

SECOND EDITION

# PATHFINDER<sup>®</sup>



## Spore War

ADVENTURE PATH

### Player's Guide

By James Jacobs  
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### HOW TO USE THIS GUIDE

Welcome to the Spore War Adventure Path!

This Player's Guide will help you prepare for a campaign where the elven nation of Kyonin must fight for its existence and the lives of its people against the demon armies of Tanglebriar, a region ruled by the nascent demon lord Treerazer. You begin as 11th-level characters—adventurers who have made names for themselves as heroes, if not of Kyonin, then elsewhere in the Inner Sea region. Your characters are asked to serve as diplomats for Kyonin in an important upcoming summit.

The Spore War Adventure Path is a three-part campaign that will bring your characters all the way to 20th level by its conclusion. The campaign uses Pathfinder's remastered rules, so all you'll need to play is *Pathfinder Player Core* (or *Pathfinder Player Core 2*) and a character sheet. With your Game Master's permission, you can also use other Pathfinder rulebooks, campaign setting books, and accessories to further customize your character.

On the following pages, you'll find specific suggestions to help you create a new character for Spore War. This Player's Guide is organized into the following sections:

- **Character Suggestions (page 3):** Guidance, practical advice, and specific tips for creating an 11th-level character that fits seamlessly into this campaign.
- **Elven Society (page 15):** The campaign puts your group in the role of defenders of the elven nation of Kyonin and works particularly well for elf PCs. Even if you're playing another ancestry, it will help for your PC to be knowledgeable about elven society, and if you're playing an elf, it makes even more sense that you'd know what it is to be an elf. This section presents information about elven society, with a particular focus on the societies found in Kyonin, and it includes a short gazetteer for the city of Greengold, the settlement where the Adventure Path begins.
- **What Came Before? (page 19):** This section provides some advice for how to bring in groups of heroes who have played through one of Paizo's lower-level Adventure Paths. Care has been taken to avoid too many spoilers for these various Adventure Paths, but if you're a player who hopes to one day play one of the lower-level campaigns mentioned here, or if you're currently playing one of them, consider not reading the contents here and instead bringing this section to your GM's attention if Spore War is going to be your next campaign. If you're the GM, you can use the advice given here as inspiration for how to fit Spore War in after a lower level campaign of your own design.

### WHERE ON GOLARION?

The Spore War Adventure Path mostly takes place in the elven nation of Kyonin and the demon-ruled swamp to the south, Tanglebriar. As the campaign proceeds, you'll be called upon by the queen of Kyonin herself to undertake increasingly dangerous missions. The locations of those missions are for your group to discover as play progresses.

The adventure begins early in the year of 4725 AR.



### CHARACTER SUGGESTIONS

The following provides context for creating characters that fit well into the overall Spore War storyline. Work with your GM if you're interested in creating a character who might not fit well into these guidelines, but as long as your PC seeks to aid in defending the elven nation of Kyonin from a demonic invasion, they'll have something to work with in this campaign.

#### Edicts and Anathemas

The primary theme of Spore War is a fight against a demonic force, and so any edicts or anathemas that support the defense of the elven nation from an invasion will work well. As long as your choices don't prevent you from defending Kyonin from its enemies (and work well with those of the other player characters), you'll find that Spore War has a wide range of acceptance for edicts and anathemas. The section on Faiths (page 9) offers more advice along these lines.

#### Ancestries

Spore War puts the party in the role of heroes of the elven nation of Kyonin, and as such, elf is the single most appropriate ancestry for this campaign. Yet the

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time of Kyonin's isolationist attitudes is now very much a thing of the past, and the nation is looking forward to a future where they play a more important role on the political stage of the Inner Sea region. As such, you don't have to play an elf in this game—your PC merely needs to be someone who wants to see Kyonin succeed and should be recognized as an ally of the nation.

### COMMON ANCESTRIES

Kyonin is primarily inhabited by **elves** and **aiuvarins**, but the nation is open and accepting of many other ancestries. **Gnomes** maintain a settlement called Omesta in Kyonin, and **humans** and aiuvarins form the bulk of the population of the coastal settlement of Erages. **Dwarves** don't maintain settlements in the region, but the Five Kings Mountains shares a border with Tanglebriar, like Kyonin. The demons of that land have traditionally turned their menacing attention north, but the dwarves consider them foes as well, and as such, dwarven heroes would be welcome and appropriate among those who pledge to defend the nation. **Dromaars** are relatively rare, as are **orcs** and **goblins**—a PC with one of these ancestries is unlikely to meet others with a shared ancestry during Spore War, but they're certainly welcome as heroes, as the PCs are in this campaign from its outset.

**Leshies** are an interesting option in Spore War. Elves have a long tradition of living in harmony with nature, and leshies are common and welcome in all elven settlements—with one exception. The presence of the fungal corruption within Tanglebriar has made many in Kyonin wary of fungus leshies, and the majority of those in the region owe their allegiance to Treerazer. Choosing a fungus leshy as your PC might give you certain unusual advantages and disadvantages as the campaign progresses—some locals might not initially trust you, and you might be more susceptible to certain effects in Tanglebriar, but you also might find yourself more protected and able to endure what dangers await in a realm where fungi rules much of the land. Work with your GM if you want to play a fungus leshy in Spore War.

### UNCOMMON ANCESTRIES

With demons and all things demonic playing an important villainous role in Spore War, ancestries with ties to fiends (demonic or otherwise) may find themselves met with prejudice or fear in Kyonin. As long as your PC is a known hero of the nation, these

### LIGHT (BUT NECESSARY) SPOILERS

This Adventure Path doesn't immediately start with a war between Kyonin and Tanglebriar, so your player characters won't be hitting the ground fighting demons, fungal monsters, and corrupted fey horrors. Those dangers will come soon enough, but in the short term, the focus of Spore War is on other issues. The development of the conflict between Tanglebriar and Kyonin has been a threat for thousands of years, but the fact that it's about to explode into action won't be known by your PCs at first. It won't be long, though, before that becomes apparent—although the exact method of how your group makes this discovery is part of the campaign's surprise!

In addition, in order to manage expectations, the first chapter of Spore War's first adventure is relatively light on classic Pathfinder play in the form of combat. While the rest of the campaign has plenty of fighting, it can't hurt to make sure your character has some non-combat options to explore, if only being a bit more trained in Deception, Diplomacy, or Intimidation.

Finally, Spore War begins with an extended flashback, and as such, the events of your first session will play out faster than normal. In between this flashback and the actual start of the Adventure Path, your PCs will have approximately six months of downtime to do things if you wish... or you can get right to the plot of the campaign!

disadvantages should largely be non-issues. Themes of anti-nephilim prejudice, in any event, have no role in Spore War, so choosing to play a **pitborn** (or other fiendish) nephilim won't result in any significant issues. Still, work with your GM to potentially come up with some interesting tailored-to-your-PC choices for this campaign!

Other types of nephilim aren't common in Kyonin, nor are any of the other uncommon ancestries or heritages, but they can each make fine choices for PCs. Just keep in mind that as with dromaars, orcs, and goblins, you won't encounter many others of such an ancestry during the course of the campaign. **Hobgoblins**

and elves, it should be noted, do have an antagonistic history—but these themes don't have a role in Spore War, so as with the choice of playing a fungus leshy or a pitborn nephilim, a hobgoblin PC may be an unusual presence, but in the context of this adventure your PC has already been accepted as a hero of the land.

Undead ancestries could also make for an interesting choice in Spore War—but as long as your character allies with the elves and fights against Treerazer's demonic army, such a choice should work out okay... although the standard complications of being an undead PC in a group of living PCs will still apply. Work with your GM if you wish to play such a character.

### NON-RECOMMENDED ANCESTRIES

Aquatic ancestries will be hard to play in this campaign, as very few encounters in Spore War take place underwater.

