





4

LIFE

“They think this is funny,” Seltyiel snarled. The troll skeletons stalked toward them, claws spread wide. One great fist swung down, and the poor fool who still thought he was acting went sailing through the air.

“Well, it kind of is,” Lem admitted. He sprinted forward and dove between the corpses, daggers slicing in precise cuts that would have hamstringed an elephant. Blades snicked impotently against mammoth bones.

“Don’t you start, too!” Lowering his sword, Seltyiel reached for the core of his rage and let it burn and flow up through his arm until it surrounded him with silent, silver flames.

The audience roared in approval.

Life Along the Inner Sea

From the barbaric tribes of the Realm of the Mammoth Lords to the undead slave castes of Geb, the pioneers and natives of Varisia to the revolutionaries and reactionaries of Galt, the lands of the Inner Sea teem with variety and diversity. Yet for all of the region's scope, there remain constants that the many nations share. This chapter explores those constants and examines what it means to live in the Inner Sea region.

TIME

Although many calendars exist among the peoples of the Inner Sea, the one in widest use employs Absalom Reckoning (AR) for all of its dates. This reckoning system is based on the foundation of Absalom (which occurred on 1 Abadius, 1 AR), and because of Absalom's expansive influence, the city's calendar has achieved great popularity throughout the region. In Absalom Reckoning, the day of the month is always given first, followed by the name or number of the month, with the year coming last.

Golarion spins on its axis roughly once every 24 hours. A week consists of 7 days, with 52 weeks per year. A year has 12 months, each of which corresponds to a popular deity and (roughly) to a single cycle of Golarion's sole moon. In order to most accurately reflect reality, many calendars across Golarion add in leap days. In the Absalom Reckoning, the leap day is tacked on to the end of Calistril and occurs on every year divisible by 8. Thus, the current year (4711) is not a leap year, but 4704 was and 4712 will be.

DAYS OF THE WEEK

Day	Task
Moonday	Work, religion (night)
Toilday	Work
Wealday	Work
Oathday	Work, pacts signed, oaths sworn
Fireday	Work, market day
Starday	Work
Sunday	Rest, religion

MONTHS OF THE YEAR

Month	Days in		
	Month	Season	Associated Deity
Abadius (January)	31	Winter	Abadar
Calistril (February)	28	Winter	Calistria
Pharast (March)	31	Spring	Pharasma
Gozran (April)	30	Spring	Gozreh
Desnus (May)	31	Spring	Desna

Sarenith (June)	30	Summer	Sarenrae
Erastus (July)	31	Summer	Erastil
Arodus (August)	31	Summer	Aroden
Rova (September)	30	Fall	Rovagug
Lamashan (October)	31	Fall	Lamashtu
Neth (November)	30	Fall	Nethys
Kuthona (December)	31	Winter	Zon-Kuthon

HOLIDAYS AND FESTIVALS

The following list records most of the major holidays in the Inner Sea region and a few of the minor ones.

Abadius

1st. New Year, Foundation Day (Absalom): Commemorates Absalom's founding by Aroden.

20th. Ruby Prince's Day (Osirion): Monarch's birthday.

Calistril

2nd. Merrymeal: Commemorates coming Spring with the distribution of the last of the previous season's alcohol.

19th. Loyalty Day (Cheliox): Marks the signing of the Treaty of Egorian and House Thrune's rule.

Last Oathday. Batul al-Alim (Qadira): Commemorates the birth of the romantic poet of the same name.

29th. Leap Day: Added every 8 years for calendar accuracy.

Pharast

5th. Day of Bones (Pharasma): Pharasmins parade the recent dead in a procession, then inter corpses for free.

13th. Kaliashahrim (Qadira): Celebration of the Padishah Emperor's rule, and Qadira's allegiance to the empire.

26th. Conquest Day (Nex): Day of nationalism on which citizens renew their vows to one day destroy Geb.

Gozran

7th. Currentseve (Gozreh): Solemn occasion on which families of sailors and rivermen pray for safe passage during the year.

15th. Taxfest (Abadar): Clerics accompany tax collectors on their rounds, then host a public feast for all citizens.

