sneak attack.

Sudden Sting (Ex): Once per day, when an opponent strikes you in melee, you can choose to make an immediate counterattack as an attack of opportunity. If you hit with this attack, you deal damage as if your opponent were flat-footed (for example, allowing you to apply sneak attack damage).



Honoring Your Debt: The Savored Sting scorns those who prove unable to finish a task the first time they try it. Once a particular opponent suffers damage from your sneak attack, you cannot use your sneak attack against that foe again for the remainder of the battle. You can still continue to make attacks against that foe, but if you strike him in circumstances that would normally allow you to deal extra damage from your sneak attack, you deal normal damage instead.

DESNA'S STARRY VEIL

From an early age, you turned your back on the wonders the world offered in favor of sticking close to home. Embracing the comfortable and familiar, you shunned all thoughts of adventure, especially if it involved travel. Only when invaders came to your community, bringing with them the danger from which you had tried so desperately to hide, did you realize your mistake. As your home descended into fire and chaos and an enemy had you at his mercy, your heart called out for a second chance and vowed that you would never shirk your duty to defend your people again. By some miracle Desna heard your plea, and she dropped a cloud of darkness around your foe just long enough for you to gain an advantage.

Requirement: Uncanny dodge.

Starry Veil (Su): Once per day, the first time you suffer enough damage from a weapon attack to render you unconscious or dead, a strange nimbus of swirling darkness surrounds your opponent just before he lands the blow. Your opponent must succeed on a Fortitude saving throw (DC = 10 + 1/2 your level + your Con modifier) to avoid suffering a sudden bout of temporary blindness. Though your opponent's blindness only lasts for a moment (too brief a time for anyone to exploit it in battle), he automatically misses the attack that triggered the veil and you remain standing.

Honoring Your Debt: Good-aligned elves and fey can sense that you are personally beholden to the Song of the Spheres, leaving them with no compunctions about calling upon your assistance when needed. The first time per day that a good elf or fey asks for your help, it acts as a *suggestion* spell (DC = 13 + Cha modifier of creature asking for help). If you make your saving throw, you need not carry out the request, but consistently scorning the destiny Desna has laid out for you might lead to greater problems.

NETHYS' TERRIBLE SECRET

From your earliest moments, you scorned the esoteric and intangibles of the world, deeming them of little actual importance. Though sometimes viewed as dour and dull, you did your earnest best to serve as an example to others by focusing on the practical. Then, in a moment of sheer terror, when you faced death from a threat beyond your

comprehension, you realized exactly how useless your paltry stock of homespun wisdoms truly was. Desperate for survival, frantic to escape your peril, you suddenly felt the presence of Nethys in your heart and managed to reveal the tiniest, most insignificant part of the dreadful knowledge that fuels his madness. While your foe reeled in horror, you took advantage and managed to persevere.

Requirement: Bardic knowledge.

Terrible Secret (Su): Once per day as a standard action, you can transmit some tiny fragment of the lore that broke the mind of a god to an opponent within 30 feet. Though too horrific for a mortal mind to retain, this knowledge transcends mere language and consciousness, allowing you to make virtually any sentient creature quake in its boots. The target must make a Will save (DC = 10 + 1/2 your level + your Cha modifier) or be nauseated for 1 round.

Honoring Your Debt: Your access to the terrible secret fully known only by the All-Seeing Eye sometimes leaves you melancholy and scattered. Each day, when you first enter combat, you must forgo your first attack action to pull yourself together for the battle to come. If you choose to take some other action at the start of combat, you need not pause in this way, but you must always forfeit your first attack of the day once you decide to make it.

SHELYN'S WARM EMBRACE

Even in childhood, you thought your kin and neighbors spent too much time on frivolous pursuits rather than concentrating on more serious tasks. While others tended to their flowers and art, looking for ways to beautify the world, you prepared for battle. Once an adult, determined to make your own way, you vowed to emulate the warriors of legend rather than the peacemakers so revered by your own community. Only in the midst of a bloody battle, as you truly faced death for the first time, did you realize your folly. Begging Shelyn for help, you felt her presence sweep over you like a living shield, and somehow by her grace you survived.