### KYONIN ANCESTRY FEATS

The first volume of the Spore War Adventure Path includes several new, uncommon ancestry feats for elves who grew up in Kyonin. If you're playing an elf, or if your character otherwise might have access to some of these feats (such as by taking the Adopted Ancestry general feat or selecting some of the special backgrounds detailed later in this Player's Guide), these additional ancestry feats can be chosen during character creation or as you level up during the campaign.

### Classes

Spore War begins with a combat-light section where your PCs are playing the roles of diplomats during a complex summit among several nations, but it won't be long before things turn fraught and your PCs find themselves in the classic roles of exploring dangerous locations, fighting sinister foes, and so on. Specific notes on class options are presented below.

**Alchemists** don't have a significant cultural role in Kyonin, but they're nonetheless well-known and admired for their craft. All research fields will find roles to play in Spore War, but the large number of afflictions your group will face during this campaign will give those who focus on helping people recover from disease, poison, and other contagions a particularly useful role. Creatures with immunity or resistance to disease and poison are relatively common during this Adventure Path. As such, surgeons are perhaps the most useful, while toxicologists might struggle a bit more (although their defensive traits against poisons will certainly be a boon!)

### SKIRMISHERS AND MYTHIC PCS

Although a war-themed Adventure Path in which the PCs face one of the most powerful villains of the Inner Sea region might feel like a natural fit for mythic rules (presented in *War of Immortals*) or skirmishes with PC-controlled troops (presented in *Battlecry!*), Spore War is not written for those rules. Instead, this Adventure Path assumes your PCs are non-mythic heroes who are sent on specific missions behind enemy lines or elsewhere while the mass battles between Kyonin and Tanglebriar take place largely off-screen. You'll hear about these conflicts many times during the campaign, and you'll even have a chance to influence their outcomes based on your group's successes during play, but the rules for mythic PCs and skirmishing aren't used in this Adventure Path. Your GM may wish to adjust things to take advantage of these rules, but doing so will require a fair amount of work on their part to modify the encounters and story as appropriate.

Nevertheless, advice for playing commanders and guardians, classes introduced in *Battlecry!*, along with advice for playing animists and exemplars (from *War of Immortals*) are included in the following notes.

Adventure Paths in which mythic PCs and skirmishing PCs play key roles are in development and coming soon!

**Animists** aren't particularly common in Kyonin, but their skill with divine magic and ability to channel the power of apparitions is certainly well-known among the elves. Those who seek to fight against the spiritual corruption of Tanglebriar will find much to play against during Spore War! Any animistic practice will work well in this campaign. Apparitions associated with the natural world (particularly the Custodian of Groves and Gardens, but also Stalker in Darkened Boughs) are thematically appropriate for those who face a southern border of corrupted wilderness, while those associated with historic heroic legacies (such as Echo of Lost Moments or Witness to Ancient Battles) will mesh well with Kyonin's long history of combat

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against Tanglebriar. See Spells (page 10) for suggestions on thematic spell selection.

**Barbarians** don't have a very significant presence in Kyonin, but their skill in battle makes them a boon on either side of the Spore War. The instincts of animal, fury (particularly against the centuries-long corruption of Tanglebriar), and spirit are strong thematic choices. The superstition instinct works well also, particularly if it's focused on magic you suspect to be demonic in nature!

**Bards** are well loved in Kyonin, and this won't change during the events of Spore War, as their ability to bolster fights or to boost morale become so important. The warrior muse is the most thematic for a war-themed campaign like this one. Consider as well choosing an ancient elven hero as your muse, regardless of which category you select; work with your GM in choosing an appropriate hero. See Skills and Feats (page 10) for additional advice on where to focus your skill proficiencies and Spells (page 10) for suggestions on thematic spell selection.

**Champions** are valued among the elven nation, particularly those who focus on fighting demonic corruption. In Kyonin, the traditional causes among elven champions are liberation and redemption, while those of desecration and iniquity are inappropriate. See Faiths (page 9) for additional guidance on religion or belief.



**Clerics** should consider the additional information presented under Faiths (page 9) for guidelines for which deity to worship. Also see Spells (page 10) for suggestions on thematic spell selection.

**Druids** are an exceptionally strong choice for Spore War, if only due to the fact that large portions of this Adventure Path revolve around exploring and combatting a long-standing corruption of nature within Kyonin. Kyonin is a temperate forest region, but there's also a fair amount of swampland down in Tanglebriar to look forward to. Animal companions are often welcome in elven settlements, so more than most campaigns, druids will find themselves at home! See Pets (page 10) for additional advice on your animal companion and Spells (page 10) for suggestions on thematic spell selection.

**Exemplars** are relatively rare in Kyonin, although certain scholars argue that Treerazer himself, as a nascent demon lord, is a sort of exemplar—a demon who claimed a spark of divine power and was exiled to Golarion as a result. No one epithet is more thematic than the other, but as your story grows, consider building it in a way that links you to the ongoing conflict between Tanglebriar and Kyonin. When you choose your dominion epithet, Peerless under Heaven is perhaps the most thematic choice for a war-themed Adventure Path like this one, while Healer of the World is a strong choice for an adventurer involved in a clash against the growing corruption of Tanglebriar. When choosing your ikon, consider working with your GM for advice, as they might be able to guide your choices in a way that avoids spoilers for certain developments in the storyline, but as a general rule, any ikon that would aid you against supernatural threats or protect you from afflictions will be a strong choice. See Skills and Feats (page 10) for additional notes on where to focus your skill proficiencies and to help you choose your root epithet.

**Fighters** in Kyonin tend to focus on weapons associated with elves—bows and other elegant weapons like elven curve blades or rapiers. Work with your GM when choosing the type of weapon your PC focuses on, as they might be able to guide your choices in a way that avoids spoilers for certain developments in the storyline. There will still be plenty of fights along the way, but you'll want to consult Skills and Feats (page 10) for additional advice on where to focus your skill proficiencies so you'll have something to do when there's no fighting going on (particularly during the first chapter of the first adventure, which focuses more on political intrigue than battle).

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**Gunslingers** are uncommon in Kyonin, but not unheard of. There's not a lot of places in Kyonin to purchase gunslinger supplies, so if you want to play a gunslinger, work with your GM so that this can be adjusted for your table's game.

**Inventors** in Kyonin typically put style over substance. This isn't to say their creations are less potent or functional than others, just that they tend to avoid rough edges, smoky outflows, discordant noises, and the like. As such, many options available to inventors might not thematically match the elven style. Yet this by no means indicates that inventors are of no use in a war against Tanglebriar! No one inventor innovation is more appropriate than another for Spore War, but innovations that work well against demons and fungi will be more useful overall. Work with your GM if you choose armor- or weapon-themed innovations, as they might be able to guide your choices in a way that avoids spoilers for certain developments in the storyline. See Skills and Feats (page 10) for additional advice on where to focus your skill proficiencies, and keep in mind the advice for fighters above regarding combat.

**Investigators** in Kyonin have a wide range of traditional roles, but the ones most appropriate to this Adventure Path are those who focus on discovering and identifying the subtle influences of the demonic—be it on the soul, the flesh, or the environment. The most appropriate methodologies for an investigator in Spore War are those that focus on alchemical sciences (particularly those that help combat afflictions and pollution), studying the influence of the Outer Rifts on the natural world through empiricism, or focusing on interrogation as a method to learn secrets held by the enemy. See Skills and Feats (page 10) for additional advice on where to focus your skill proficiencies.

**Kineticists** aren't particularly widespread in Kyonin or well-known but should still find plenty of chances to shine during combat and exploration in Spore War. The element of wood is the most thematically appropriate choice in this campaign and will fit in well with the story's focus on fighting against demonic corruption of a woodland.

