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SHATTERED SKIES

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CAMPAIGN SETTING

CULTURES OF CELMAE ELVES

BY ROBERT GRESHAM &
JOHN C. ROCK



PUBLISHING



ROLEPLAYING GAME COMPATIBLE



CULTURES OF CELMAE

ELVES

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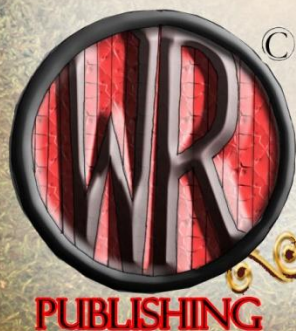
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THE COMING OF THE ELVES

The history of the elves on Celmae is relatively short compared to its other inhabitants, and filled with contradictions. Unlike the other races, the elves appeared following the cataclysmic event known as the Shattering, when the world exploded, throwing massive chunks of the surface into the sky. Their timing was not advantageous. Other terrifying creatures awoke from their deep slumbers during this time, threatening the planet anew. Some lumped the elves in with these monsters, while others met them with fear, and suspicion.

Tall and graceful with keen, analytical minds, the demeanors of the elves was off putting to many folk, especially the dwarves. They questioned the motives of these newcomers, banning them from their cities and keeping a close eye on their elf settlements. The early humans and gnomes were more accepting, quickly allying with them. On the surface, elves assimilated into human cities, discovering they had the ability to mate, further cementing their alliances. Below, barred from dwarf cities, they joined the gnomes in their struggles against the giant gugs, help-

ing stave off the annihilation of their diminutive new friends.

Meanwhile, the suspicion held by many dwarves turned to outright hostility when, in 9 A.S., a high cleric of the god Adan reported receiving a very ill omen concerning the elves. Her vision had shown her a ravaged planet, devoid of life and light. Adan's words to her were clear, "the elves would usher in an apocalypse, devouring all mortal life in a wave of ravenous slaughter". Already weakened from wars before the Shattering and losses suffered during the cataclysm, the dwarves weren't eager to take up arms against this new foe. However, citing the decree of Adan to repair and heal Celmae, they prepared their armies for battle.

Below the surface the conflict against the gugs was taking an unexpected turn. As the elves fought the four-armed, split-faced giants, they suffered strange, allergic reactions to them. These allergies developed into a full-blown fever, knocking out legions of elven combatants. Worse yet, the fever spread to the gnomes with horrifying results.



Those who caught the disease declined rapidly into dementia before dying a pain-filled death.

But the worst was still to come.

The fallen gnomes rose from their graves, possessed by a ravenous hunger for living, and dead flesh. The ghouls turned on their former allies, spreading their disease, quickly adding to their undead ranks. Sick elves found that while they were only mildly affected by the initial fever they contracted, this new 'ghoul fever' could turn them too. Faced with this new overwhelming threat the remaining elves and gnomes fled for the surface. Mercifully the gugs were terrified of the ghouls and retreated to the safety of their cyclopean tower city of U'kosh.

It was at this time that the greatest warrior of the elves, Delwynndynn Morningstar, contracted and succumbed to the disease. Accounts differ as to how he fell; some say he bravely sacrificed himself to save his retreating fellow elves, another claim is that he went to his death willingly, suicidal from a perceived betrayal. Regardless of how he died, when he rose, he was unlike any other ghoul before him. Delwynndynn retained his mind and abilities, and other ghouls obeyed his every command. The greatest champion of the elves had become their greatest enemy. Directing his undead army, Delwynndynn, now called Mortalbane, attacked gnome, dwarf, and elf alike, spreading his ravenous curse.

The dwarves saw the slaughter caused by Mortalbane and his ghouls, and knew that this was the ill omen that Adan had warned of. Unwilling to let the plague spread further, the dwarves attacked the retreating elves as soon as they reached the surface, driving them away from the mountains and into the wild Vasjeel forest, home to giant carnivorous lizards and hostile, sentient plant life.

As the dwarves prepared to follow after the elves to ensure their eradication, they were approached by the humans of the region who begged for diplomacy. Convinced the elves would perish in the jaws of forest beasts, the dwarves ceased their assault, agreeing to pull back if the elves stayed within the confines of

the woods. Their leaders agreed, pledging to never set foot outside of their new homes. Though a chaotic people, the elves kept true to their word for the next 500 years.

THE ORC CONFLICT

Before the Shattering, much of the surface of the west was occupied by orcs, a race of savage, cruel humanoids. Using human slaves, they built grand steeped pyramids from which they conducted terrible sacrifices in the names of Rullux, and Shub-Niggurath. During the cataclysm, these empires were wiped out, the surviving orcs scattering to the far corners of Celmae.

When the elves were forced into the forests by the dwarves, they immediately ran afoul of the orcs. Shocked by their savagery, they attempted to avoid them but were forced into a conflict that lasted for the next century. The orcs seized elf prisoners during the early battles, the victims discovering to their horror, that like humans, they could mate with the beast-men.



©Friclofgren

The orcs grew their numbers quickly, supplanting lost troops with half-orc offspring. The elves were not so fecund, their children taking a century to reach maturity. As the orc army grew, hope for the elves appeared lost.

In desperation the elves pleaded to the forest for help, and the Creator answered them. Soon druids and clerics dedicated to the Creator filled elven ranks, and with their new spiritual aid and guidance, they managed to rout the orcs from their last steeped pyramid. In 112 A.S. the savage humanoids were finally defeated, the survivors driven into the sea. The empires of the orc were now over, and to the present day, no orc kingdom or centralized power has ever resurfaced in the West.

ARRIVAL OF THE DRAY-KEL'ARAVAAS

In the year 551 A.S. tribal fisher-men reported seeing a great mountain of crystal fall into the ocean east of Mt. Zamcelty. Dwarven explorers from the Copper Crowns went to investigate, encountering a group of lost elves calling themselves, the *Dray-kel'Aravaas*. Enraged, they demanded to know why the elves had breached the accord and left the Vasjeel Forest. Pleading ignorance, these more eloquent and graceful elves apologized, eager to be returned to their 'rightful' home. The Dwarves marched them across the continent, surprised and confused by the complete differences in culture these elves displayed compared to the ones they'd come to know over the centuries. They even found themselves enjoying their company. Regardless, they marched them directly to the Vasjeel, ensuring at the end the elves entered their forest confines.

There was no joy or celebration when the two factions met. Outsiders argue over what occurred, and the elves are not forthcoming with non-elves about the truths of their origins. But rumors suggest that that the elf Queen Eloaleigh rejected the Dray-kel'Aravaas, beginning an internal elf war. Others say that it was the Dray-kel' who recoiled from what they considered primitive, uncultured sub-elves, summoning the Rain of Fire. While only the elves know the truth, the Dray-kel'Aravaas emerged from their eternal conflict as the rulers of the elven people, after a barrage of fiery meteors fell from the sky, decimating the paltry forces of Queen Eloaleigh.

As they established their new government, the elves no longer stayed within the confines of the Vasjeel forest, branching out into other wooded bodies. They built cities high in the trees, connecting them with rope bridges invisible to all but elf eyes. They no longer served a queen, instead heeding the demands of their individual house leaders who in turn followed the commands of the Amber Emperor. Using magical travel the elves were able to claim

an unknown island east of Mt. Zamcelty as their own, erecting a majestic fortress of sapphire glass.

The elves are separated into six houses, five of which are made up of Dray-kel'. The sixth, known as the House of the Lost, consist entirely of the first elves of Celmae. Each House has a primary role in elf society and the majority of that House is expected to fulfill their assigned role. The Houses of Aravaas were originally also grouped into two separate and distinct Courts, the Seelie and Unseelie. Some describe these courts as mirror images of each other, but that's as inaccurate as it is a gross oversimplification. Regardless, those of the Unseelie Court were thrown out during the Fall of Houses, and no overt followers remain within the bounds of Aravaas.