Requirement: Evasion.

Warm Embrace (Ex): Whenever you choose to fight defensively or use total defense, you gain a sacred bonus on saving throws equal to half of the AC bonus you gained by taking this action.

Honoring Your Debt: The Eternal Rose encourages her children to give every living being the chance to awaken the beauty within, and this leaves you strangely reluctant to strike the first blow in combat. Whenever you attempt to make an attack roll against a living creature that has not attacked you, an ally, or an innocent in your presence, you must succeed on a DC 14 Will saving throw to avoid missing the target automatically. Once you attempt this save (whether you succeed or fail), you can act normally against that foe for the remainder of the day.

MYSTICAL MEALS

The elves of Golarion regard magic not merely as some tool for war or industry but as a way of filling every part of their lives with wonder and delight. Even something other races might consider so simple or utilitarian as cooking a meal could achieve unparalleled heights of grandeur if prepared by one trained in the mystical arts. Those few non-elves fortunate enough to partake of food prepared by an elf skilled in magic and the culinary sciences often find it an experience both humbling and transcendent.

Any elf with at least 5 ranks in Profession (cook) and the Brew Potion feat soon discovers the secret of infusing food with magical energy. Rather than simply astounding

the senses, these meals offer those who eat them special abilities. As elves with this talent often sell magical food or give it as gifts, members of other races occasionally get opportunities to sample and enjoy these unusual combinations. Non-elves are capable of combining cooking and potions, of course, but their meals often seem primitive by elven standards.

It takes one full day to create a magical meal. The meal requires all the normal ingredients and cooking implements (comparable to equipping and maintaining an alchemy lab) as well as the normal requirements for creating magic items (such as the ability to cast prerequisite spells, spending gold for magical ingredients, and so on). Creating magical food follows the standard rules for creating magic items.

An elf attempting to make a magical meal must succeed at a Profession (cook) check. The DC of this check is equal to 20 + the highest-level spell being incorporated into the meal. Success means the elf creates a meal suitable for one Medium or smaller creature. Creating a magical meal for a Large or larger creature increases the DC of the Profession (cook) by 5 for each size category above Medium and doubles the number of food ingredients used. The first creature to eat a magical meal gains the benefit of its magic; sharing plates does not affect multiple diners no matter how the portions are divided.

SAMPLE MAGIC FOODS

Magical food never spoils under normal conditions. Unless otherwise stated, consuming any of these meals is a full-round action that provokes an attack of opportunity. The listed prices do not include the cost of mundane ingredients (meat, flour, vegetables, spices, and so on), though these usually amount to no more than 5 gp for even the most outlandish meal.

BUTTERED SPARROWFISH FILLET

Aura faint transmutation; **CL** 5th

Slot none; **Price** 900 gp; **Weight** 1 lb.

DESCRIPTION

The sparrowfish is a bland-tasting swimmer native to the rivers and streams of Kyonin, notable mainly for its excellent speed and its ability to leap out of the water and onto low-hanging tree limbs to avoid predators. Its meat is the color of salmon and is reasonably tasty when prepared with butter, herbs, and salt; it is best eaten fresh, but if properly dried after cooking, it retains its flavor whether eaten cold or reheated. Eating the magical fillet gives you a +10 competence bonus on Balance, Climb, and Swim checks for 1 hour.

CONSTRUCTION

Requirements Brew Potion, Profession (cook) 5 ranks, creator must have 5 ranks in Balance, Climb, and Swim; **Cost** 450 gp, 36 XP



CHEYA DUMPLINGS**Aura** moderate transmutation; **CL** 10th**Slot** none; **Price** 300 gp; **Weight** 1 lb.**DESCRIPTION**

Cheya is a smaller, immobile cousin of the assassin vine native to Kyonin (some elves believe that the aggressive mobile assassin vine plants are the result of a cheya cultivating program).