16th–30th. Wrights of Augustana (Andoran): Annual celebration of Augustana's shipyards and the navy.

Desnus

2nd. Ascendance Day (Norgorber): Norgorber's ascension.

13th. Old-Mage Day (Mwangi Expanse): Celebration of Old-Mage Jatembe and his magical warriors.

Last Sunday. Goblin Flea Market (Andoran): Market day of crafts, strange items, and games for costumed children.

Sarenith

3rd. Liberty Day (Andoran): Marks Andoran's independence from foreign rule.

10th. Burning Blades (Sarenrae): End of a month-long festival in which the faithful dance with flaming blades.

21st. Talon Tag (Andoran): Annual aerial display by mounted Eagle Knights in Almas.

Last Sunday. Goblin Flea Market (Andoran)

Erastus

3rd. Archerfest (Erastil): Archery competitions, livestock trading, and courtship of eligible women.

14th. Founding Festival (Korvosa, Varisia): Festival featuring magical light shows celebrating the founding of Korvosa.

17th. Burning Night (Razmiran): Annual festival at which heresies against the god-king are burned publicly—whether they be books or traitors.

15th–21st. Kianidi Festival (Garund): Garundi gathering to display mementos of their travels, fortifying tribal histories and regional ties.

Last Sunday. Goblin Flea Market (Andoran)

Arodus

6th. First Crusader Day (Mendev): Honors the continuing crusade against the Worldwound.

9th. Day of Silenced Whispers (Ustalav): Celebrates Ustalav's freedom from the Whispering Tyrant.

16th. Armasse (Aroden, Iomedae): Day to train commoners in combat and learn from history.

Last Sunday. Silverglazer Sunday (Andoran): Two-part fishing festival involving swimming contests and huge puppets.

Rova

First Sunday. Silverglazer Sunday (Andoran): Second half of the festival.

Second Oathday. Signing Day (Andoran, Cheliox, Galt, Isger): Marks the day the nations broke from Taldor.

19th. Day of the Inheritor (Iomedae): Marks Iomedae's absorption of Aroden's faithful into her church.

Lamashan

Second Moonday. Harvest Feast: Celebrates the harvest and the end of field work for the year.

6th. Ascendance Day (Iomedae): Iomedae's divine ascension.

27th. Jestercap (Andoran, Druma, Taldor): Day of pranks and practical jokes. Particularly favored by gnomes.

Neth

5th. All Kings Day (Galt): Commemorates Galt's Red Revolution and freedom from a tyrannical nobility.

8th. Abjurant Day (Nethys): A day of working together to shore up mutual defenses and train children in magic.

14th. Even-Tongued Day (Andoran, Cheliox, Galt, Isger): Commemorates these nations' freedom from Taldor.

18th. Evoking Day (Nethys): A day of fireworks displays and magical duels (both mock and real).

23rd. Seven Veils: Celebration of brotherhood between all civilized races, marked by interracial masquerade balls.

28th. Transmutatum (Nethys): Self-improvement.

Kuthona

Second Week (Sunday to Starday). Winter Week: Traditional feast; time for courting and spending time with friends.

11th. Ascendance Day (Cayden Cailean): Cayden's divine ascension.

31st. Night of the Pale: Night of morbid revelry, as people wait indoors for the ghosts of last year's dead to pass by their homes.

Vernal Equinox

Firstbloom (Gozreh): Celebration of the coming spring with fertility dances.

Planting Week (Erastil): A holy week marked primarily by hard work in the fields.

Summer Solstice

Ritual of Stardust (Desna): Night of song and bonfires, in which Desna's faithful throw sand and powdered gems onto the embers to symbolize the stars while making proclamations of love and friendship.

Sunwrought Festival (Sarenrae): Celebration of the year's longest day with fireworks, kites, and gift giving, as well as reenactments of the Dawnflower's battle with Rovagug.

Autumnal Equinox

Harvest Feast (Erastil): A holy week marked primarily by hard work in the fields.

Swallowtail Festival (Desna): Day of feasting, storytelling, and public release of a wagonload of butterflies.

Winter Solstice

Crystalhue (Shelyn): Day of artistic creation; traditionally a time for courtship and romantic proposals.

Ritual of Stardust (Desna): See above.