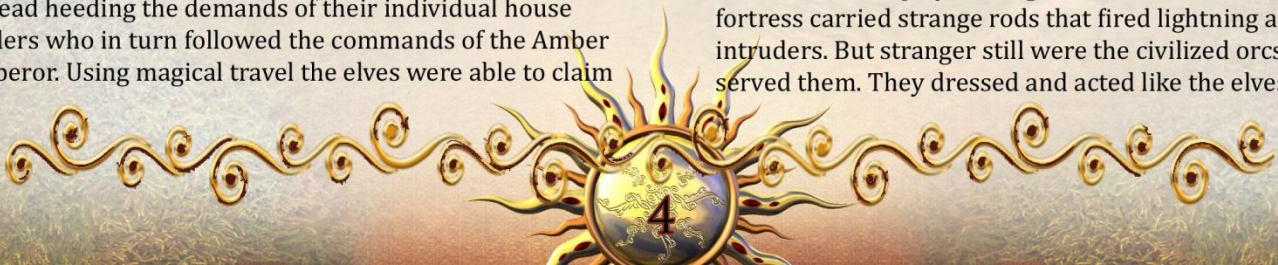
BREZZLEMAN'S REPORT ON THE ORIGIN OF ELVES

When the Amber Emperor decided to close the borders to all elf forests in 594 A.S. the dwarves didn't care, seeing it as semantics for their exile. Curious gnomes however, wondered about the sudden shift in cultural behavior by their neighbors. One gnome in particular, the bard Brezzleman, felt personally insulted by the decree. He enjoyed spending his summers bathing in the primal warm springs, eating unique fruits, and seducing forest nymphs. Deciding to learn why the elves had changed, Brezzleman set out for Aravaas Island, the center of the new elf empire.

Brezzleman's account of his journey is lengthy, with many detailed tangents from encountering mermaids to successfully seducing a medusa. The elves had divided into houses, each representative of one of nature's elements, and each house had their own stronghold that exemplified all the wonders of that totem element. Within each citadel he learned details of elf physiology and society that remain the academic resource that sages still refer to. But by far the most interesting aspect of his investigation remains his findings within the Sapphire Fortress, made even more tantalizing by his alchemically induced prose.

After imbibing copious amounts of invisibility potions, Brezzleman gained access to the fortress and skulked about the structure for months, gathering information. When he finished, he snuck out, narrowly avoiding capture several times, or so his story would lead to believe.

The walls and floors of the fortress were smooth, polished metal, unlike any the gnome had ever seen. Light boxes emitted discreet pings and whirls, and had surfaces that displayed images and text. Elves within the fortress carried strange rods that fired lightning at intruders. But stranger still were the civilized orcs that served them. They dressed and acted like the elves, even



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wearing their hair in elf styles. Tattoos adorning their bodies signified their meager ranks beneath their elven lords.

Making his way through the complex Brezzleman found the largest of the mechanical display boxes spending the majority of his time within Aravaas trying to activate the strange device. Once successful, the canny gnome discovered revelations that made many of his peers call him mad.

He claimed the elves were alien visitors from another planet.

They were star-explorers, searching for centuries for a colony of their people abducted by fungal alien beings called Mi-Go. These creatures absconded with the colony and vanished, pursuing a fugitive cleric from their own world. When the Shattering broke Celmae, its cosmic reverberations echoed throughout the galaxy, summoning the Mi-Go who thought it was the work of their query escaping an extra-planar prison.

Landing on the sundered world, they sent augmented elves out to find any trace of the missing priest. They found no evidence, but as elves came into contact with gugs beneath the planet and developed ghoulish fever, The Mi-Go decided to abandon their kidnapped experiments behind rather than risk contracting the curse themselves.

Leaderless and alone, the elves could not stand against the armies of dwarves and gnomes that pushed them from the world below.

In 551 A.S. the Dray kel' Aravaas arrived, searching for the missing colony of their people. They came to Celmae in a massive spacecraft and deployed a scout vessel to the planet to investigate. Finally locating them, they reported back to the leader of the Dray kel', an ancient being known as the Amber Emperor. He decided to land the Aravaas on Celmae and rescue his stolen people. As the ship descended, a wave of vile, miasmic energy washed over it, knocking out all power. As the radioactive force bathed them, half of the Dray kel' were transformed; devolving into savage primitives.

The Aravaas broke apart upon entry into Celmae's atmosphere, shredding into burning fragments that resembled raining fire. The central hold stood firm, crashing mostly complete into the Kraken Sea. The massive ruin, overnight, became the island of Aravaas, with the protruding crystal portion of the craft forming the Sapphire Fortress. This explained why the elves were so different from before: They were an entirely new race.



Elves

Following the Shattering, many new strange and dangerous creatures rose from their ancient slumbers or escaped from their prisons between the stars, bringing terror to Celmae. Among these new threats were the beautiful but alien elves. These graceful but socially awkward people were met with distrust and fear along with the other malevolent beasts unleashed in the world breaking cataclysm. For centuries elves endured the hatred and intolerance of their neighbors, before gradually being accepted into their societies. Dwarves were the worst offenders, considering elves to be nothing more than monsters in need of extermination. They waged several crusades against the elves, and in the end, only begrudgingly accepted them as a cultured people.

The six elf houses dedicate themselves to the protection of the elf people and their values. Their central kingdom encompasses the island of Aravaasa, with the massive Sapphire Fortress of the Amber Emperor located at its center. After years of forced isolation by the dwarves and gnomes, the elves have turned the tables, freely leaving their lands, while forbidding entry to outsiders.

Physical Description: Elves are slightly taller than humans, with both sexes reaching an average height of six and a half feet. Their skin, like humans, ranges from milk white to jet black, but elven hair only comes in three colors; red, black, and white. They have large, almond shaped eyes, with dark violet pupils that nearly encompass the entire orb. Long slender fingers allow them to manipulate nearly any mechanical or magical device.

Society: Reclusive and xenophobic, elves tend to their own interests with little regard for the other races who only barely accept them as civilized. Long-lived to the point of near immortality, leaders of some elf communities have lived for several centuries. The ancient evil, Delwynndynn Mortalbane, ruler of the Endiel forest, is rumored to be over two thousand years old. These old leaders were present during the worst periods of relations between elves and men, and some, like Mortalbane, have never forgotten and will never forgive.

Relations: Elves have a troubled past with many of the races of Celmae. Gnomes and dwarves remain cold and distant towards them while humans, who were quicker to accept the strange race, enjoy the best relationship with them. Elves and humans can reproduce together, a trait that has helped bridge the gap between the two cultures. Dwarves, who have long warred with elves, are still hated by many for this ancient tumult. Half-orcs tend to be too uncivilized for elf tastes, and their ferocity unnerves them. They look down on oyapok, viewing the diminutive opossum men as craven swamp vermin.

Alignment and Religions: Elves are a chaotic people who steer towards neutrality more often than good or evil. They are more interested in the magical world than that of mortals and so tend to worship gods dedicated to magic and the beyond. Many follow Marsila Moonbow, while those that pledge to protect the natural wonders of Celmae, venerate the Creator.



ELF RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Constitution: Elves are nimble and shrewd.

Elf: Elves are humanoids with the elf subtype.

Medium: Elves are Medium creatures and receive no bonuses or penalties due to their size.

Normal Speed: Elves have a base speed of 30 feet.

Low Light Vision: Elves have low-light vision, allowing them to see twice as far as humans in conditions of dim light.

Elven Immunities: Elves are immune to magic sleep effects and gain a +2 racial bonus on saving throws against enchantment spells and effects.

Ancestral Grudge: The enmity between elves and dwarves is long-standing and deeply entrenched. Elves gain a +1 bonus on attack rolls against humanoids with the dwarf subtype because of their special training against these reviled foes.

Keen Senses: Elves gain a +2 racial bonus on Perception checks.

Spell Resistance: Elves possess spell resistance equal to 6 plus their class levels.

Spell-Like Abilities: An elf can cast *dancing lights*, *darkness*, and *faerie fire*, once each per day, using her total character level as her caster level.

Weapon Familiarity: Elves are proficient with the hand crossbow, lightning rod, rapier, and short sword.

Languages: Elves begin play speaking Elven and Aklo. Elves with high Intelligence scores can choose from the following languages: Abyssal, Aquan, Common, Draconic, Gnome, or Goblin.