**Magi** will find their abilities useful throughout this campaign but should consider the advice given to fighters and wizards when making class choices. Magi have a strong historical role among the elves, who have long traditions of mixing magic with combat. Hybrid studies that support combat with traditionally elven weapons, like laughing shadow or starlit span, are the

most popular. See Spells (page 10) for suggestions on thematic spell selection.

**Monks** in Kyonin are often seekers of tranquility in nature but also fierce defenders of the land against Tanglebriar's intrusions. Options that allow you to move through difficult terrain with ease will help you maintain your battleground mobility. See Faiths (page 9) for additional guidance on religion or belief, and Skills and Feats (page 10) for additional advice on where to focus your skill proficiencies.

**Oracles** aren't common in Kyonin, but their powers and insights are nevertheless well-appreciated. The most thematically appropriate mysteries for an oracle in this Adventure Path are ancestors, battle, and life—if you choose ancestors, consider working with your GM to see if your character has a supernatural tie to an elven hero from Kyonin's long history. See Faiths (page 9) for additional guidance on religion or belief and Spells (page 10) for suggestions on thematic spell selection.

**Psychics** aren't particularly common in Kyonin, but elves are quick to understand the subtle difference between them and sorcerers or similar spellcasters. Psychics who focus their studies and powers on themes associated with the defense of the mind against mental attacks, demonic possession, and the like will fit in well. No one subconscious mind is more thematically appropriate than the other in Spore War, though the conscious mind of the Infinite Eye will help you notice and fight against subtle demonic influences and trickery, while the Silent Whisper lets you use similar tools against demons. That said, no one conscious mind choice is bad for this campaign. See Spells (page 10) for suggestions on thematic spell selection.

**Rangers** are well known throughout Kyonin, and many of this land's ranger traditions have gone on to influence those of other regions. They have key roles in Kyonin's defense as archers, hunters, scouts or spies. If you gain an animal companion, consult the suggestions for "Pets." The Favored Terrain feat is an excellent choice for a ranger in this Adventure Path, but keep in mind that there's not a lot of terrain diversity in this story—Forest, Underground, and Swamp are the best options. Aquatic will have some play, largely as a side effect of swamps featuring watery regions, while arctic, desert, mountain, plains, and sky won't have presence at all.

**Rogues** are quite common throughout Kyonin, although only a relatively small fraction of them are what one would consider criminals. Acrobats, duelists,

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entertainers, explorers, politicians, spies, and tacticians are more common roles played by this class in the region. The rogue rackets of mastermind and scoundrel fit most thematically in *Spore War*, but all rackets will be useful, regardless. See *Skills and Feats* (page 10) for additional advice on where to focus your skill proficiencies.

**Sorcerers** are relatively common in Kyonin, even though the traditional elven pursuit of magic is made through clerical worship, druidism, or wizardry. The elves have no social stigmas against sorcerers, and largely let their actions define the way society reacts to them rather than jump to conclusions about the source of their magic—with one exception: sorcerers with demonic bloodlines are often not trusted. Of course, as in the case of pitborn PCs, a demonic bloodline sorcerer created for this campaign already has their status as a hero of Kyonin established, and such a sorcerer might find their ties to demonic legacies could grant them unexpected benefits (or disadvantages) during a campaign like this one so strongly focused on demonic foes. Most demonic sorcerers in Kyonin gained their power as a side effect of pollutions seeping in from Tanglebriar rather than via an actual demonic ancestor. Other common sorcerer bloodlines in Kyonin include fey and imperial. See *Spells* (page 10) for suggestions on thematic spell selection.

**Summoners** aren't widespread in Kyonin, but their magic is far from unknown there—or in Tanglebriar, for that matter, where summoners who conjure up demonic eidolons exist. See “Spells” for suggestions on thematic spell selection. The most thematically appropriate choices for eidolons in this Adventure Path are angel, beast, devotion, fey, plant, or psychopomp, but other choices can be equally fun. Demon eidolons are perhaps the most socially problematic, but as long as you're known to be a hero who keeps their “pet demon” on a short leash, even this option could work.

**Swashbucklers** aren't as common as rangers in Kyonin, but their grace and playful nature make them just as equally beloved. Their presence tends to be focused more in the nation's cities and waterways rather than the woods. All swashbuckler styles work well in *Spore War*, but battledancer, fencer, and rascal are the most common styles seen in the region. See *Skills and Feats* (page 10) for additional advice on where to focus your skill proficiencies.

**Thaumaturges** in Kyonin are often mistaken for artists, collectors, historians, or merchants, as the

### LEGACY OPTIONS

*Spore War* uses the Remastered rules for Pathfinder 2nd Edition, but character options from books published before *Pathfinder Player Core* remain compatible and viable—as some of those highlighted in this Player's Guide point out. If you choose an option from a non-Remastered source, you may wish to work with your GM to determine how to interpret some elements and options that have parallel or redesigned features in the Remastered rules, but for the most part, these legacy options will work well in *Spore War*.

practice of thaumaturgy isn't particularly widespread among the elven people of the region. All implements are equally appropriate for a thaumaturge, but those in Kyonin typically ensure their implements are particularly artistic or elegant in shape and form.

**Witches** in Kyonin aren't as common as druids or wizards, but they're more widespread than sorcerers and aren't saddled with the fearful stereotypes the class often faces in other regions like Ustalav. Witches who look to infernal or fiendish patrons may not be well-trusted due to the land's history with Tanglebriar, and as such these thematic choices aren't particularly appropriate for *Spore War* witches. Speak with your GM when choosing your patron for additional guidance, but the patron choices of Faith's Flamekeeper (when coupled with an on-theme religion; see *Faiths* on page 9), the Inscribed One, and the Wilding Steward are great thematic choices for this Adventure Path. See *Spells* (page 10) for suggestions on thematic spell selection and see *Pets* (page 10) for some advice on thematic familiar selection.

**Wizards** are the most widespread of all spellcasting classes in Kyonin, and a not-inconsiderate number of wizardly traditions and spells can trace their roots all the way back to introductions from elven spellcasters, yet most wizards of Kyonin do not regard this with arrogance or a sense of entitlement. The spread of wizardry through the world is something the elves are proud to have been a part of, yet they don't assume they're the only source of these traditions. Given the historical role wizardry plays among elves, all arcane



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theses are thematically appropriate choices in this Adventure Path, as are all arcane schools. See Spells (page 10) for suggestions on thematic spell selection.

### Faiths

The majority of those who dwell in Kyonin worship deities from the elven pantheon. Calistria's worship is the most widespread, but worship of Alseta, Findeladlara, Ketephys, and Yuelral is common as well. Although she's not officially a part of this pantheon, Desna has many worshippers in Kyonin as well, both in her role as a goddess of luck and travel, and as a goddess with a history of opposing demonic elements. Nethys also has a strong presence, as one might expect of a society that so highly values the art of magic.

Any of these are excellent choices for worship in Spore War, but so are any deities whose faith encourages the fight against demons (particularly Iomedae and Sarenrae) or the protection of the wilderness (particularly Erastil and Gozreh). Shelyn's faith is well-regarded in Kyonin, for art and beauty are beloved, and the irreverent mix of comedy and friendship fostered by the faithful of Cayden Cailean make his faith welcome in the region as well.

Among lesser known faiths, those with histories of opposition against demonic influences (such as Ragathiel and Nocticula) or who are seen as protectors of the natural world (such as Jalajatali, Keltheald, and Ng) have their roles to play in the region. In the end, though, most deity choices are fine for Spore War—as long as your faith doesn't discourage you from playing the role of defender and hero against the demonic armies of Tanglebriar!