Full Moons

Abadius—Longnight: Tradition in which revelers defy the long winter nights by staying up all night to greet the dawn.

Desnus—Remembrance Moon (Lastwall, Ustalav): Honors those fallen in the crusade against the Whispering Tyrant.

Lamashan—Admani Upastuti (Jalmeray, Vudra): Marks the founding of the colony of Jalmeray.



TALDAN SUNDIAL

WEATHER AND CLIMATE

A wide range of climate bands exist in the Inner Sea region, from blisteringly hot in the deserts of Garund to freezing cold and snowy at the border with the Crown of the World. In general, weather patterns in Avistan and Garund flow from west to east, sweeping cold rains across Varisia, Nidal, northwestern Cheliox, and the Mwangi Expanse. The rain shadow created by the Mindspin Mountains is partially offset by the rain-birthing waters of Lake Encarthan. South of the Menador and Five Kings Mountains, the chill of the north gives way to the warm waters of the Inner Sea, allowing for extended growing seasons and larger populations.

The deserts of northern Garund speak to the relatively arid conditions north of the Barrier Wall. South of those imposing mountains, though, heavy rains create the rainforests and jungles of the Mwangi Expanse. Off the western shore of Garund churns the century-old hurricane, the Eye of Abendego, which contributes to the production of driving rains across western and central Garund. These endless rains, in fact, flooded a section of the coast, creating the storm-soaked devastation of the Sodden Lands. East of the Shattered Range, the dominant weather flow brings warm rains from the Obari Ocean, allowing for the lush grasslands over most of eastern Garund. Only the destructive influence of life-stripping magic prevents Nex from growing abundant crops like Geb.

While most of the Inner Sea region experiences weather typical for its climate, several aberrant weather conditions manifest in various areas around the Inner Sea. Some of these bizarre phenomena are relatively localized, and draw only curious locals or passing experts. Other unusual weather events affect wide swaths of territory and are known (and often feared) even thousands of miles away.

Emberstorms: Also known as “black blizzards,” the terrible and destructive emberstorms are one of the most fearsome natural occurrences in the already quite fearsome Cinderlands. These dust storms, composed of ash and embers left behind by the region’s immense and frequent brushfires, roar across the plains and scour all in their paths. The indigenous Shoanti tribes of the region believe that the emberstorms are the Cinderlands’ way of claiming those whom the gods have called away.

Eye of Abendego: A vast and terrible hurricane rages day and night off the coast of the Sodden Lands. The permanent storm appeared at the time of Aroden’s death, along with numerous other massive storms that lasted “merely” a few weeks or months. Although the hurricane’s strength waxes and wanes with the seasons, it can rip the sails off of ships even at its weakest—at its strongest, it can tear galleons in half. The Eye constantly spawns storms that roil along the coastline. Over the years, these storms swept away the nations of Lirgen and Yamasa, leaving behind the desolate, rain-swept region known as the Sodden Lands.

Mistgales: These clouds of fog form mainly in the ancient forests of northern Avistan (particularly in Ustalav), but they sometimes appear in graveyards and ruins as well. Fog rises from the ground at nightfall and forms swirling storms anywhere from 10 feet to a mile in diameter. Damp and chilly, mistgales are the bane of travelers, who find the road obscured and their journey made more unpleasant (and somewhat frightening) by the unusual storms.

Morozko: Manifesting randomly throughout the year in remote reaches of the Crown of the World, morozkos are named for the first druid to encounter them and note their strange proclivity for acting almost as if driven by an intelligent malevolence. These singularly harrowing blizzards carry upon their winds a supernatural cold and strange sounds, as if of shrieking maniacs or hungry ghosts. Once these violent storms appeared only on the Crown of the World, but over the last 100 years, they have been occurring further and further south.

Spider Storms: This term for a torrential downpour lasting several hours originated in Korvosa, where arachnid menaces known as drain spiders (see page 254) infest the sewers. After a sudden and violent rainstorm, the water level in the sewers rises enough to drive the drain spiders to street level—resulting in an eruption of spiders pouring from the gutters, outhouses, and sewers of the city. Varisian traders bought stories of these fortunately rare plagues out of Varisia, and now the term “spider storm” finds use in most areas, especially around Lake Encarthan.