ALTERNATIVE TRAITS BY HOUSE

Elves are raised along rigid House and caste lines to emulate certain attitudes, as such it is hard to generalize as each house has different interpretations of the Imperial Codex. However, as a general rule, the society is well-organized, disciplined, and as adherents of the Seelie Court, more commonly good, or neutral, than evil. Each house trains their members in their own individual ways, and it is not uncommon for a group of seemingly identical elves to possess a different array of racial abilities.

HOUSE OF THE SUN

+2 Strength, +2 Charisma, -2 Constitution

Ancestral Grudge: The enmity between the House of the Sun and orcs is deeply entrenched. House of the Sun Elves gain a +1 bonus on attack rolls against humanoids with the orc subtype because of their special training against these reviled foes.

Keen Senses: Elves gain a +2 racial bonus on Perception checks.

Spell Resistance: elves possess spell resistance equal to 6 plus their class levels.

Spell-Like Abilities: An elf can cast *dancing lights*, *light*, and *faerie fire*, once each per day, using her total character level as her caster level.

Weapon Familiarity: House of the Sun teaches proficiency with the long bow, short bow, long sword, rapier, and short sword.

HOUSE OF THE MOON

+2 Dexterity, +2 Wisdom, -2 Constitution

Ancestral Grudge: The enmity between the House of the Moon and the undead is deeply entrenched. House of the Moon Elves gain a +1 bonus on attack rolls against humanoids with the undead subtype because of their special training against these reviled foes.

Keen Senses: Elves gain a +2 racial bonus on Sense Motive checks.

Spell Resistance: Elves possess spell resistance equal to 6 plus their class levels.

Spell-Like Abilities: An elf can cast *detect magic*, *enhanced diplomacy*, and *guidance*, once each per day, using her total character level as her caster level.

Weapon Familiarity: House of the Moon teaches proficiency with the hand crossbow, mace, morning star, rapier, and dart.

HOUSE OF THE STARS

+2 Intelligence, +2 Charisma, -2 Constitution

Quick Mind, Quicker Tongue: this House gains a +2 bonus on all Bluff checks made in social contexts (not in combat), and a +2 bonus on all Will saves against attempts to scry upon you or read your mind.

Star Senses: gain a +2 racial bonus on Knowledge checks.

Spell Resistance: Elves possess spell resistance equal to 6 plus their class levels.

Spell-Like Abilities: An elf can cast *daze*, *charm animal*, and *charm person*, once each per day, using her total character level as her caster level.

Weapon Familiarity: House of the Stars teaches proficiency with the light, heavy, and repeating crossbow, dagger, dart, and sickle.

ELF BACKGROUND TRAITS

UNCANNY

+2 to Intimidate checks versus non-elves, -2 to Diplomacy checks versus non-elves

Elves are weird folk, with alien mindsets and sometimes disturbing mannerisms. Elf characters may frighten or confuse characters of other races more easily than they can persuade them or win favor.



DELWYNNDYNN, THE MORTALBANE

Even before his transformation, Delwyndynn the Mortalbane knew only a life of war. In countless battles he led his fellow elves to victory, never reveling in the slaughter, but merciless in its application. His name was sung in revels and tales of his valor rallied elven combatants legions away. Up until the time of his fall, he was truly, the greatest hero the elves had ever known.

During his many campaigns against the giant gugs, Delwyndynn contracted the curse that became known as ghoulish fever. Elf healers tried everything they could, but they could not prevent the decline of their champion. Even with the knowledge of what he'd become after death, his companions and followers could not bring themselves to dishonor his memory by destroying his corpse. Instead they interred him in a crypt below the Endiel Forest.

And rise Delwyndynn did, but not as an ordinary ghoul.

His memory and abilities intact, the ravenous elf found he could control his fellow ghouls and that some, like himself, had not entirely lost their former selves. Infuriated by his new status, Delwyndynn initially lashed out, destroying hundreds of ghouls, and other subterranean creatures unfortunate enough to cross his path. But in time he began to focus his hatred on his former elf kin, most of all the Hidden Masters he felt betrayed him.

Using his power to dominate ghosts and ghouls, he directed his new servants against elf cities in the Endiel Forest, razing them, and adding their dead to his army. He heeded spiteful voices from the deepest caverns, using its vindictive guidance to help form his plans of retribution. He considers himself the Herald of the Ashen King and it is his destiny to devour all sentient life on Celmae. He rules the conquered Endiel Forest from the Ossuary of Betrayers, a vast fortress decorated with the skeletons of thousands of consumed enemies. Specially augmented guardians, Scythe Snipes, patrol the darkened halls, skewering intruders with their incredibly long, retractable claws.

When the Dray-Kel' appeared their armies attempted an invasion of Mortalbane's realm only to be repelled with heavy losses. Since that first battle 1400 years ago, the Dray-kel' has pledged to eradicate Mortalbane and his ghoul army, and rid Celmae of the curse of ghoulish fever forever. This oath has eased tensions between the races somewhat, but Mortalbane scoffs at their vow. He promises to slay the dwarves last, so they can witness Adan's ill omen, and their Armageddon come to pass.

Mortalbane enjoys scalping his elven, and dwarf foes, and still wears the braided hair of his former companions in his belt. In combat he often shouts admonishments at his enemies, chastising them for their ignorance, and boasting about devouring their still living bodies. He fights with the vorpal sword Starshrek, a weapon gifted to him by the Hidden Masters during his mortal days. The blade has taken so many heads that over the centuries it has developed a taste for blood nearly as ravenous as its wielder. Semi-intelligent, Starshrek communicates to Mortalbane via empathy, letting the dread ghast know of its displeasure and murderous urges.



Delwynndynn, The Mortalbane

CR 19

elf dread ghast, magus 15/ slayer 2

NE Undead

Initiative +14, **Senses** Dark vision 60ft, Low light vision, Perception +26

Aura Stench DC 30(20ft Radius, Fort Negates, 1d6+4 minutes) and Unnatural Aura (30ft radius).

DEFENSE

AC 36(+14 armor, +4 natural armor, +5 deflection, +3 Dex), touch 25 (+10 Dex, +5 reflection), flat-footed 32 (+14 armor, +5 deflection, +4 natural armor)

hp 334

Special Defenses Undead Traits, **Immune** sleep, SR 23, Channel Resistance +4

Fort +29, **Ref** +23, **Will** +18

OFFENSE

speed 30ft (20ft in armor), **climb** 30ft (20ft in armor)

melee bite +20 1d6+7(paralysis 1d4+4 Rounds), claw +10 1d4+7 (paralysis 1d4+4 rounds), *Starshriek* +21/+16/+9 1d6+8 (16-20/x2)

Special Attacks command ghoul or ghast, create spawn, arcane pool 15, spell combat, spell strike, arcane accuracy, pool strike (6d6), reflection, spell shield, hasted assault, studied target, tack, slayer talent: rogue talent; weapon training (elven shortblade)

Prepared Spells (CL 15)

0 Level DC 19- *arcane mark, disrupt undead, flare, open/close, spark*

1st Level DC 20-*blend, magic missile (x3), shield, unerring weapon (x3)*

2nd Level DC 21- *effortless armor (x3), fiery runes, hollow blades, scorching ray (x3)*

3rd Level DC 22- *fireball, gloomblind bolts (x2), haste, lightning bolt, vampiric touch*

4th Level DC 23- *detonate, phantasmal killer, reduce person, mass, wreath of blades (x3)*

5th Level DC 24- *baleful polymorph, dimensional weapon (x2), fire snake, teleport*

STATISTICS

Str 24, **Dex**, 30, **Con** -, **Int** 28, **Wis** 18, **Cha** 32

Base Attk +13 **CMB** +20 **CMD** 40

Special Abilities greater spell combat, heavy armor, knowledge pool, improved spell recall, fighter training.

Feats Combat Casting, Combat Reflexes, Exotic Weapon Proficiency (Elven Short Blade), Weapon Specialization Elven Short Blade, Improved Critical (Elven Short Blade), Improved Initiative, Power Attack, Cleave, Greater Cleave, Extra Arcane Pool, Toughness, Greater Weapon focus Elven Short Blade.