#### Specific Inappropriate Faiths:

Worship of Treerazer is an incredibly inappropriate choice for this campaign, as Treerazer is this Adventure Path's primary villain. Along those lines, worship of any demon lord would be somewhat problematic and should be avoided by PCs.

### Languages

In Spore War, the primary language spoken is Taldane—this language is referred to as Common in this Player's Guide and throughout the Spore War Adventure Path. As this Adventure Path is

set primarily in Kyonin and Tanglebriar, Elven and Chthonian are the second most commonly spoken languages. Aklo is also spoken by a large number of creatures. Any one of these four languages is a great choice for your PC in this Adventure Path, and if you speak at least two of those you're unlikely to face many difficulties communicating in Spore War.

Languages that will be handy to know at various points during Spore War but won't be universally useful include Boggard, Diabolic, Draconic, Emyrean, Fey, Necril, and Shadowtongue.

Languages that are highly situational and might never come up depending on the choices you make during play include Arboreal, Gnomish, Goblin, and Jotun.

Other languages associated with the core ancestries and regions will be helpful now and then when speaking with certain minor NPCs, but those



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NPCs generally also speak Common or at least one of the languages mentioned above. Languages beyond those listed above and beyond those spoken by the core ancestries are unlikely to be of much use in Spore War.

### Skills and Feats

While Spore War features a lot of combat, as one might expect in a war-themed Adventure Path, there are also plenty of opportunities to use skills to defeat hazards or navigate complex challenges like chases, influencing NPCs, infiltrating locations, and researching mysteries.

As a result, most skills have multiple chances to shine in Spore War, particularly those that have applications in combat (such as Acrobatics, Athletics, and Stealth). Three exceptions are Crafting, Medicine, and Performance. Spore War doesn't feature a lot of chances to pursue downtime—work with your GM if you want to build a PC who takes advantage of downtime activities. Crafting does show up now and then as an option for handling certain chases, infiltrations, influence encounters, and the like. Medicine and Performance do as well, but to a slightly lesser extent.

For the various Lore skills, the most important is Warfare Lore, with Architecture Lore a distant second. In addition, the following Lore skills have one to two specific moments to shine during Spore War: Academia, Alcohol, Forest, Games, Heraldry, Herbalism, Iadara, Library, Mercantile, Outer Rifts, Sailing, Scouting, Scribing, Swamp, Treerazer, Underground, and Underworld. If you're intending to use Lore often to learn about monsters, Demon Lore is a solid option; speak with your GM about other potential options as well.

When selecting feats for your character, remember that the majority of Spore War takes place in forests, swamps, urban sites, and various interior locations, so feats that are mostly useful in arctic, desert, underwater, and other locations will be minimally useful, at best. Feats that support specific skill uses will be helpful in several situations when it comes to subsystems like chases, infiltration, influence, and research. Those that bolster your combat skills will often be quite helpful, as might those that bolster your ability to navigate tangled forests and swamps.

Of particular note, if you're not playing an elf or an aiuvarin, consider picking up the Adopted Ancestry general feat if you wish to gain access to the new Kyonin elf ancestry feats detailed in this Adventure Path's first volume.

### Pets

Certain animal companion and familiar choices are more common than others in Kyonin. Since your character can come from any part of the world, feel free to choose what you wish, but if you want to select a pet that feels "local," consider some of the following choices for animal companions, familiars, and pets. While there's a fair amount of wilderness encounters in this campaign, there's also a fair amount of site-based exploration—mount companions could be quite helpful or very inappropriate, depending on the current location, so having a way to keep mounts safe while you explore dungeons is something to keep in mind.

Companion choices that are thematically appropriate for the region include arboreal saplings, badgers, bats, bears, birds (particularly hawks, ravens, and owls), boars, cats, dogs, leshies, lizards, snakes, wasps, and wolves. Aquatic pets will be difficult to manage in this campaign.

### Spells

If you're creating a spellcasting character, keep in mind that you'll be facing a lot of demons, corrupted plants and fungi, and evil fey, and exploring dangerous wildernesses or areas with strong, evil supernatural features. Spells that hamper teleportation tactics or banish creatures to their home planes will often be useful, as will those that specifically target plant or fungi creatures. On the defensive side, having magic that helps with navigation through difficult terrain, defends against acid and poison, or helps to address afflictions like curses, diseases, and poison will often be called upon. Long-distance fast-travel options will aid in coming and going from the various locations you'll be visiting, and while you're there, spells that help to disguise or hide your presence behind enemy lines will be invaluable. There's a fair number of powerful foes awaiting in Tanglebriar, so spells with the incapacitation trait might not be as useful as those that work to diminish a powerful single foe's options in combat. Note that as play progresses, access to certain useful uncommon or rare spells, as well as some brand-new spells, will become available to you.

If you're playing a spellcaster who has limited capacity to swap out their spell choices, consider consulting with your GM for further advice.

### Archetypes

Since your PC begins at 11th-level in Spore War, including an archetype as part of your character's build

### SUGGESTED CHARACTER OPTIONS

	Ancestries	Classes	Languages	Skills	Archetypes
<b>Strongly Recommended</b>	Elf, aiuvarin	Champion, cleric, commander, druid, exemplar, fighter, guardian, magus, ranger, rogue, witch, wizard	Aklo, Common (Taldane), Elven, Chthonian	Acrobatics, Arcana, Athletics, Deception, Diplomacy, Intimidation, Nature, Occultism, Religion, Society, Stealth, Survival, Thievery, Warfare Lore	Multiclass (of strongly recommended classes), archer, bastion, beastmaster, blessed one, dual-weapon warrior, duelist, eldritch archer, herbalist, marshal, martial artist, mauler, medic, ritualist, scout, scrounger, sentinel, or snarecrafter
<b>Recommended</b>	All others (save those not recommended)–	Alchemist, animist, barbarian, bard, inventor, investigator, kineticist, monk, oracle, psychic, sorcerer, summoner, thaumaturge	Boggard, Diabolic, Draconic, Epyrean, Fey, Necril, Shadowtongue	Architecture Lore, Crafting, Medicine, Performance	Multiclass (of recommended and acceptable classes)
<b>Appropriate</b>	–	Gunslinger	Arboreal, Gnomish, Goblin, Jotun	Lore (Academia, Alcohol, Forest, Games, Heraldry, Herbalism, Iadara, Library, Mercantile, Outer Rifts, Sailing, Scouting, Scribing, Swamp, Treerazer, Underground, Underworld)	All others
<b>Not Recommended</b>	Aquatic ancestries	–	Other languages	Lore (categories not specifically mentioned)	–

is absolutely an option. If you choose a multiclass archetype option, consult the equivalent class notes listed above for additional advice. Otherwise, the following archetypes from *Player Core 2* are excellent choices for *Spore War*: archer, bastion, beastmaster, blessed one, dual-weapon warrior, duelist, eldritch archer, herbalist, marshal, martial artist, mauler, medic, ritualist, scout, scrounger, sentinel, or snarecrafter.

### Gear

If you're starting *Spore War* with established characters, you'll already have gear appropriate for 11th level characters—although this also represents a great time to work with the GM to adjust existing PC wealth as needed so that no one PC has a disproportionate amount of gear than another.

If you're creating a brand-new 11th-level character, though, you'll need to purchase your character's gear.

To ensure fairness for each PC, the entire group should work together to choose one of the following methods to generate their gear.

**Lump Sum:** This method grants a lump sum of 3,200 gp to each PC to spend as they wish on any common items of 10th level or less. With the lump sum method, the total value of your gear may well end up being less than what you'd get with the Pick your Items or if you organically gained treasure by playing through levels 1 through 10 options, but you'll have greater control over the specific levels of items you can gain and can load up on larger numbers of lower level items.