Generally harmless except to tiny animals, some elves cultivate cheya for its roots, leaves, and berries. The roots are crushed into a paste and mixed with water or milk to make dough, stuffed with diced cheya leaves, then boiled or baked, often topped with sweet jelly made from cheya berries. Hearty, satisfying, and portable, the dumplings are excellent candidates for magical augmentation. A typical *cheya dumpling* gives you a +2 enhancement bonus to Constitution for 1 hour, though other varieties may enhance other ability scores.

CONSTRUCTION

Requirements Brew Potion, Profession (cook) 5 ranks, *bear's endurance*; **Cost** 150 gp, 12 XP

LEAP CAKE**Aura** faint transmutation; **CL** 5th**Slot** none; **Price** 500 gp; **Weight** 1 lb.**DESCRIPTION**

This spongy brown cake feels light in the hand but is incredibly chewy. Consuming it strengthens your leg muscles and makes your tendons more elastic (making audible stretching and popping noises for a few seconds after ingestion), greatly improving your ability to jump and fall. For the next 10 minutes, you gain a +20 bonus on Jump checks. If you deliberately jump down from a height and succeed at a DC 15 Jump check, you take falling damage as if the fall were 20 feet shorter than normal (rather than 10 feet shorter). If you fall, you may make a Jump check instead of a Tumble check to treat the fall as 10 feet shorter.

CONSTRUCTION

Requirements Brew Potion, Profession (cook) 5 ranks, *feather fall, jump*; **Cost** 250 gp, 20 XP

NEWLIFE SOUP**Aura** moderate conjuration (healing); **CL** 10th**Slot** none; **Price** 1,500 gp; **Weight** 1 lb.**DESCRIPTION**

Soothing ripples of warm light crisscrossing along the surface of this amber broth only seem to heighten the welcoming scent of wafting from its steamy depths. This soup enhances the connections between your flesh and spirit, allowing you to briefly return to life if slain. If you die within 1 hour of eating a bowl of *newlife soup*, you rise on your next turn, alive as if someone had cast *raise dead* on you, except that you do not lose a level and you have half of your normal hit points. You are alive (not undead) for 10 minutes and can be healed normally but drop dead once those 10 minutes pass. *Raise dead* or similar spells cannot make your temporary life permanent; to bring you

back from the dead, you must be allowed to die when the soup's power ends. Each meal of *newlife soup* can only bring you back from the dead once.

CONSTRUCTION

Requirements Brew Potion, Profession (cook) 5 ranks, *raise dead* or *resurrection*; **Cost** 750 gp, 60 XP

SNOWBERRY FIRE PEPPERS**Aura** faint abjuration; **CL** 6th**Slot** none; **Price** 600 gp; **Weight** 1 lb.**DESCRIPTION**

Crisp and creamy white berries spill out from the interior of this starkly crimson, teardrop-shaped pepper. This eye-watering delicacy allows you to safely absorb heat and fire, though this reactivates the spicy taste. You gain fire resistance 10 for 1 hour. Any time this effect negates 10 or more points of fire damage, you must attempt a Fortitude saving throw (DC 15 + fire damage taken) or be dazed for 1 round as the spices overwhelm your senses.

CONSTRUCTION

Requirements Brew Potion, Profession (cook) 5 ranks, *resist energy*; **Cost** 3000 gp, 24 XP

SUN-DRIED LANTERN LEMONS**Aura** faint evocation (light); **CL** 6th**Slot** none; **Price** 900 gp; **Weight** 1 lb.**DESCRIPTION**

These sour, chewy treats seem to be all but bursting with vitality and energy. After eating a handful of *sun-dried lantern lemons* you glow as brightly as a *daylight* spell for 1 hour. The light shines out of your skin, and while you can cover yourself to block the light and reduce its effect to that of a *light* spell or even a candle, only magical darkness or complete enshrouding (such as wrapping yourself from head to toe in layers of cloth or leather) can fully block the light.