Skills Acrobatics +31 (41 when Jumping), Knowledge Arcana +27, Knowledge Planes +29, Knowledge Nature +24, Knowledge Local +27, Knowledge Geography +27, Spellcraft +29, Use Magic Device +31, Stealth +30

combat gear +5 Mithral Full Plate of Heavy Fortification, +5 cloak of resistance, +2 tome of gainful exercise (used), +6 belt of physical might (Str and Dex), +6 Headband of Mental Prowess (Int and Cha), Ring of Protection +5, Starshriek Artifact elven shortblade +1 calling, vorpal, bane(see description), ring of freedom of movement.

Bane: When a target is struck by Starshriek, Starshriek gets Bane vs what ever subtype the target for all subsequent attacks, until it strikes a new target with a different subtype or 10 minutes have passed which ever comes first.

Elven Longblade & Elven Shortblade



Elven Longblade- specifically constructed for elves, elven longblades employ multiple types of steel combined in a distinctive forging process. The result are swords noted for their wickedly sharp yet slender, gently curved blades, designed to make graceful hacking strokes capable of severing opponents' heads and limbs. Though finely balanced, these blades are difficult to master. Introduced to the Doer, those spiritual humans call the weapon a katana.

Benefit: Characters can use a elven longblade two-handed as a martial weapon, but must take the Exotic Weapon Proficiency (elven longblade) feat to use it one-handed.

Elven shortblade- these short, slender blades are between 1 to 2 feet long. They are primarily used as back-up weapons, to decapitate defeated enemies, or by some human cultures to commit seppuku (ritual suicide) as a matter of honor. These blades are intended to be paired with a elven longblade. Together, this set of blades is referred to as a *gothrim'lye* by the elves and a *daisho* by the Doer.



Aravaasa

Proper Name: The Amber Empire of Aravaas
Ruler: Rinnon Amberstar, The Amber Emperor; rules Aravaas from the Sapphire Fortress at the heart of Aravaas Island.

Government: The five six elf houses each have a king that pays fealty to the Throne of Thorns.

Cities: Sapphire Isle (LC), Moonmeadow (LT), Sur'ilaen (LT)

Resources: Foodstuffs, amber, silk, timber

Law: CN

Allies: Faramaar, Vasjeel

Enemies: Endiel, Majera. Though currently at peace, the elves view other countries as potential enemies.

The Island of Aravaasa is known throughout the west as the central home of Celmae's elves. Their first kingdom was in the Endiel Forest, located in South Western Brynndell, but the dread ghastr, Mortalbane, destroyed it with his army of ghouls in the year 242 A.S. Aravaasa was founded in the year 551 A.S. after eastern elves erected the Sapphire Fortress in the heart of the island's primal forest.

The Amber Emperor, Rinnon Amberstar, has ruled Aravaas since its earliest days, and has entered the final years of his life. His five daughters have so far bore no children, and the other elf houses have doubts there will be a peaceful succession. Some, notably the House of the Lost, have begun training troops for what they see as an inevitable and bloody war.

A council of representatives from the six noble houses advise the emperor and help him form laws. The builders, elite architects responsible for combining new structures with existing flora, are one social step below the nobles, and wield the majority of political power. Riding huge, dinosaur mounts, the Amber Wardens patrol the island ever vigilant for outsiders. When discovered, these intruders are usually escorted to the Kraken Sea, though especially egregious trespassers end up rotting away in the dungeons below the Sapphire Fortress.

The one exception remains the port city of Sapphire Isle, which hosts residents of all races, except dwarves. The Conspiracy, a secret group of gnomes and other like-minded theorists, perpetrate the rumor that the elves are alien beings with a sinister agenda. Fearful of another dwarf-led crusade, elven officials stamp out this gossip whenever possible.

Moonmeadow, the home of the Sapphire Fortress is the capital city of Aravaas, and entry is forbidden to all non-elves. Depending on their heritage, half-elves are considered full elves and permitted access, unless they come from members of the House of the Lost. According to the gnome Brazzleman, the other elf kings all have magic portals that link their throne rooms to the court of the Amber Emperor.

Brazzleman's famous tale about the true origins of the elves is considered slanderous insults to the folk of Aravaas, and they seek out and punish those that would spread the story.



Lush forest covers most of the Island, and is populated by a multitude of colorful birds, their songs constantly sailing through the trees. Owlbears and dire elk roam the trails, along with rabbits, squirrels, and bobcats. Dinosaurs lurk within the deep woods, notably raptors, stegosaurus, and huge tyrannosaurs. The creatures can be quite aggressive, but elven music seems to pacify them.

Moonmeadow

CN Large city

Corruption +0; Crime +0; Economy +2; Law +5; Lore +4; Society +1

Qualities hardened, insular, magically attuned, on the shoulders of giants, racially intolerant (dwarves)

Danger +10

DEMOGRAPHICS

Government Autocracy

Population 17,835 (98% Elf, 2% other)

Notable NPC's Lord Galendiel Silverleaf (CN, male elf, forest warden 9), Mara Kildaerilil (N, female elf, wizard 14)

MARKETPLACE

Base Value 9,600 gp; **Purchase Limit** 60,000 gp;

Spellcasting 9th

Minor Items +1 elven longblade, boots of elvenkind, cloak of elvenkind, elven chain, wand of cure light wounds; **Medium Items +1** dwarf bane elven shortblade, gloves of elvenkind, goggles of elvenkind; **Major Items** avenging bow of oaths, avenging bracers of vengeance

Endiel

Proper Name: The Forsaken Forest

Ruler: Delwynndynn Morningstar, now called Mortalbane, rules the Endiel Forest from the former Rose Palace, which he has renamed, the Ossuary of the Betrayer. It is decorated with thousands of elf skulls.

Government: Monarchy. The Mortalbane rules all and all within his border kneel before him.

Cities: Endiel boasts no formal cities of any size.

Resources: Timber, Ore

Law: CE

Allies: None.

Enemies: Mortalbane considers all livingbeings on Celmae his enemy, and he yearns for the time when he can devour them all.



When the elves first appeared following the Shattering, they claimed the majestic Endiel forest as their homeland. For nearly a century, Queen Eloaleigh ruled from the Rose Palace, abiding by the accord she signed with the dwarves to remain within the confines of the woods. Using their innate love of art and nature, the elves built their homes in harmony with the world around them, creating breathtaking structures high in the old growth trees. Cities across the region were connected by sky bridges which remain to this day, though the settlements themselves have long been abandoned.

When Mortalbane invaded in 106 A.S. the elves were unprepared for the slaughter. The Skyward Sentinels, personal guards to the queen, made a hasty retreat with her highness, relocating far to the north in the wolf-filled Vasjeel Forest. Meanwhile, Mortalbane's ghouls overran the remaining forces, devouring elf corpses, and adding to their undead ranks. Ghast generals led Mortalbane's forces with deadly precision, and in 110 A.S. the Endiel Forest they claimed all of the Endiel. The Rose Palace became the Ossuary of the Betrayer and Mortalbane paved the roads leading to his lair with the chewed bones of his many elf victims.

Today Endiel is a forlorn, haunted wood, filled with ravenous ghouls and the unquiet spirits of their foes. Dread ghosts loyal to Mortalbane patrol the forest, slaying any living being they stumble across. The trees themselves have even twisted to reflect the nature of Endiel's ruler. Monstrous rotting treants and decayed shambling mounds stumble in the darkest of the hillside thickets.

Celestial Falls, once used by the elves to swim, bathe, and fish, still spouts pristine, clear water, but the depths are populated by troll lacedons, and hateful drowned ones. It is said that a former elven longhouse that floated upon the river sank to the bottom, taking many treasures with it. Within the Rose Palace, Mortalbane's lair, hulking undead with elongated, razor-sharp claws, guard their undead lord, skewering intruders and would be assassins.

The Baergaes Mountains protrude from the deep forest like jagged horns. The rugged range is very hazardous and many aberrant creatures lair in the rocks, surviving amongst undead monsters that seek to destroy them. Oozes are quite common, seeping from the stony cliffs like festering pus. Elf sages believe that the mountains themselves have contracted Mortalbane's curse, and are slowly transforming all of the creatures within to ravenous undead. The central peak of the western most mountains is called Sentinel Spire, and it was here that the Hidden Masters of the first elves made their lair. The peak has never been fully explored (by mortals that is), and it is whispered that the fortress of the Hidden Masters still exists, guarded for all time by magical wardens made of magical steel. Reports insist that the site is the only thing that Mortalbane truly fears.