**Pick Your Items:** This method helps to avoid potential option paralysis for players who struggle with deciding on how to efficiently spend every single coin. When you pick your items, you select the following permanent items from any of the common treasures from the *GM Core* or *Player Core 2*.

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- One 10th-level item
- Two 9th-level items
- One 8th-level item
- Two 7th-level items
- 500 gp to spend on consumable items of 10th level or lower, or permanent items of 6th level or lower, as you see fit.

### Subsystems

The Spore War Adventure Path isn't all about combat. Many key encounters make use of some of the subsystem rules detailed in Chapter 4 of *Pathfinder GM Core*. If you take some time to familiarize yourself with these rules before the game begins, play will go more smoothly when you come across these encounters. Of all the subsystems, you should at the very least be familiar with how Victory Points (*GM Core* 184) function, since these are the underlying rules for most other subsystems and are used frequently in Spore War. Other subsystems that play key roles in this Adventure Path and that players should be familiar with include the following:

- Infiltration (*GM Core* 196)
- Influence (*GM Core* 187)
- Research (*GM Core* 190)

### Backgrounds

Spore War assumes that your 11th-level characters have already established themselves as heroes with reputations as such in Kyonin, but if you're making new characters for this Adventure Path, consider the following when selecting your PC's background.

#### STANDARD BACKGROUNDS

If you wish to pick a background from *Player Core* or *Player Core 2*, any of those options can make for a fun start, but certain backgrounds make more sense for a PC destined to become one of Kyonin's greatest heroes.

Thematically appropriate backgrounds from *Player Core* include acolyte, animal whisperer, artisan, artist, bounty hunter, emissary, field medic, gladiator, guard, herbalist, hunter, martial disciple, noble, raised by belief, scout, street urchin, or warrior.

Thematically appropriate backgrounds from *Player Core 2* include courier, pilgrim, refugee, root worker, saboteur, scavenger, or squire.

#### SPORE WAR BACKGROUNDS

The rare backgrounds presented here are available to all characters in the *Spore War Adventure Path*. Each

of these support this Adventure Path's themes, and to prepare your character for the coming conflict with Tanglebriar! Note that these Rare backgrounds are slightly more powerful than the standard background, in that they each grant one additional ability or effect beyond the norm that is tightly themed to the dangers and perils awaiting ahead—this is intentional, as the PCs about face the upcoming Spore War are destined to become true legends. If you prefer to choose a standard background, chat with your GM about potentially gaining one of these additional abilities as well.

#### LINKS TO GREENGOLD

Regardless of which background you choose for your character, you should come up with a reason why your PC might have a link to the elven city of Greengold. Perhaps it's your hometown, or maybe a close friend dwells there. You and the rest of the PCs in the party might even have a history serving as heroes in the town (see "What Came Before?" on page 19). By deciding on a reason why your PC cares about the settlement of Greengold, you further generate a reason for your PC to be invested in the coming events in the Spore War Adventure Path.

#### BLIGHT SURVIVOR

#### BACKGROUND

Centuries ago, the elven witch Silisifex played an important role in the fight against Treerazer. With her deep knowledge, power over primal magic, and abiding faith in Calistria, she was one of the first elves to directly fight against the encroaching fiendish blight that was Tanglebriar. Her discoveries, teachings, and lore have continued to protect and inspire elves to this very day, centuries after she vanished mysteriously on a mission into Tanglebriar back in 3050 AR.

Whether you're a primal spellcaster or merely someone whose life was impacted by Tanglebriar's blight, Silisifex's discoveries and methods for combating the demonic corruption of nature has benefited you significantly over the course of your life and may even have saved you from being corrupted yourself. Alternately, you could have had close friends or family members who became corrupted only to have been restored before that corruption could become permanent. Many have succumbed to the influence of Tanglebriar over the ages, but you count yourself as one of the survivors of this corruption. Using your hard-earned experience to help others survive their encounter with the blight has, in part, defined your role in Kyonin or abroad.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

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You're trained in the Nature skill and the Fungus Lore skill. You gain the Natural Medicine skill feat. In addition, once you're 4th level, you gain the ability to cast *cleanse affliction* as an innate primal spell once per day. This spell automatically heightens to a rank equal to half your level, rounded up. If you're cleansing an affliction with the fungus trait, you gain a +4 status bonus to your counteract check.

### **DEMON HUNTED**

During the first war against Tanglebriar, when the elves returned to Kyonin to fight against Treerazer, many heroes rose to prominence while reclaiming their ancestral homeland from demonic occupation. Some of those heroes' tales are still told today. The legend Kyloss Syndar in particular, whose bravery against Treerazer's minions came to a glorious end as he single-handedly slew the demonic hydra Slithermaw and died of his wounds, has always loomed large in your mind, as you can trace your lineage back through the generations to this storied hero. Whether you carry that link with pride and strive to live up to his legacy or instead have felt hounded by a family history you'd rather leave behind in hopes of building something of your own, the demonic armies of Tanglebriar don't care. Demons live longer than elves, and many who clashed against Kyloss still live today. They have at times made your life difficult, to say the least. Whether you've lived life on the run, lost a family member to demonic attack, or simply endured the frightening sensation of being stalked, Treerazer and his agents believe your bloodline should be wiped out. Your focus in honing your skills in combat, the force of your personality, or simply remaining ready to fight for your life at a moment's notice, have shaped you into an increasingly dangerous foe against demonkind.

Choose two ability boosts. One must be to Charisma or Strength, and one is a free ability boost.

You're trained in the Intimidation skill and the Warfare Lore skill. You gain the Intimidating Glare skill feat. In addition, you gain a +1 circumstance bonus to all saving throws against mental effects. For 1 minute after you witness a demon suffer from having its sin vulnerability triggered, this increases to a +2 circumstance bonus.

### **FIENDBREAKING PILGRIM**

Soon after the elves returned to stop Treerazer's corruption of Kyonin, word spread across the globe, reaching the distant elven nation of Jinin in the heart of Tian Xia. No strangers to the fight against evil, a group of Jinin priests and oracles made a desperate pilgrimage across the world to join the fight against Tanglebriar. With them they brought one of their greatest treasures, the legendary staff *Fiendbreaker*.

### **BACKGROUND**

Created by Jininsiel, founder of Jinin, to serve as a gift to aid the nation's neighbors in Tianjing against their own fiendish invasion, *Fiendbreaker's* role in helping to defeat Tanglebriar's forces in that ancient war is well known.

Today, with Tanglebriar relatively contained, the need for powerful weapons like *Fiendbreaker* may be lessened, but this treasured gift's legendary journey across the world is honored still by pilgrimages, during which a group of priests and worshippers from a wide range of faiths gather and carry *Fiendbreaker* out from Kyonin and back again to honor that legacy. The goal of these journeys isn't to deliver the staff where it's needed. Instead, it's a journey of self-discovery, where the petitioners meditates on *Fiendbreaker*, the legacy of its creator Jininsiel, and a promise among all pilgrims to stand against the demonic evil.

You have been on at least one of these pilgrimages, and the journey has touched you deeply. You focused your studies on Treerazer, his cult, and his methods, and your long hours studying *Fiendbreaker* have resulted in a knack for understanding the inner workings of other magic items.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Religion skill and the Treerazer Lore skill. You gain the Quick Identification skill feat, can use Treerazer Lore checks in place of Perception when you attempt to Seek or Sense the Motive of a creature you suspect of being an agent of Treerazer. You also gain the following action.

### **HUNT THE RAZER'S PAWN** ◆

#### **CONCENTRATE**

Designate a single creature that you can see or hear, or whom you've spent a significant amount of time studying and reading about from afar (subject to the GM's approval), and who you know to be an agent of Treerazer. You gain a +2 circumstance bonus to Perception checks to Seek or Sense the Motive of this creature. This creature takes a -1 circumstance penalty to saving throws against spells or effects you create; this penalty increases to -2 against effects that have the holy trait.