Lesser forms of these treats exist that cause you to shine with a fainter light and for a shorter duration. Elven actors sometimes use these fainter variants in stage productions to represent angelic beings.

CONSTRUCTION

Requirements Brew Potion, Profession (cook) 5 ranks, *daylight*; **Cost** 450 gp, 36 XP

WAYBREAD**Aura** faint conjuration; **CL** 6th**Slot** none; **Price** 50 gp; **Weight** 1 lb.**DESCRIPTION**

Also called walking bread or walkbread, these delicious yellowish-brown oval biscuits feel remarkably heavy for their size. One is enough to keep a belly full for an entire day and slakes thirst for that period as well.

CONSTRUCTION

Requirements Brew Potion, Profession (cook) 5 ranks, *create food and water*; **Cost** 25 gp, 2 XP

PRESTIGE CLASS: BRIGHTNESS SEEKER

Revered as seers, able to channel memories and even physical features of prior incarnations as people and animals, Brightness Seekers devote themselves to the pursuit of enlightenment. During their uniquely personal journeys, they learn how to interpret signs and portents that allow them to make uncannily accurate predications about possible actions for themselves and others. Over

time, as they forge ever-deeper connections with their past lives and approach an ultimate state of oneness with the world around them, they develop the capacity to manifest the abilities and eventually the actual forms of many different animals. Eventually, Brightness Seekers even gain the power to shrug off death itself should it interfere with their quest for enlightenment, and their ability to reincarnate themselves with their memories intact offers them a chance to eventually reclaim their original form.

REQUIREMENTS

To qualify to become a Brightness Seeker, a character must fulfill the following criteria.

Feat: Iron Will

Race: Elf

Skills: Spot 4 ranks, Survival 4 ranks, Knowledge (nature) 4 ranks and Knowledge (religion) 8 ranks (or vice versa).

CLASS FEATURES

The following are class features of the Brightness Seeker prestige class.

Discover Omen (Su): All Brightness Seekers know how to interpret the omens the natural world presents to them in order to discover lucky or unlucky actions for themselves and others. Once per day per class level, a Brightness Seeker may attempt to forecast the future of herself or a creature within 30 ft.

Searching for an omen takes 1 hour of uninterrupted meditation; the Brightness Seeker rolls 1d20 and adds her class level and Charisma modifier to determine the omen check result. She may add a +3 to her roll if she knows the target's birthday and birth month, the target's true name or birth name, or his city of birth (or similarly specific geographic area); these bonuses stack if she knows more than one of these things. If the check result is 20 or higher, she learns an omen regarding that creature's next 24 hours. She may perform multiple forecasts for the same creature if the initial check fails to reveal an omen, but once she achieves a result, she cannot forecast for that creature again until a day has passed.

A creature who knows his omen may utilize a one-time insight bonus equal to the Brightness Seeker's class level. This bonus may be used on any single attack roll, ability check, skill check, or saving throw made by the creature. Alternatively, he can apply the insight bonus to his AC against a single attack targeting them (even if flat-footed). Activating the effect doesn't take an action; the character can even activate the bonus on another creature's turn if needed. The character must choose to use this bonus before making the roll it is to modify. Once used, the effect of the omen ends.



BRIGHTNESS SEEKER

HIT DIE: D8

Level	BAB	Fort	Ref	Will	Special
1st	+0	+2	+0	+2	Discover omen, favored pilgrim
2nd	+1	+3	+0	+3	Channel past incarnation, tranquility
3rd	+2	+3	+1	+3	Common ground, wild shape 1/day
4th	+3	+4	+1	+4	One with nature, tranquility aura
5th	+3	+4	+1	+4	Rebirth, wild shape 2/day

Class Skills (4 + Int bonus per level): Climb, Concentration, Craft, Diplomacy, Handle Animal, Heal, Hide, Knowledge (nature), Knowledge (religion), Listen, Profession, Spot, Survival, Swim.