Tornadoes: These devastating windstorms are feared throughout the Inner Sea region, particularly in large flatland areas such as along the eastern coast of Garund or the southern reaches of Andoran, Taldor, and Cheliox. In the deserts of northern Garund, tornadoes often advance along the fronts of vast sandstorms, while in the demon-wracked wastes of the Worldwound, tornadoes are a dangerously common sight. Indeed, the tornadoes of the Worldwound seem to seek out living targets and structures with a disturbing accuracy, and stories of tornadoes infested by millions of venomous insects that seem unharmed by the high winds are particularly frightening.

Tumblefires: In the dry summer months of Andoran, Cheliox, Taldor, and surrounding areas, thunderstorms can generate unusual effects. Often a “dry” thunderstorm—an electrical storm that rages without rain—strikes an area and fills the sky with a crackling lightning show while thunder booms an accompaniment. During these storms, ball lightning sometimes hits the ground and rolls like a flaming tumbleweed across fields or even through city streets. Despite its frightening appearance, tumblefire generates no heat and leaves no fire in its wake. Touching tumblefire results in a mild shock, and sometimes causes the lightning to wink out without a trace. Some peasants report that tumblefires seem attracted to metal objects and can even be “led” with pitchforks or knitting needles.

LANGUAGES

The people of the Inner Sea speak many languages, from widespread Taldane to the tongues of ancient empires.

Modern Human Languages

The following are the most common languages.

Common (Taldane): One of the oldest languages still in use in the Inner Sea region, Taldane is also the most widely spoken in the area, and is used as a common tongue.

Hallit: Spoken by the Kellid people in the far north, Hallit is a coarse, rough-sounding language.

Kelish: Throaty, phlegmatic, and passionate, this ancient language derives from the tribal tongues of the Padishah Empire of Kelesh in the distant east.

Osiriani: The most widespread language of Garund, Osiriani is directly descended from Ancient Osiriani.

Polyglot: The dialects of the Mwangi share enough remnants of a mysterious root language that members of different tribes can generally understand one another.

Shadowtongue: A mix of Infernal, Azlanti, and Common, Shadowtongue is rarely spoken beyond Nidal's borders.

Shoanti: Spoken widely in northwest Avistan but rarely anywhere else, the Shoanti tongue is a unique combination of Varisian, Giant, and Thassilonian.

Skald: Famous for its long, complex words and lilting pronunciation, Skald sounds at the same time lyrical and hard to the ears of southern Avistani.

Tien: This language contains thousands of homophones. Its written form uses nearly 24,000 pictographs.

Varisian: Varisian is rife with subtle double meanings, innuendo, and gradations of meaning.

Vudrani: Vudrani borrows and adapts words from both Kelesh and Tien to form a pleasing, musical dialect.

Ancient Languages

The following languages are not commonly known in the Inner Sea region, save by scholars and historians.

Ancient Osiriani: This precursor to modern Osiriani shares many similarities and differs mainly in its hieroglyphics and lexicon. Speakers of this tongue can speak modern Osiriani, but with an archaic accent.

Azlanti: One of the most widely spoken languages of its time, Azlanti became the basis for dozens of languages all over Avistan and Garund.

Cyclops: Once the ancient language of the giants, this tongue was created before the rise of humanity by the cyclopes of Ghol-gan.

Jistka: Jistka remains in use throughout Avistan, though almost exclusively by scholars and royalty.

Tekritanin: This choppy language is a meld of various regional dialects once spoken in the Tekritanin League.

Thassilonian: One of the ancestor tongues of modern Varisian, Thassilonian is mostly remembered for its now-unused alphabet, consisting of three sets of runes.

Other Languages

Humans are far from the first race to communicate verbally or in a written form.

Abyssal: Many believe Abyssal was the first language to develop among natives of the Outer Sphere.

Aklo: This mysterious tongue is common among sinister elements of the First World and the Darklands, as well as among other ancient creatures like the aboleths.

Aquan: Aquan is a guttural tongue with thick, throaty sounds and long syllables.

Auran: Auran is a breathy, gentle-sounding language.