You can have only one creature designated by Hunt the Razer's Pawn at a time. If you use this ability against a creature when you already have one designated, the prior creature loses the designation and the new creature gains the designation. This lasts until your next daily preparations.

### **PORTAL SCHOLAR**

### **BACKGROUND**

Candlaron's legacy is one of the strongest elven legacies on Golarion and beyond, for it was he who first created the *aiudara*—the network of magical portals that link Kyonin

to Castrovel and so many other locations across Golarion. Most of these portals are located in the Inner Sea region, where Candlaron spent the majority of his time. Now that he's long gone, the particulars of how to create new *aiudara* has eluded discovery, causing some elven scholars to believe that there was something unique to Candlaron's mind or soul that allowed for his ability to craft and enchant so many portals throughout different regions and worlds. Even Treerazer himself hasn't cracked that magical code, although not for lack of trying. At least one *aiudara*, the remote archway known now as Tanglegate, lies deep in his territory. As one of countless scholars of these portals, you've spent much of your time studying Candlaron's techniques, as well as the complex fundamentals of a wide range of teleportation magics and effects. Whether you seek to find a way to build portals of your own, hope to bolster the *aiudara* network from further tampering from Treerazer, or are simply enthralled by the supernatural rush of vanishing from reality only to reappear in the same instant somewhere else, portals have long fascinated you.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Arcana skill and the Architecture Lore skill. You gain the Arcane Sense skill feat, and also gain the following reaction.

### RESTORATIVE TELEPORTATION

**HEALING**

**Frequency** once per minute

**Trigger** You arrive at a location via a teleportation effect

**Effect** When you reappear after the teleportation, your body takes advantage of the teleportation to put itself back together in a healthier state, and you restore a number of Hit Points equal to 1d6 plus your level plus your Intelligence modifier.

### STORY COLLECTOR

The power stories exude over the world has long fascinated you. No matter if they're accurate historical accounts, distorted parables, or completely fictional constructions, the way tales can shape society is a kind of magic. In some cases, literal, occult magic! One tale that's come back to modern lips of late is an ancient one indeed, the story of the elven hero Iyalirrin, an Ekujae bard who helped to create a ritual known as the *anima invocation* in his people's pursuit against the devastations caused by Dahak in the aftermath of Earthfall. Other heroes rediscovered Iyalirrin's story and the ritual a few short years ago, but it was Iyalirrin's admiration of the art of storytelling that spoke more to you. Whether you came to this realization recently or if you've

long known about the ancient elven hero's admiration of spoken tales, you've devoted much of your adult life to the gathering and crafting of stories of your own. The way in which occult magic can manipulate the power of story is a particular obsession of yours, especially with a handy little trick you've learned that allows you to access power locked away in magic items you'd otherwise struggle to use. Simply by adjusting your story, the item's story, or both... and then giving the tiniest little push of occult magic, you can unlock a wide range of magical tools. These same tricks, you've come to discover, also work well on demons—particularly when used to remind them of their sins and the shame their once-mortal souls may have held eons ago.

Choose two ability boosts. One must be to Charisma or Intelligence, and one is a free ability boost.

You're trained in the Occultism skill and the Demon Lore skill. You gain the Trick Magic Item skill feat, as well as the following reaction.

### OPPORTUNISTIC ACCUSATION

**AUDITORY** **MENTAL** **LINGUISTIC**

**Trigger** A demon you're aware of within 30 feet of you suffers from its sin vulnerability or critical fails at a saving throw against a mental effect

You make a quick cutting remark against the demon that takes advantage of the fiend's momentary disadvantage. The demon must attempt a Will save against your class DC.

**Critical Success** The demon is unaffected and likely to focus its attention on you in combat from this point forward.

**Success** The demon takes 2d6 mental damage.

**Failure** The demon takes 4d6 mental damage and is off-guard until the start of its next turn.

**Critical Failure** As failure, but the off-guard condition lasts until the end of the next round. The demon also takes 2d6 persistent mental damage.

### STUDENT OF ARCHERY

Elves are known to be talented and gifted archers. Whether you grew up in elven society or sought one out for training, you've studied the secrets of ranged combat with some of the best teachers elves have to offer. While traditionally these secrets are focused on the practice of archery, you may have instead focused your studies in a different way to maximize and enhance your skills with any number of diverse ranged weapons, from simple ones like slings or javelins to less common weapons like pistols or rifles—or any ranged weapon in between. You didn't stop at learning these secrets for yourself, though—you've spent time traveling the world to bring this lore to other worthy students across the Inner Sea region and beyond. A big part of your lectures

### BACKGROUND

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and lessons involves stories of famous archers from the past, and one of your favorites is the legendary elven archer Jelarial, who (with her magical bow *Wintershot*) helped lead a group of elves north into the Crown of the World to escape the coming devastation of Earthfall eons ago. During your travels, you've often had to resort to stealth when traveling through dangerous areas, a skill that also greatly aids your ability to find a hiding spot to lie in wait when hunting prey for food or sniping foes from afar—these tactics too have influenced how you teach your students. Now, though, you've come to Kyonin, be it a return home after your travels or to offer your skills to new students.

Choose two ability boosts. One must be to Constitution or Dexterity, and one is a free ability boost.

You're trained in the Stealth skill and the Warfare Lore skill. You gain the Terrain Stalker skill feat and have focused your abilities on a specific type of ranged weapon. Choose a ranged weapon (subject to GM approval). For the purposes of proficiency, if your choice is a martial weapon, you treat

it as a simple weapon; if it's an advanced weapon, you treat it as a martial weapon. With this weapon, you ignore the penalty for making ranged attacks within your second range increment, and at 5th level, whenever you get a critical hit with this weapon, you get its critical specialization effect.

## ELVEN SOCIETY

Elven culture is strongly informed by a reverence for freedom and autonomy. Nearly all businesses in Kyonin are passed down to those with interest in a specific craft or trade rather than strictly along family lineages, and the nation's defensive forces are made up of volunteers. Children are raised learning their voice matters, and while it's generally wise to heed their parents' and elders' guidance, ultimately, they must each choose their own paths with passion and discernment. Those who mistake elven culture as one of debauchery and hedonism are often surprised to learn that selfishly impeding the freedom and happiness of others is considered the worst of sins and won't be tolerated in proper society. "What pleases me is mine, but yours are also fine!" is an old saying that loses some of its lyricism when translated from the original Elven but sums up well elves' attitude around embracing pleasure and encouraging others to seek their own happiness.

For centuries, elves were considered distant and arrogant due to a perceived lack of willingness to interact with non-elves. This perception, largely held by Kyonin's political neighbors, is partially the result of the elves' long memories. In particular, Kyonin elves have learned painful lessons about having to be careful who they let into their homes, since it's been all too easy for demonic tricksters to take advantage of open doors. Another reason for the perception of elven distance is their tradition to let others enjoy their own ways without enforcing or pushing elven norms, a mindset that echoes Kyonin's long tradition of not asking for help from their neighbors in fighting Tanglebriar.

Working to maintain the delicate balance of respecting autonomy and standing firm in their own ways, elves have made a concentrated effort to build alliances and welcome new friends in recent years, as Queen Telandia is eager to get rid of the perception of elves being standoffish once and for all.

## Cuisine

Traditional elven cuisine developed eons ago from a hunter-gatherer culture in the wilds of Sovyrian. Cooking and preservation techniques focus on drawing



## PLAYER'S GUIDE

out the strongest flavors from ingredients, leading to a preference for wild game over farmed livestock. Farms in elven communities are generally found in settlements with strong non-elven cultural influence, such as in Omesta. Hunting is popular both as sport and occupation, as is foraging, with avid foragers fiercely protecting their knowledge of where the best mushrooms and vegetables grow in the thick of the woods. Yet both callings are performed with respect for the natural world. Competitive hunting events, such as safaris, in which animal are killed purely for spectacle or gratification, are regarded as shameful and criminal.