Favored Pilgrim (Ex): Most elves revere Brightness Seekers, and will often do whatever they can to help them complete their personal journeys through their current incarnations. Elves who believe in the Brightness who normally would have an initial attitude of hostile, unfriendly, or indifferent toward the character instead start as one step closer to friendly when dealing with the character.

Channel Past Incarnation (Su): At 2nd level, Brightness Seekers establish a mystical connection with their previous lives spent as simple creatures of the forest or field. Once per day, a Brightness Seeker may spend 1 hour meditating to manifest one of the special qualities detailed below. This special quality remains for 1 day or until the Brightness Seeker changes form or dismisses it.

- Bite and claws (1d6 points of damage each)
- Blindsight 30 ft. (sound-based, like a bat)
- Darkvision 60 ft.
- Scent
- Temperature-adapted (as *endure elements*)
- Thick hide (+3 natural armor bonus to AC)
- Waterborn (swim speed 40 ft., can breathe water and air)
- Wings (average maneuverability, fly speed 40 ft.)

Tranquility (Ex): At 2nd level, Brightness Seekers awaken memories of their past incarnations and realize that even death is merely a threshold to another existence rather than something to be feared. They gain a +10 resistance bonus on saves against fear effects.

Common Ground (Ex): At 3rd level, Brightness Seekers discover ways to make natural creatures accept them as kindred spirits. They gain the wild empathy ability; to use this ability they roll 1d20 and add their class level and Charisma bonus. This ability stacks with class levels from classes that also provide wild empathy.

Wild Shape (Su): At 3rd level, Brightness Seekers develop an even stronger capacity to call upon the forms of their prior animal incarnations, which manifests as the ability to wild shape as a druid once per day. At 5th level, this increases to twice per day. If a Brightness Seeker has the ability to wild shape from another class, she uses per day

stack. Class levels in Brightness Seeker stack with druid levels and other class levels that grant wild shape for the purpose of determining what size and type of creature the character can change into.

One With Nature (Sp): At 4th level, a Brightness Seeker forms a personal relationship with the living world. Brightness Seekers may cast *commune with nature* as a spell-like ability usable at will (though it still requires 10 minutes of uninterrupted concentration to activate, just like the spell).

Tranquility Aura (Ex): At 4th level, all friendly creatures within a 10-foot radius of a Brightness Seeker gain a +10 resistance bonus on saves against fear effects.

Rebirth (Su): At 5th level, Brightness Seekers gain the ability to return from the grave if they die through violence or any other sort of unnatural end. A slain Brightness Seeker may activate this ability any time between 10 minutes and 1 week after death occurs, at which point their soul reincarnates in the form of a healthy adult animal the same size as the previous body and of a type common to where the previous body died. The character's ability scores do not change, but she gains all abilities associated with her new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like. The character gains a negative level, which cannot be removed by any means, but goes away automatically when the character achieves a new experience level or dies. This ability doesn't work if the character was killed by a death effect or she was turned into an undead creature.

Each time a Brightness Seeker in animal form gains a new experience level, she may attempt a DC 20 Will save; success means she regains her previous race and appearance. If a Brightness Seeker is killed in animal form, she cannot use this ability to reincarnate again, though normal methods of reviving the dead still work. A *miracle* or *wish* can restore a living or dead animal Brightness Seeker's original form (and bring her back to life, if dead).