Celestial: Celestial is used by all of the good-aligned planes of the Outer Spheres.

Draconic: This ancient tongue, the language of dragons, is among the oldest in the Inner Sea region.

Druidic: Only druids speak this complex language, and they guard its secrets jealously.

Dwarven: Dwarven is a guttural, phlegmatic language consisting of hard consonants and clipped syllables.

Elven: The Elven language is complex but beautiful, sounding poetic in its cadence and tone.

Giant: Giant exists today as a simplistic mesh of original Cyclops and Thassilonian.

Gnome: Gnome shares some similarities with both Aklo and Sylvan, but has a larger vocabulary than either.

Goblin: The high-incomprehensible yapping of goblins, the militaristic barking of hobgoblins, and the sibilant taunts of bugbears all use the same vocabulary.

Gnoll: Punctuated by high-pitched yips, deep barks, and throaty growls, this cacophonous language is difficult for non-gnolls to pick up—much less master.

Halfling: The modern language of Halfling descends directly from various human tongues.

Ignan: Ignan consists mostly of short words—their staccato feel on the tongue emulates the popping of fire.

Infernal: Infernal requires precise enunciation, for many of its words with unrelated meanings nonetheless bear extremely similar pronunciations.

Necril: A whispering tongue said to have ties to ancient Osiriani, Necril is the language of the dead—it is spoken primarily by ghouls and agents of the Whispering Way.

Orc: Known for the brusque delivery of its disjointed, hard-consonant syllables, Orc sounds harsh and angry.

Orvian: Sort of a cross between Aklo and Terran, this ancient tongue is spoken by many of the deepest-dwelling races of the Darklands.

Sylvan: Spoken by fey and certain denizens of the First World, Sylvan is one of the oldest languages.

Terran: Terran is a slow and deliberate language, the sounds of which cannot be rushed.

Undercommon: Descended from Elven but incorporating certain Orvian words, the drow-created tongue called Undercommon expands upon certain specific areas of its mother tongue's vocabulary while ignoring others.



TRADE

Regardless of the goods—raw timber from northern Andoran, exquisite glass from Cheliox, or exotic spices from Qadira—trade powers the nations that rest upon the rocky shores of the Inner Sea. Golarion's most powerful trading nations launch thousands of merchant fleets every week into the salty, wind-tossed waters that link the massive Arcadian Ocean to the stormy Obari Ocean.

Trade Routes

A large number of trade routes exist in the Inner Sea region—the two most well-traveled are known as the North Tack and the South Tack, yet others can be even more profitable, if more dangerous.

North Tack: One of the oldest and most profitable routes, the North Tack runs from the Spice Harbor of Sedeq in southern Qadira to the militaristic naval trading stations of Corentyn in southwest Cheliox. This route hugs close to the coast for most of the journey, but sails hard for Absalom after putting in at Qadira's enlightened capital of Katheer.

Obari Crossing: A highly profitable but rather dangerous route, the Obari Crossing is the primary point of connection

between the Inner Sea and the trade nations of Casmaron and Vudra. This infamous route is notorious for its violent weather, its proximity to regions rife with monsters, and the sheer length of its passage, but as it serves to provide a link between Katapesh and regions like Vudra, Kelesh, and Ibydos, many captains and trade companies view it as well worth the risks.

Path of Aganhei: Unique among the major trade routes for being a land route, the Path of Aganhei connects northern Avistan to Tian-Xia via a long and dangerous route over the Crown of the World. The Path actually consists of two paths that overlap—the eastern route connects the Successor States to the Realm of the Mammoth Lords and eventually the Sellen Passage, and the western route connects Minkai to the Lands of the Linnorm Kings and Varisia.

Sellen Passage: The lifeblood of central Avistan, the Sellen Passage is based out of Cassomir—this route extends north up the rivers of the Sellen river basin, and south across the Inner Sea to Absalom. This key route connects the Inner Sea proper to regions like Brevoy, Galt, Kyonin, Mendev, Numeria, the River Kingdoms, Ustalav, and Lake Encarthan and the nations that share its shore.