Many traditional elven recipes include raw meat and vegetables for the purest flavor, though aged meat and the use of spices is popular. This has led many to incorrectly believe that elves eat only salads when they're proud and avid hunters. Overcooked vegetables are treated with such horror that non-elven guests have mistaken it to be a crime. Nevertheless, even an overcooked meal won't be wasted, as some elves have adapted to the tastes of other cultures and happily indulge in a medium rare steak or vegetables steamed to the point of becoming spreads.

Elves don't find pickiness rude if one shows proper deference to a host's generous offer. A meal that doesn't suit one's tastes should at least be sampled before being politely declined. Ambitious hosts often investigate their guests' preferences beforehand to offer a dish they won't turn down, while potlucks are popular for casual meals among friends who are familiar with each other's preferences. It's considered a great sign of respect and friendship to finish food one doesn't enjoy or for the host to prepare one's favorite dish.

### Religion

While most elves in Kyonin follow the elven pantheon, those who leave its borders often add in other gods to worship. No one god holds domain over the elves, though Calistria is the most famous of their pantheon. The clever and fickle goddess is often thought to represent the capricious nature of elves. Out of reverence for Calistria, wasp nests are left alone in Kyonin, and most would rather get stung than cause harm to a wasp unless they must defend another.

Gods that venerate art and beauty, encourage the study of magic, and delight in freedom are the most appealing to aiudeen elves, not only in Kyonin but throughout the Inner Sea. Desna has a large following among them, as her edicts encourage them to explore

the world and enjoy the good things in life, as does Shelyn. Deities with extremely strict edicts are usually avoided except by those with strong devotion to that god's domain. Most elves consider it selfish to worship deities who encourage gain through cruelty or oppression, as freedom and happiness shouldn't come at the expense of another.

### Art

Artwork is highly prized in elven culture. Traditionalists prefer art inspired by nature, while modernists take inspiration from both history and new stories to create bold work. Most elves would never call a sincere attempt at art ugly unless it was offensive, cruel, or gratuitous in some way—and even then, what might offend one elf could be another's inspiration. Even the most amateur artisan tends to receive praise if only for their desire to create, though they may also receive blunt critique if asked. While one might expect worshippers of Findeladlara, who devote themselves to perfection in artistry, to decry such a mindset, even they avoid giving unsolicited criticism.

Art is rarely bought among elves, who prefer to gift it. Exceptions are made when a piece is meant for practicality before aesthetics, such as tableware. The harmony of practicality and aesthetic is a key component of elven artistry, though some may scoff at such a sentiment. Those foolish enough to deride paintings or poetry as a waste of time in front of an elf may find themselves receiving a stern lecture on the necessity of art. Just as often, they could be met with a cold shoulder, which lends itself to the perception of the aloof elf stereotype.

### Architecture

Cities built by elves are admired for how they integrate the nature around them, using hills and trees as foundations. While some design motifs are inspired by the flora and fauna of Golarion, such as beehive lattices, others come off as bizarrely alien due to an ancient Sovyrian influence.

Because of their long lifespans, most elves are patient, and this patience is symbolized in the way their streets, lanes, and trails tend to elaborately loop and diverge toward different destinations, prioritizing a beautiful journey over an efficient route, which can lead to newcomers easily getting lost. The development of "quick paths" built for direct passage has been met with consternation by elven traditionalists, who



complain about the loss of purposefulness in society. Some have even derisively nicknamed these paths “false *aiudara*” as a jab against those who put timeliness over enjoying one’s journey.

### Fashion

Traditional elven fashion favors nature motifs and uses various cuts to enhance the wearer’s natural form. There are few traditional beauty standards in *aiudeen* society; most focus on how an elf chooses to portray themselves rather than picking at their natural features—with the exception being hair length. Long hair is custom, but short hairstyles are often favored by youthful elven troublemakers (who often require such haircuts after ruining their hair through mischief).

### Relationships

Friendship is highly valued and honored by *aiudeen* society; to betray a friend is among the worst offenses one can commit. Some of the best of friends start out as nemeses, known as *ilduliel*. The word describes both a rival and the feud they inspire, usually a petty battle of small-scale sabotage and one-upmanship. *Ilduliel*s rarely lead to duels or serious harm, and they often end as easily as they begin. These feuds, while not encouraged, are generally left to end in their own time so long as innocents aren’t hurt. *Ilduliel*s tend to be a relationship phase among younger elves and are seen as a way to release one’s negative emotions as they grow and learn which battles are worth fighting.

### Everyday Life

Elves delight in the unexpected surprises of day-to-day life. What might seem like frivolous fun to others is a welcome opportunity for elves to make today different than yesterday or tomorrow. Still, life for most elves does tend to follow a similar path. Artisans rise to meet the dawn while others have the luxury of a longer sleep. In smaller towns, devoted chefs create fantastic spreads for the community to eat throughout the day, working tirelessly to show their mastery of their craft. Larger towns have teams of chefs to nourish citizens and cities have cooking teams in each district; some families even move from town to town to follow their preferred chef. Hunters, fishers, and foragers provide ingredients for these dishes and are traditionally rewarded for their service with the first pick of meals.

Most hours of the day are devoted to the development of a skill, perfection of a craft, or some other pursuit. A light morning meal starts the day, after

which an individual works toward their chosen path, whether through rigorous study or attending to their occupation. One who has yet to choose a path might apprentice under different masters or could just as well spend the days exploring what their society has to offer, taking their time to discover themselves and their purpose. It’s expected for an elf to settle on their first passion before they reach 100 years, though it’s common for elves to change direction more than once during their long lives.

## GREENGOLD

Greengold was the first town in *Kyonin* to welcome non-elves as merchants and friends, and it remains a popular trade hub to this day. This town’s yellow rooftops gleam gold in the sun. Founded in honor of the elven hero *Kyloss Syndar* after he gave his life defeating a powerful demonic hydra named *Slithermaw* who dwelt in the area, Greengold has grown into *Kyonin*’s second-largest settlement and serves as popular gateway to the nation for outsiders visiting for business, politics, or leisure. As a result, the city has a much more diverse population, with elves making up only half of its occupants. Farming and other traditions not normally associated with elven culture are also strong in Greengold, as the settlement continues to serve as a place for different ancestral traditions to mix.

### GREENGOLD

### SETTLEMENT 7

CITY ELF

**Government** Mayor (elected leader)

**Population** 10,400 (50% elves, 35% humans, 10% *aiuvarins*, 5% other)

**Languages** Common, Elven

**Religions** *Calistria*, *Desna*, elven pantheon

**Threats** hidden agents of *Treerazer*, plague barges, political unrest

**Welcoming of Diversity** While most who live in Greengold are of elven or human ancestry, the town welcomes all ancestries. People of ancestries other than elf or human find locals easier to speak with and gain a +2 circumstance bonus to checks to Gather Information in town or to Performance checks to Earn Income.

**Nalora** (flirtatious genderfluid elf cleric of *Calistria* 9) Luminary Companion of the church of *Calistria* and Greengold’s religious leader

**Nuandiall Ciranviash** (stoic male elf fighter 10) commander of Greengold’s defense force

**Selwyn Vanaidori** (gregarious male human mayor 9) current mayor of Greengold

# Greengold



200 400 600 800 1000

Scale in Feet

### Greengold Locations

While Greengold has a large population, the city architecture isn't dense, except for an urban sprawl near the waterfront. Much of the city's land consists of lightly forested regions mostly left untouched. While these areas aren't landscaped like parks in human cities, they aren't particularly dangerous wildlands, affording the people of Greengold a safe avenue of wilderness exploration in their own backyards.