TELANDIA EDASSERIL, QUEEN OF KYONIN

Born to rule a people who embrace freedom as one of their highest ideals, Telandia Edasseril labors every day to keep her subjects from bursting off into a thousand different directions in pursuit of often thousand competing schemes. She knows that only a handful of her subjects possess the breadth and vision to think of the nation as a whole rather than the agenda of whatever faction happens to capture their fancy. Though often frustrated that her people sometimes act more like spoiled children than nearly immortal beings, she loves them and willingly sacrifices her happiness for their benefit.



Like all elves, Telandia adapts to her surroundings and circumstances. As she is one of the most gifted falconers in Kyonin (not to mention psychically linked to a hawk), over time she has come to develop many characteristics of a bird of prey. She prefers to wait and observe, figuratively circling overhead, until her opponents commit themselves to a particular course of action, at which point she swoops in for the kill. Though many see her policy of establishing increasing contact with the younger races outside of Kyonin as dangerously progressive—epitomized by her establishment of the mixed-race town of Greengold within Kyonin's borders—Telandia stands firm in her belief that if the elves are to survive and thrive, they must stake a place in the new and fast-paced world around them.

Telandia regards finding a suitable father for her child and heir as simply one more sacrifice she must make for her people. Determined to avoid the political entanglements of taking on a husband or consort, and hoping to send a message of unity and reconciliation to the Forlorn, her secret ideal candidate would come from outside the kingdom. For now, however, Telandia firmly rebuffs all attempts to court her, and treasures the half hour each day her schedule permits her to spend in hawk form, soaring above Kyonin wingtip to wingtip with her familiar Nyranin, the closest thing she's yet experienced to true love.

APPEARANCE

Something about this slender elf woman's steely gaze and regal bearing makes her seem more like a portrait somehow brought to life than a person. The tracery of thin talon scars across her left cheek actually manages to accentuate rather than diminish her presence, giving her remote and austere beauty a needed splash of imperfection. Wearing snow-white robes and a floral crown that appears fashioned from sprouting vines and crystal, she conducts herself with a stately and vaguely predatory grace that commands respect from all those around her.

TELANDIA EDASSERIL, QUEEN OF KYONIN CL 16

Female elf wizard 13/archmage 2

NG Medium humanoid

Init: +4; **Senses** *scrying*, low-light vision, Listen +8, Spot +8 (+11 in bright light).

DEFENSE

AC 29; touch 19, flat-footed 25

(+5 armor, +5 deflection, +4 Dexterity, +5 natural)

hp 69 (54 without extended *false life*) (15d4+30)