South Tack: Faster but less profitable than the North Tack, the South Tack launches from Katapesh, sails north to Sothis and then Absalom, and then runs along the northern coast of Garund due west and out into the Arcadian Ocean through the Arch of Aroden. Here, the South Tack turns hard to the south and ends at Azir, the godless coastal capital of Rahadoum.

Varisian Run: At one point known as the West Tack, this route has recently become known as the Varisian Run as trade with Magnimar and Korvosa has grown. This trade route runs along the western coast of Avistan and northern Garund, linking Magnimar to Eleder and making stops along the way in Cheliax, Mediogalti, the Shackles, Sargava, and then inland in the Mwangi Expanse.

Coinage

The spread of trade throughout the Inner Sea Region has seen the standardization of exchange rates for coinage as well, and as such, the buying power of a gold coin remains relatively standardized. Names for coins can vary from region to region, and while ultimately the name a tradesman uses for his coins matters little in light of their value or quantity, in some circles a fierce sort of national pride exists in the claiming of such names. Sample names for coins from five areas of the Inner Sea region are provided below, but by and large, all coins are normally just referred to as “pieces.”



COIN NAMES

Coin	Cheliax	Andoran	Katapesh	Absalom	Brevoy
cp	pinch	cap	grain	penny	bit
sp	shield	wolf	penny	weight	link
gp	sail	sail	scarab	measure	crown
pp	crown	falcon	genie	sphinx	dragon

SOCIETY

Governments, laws, customs, traditions, and cultures vary wildly from nation to nation in the Inner Sea region. Yet there are many relatively constant constructs as regards society in the Inner Sea region, as outlined below.

Humanocentric: While numerous races and creatures exist in the Inner Sea region, humans largely dominate the realm. The use of the term “humanity” includes near-human, civilized races such as elves and gnomes under the overall category. Savage races, such as orcs, goblins, and gnolls, however, generally fall outside of what the Inner Sea region qualifies as “society.”

City and Rural Life: The vast majority of humanity in the Inner Sea region dwells in urban centers—cities,

towns, and villages. A certain element of stereotyping and profiling exists between city dwellers and country dwellers, and conflicts between the two are not unheard of. Yet in truth, both lifestyles are inexorably dependant on each other. Rural populations often dwell in dangerously close proximity to monster-haunted wildernesses and need protection from their urban neighbors, while urban populations rely on their rural kin for necessities like food and other resources. This dichotomy plays out often between the faiths of Erastil and Abadar—two religions about essentially the same thing but with drastically, obstinately different methods of presenting themselves.

Magic: The common citizens of the Inner Sea region, be they farmers or traders or city guards, know about magic. It’s likely that they’ve seen magic spells in action, and have even been the beneficiary of healing magic or other minor effects at some point in their lives. Yet magic is not so universal a part of life for most of the Inner Sea’s citizens that they’ve come to rely on it. It’s seen most often as an extravagance or a reward used by the wealthy, or in a worst-case scenario as yet another tool a despot or monster might use to oppress honest folk. Magic is thus a source of wonder and awe and of fear, but since it’s not a fundamental part of most folks’ everyday lives, it’s also often misunderstood.

Power Levels: Throughout this book, particularly in Chapter 2, key NPCs are mentioned by name. Experience levels and classes are not presented for these NPCs, in order to maintain a level of versatility and freedom allowing adventure writers, hobbyists and professionals alike, to adjust these NPCs as they wish. Nonetheless, there exist guidelines for how powerful most rulers and heroes and city guards are in the Inner Sea region. The vast majority of humanity are “standard,” ranging in level from 1st to 5th—most with NPC classes like commoner, expert, or warrior (it’s uncommon for a character with only NPC class levels to be above 5th level). A significant number of a nation’s movers and shakers, along with other leaders, heroes, and notables, are “exceptional,” ranging in level from 6th to 10th. “Powerful” characters, ranging in level from 11th to 15th, are quite rare—typically only a handful of such powerful characters should exist in most nations, and they should be leaders or specially trained troops most often designed to serve as allies or enemies for use in an adventure. Finally, “legendary” characters of 16th or higher level should be exceptionally rare, and when they appear should only do so as part of a specific campaign—all legendary characters should be supported with significant histories and flavor.