MARSILA MOONBOW

Alignment: Chaotic Good

Domains: Chaos, Good, Protection, War

Subdomains: Defense, Redemption, Revelry, Tactics

Symbols: A star surrounded by crescent moons, or a full moon encircled by a rainbow.

Garb: Blue and white clothing, often with cloaks or capes adorned with Marsila Moonbow's symbol

Favored Weapon: Elven longblade and elven shortblade, always worn in a pair.

Worship and Holidays: The monthly full moon is considered sacred to the followers of Marsilla Moonbow, and they spend this time curing those afflicted by lycanthropy.

Typical Worshipers: Elves, caretakers, wizards, forest denizens, soldiers.

Centers of Worship: The Lunar Temple, the holy center of Marsila Moonbow's worship, is located in the city of Aystreya in the Vasjeel Forest, in northern Brynndell. Her faith is found throughout Celmae.

Marsila Moonbow is the patron goddess of the elves on Celmae. Legends say the Sea-Goddess Amaura spawned Maesila so that she could give birth to the elves, and fill Celmae with magic and beauty. She is the moon and it is her soft glow that provides the elven people the strength to carry on in the face of overwhelming adversity. She graced the elves with exceptional vision so they might see art and beauty in the unlikeliest of places, and guards all elves against some degree of magic, so that they may better understand its secrets without falling victim to its power. Her chaotic arguments with Amaura cause the tides of the oceans to follow her angry moods.

She considers it her duty to protect all of the things that elves hold dear to their hearts and is a strong ally to the deities of magic, art, and love. Her greatest enemies are Rullux, the god of Battle, and Krokaar, the Stormlord. Her elves often come into conflict with orcs and other humanoid that follow Rullux, and her wrath at Krokaar stems from his crime against her mother. Some whisper that she is the offspring of Amaura and the Stormlords forced union, a heresy to Marsila Moonbow's worshippers.

As a goddess devoted to goodness, she inspires her followers to do acts of goodwill, and to spread kindness and charity wherever they travel. She has a soft spot in her heart for the elderly and often rewards those who care for them.

While she is a benevolent goddess, Marsila Moonbow is no stranger to fighting. She hopes that when her followers go to war that they carry themselves with honor, for the line between noble battle and brutal slaughter is oftentimes very thin. She encourages mercy over execution, and teaches redemption over persecution.

Marsila resides in the Forest of Eternal Bloom, a vast, primal jungle on the plane of Elysium. In its heart she welcomes the spirits of all deceased elves, who enjoy a



never-ending bacchanal of pleasure and joy. Her greatest allies are her mother Amaura, the Creator, and strangely, Shub-Niggurath, the Black Goat of the Woods. Some whisper that this allegiance is a deception; that Marsila Moonbow and the Dark Mother are one and the same, while the infamous report of the gnome bard Brezzleman suggests that she is a complete fabrication of the elves, designed to conceal their alien origins. Regardless of the truth, clerics of Marsila Moonbow receive and cast spells, so someone is answering their prayers.

CLERICS

Priests in service to the Moon Goddess spend much of their time caring for the elderly and infirm, and training in strategic battle drills. They learn to identify injuries so that they can better service the wounded or sick. Elves in her service often act as nocturnal forest guardians, loremasters, or advisors to members of the royal houses.

Temples dedicated to Marsila typically have open roofs so that the moon may shine down on those in attendance. Services are filled with music and often last for hours. Clerics often teach low level magic to worshippers and educate students in nature lore.



FOREST WARDEN

Forest Wardens are specialized sentinels devoted to guarding the world's primal woodlands from those who threaten it. Using loyal animal companions, they hunt down invaders using superior tracking, and magical skills. They can perceive subtle changes in the forest around them while forging unbreakable bonds with their companion, eventually gaining the ability to channel arcane and divine spells through the animal.

Role: Forest wardens are unrivaled scouts and with their animal companions, can react to threats quickly in their forest sanctuaries.

Alignment: any neutral.

Hit Die: d6.

Parent Classes: hunter and sorcerer.

Starting Wealth: 4d6 x 10 (average 140 gp).

CLASS SKILLS

The forest warden's class skills are: Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge: Arcana (Int), Knowledge: Dungeoneering (Int), Knowledge: Geography (Int), Knowledge: Nature (Int), Perception (Wis), Profession (Wis), Ride (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill ranks per level: 4 + Int Modifier.

CLASS FEATURES

Weapon and armor proficiency: A hunter is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Spells: A forest warden casts divine spells drawn from the druid and ranger spell lists. Beginning at 5th level she may also choose spells from the sorcerer/wizard spell lists, but only spells of 6th level and lower are considered to be part of the forest warden's spell list. If a spell appears on both the druid, ranger, and sorcerer/wizard spell lists, the forest warden uses the lower of the two spell levels listed for the spell. For instance, reduce animal is a 2nd-level druid spell and a 3rd-level ranger spell, making it a 2nd-level forest warden spell. Likewise, detect poison is a 0-level druid spell and a 2nd-level ranger spell, making it a 0-level forest warden spell. The forest warden can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a forest warden must have a Wisdom score equal to at least 10 + the spell's level. The Difficulty Class for a saving throw against a forest warden's spell is 10 + the spell's level + the forest warden's Wisdom modifier.

A forest warden cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of sorcerer/wizard spells of 7th level

or higher. Her alignment may restrict her from casting certain spells opposed to her moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells below.

Like other spellcasters, a forest warden can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Forest Hunter. In addition, she receives bonus spells per day if she has a high Wisdom score.



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TABLE: FOREST WARDEN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per day													
						1	2	3	4	5	6	7	8	9					
1st	+0	+2	+2	+0	Animal Companion, animal focus, woodland sentinel, orisons, wild empathy	1	-	-	-	-	-	-	-	-	-	-	-	-	-
2nd	+1	+3	+3	+0	Precise companion, track	2	-	-	-	-	-	-	-	-	-	-	-	-	-
3rd	+2	+3	+3	+2	Trackless step	3	-	-	-	-	-	-	-	-	-	-	-	-	-
4th	+3	+3	+3	+3	Improved empathic link	3	1	-	-	-	-	-	-	-	-	-	-	-	-
5th	+3	+4	+4	+3	Bloodline, bloodline power, cantrips, eschew materials	5	3	-	-	-	-	-	-	-	-	-	-	-	-
6th	+4	+4	+4	+4	Woodland stride	6	5	3	-	-	-	-	-	-	-	-	-	-	-
7th	+5	+5	+5	+5	Bloodline power, bloodline spell	6	6	4	-	-	-	-	-	-	-	-	-	-	-
8th	+5	+5	+5	+7	Companion familiar, ignore arcane spell failure, wild shape	6	6	5	3	-	-	-	-	-	-	-	-	-	-
9th	+6/+1	+5	+5	+8	Bloodline spell, bonus trick	6	6	6	4	-	-	-	-	-	-	-	-	-	-
10th	+7/+2	+6	+6	+8	Second animal focus	6	6	6	5	3	-	-	-	-	-	-	-	-	-
11th	+8/+3	+6	+6	+9	Channel animal 2/day	6	6	6	6	4	-	-	-	-	-	-	-	-	-
12th	+8/+3	+6	+6	+9	Bloodline feat, bloodline spell	6	6	6	6	5	-	-	-	-	-	-	-	-	-
13th	+9/+4	+7	+7	+10	Channel plant 1/day, dwift tracker	6	6	6	6	5	3	-	-	-	-	-	-	-	-
14th	+10/+5	+7	+7	+10	Raise animal companion	6	6	6	6	5	4	-	-	-	-	-	-	-	-
15th	+11/+6/+1	+7	+7	+11	Channel animal 4/day, greater empathic link	6	6	6	6	6	5	3	-	-	-	-	-	-	-
16th	+12/+7/+2	+8	+8	+11	Bloodline power, bloodline spell	6	6	6	6	6	6	4	-	-	-	-	-	-	-
17th	+13/+8/+3	+8	+8	+11	Channel plant 2/day	6	6	6	6	6	6	5	3	-	-	-	-	-	-
18th	+13/+8/+3	+8	+8	+12	One with the wild	6	6	6	6	6	6	5	4	-	-	-	-	-	-
19th	+14/+9/+4	+9	+9	+12	Bloodline feat, bloodline spell	6	6	6	6	6	6	6	5	3	-	-	-	-	-
20th	+15/+10/+5	+9	+9	+13	Master Hunter	6	6	6	6	6	6	6	6	6	5	-	-	-	-

Unlike druids and rangers, a forest warden's selection of spells is extremely limited. A forest warden begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new forest warden level, she gains one or more new spells, as indicated on Table: Forest Warden Spells Known. Unlike spells per day, the number of spells a forest warden knows is not affected by her Wisdom score; the numbers on Table: Forest Warden Spells Known are fixed.