Fort +12, **Ref** +15, **Will** +21; +2 against enchantment

Immune sleep

SR 18, *ring of spell turning*

OFFENSE**Spd** 30 ft., fly 60 ft. (boots, winged)**Base Atk** +7, **Grp** +6**Melee** +5 *defending longsword* (entire bonus on defense) +8/+3 (1d8+1/19-20)**Spell-Like Abilities** (CL 15th)2/day—extended *polymorph***Spells Prepared** (CL 15th, +11 ranged touch)8th—quickened *dimension door*7th—*greater teleport*, *summon monster VII*6th—*disintegrate* (DC 21), *mass suggestion* (DC 22)5th—*dominate person* (DC 21), extended *greater invisibility*, *summon monster V*4th—*charm monster* (DC 20), *confusion* (DC 20), *crushing despair* (DC 20), *stoneskin*, *summon monster IV*3rd—extended *false life*, *fireball* (DC 19), *haste*, *suggestion* (DC 19), *summon monster III*2nd—*detect thoughts* (DC 17), *hideous laughter* (DC 18), *summon monster II*, *touch of idiocy*, *web* (DC 17)1st—*charm person* (DC 17), *comprehend languages*, *disguise self*, *magic missile* (2), *ray of enfeeblement*0—*detect magic*, *detect poison*, *light*, *mage hand***TACTICS****Before Combat** If given warning, Telandia typically makes herself invisible and then starts summoning monsters. She casts *stoneskin* on herself and then *haste* on her and her most powerful followers.**During Combat** Telandia's very presence bolsters her troops due to her crown's *good hope* aura, so she tries to keep as many of them within range as possible. Telandia prefers neutralizing or converting enemies rather than killing them, using spells such as *confusion* and *mass suggestion*. She uses her master of shaping archmage ability to avoid affecting her followers when casting area spells. Should the battle turn against her, she never hesitates to retreat, keeping quickened *dimension door* and *greater teleport* in reserve. Telandia normally uses all of her *defending weapon's* enhancement bonus for her armor class, as she is not overly effective in melee.**STATISTICS****Str** 8, **Dex** 18, **Con** 12, **Int** 20, **Wis** 16, **Cha** 15**Feats** Augment Summoning, Eschew Materials, Extend Spell, Maximize Spell, Quickened Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (conjuration), Spell Focus (enchantment)**Skills** Concentration +19, Handle Animal +11, Knowledge (arcana) +20, Knowledge (history) +23, Knowledge (nobility and royalty) +20, Profession (falconer) +21, Spellcraft +23**Languages** Azlanti, Celestial, Common, Dwarven, Elven, Sylvan**SQ** High arcana, Queen of Kyonin, superior familiar (Nyrinin, hawk 34 hp)**Gear** +5 *defending longsword*, *amulet of natural armor* +5, *winged boots*, *gloves of Dexterity* (+6), *pink rhomboid ioun stone*, *scarlet and blue sphere ioun stone*, *ring of protection* +5, *ring of spell***THE VIRIDIAN CROWN****Aura** strong abjuration, conjuration (healing), and divination
CL 20th**Slot** head; **Weight** 3 lb.**DESCRIPTION**

This delicate circlet appears to be made of living blue-green vines with tiny leaves. Clearly of elven manufacture, the interlocking vines occasionally shift and grasp each other in new configurations. In the springtime the crown sprouts crystalline flowers which eventually fall off but retain their beauty (the elven monarch has a tradition of giving these flowers to favored citizens).

The oldest legends of Kyonin's elves seem to indicate that there was a time when their ruler did not wear the *Viridian Crown*, but only a handful of fragmentary tales survive from that prehistory. In elven memory it has always been part of the crown jewels. The crown is a living thing that grows according to its wearer's will. In centuries where war is the norm the crown tends to grow thorns in a helm-like configuration, while in times of peace it prunes itself to become delicate and artistic.

At will you may use *detect poison*, *heal*, *light*, or *break enchantment* as a standard action. Once per day you may use *heroes' feast* and *resurrection*.

If you are the properly anointed ruler of the Kyonin elves, you gain a +2 enhancement bonus to Wisdom and Charisma. You may use *scrying* at will on any of your subjects (any elf who acknowledges your authority as the elven monarch). You and any subjects within 60 feet gain the benefits of a *good hope* spell at all times. Three times per day while within Kyonin you may create a *guards and wards* effect.

turning, *white robe of the archmagi*, *stone of good luck*, *Viridian crown*, *dust of illusion*.

SPECIAL ABILITIES**Queen of Kyonin:** As Kyonin's rightful and acknowledged queen, Telandia wears the *Viridian Crown* and has access to all of her kingdom's resources. The powers granted by the artifact, and the magical items gained through her office, make her more formidable than others with the same magical training. This increases her CR by 1.**Superior Familiar (Su):** Telandia has taken extra steps to keep her familiar Nyrinin alive and healthy. He enjoys several permanent effects, whether through her own research or due to the actions of one of her even more magically gifted subjects. Nyrinin gains the benefits of *greater magic fang* (+3) and *protection from evil* and has cold and fire resistance 30. If dispelled, negated or otherwise expended, they automatically renew themselves in the following round.**High Arcana:** mastery of shaping, spell-like ability

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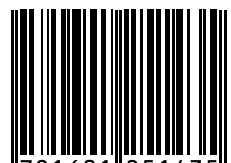
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