FAUNA

Innumerable animal species thrive on Golarion, ranging from the relatively innocuous to the deadly. Some of the more unique animals of Golarion are detailed below.

Donkey Rat: Snowy-white or dirty-gray rodents the size of small dogs, the donkey rats native to Avistan's west coast are often popular pets throughout the region. Their meat is generally considered to be quite tasty (if gamey), but is stigmatized as being a “backwoods” food of choice, and its consumption is usually mocked by urbanites as a sign of poor breeding. A donkey rat has unusually long legs and a short, rather furry tail—traits that blur the lines between rodent and ungulate. **Stats:** As *dire rat* (Pathfinder RPG Bestiary 232), but without the disease ability (CR 1/4).

Drain Spider: These are sizable, venomous, mottled brown spiders about the size of a small rat. Originally native to the Mwangi Expanse, their propensity for stowing away in exported fruit has resulted in their spread throughout the Inner Sea region. They've taken particularly well to dwelling in the sewer systems of many cities in Absalom, Andoran, Cheliax, and Varisia, and are quite aggressive. After a strong downpour, these spiders are often forced

onto street level by flooding, boiling up from the drains in great swarms and thus justifying their common name. **Stats:** Individual drain spiders are equivalent to young scarlet spiders (CR 1/6); swarms are equivalent to a spider swarm (Pathfinder RPG Bestiary 258 for both).

Firefoot Fennec: These small, large-eared foxes possess a distinctive pattern of flame-colored fur around their paws, rather than the typical black “socks” of more common vulpines. Ranging across northern Andoran, southern Isger, and northeastern Cheliax, firefoot fennecs are regarded as good luck symbols, and by extension their uniquely colored pelts are prized by furriers, especially in Absalom and Molthune. **Stats:** As *dog* (Pathfinder RPG Bestiary 87) with the young creature template (CR 1/4).

Giant Gecko: These lizards can lie at ease sunbathing motionlessly for hours before suddenly dashing up and across a sheer cliff face—without any apparent difficulty—in search of food. The giant gecko's widely-spaced, uniquely textured toe pads allow it to scale almost any solid surface. **Stats:** As *monitor lizard* (Pathfinder RPG Bestiary 194) with the young template, replace swim speed with climb 30 ft., no poison ability (CR 1).

Jigsaw Shark: Common throughout the Arcadian Ocean, jigsaw sharks are particularly notorious for their preference of habitat—shallow, coastal waters. This often puts them in close proximity to sailors, merchants, and swimmers. A jigsaw shark is aggressive, and reports of them lunging out of water to snap at passers by on low piers or attacking small rowboats are well-documented. A typical jigsaw shark can grow to a length of 7 to 8 feet. With a pale tan belly and a blue-gray back decorated with mottled brown, irregular spots, these sharks are easy to identify in the wild. *Stats:* As *shark* (Pathfinder RPG Bestiary 247) with the *young creature template* (CR 1).

Sargavan Boar: No larger than a small dog, this species of boar is adapted to living in the warm, wet environment of the jungle and the veldts along its fringes. Easily able to hide in the underbrush because of its small size, the creature gives a loud, ear-splitting squeal when threatened, and its pointed tusks can be quite dangerous. Mwangi natives who live near their habitat believe the boars to be watchers over the souls of those who have died within the Screaming Jungle. As such, Mwangi eat boar meat only after giving thanks to the deceased animal's spirit, and they prefer to consume it as infrequently as possible. The heavy consumption of boar meat on the part of the Chelish colonists is yet another source of friction between the two groups. *Stats:* As *boar* (Pathfinder RPG Bestiary 36) with the *young creature template* (CR 1).

Storval Aurochs: In the northwestern reaches of Avistan, a particularly large species of aurochs can be found amid the highlands of Belkzen and Varisia. These aurochs, known as Storval aurochs, are much more aggressive and hardy than typical aurochs, and are able to hold their own against many of the more dangerous denizens of these remote regions. *Stats:* Pathfinder RPG Bestiary 174; *add giant and advanced simple templates for Storval aurochs* (CR 4).

FLORA

Countless different plant species exist on Golarion. A few stand out for their usefulness—or deadliness.