In addition to the spells gained by forest wardens as they gain levels, each forest warden also automatically adds all summon nature's ally spells to her list of spells known. These spells are added as soon as the forest warden is capable of casting them.

At 5th level and at every 3 levels thereafter, a forest warden can choose to learn a new spell in place of one she already knows. In effect, the forest warden loses the old spell in exchange for the new one.

The new spell's level must be the same as that of the spell being exchanged. A forest warden may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. She cannot swap any summon nature's ally spells.

Unlike a druid or ranger, a forest warden need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Orisons: Forest Wardens learn a number of orisons, or 0-level spells, as noted on Table: Forest Wardens Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Chaotic, Evil, Good, and Lawful Spells: A forest warden can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular

alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Animal Companion (Ex): At 1st level, a forest warden forms a bond with an animal companion. A forest warden may begin play with any of the animals available to a druid. This animal is a loyal companion that accompanies the forest warden on her adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature). The forest warden's effective druid level is equal to her forest warden level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purposes of determining the companion's statistics and abilities. A forest warden may teach her companion forest warden's tricks from the skirmisher ranger archetype instead of standard tricks. The animal companion can use skirmisher tricks when commanded, a number of times per day equal to half its Hit Dice plus its Wisdom modifier.

If a forest warden releases her companion from service or her animal companion perishes, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. While the forest warden's animal companion is dead, any animal she summons with a *summon nature's ally* spell remains for 1 minute per level instead of 1 round per level. A forest warden cannot have more than one *summon nature's ally* spell active in this way at one time. If this ability is used again, any existing *summon nature's ally* immediately ends.

Animal Focus (Su): At 1st level, a forest warden can take on the aspect of an animal as a swift action. She must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and her forest warden level. The forest warden can use this ability for a number of minutes per day equal to her level. This duration does not need to be consecutive, but must be spent in 1-minute increments. The forest warden can emulate only one animal at a time.

The forest warden can also apply one of these aspects to her animal companion. Unlike with the forest warden herself, there is no duration on the animal aspect applied to her animal companion. An aspect applied in this way does not count against the forest warden's minutes of duration per day—it remains in effect until the forest hunter changes it. The companion's aspect can be the same aspect the forest warden has taken on or a different one. The forest warden can select or change the animal foci on both herself and her animal companion as part of the same swift action.

If the forest warden's animal companion is dead, the forest warden can apply her companion's animal focus to herself instead of her animal companion. This is in addition to the normal one she can choose, and (as with a companion's focus) remains in effect until the forest warden changes it instead of counting against her minutes per day.

Bat: The creature gains darkvision to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense to a range of 10 feet.

Bear: The creature gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th level and +6 at 15th level.

Bull: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

Falcon: The creature gains a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Frog: The creature gains a +4 competence bonus on Swim checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.

Monkey: The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Mouse: The creature gains evasion, as the rogue class feature. At 12th level, this increases to improved evasion, as the rogue advanced talent.

Owl: The creature gains a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Snake: The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th level and +6 at 15th level.

Stag: The creature gains a 5-foot enhancement bonus to its base land speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.

Tiger: The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.

Wolf: The creature gains the scent ability with a range of 10 feet. The range of this sense increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind, and is halved if the opponent is downwind.

Wild Empathy (Ex): A forest warden can improve the initial attitude of an animal. This ability functions as a Diplomacy check to improve the attitude of a person. The forest warden rolls 1d20 and adds her forest warden level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the forest warden and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

The forest warden can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Precise Companion (Ex): At 2nd level, a forest warden chooses either Precise Shot or Outflank as a bonus feat. She does not need to meet the prerequisites for this feat. If she chooses Outflank, she automatically grants this feat to her animal companion as well.

Track (Ex): At 2nd level, a forest warden adds 1/2 her level to Survival skill checks made to follow tracks.

Trackless Step (Ex): Starting at 3rd level, a forest warden leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Improved Empathic Link (Su): At 4th level, the forest warden gains an empathic link with her animal companion. This functions like an empathic link with a familiar, except the forest warden can also see through a companion's eyes as a swift action, maintaining this connection as long as she likes (as long as the companion is within 1 mile) and ending it as a free action. The forest warden is blinded while maintaining this connection.

Bloodline: Beginning at 5th level a forest warden becomes blessed by the woods that she protects, gaining a touch of fey essence. This manifests in her blood, and from this point forward, she retains this trace of fey heritage, passing it on to her offspring, many of which become sorcerers. She can now gain and prepare spells from the sorcerer/wizard list, and when she receives a level may select one of these spells as the spell she gains that level.

At 7th level, and subsequent levels that follow, a forest warden learns an additional spell, derived from her fey bloodline. These spells are in addition to the number of spells given on Table: Forest Warden Spells Known. These spells cannot be exchanged for different spells at higher levels.

At 12th level, and again at 19th, a forest warden receives one bonus feat, chosen from a list specific to her fey bloodline. The forest warden must meet the prerequisites for these bonus feats.

Forest Warden Fey Bloodline

Class Skill: Knowledge (nature).

Bonus Spells: hideous laughter (5th), deep slumber (7th), mislead (12th), phase door (16th), shapechange (19th).

Bonus Feats: Dodge, Improved Initiative, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quicken Spell, Skill Focus (Knowledge [nature]).

Fey-blood Arcana: Whenever you cast a spell of the compulsion subschool, increase the spell's DC by +2.

Bloodline Power: You have a tie to the natural world, and as your power increases, so does the influence of the fey over your magic.

Laughing Touch (Sp): At 5th level, you can cause a creature to burst out laughing for 1 round as a melee touch attack. A laughing creature can only take a move action but can defend itself normally. Once a creature has been affected by laughing touch, it is immune to its effects for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.

Fleeting Glance (Sp): At 9th level, you can turn invisible for a number of rounds per day equal to your forest warden level. This ability functions as greater invisibility. These rounds need not be consecutive.

Fey Magic: At 16th level, you may reroll any caster level check made to overcome spell resistance. You must decide to use this ability before the results are revealed by the GM. You must take the second result, even if it is worse. You can use this ability at will.

Eschew Materials: A forest warden gains Eschew Materials as a bonus feat at 5th level.

Woodland Stride (Ex): At 6th level, a forest warden and her animal companion may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion will still affect the forest warden and her animal companion.

Companion Familiar: Beginning at 8th level your animal companion gains some of the abilities and powers of a wizard's familiar. The companion becomes a magical creature in addition to its current type, and provides a skill bonus for the forest warden to the corresponding skill/creature listed below.

- Bat:** Forest warden gains a +3 on fly checks
- Bear:** Forest warden gains a +3 bonus on scent-based and opposed Perception checks
- Bull:** Forest warden gains a +2 bonus on CMB checks to perform a Bull Rush maneuver
- Falcon:** Forest warden gains a +3 bonus on sight-based and opposed perception checks in bright light
- Frog:** Forest warden gains a +3 bonus on Swim checks
- Monkey:** Forest warden gains a +3 bonus to acrobatics checks
- Mouse:** Forest warden gains a +2 bonus on Fortitude saves
- Owl:** Forest warden gains a +3 bonus on sight-based and opposed perception checks in shadows or darkness
- Snake:** Forest warden gains a +3 bonus on Bluff checks
- Stag:** Forest warden gains a +2 bonus on Reflex saves
- Tiger:** Forest warden gains a +3 bonus on Stealth checks
- Wolf:** Forest warden gains a +3 bonus on Survival checks

In addition, the companion familiar's saving throws now become identical to the forest warden's, advancing at the same rate, and spells from the sorcerer/wizard spells can now be cast upon it, as if those classes had the animal companion ability.