A few key locations in Greengold are briefly summarized below.

**A1. Gray Observatory:** A place to watch the stars, overseen by a group of friendly astronomers.

**A2. Overlook:** Greengold's palace, jail, and town hall—a series of towers and walkways built as much to impress those sailing by on the lake as to serve as the town's seat of government.

**A3. Steelhead Pier:** All of Greengold's piers are named after freshwater fish; Steelhead Pier is one of the busiest ones along the waterfront.

**A4. Shoreline Road:** This road follows Kyonin's shoreline all the way east and south to Druma.

**A5. Hedgerow Holloway:** One of Greengold's largest inns, well known and admired for its surrounding gardens and hedges.

**A6. Temple of Calistria:** Greengold's largest temple, open to all who wish to worship, seek an agent for vengeance, or are simply looking for a place to relax and enjoy the company of the temple's priests.

**A7. Vynoren Estate:** One of many estates of Greengold's aristocratic families. The Vynorens often offer up this estate to Kyonin's government as a place for visiting dignitaries to stay.

**A8. Founder's Square:** Greengold's largest public square, where festivals are often held.

**A9. Laughing Gale:** Greengold has many taverns, but the Laughing Gale is the city's oldest continually run public house, and it's long been the favored start (or end) of Greengold pub crawls.

**A10. Southwestern Road:** This dirt road leads inland to several human-run farms whose produce helps to support the city's people.

### WHAT CAME BEFORE?

If you're creating a brand new party of 11th-level adventurers to play Spore War, work with the other players to come up with a history of your previous adventures. The nature of these adventures isn't relevant to the story of Spore War, although if you decide that the bulk of your adventuring has taken

place in and near the nation of Kyonin, that can build verisimilitude as to why your group is chosen to help the nation. Work with your GM to build in potential bits of foreshadowing or other thematic ties to what they know lie in wait for your group as needed.

Alternately, you could decide to play Spore War after completing a previous Paizo Adventure Path that ended with your group having reached 11th level. By running Spore War as a continuation of that Adventure Path, you can continue playing your previous characters all the way up to 20th level! Listed below are a few ways you and your GM can tie a group fresh out of a lower-level published Adventure Path. Care has been taken to avoid spoiling elements of these prior Adventure Paths as much as possible, but if you expect to play one of these Adventure Paths at some point in the future, you might want to avoid reading these suggestions (after all, if you haven't yet played an Adventure Path, you won't need to know how PCs might carry on from it into the Spore War anyway!)

You and your GM can use these suggestions as inspirations and guides for building connections between other Adventure Paths as well, be they longer ones in which you decide to truncate the story at 10th level and then continue with Spore War or lower-level ones that have yet to be published at the time of this Player's Guide's release.

### Abomination Vaults

In Abomination Vaults, your PCs are allied from the start with a local merchant by the name of Wrin Sivinx, a nephilim elf whose role in the town of Otari, where this Adventure Path is based, is that of a beloved eccentric. She's the most likely local to serve as a patron for the PCs, and in time, potentially even as a friend.

By the end of Abomination Vaults, the PCs will be much higher level than Wrin, at which point the oddities merchant could approach them with a favor. Appearing somewhat nervous as she does, Wrin asks the PCs if they'll accompany her on a trip back to her homeland of Kyonin. She left the elven nation after her hometown Glitterbough was destroyed by Treerazer's demons. None of Glitterbough's citizens perished in the attack, though, for Wrin had received a harrowing vision of the invasion days before, and her warnings were so timely and trusted by the town that everyone was able to safely evacuate. When the demons came, they found Glitterbough empty, and when they burned it in frustration, they suffered greatly from the magical traps the elves had left behind.

Wrin reveals that she's had another vision; one indicating it might be some time before the sudden invasion of demons and fungus she has foreseen will take place, but she's still worried. She asks the PCs to accompany her to the city of Greengold, where several of her friends and family relocated after Glitterbough's destruction. Your GM will want to build some new NPCs in Greengold to serve as Wrin's friends and family, but when an opportunity to become heroes occurs early in the first adventure, your PCs will be there to take up the charge!

As *Spore War* plays out, the GM should seek ways to keep Wrin and her visions as an element, perhaps using them to give the PCs warnings and advice about upcoming events.

### Gatewalkers

In *Gatewalkers*, the PCs travel across the Inner Sea region and beyond, and during those travels come into contact with numerous elven societies. Any one of these could become impressed by the PCs that word of their deeds catches Queen Telandia's attention. Yet this won't be enough in and of itself to put the PCs in Greengold. Your GM instead might wish to increase the presence of some of these elven contacts so that once *Gatewalkers* concludes, they might ask you for one last favor—the delivery of an ancient magical bow, perhaps; one used by the elves you befriended in *Gatewalkers* that they wish to deliver to Queen Telandia to help in the fight against Treerazer. Which bow this is, and how much of its history and powers are revealed to the PCs, is left to the GM to decide, yet one bow in particular would make for a perfect link here.

Thematically, the eldritch mysteries of *Gatewalkers* aren't a perfect match for the demonic influences awaiting you in *Spore War*, but the GM can make adjustments to allow you to continue developing the eerie powers or lore you gained during *Gatewalkers* during this Adventure Path.

### Outlaws of Alkenstar

Thematically, the *Outlaws of Alkenstar* Adventure Path is perhaps the most difficult to bridge into *Spore War*. The fact that this Adventure Path takes place entirely on Garund, far from Kyonin and without a significant amount of world travel, makes the transition even more awkward. Yet there's a possibility for a carried theme here that could make for an interesting, if highly unconventional transformation to *Spore War*—the introduction of firearms. Whether it's Kyonin seeking

to import firearms and those trained in their use as a potential new tool to use in defending their nation, or (as is more likely), Treerazer's desire to bolster his army with new weapons, perhaps a new series of trade shipments are making their way north from Alkenstar, and your PCs might just find themselves hired on as guards or even advisors to the elven court about the dangers and opportunities firearms provide.

In this case, your GM will want to make numerous adjustments throughout *Spore War* to lean into the idea of firearms playing a stronger role in the conflict, but regardless, your PCs having spent the first ten levels of their adventuring careers steeped in a land where firearms are the rule can potentially give you a built-in reason to catch Queen Telandia's eye.

### Quest for the Frozen Flame

This Adventure Path takes place far to the north, and has little built-in reasons for heroes to travel far from home. Yet there's one potential link of note—the presence of a demonic possession and the role it plays. In the interests of avoiding spoilers, let's just say that your GM might seek a way to tie the demonic elements in *Quest for the Frozen Flame* to the demonic elements controlled by Tanglebriar, such that the heroes from this campaign might feel compelled to travel to a new land to finish a task they thought already complete.

### Sky King's Tomb

*Sky King's Tomb* has an interesting advantage over the others in this list, for this campaign takes place in the neighboring nation of the Five Kings Mountains. The dwarven nation doesn't have a strong built-in role to play in *Spore War*, but an easy and obvious way to change that would be to add a new nation to the burgeoning diplomatic situation at the start of *Spore War*. In this case, your PCs won't begin as heroes of Kyonin, but instead as representatives of the Five Kings Mountains called north to see about taking part in a new alliance against a regional threat. Your GM will need to make some significant adjustments to the first chapter of *Spore War* to account for this change, but once chapter 2 begins, playing the role of dwarven heroes coming to the aid of their elven allies to the north could make for an exceptionally satisfying continuation of *Sky King's Tomb*. After all, Tanglebriar shares a border with this nation as well, and no dwarf would expect Treerazer to stop his plans at conquest simply because he conquers Kyonin! If the elven nation falls, the dwarven nation could well be next!

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