Wild Shape (Su): At 8th level, a forest warden gains the ability to turn herself into any small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per forest warden level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the forest warden is familiar with.

A forest warden loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A forest warden can use this ability an additional time per day at 12th level and every four levels thereafter, for a total of four times at 20th level. As a forest warden gains in levels, this ability allows the forest warden to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 8th level, a forest warden can use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a forest warden's wild shape now functions as *beast shape II*. When taking the form of an elemental, the forest warden's wild shape functions as *elemental body I*.

At 12th level, a forest warden can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of

animals, a forest warden's wild shape now functions as *beast shape III*. When taking the form of an elemental, the forest warden's wild shape now functions as *elemental body II*. When taking the form of a plant creature, the forest warden's wild shape functions as *plant shape I*.

At 16th level, a forest warden can use wild shape to change into a Large elemental or a Large plant creature. When taking the form of an elemental, the forest warden's wild shape now functions as *elemental body III*. When taking the form of a plant, the forest warden's wild shape now functions as *plant shape II*.

At 20th level, a forest warden can use wild shape to change into a Huge elemental or a Huge plant creature. When taking the form of an elemental, the forest warden's wild shape now functions as *elemental body IV*. When taking the form of a plant, the forest warden's wild shape now functions as *plant shape III*.

Ignore Arcane Spell Failure: Beginning at 8th level, when casting an arcane spell, you ignore the arcane spell chance for any nonmetallic light or medium armor (padded, leather, or hide armor). You can cast arcane spells in any armor a druid can wear.

Bonus Trick (Ex): At 9th level a forest warden's animal companion learns a bonus trick (in addition to the bonus tricks gained from the forest hunter's effective druid level).

Second Animal Focus (Su): At 10th level, whenever a forest warden uses her animal focus ability, she selects two different animal aspects for herself instead of one, and can assign two aspects to her companion instead of one. As with the companion's previous aspect, the second one does not count against the minutes per day a forest warden can take on an aspect.

If the forest warden's animal companion is dead and the forest warden has applied the companion's animal aspect to herself, that aspect does not count toward her maximum of two aspects at once. The forest warden can still apply only one of her dead companion's aspects to herself, not both.

Channel Animal (Sp): starting at 11th level, you gain the ability twice per day to establish a magical conduit between yourself and a single animal you touch (including your companion familiar). For each use of this class feature, a spell you cast whose range is touch or greater can originate from the animal instead of you, provided that you have line of sight and line of effect to the animal. The spell's line of effect then extends from the animal to the target based on the sense of the animal and not you.

You can also use this power to deliver touch spells through the animal. Once you cast the spell, the animal is considered to be holding the charge for the spell (See the *Pathfinder Role Playing Game, Core Rulebook*).

Wild Shape (Su): At 8th level, a forest warden gains the ability to turn herself into any small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour per forest warden level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the forest warden is familiar with.

A forest warden loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A forest warden can use this ability an additional time per day at 12th level and every four levels thereafter, for a total of four times at 20th level. As a forest warden gains in levels, this ability allows the forest warden to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily usage of this ability, regardless of the form taken.

At 8th level, a forest warden can use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a forest warden's wild shape now functions as *beast shape II*. When taking the form of an elemental, the forest warden's wild shape functions as *elemental body I*.

At 12th level, a forest warden can use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of

Channel Plant (Sp): Starting at 13th level you gain the ability to establish a magical conduit between yourself, and a natural, nonanimated plant (but not creatures of the plant subtype) once per day. This ability functions like the channel animal class feature, except that the line of effect from the plant to the target is based on your senses.

You can use this power to deliver touch spells through the plant. Once you cast the spell, the plant is considered to be holding the charge for the spell (see the Pathfinder Role Playing Game, Core Rulebook), except that the spell is delivered to the first creature or object that can receive the spell when the subject touches the plant.

At 17th level you gain a second daily use of your channel plant ability.

Swift Tracker (Ex): At 13th level, a forest warden can move at her normal speed while using Survival to follow tracks without taking the normal -5 penalty. She takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

TABLE: FOREST WARDEN SPELLS KNOWN

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

Raise Animal Companion (Sp): At 14th level, a forest warden gains raise animal companion as a spell-like ability; this is not restricted to raising only her own animal companion. Using this spell-like ability gives the forest warden a permanent negative level. This negative level cannot be overcome in any way (including by restoration), but automatically ends after 24 hours. At 18th level, this functions as resurrection instead of raise dead, but otherwise operates as normal.

Greater Empathic Link (Su): At 15th level, the range of the forest warden's empathic link with her animal companion increases to 10 miles. If the animal companion is within 1 mile, the forest warden can communicate with it telepathically.



One with the Wild (Ex): At 17th level, the forest warden and her animal companion are respected or even feared by other animals, so long as the animals are approximately of the same type as any of the forest warden's current animal foci: bat for bats, tiger with felines, falcon for birds, snake for reptiles, and so on. No animal in this category (including dire varieties) willingly attacks the forest warden or her companion unless magically compelled to or if the forest warden or companion attacks it first.

The forest warden and her companion can attempt to demoralize animals in the appropriate category as a swift action, rolling 1d20 and adding the forest warden's level and her Charisma modifier to determine the Intimidate check result.

Master Hunter (Ex): At 20th level, a forest warden becomes a master hunter, able to track down foes with ease. She can always move at full speed while using Survival to follow tracks without penalty.

Additionally, each day when the forest warden regains her spell slots, she chooses one animal focus to be active on herself for the entire day. This focus is in addition to using her animal focus class ability (including the additional focus ability she is able to use on herself if her animal companion is dead).

Houses of the Seelie Court

House of the Sun

As befits the House of Leadership, The Amber Empress Kyn'Sarra Lightbringer is the charismatic leader of both her House, and all of Aravaasa. While bold, charming and compelling, she is also the most warlike of the elf leaders, and also the most intolerant of outsiders. The Light That Burns the Brightest is convinced that only great evils lurk in the shadows of the world. As such, she is often the first to press for, and also the most likely to wage war against non-Aravaasi—for the best defense is a crippling offense, and Lightbringer is not one to simply wait for danger to come to her or her realms. Like the pinnacle of her kin before her, Kyn'Sarra often personally leads The Burning Blades—elite mounted cavalry who excel at shock and awe by using both magical fire and crushing charges to win battles. Like most of her House, Kyn'Sarra prefers genuine, open dialogue and beautiful days spent lounging on the Golden Terraces of the Greatest House of Houses. From her island home, she often wanders the floating City of Spires while casting her icy-blue gaze across the lands below, scouring them for the first sign of threat—real or imagined.

House of the Moon

Most elves reclaim their dead, but the House of the Moon destroys theirs. The enmity between House Moon and the undead is deeply entrenched and they are brazenly open with their distrust and hatred of all things so “corrupted”. First Speaker Thanor Bloodraven commands members to track down and destroy undead abominations, seeing it as his personal quest to rid Celmae of the taint forever. He especially hates necromancers and hunts them down personally. Many claim that House Moon has conducted raids within their Caers and are responsible for murdering citizens, but these reports are met with adamant denial.

Raven haired, silver skinned, amethyst eyed, and with a personalities as coldly detached as the moon itself, Thanor's thin lips often stay pressed firmly shut and his gaze remains icily emotionless at most of the accusations. However, given their inherently mercurial nature, there are times when his violet eyes shine with burning hatred and his lips fleck with spittle. Still, most Moonlings, and their accompanying ravens, are welcomed as scholars, philosophers, mages, and clerics by all other Houses.

House of Stars

Under First Speaker Taryon Day'Aquilon, Starlings are natural storytellers, facilitators, muses and artists—they look to the night sky and see each brilliant point of light as a reflection of their own place in the universe—stars among vast nothingness. While a very few may be arrogantly overweening or narcissistic, by and large most follow their First Speaker's example and seek to be eminently charming to all,

at all times. And, it is to this house and their enduring efforts that all Houses enjoy ongoing peace. The House of Stars is always the first to jump in and smooth any accidentally ruffled feathers, soothe any ego, and make amends where other parties would not otherwise do so. As befits her genetic lineage and pre-birth shaping, Taryon is strikingly silver haired, with nearly translucent pearlescent skin, platinum-flecked golden eyes, and a voice that is said to raise or lower anyone's passion as needed. While she's mastered aspects of sorcery, her paintings and poetry place her among the greatest artists of all time—yet she's seemingly never satisfied and seeks inspiration from increasingly esoteric sources. Starlings often wander to other Houses, but prefer the striking black walls and inlaid diamonds of their home realm.



House of the Shadows

As befits their often-solitary nature, Shadowlings are perhaps the most secluded of the Houses, venturing out of their desolate and hidden fortress-mountains only for their individual assignments—often missions of great danger and little reward other than the acknowledgement of their elders. And that's only gained if they should happen to complete their task and return successfully—many do not. Shadowlings do not only journey abroad, they serve each House as spy masters, secret police, bodyguards, spies, assassins, scouts, and infiltrators. While they are ultimately loyal only to the House of Shadows, their reputation is that they will never willingly betray whomever they are tasked to serve—and legends persist of secret battles and duels fought between members of the House when employer loyalties come into conflict—either by accident or design. But, tall tales asides, Shadowlings take their roles as the eyes and ears of Aravaasa as seriously as death itself, and while many see them as somber and morose, the truth is that many are like their leader—First Speaker Kailon Fal'Duur, a flat-black-haired, ashen-skinned, silver eyed, spy, assassin, and rogue of the utmost charm and wit—*“Death is a kiss promised in the first breath you take.”*

House of Night

Nightlings are often—wrongly—seen as the most sinister of the Houses, for they associate most closely with the handling of the dead of all Houses, and perform the rites and ritualized procedures required to either cremate or “return” and reanimate unfortunate Aravaasi that have died before their time. As such, the Nightlings are often seen as morbid at best—and disturbing or disturbed by most. However, Nightlings see their task as the most important and honorable among The Sacred Duties, and they guard both the fallen of all Houses and their earthly remains within the great Necrospire that is the hub of their otherwise barren, rocky and inhospitable land. The Necrospire, unlike the Caer of the Stars, is perpetually grey-black, yet it seems to shimmer slightly even when looking straight at it. At the edges of view, pallid blue-green light often traces obscure patterns across the heavy stonework then fades from view. White haired, ebony skinned, with piercingly glowing red eyes, Kar'vass Nex leads his contingent of necromancers, diviners, oracles, and prophets with what many consider to be other-worldly guidance. It is rumored that he has died many times, and feeds upon the living to remain in this world—*“Life, death, little difference.”*

House of Earth

While all of the Aravaasa revere nature to some extent, the House of the Earth regards animals with barely-hidden reverence and mysticism. They also maintain the greatest repository of natural knowledge and holistic medicines. Their affection for the world around them and its creatures means that no other House can rival their skill as trackers, animal trainers, scouts, or guides. They respect all animals, but particularly favor land-based apex predators like big cats, wolves, and bears. They travel far, but always prefer to return to the sculpted natural beauty of their home—a vast wooden city woven into, of, and through the highest branches of mighty rubywood trees that they shaped to their whim through a blend of art, magic, and science. Like all in the House, First Speaker Leafchaser exemplifies the connection to nature and the strong desire to protect it and the people of Aravaasa. Leafchaser has spent years mastering the tongue of every creature in the woods, and can more often be found in his preferred great bear form than his blond-haired, green-eyed, well-muscled and well-tanned birth form—*“This is how one hears the whispers of the earth.”* Others, however, whisper only of increasing insanity.



SHATTERED SKIES

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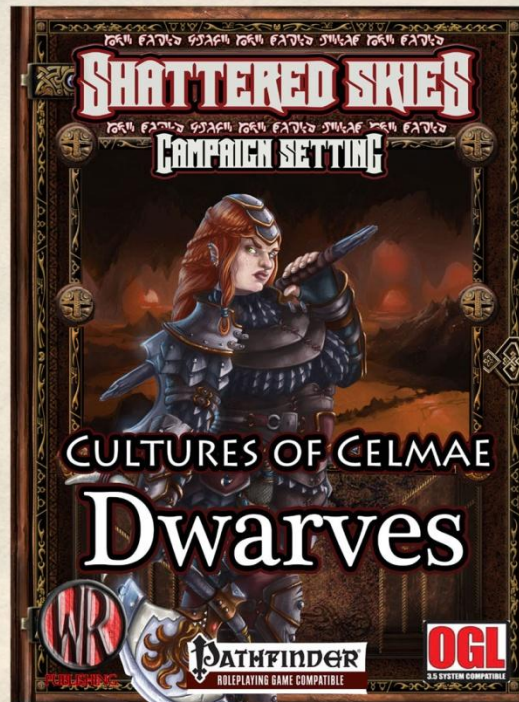
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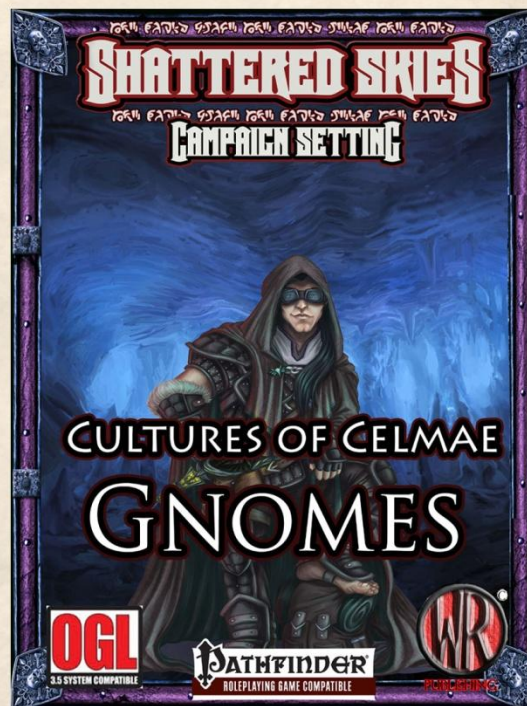
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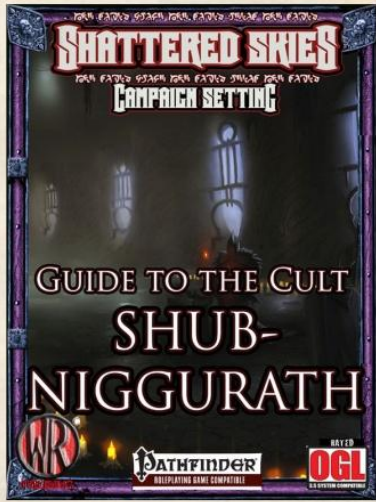
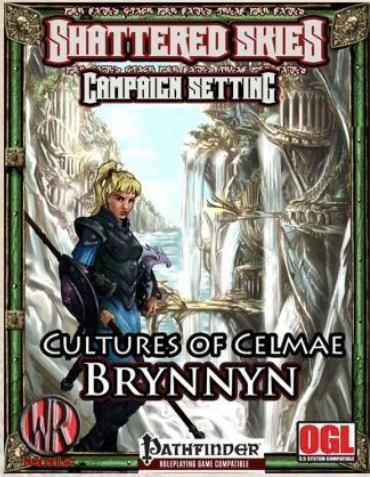
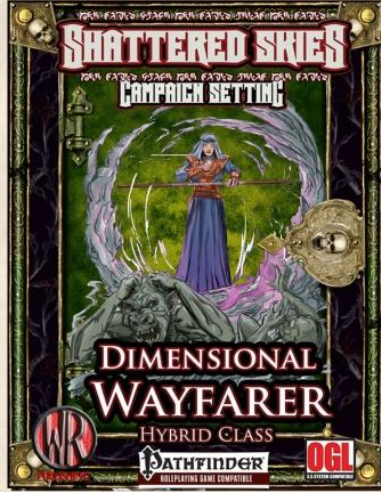
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