Flayleaf: Narrow, reddish-brown leaves droop from these wiry shrubs. Harvesting the narcotic leaves of flayleaf plants is fraught with peril, as colonies of poisonous, red-bellied spiders often build their nests in the plants. Flayleaf can be found in nearly any temperate environment. When harvested before the leaves turn brittle and dark brown, flayleaf leaves can be smoked as pipe weed or rolled into thin paper and burned until they smolder. *Stats:* Pathfinder RPG GameMastery Guide 237.

Jukamis: This tall, rubbery plant can reach 15 feet in height in the jungles of the Mwangi Expanse, where it is most often found growing near riverbanks. The jukamis, or “fan leaf,” is famous for its thick, enormous leaves that are used for a variety of tasks in the vast central jungles of Garund. It produces a rubbery substance when boiled down that can be used to waterproof huts, strengthen weapons

and armor, and help support buoyant rafts. Its leaves often serve as roof coverings for huts or makeshift raincoats and hats. In the wilds, a jukamis plant can be used as a makeshift shelter against the frequent rains. *Stats:* As *normal wood*.

Nettleweed: Commonly found in the forests of Avistan, this pale green, vine-like weed produces ochre-colored burrs that cause horrible itching when they come in contact with flesh. Alchemists and naturalists have yet to find any beneficial use for nettleweed and its itch-inducing burrs, except as an irritant. When it comes in contact with the skin of most creatures, nettleweed creates such an irritation that the afflicted creature can do little more other than to scratch itself furiously. *Stats:* As *poison oak*, but never causes *severe exposure* (GameMastery Guide 245).

Paeliel: Towering above most other trees, the lofty paeliel are widely held as the “first trees.” Lumberjacks superstitiously connect them to the fey races of the woodlands and, despite the strength of the wood, often avoid harvesting them. Nature enthusiasts revere them. These silver-barked hardwoods grow to immense heights, but never spread to more than a few feet in diameter. *Stats:* As *darkwood* but with *hardness 7* and *150% as expensive*.

Pesh: This cactus grows in hot areas with some water source (such as around desert oases or near mudpots and hot springs) where it often chokes out all other vegetation. Its leaves are a source for the eponymous narcotic, and its spring-blooming yellow flowers bear distinctive crimson stripes and can serve as a non-narcotic spice.

The easiest way to make pesh is to cut one of the pesh plant's leaves and collect the milky sap. The thin, pungent milk begins to curdle after being kept in a cool, dry place for 3 days. An additive called nagri—a bitter salt mined from dry lake beds such as those at Sabkha—is stirred into the curdled sap at this point and the mixture is then allowed to sit for another day. Large white lumps form in the mixture, like curds in curdled milk; a fine mesh is used to strain the lumps (the raw pesh) from the liquid whey. Pesh in this raw, solid form can be eaten plain for a narcotic dose, but is more commonly smoked in a water pipe or hookah.

To make refined pesh, farmers must wait for the 2 months each year when the pesh plants bloom. Fat seedpods swell on the plants, and the farmers score the pods with sharp blades. Thick sap oozes from the score marks and hardens into resin. Farmers typically spend weeks of delicate work scoring the pods, harvesting the dried resin after a day, and scoring fresh marks until every pod is dry, save a few left intact to produce seeds. The farmers then add the resin to the raw pesh to form sticky black blocks that can be eaten, rolled into leaves for smoking, or mixed into drinks. Refined pesh is much more potent than raw pesh and is considered a high-quality item for nobles and rich traders. The poor are more likely to consume pesh whey, stirred into tea, sopped up with bread, or held against their gums by gauze pads. *Stats:* GameMastery Guide 237.

TECHNOLOGY

The complex question of technological advancement among the peoples of the Inner Sea region is not one to be approached lightly, for the world of Golarion has passed through countless eras of strange discovery, of technology both high and low, from primitive to futuristic. With the dawning and closing of each age, the tool-working peoples of this magic-infused place have again and again pushed back the mists of ignorance and savagery with shimmering wonders great and small. As each successive disaster, uprising, and cataclysm washes over the world, the secrets of earlier ages are lost—and new discoveries are made. As the peoples of the Inner Sea enter the second century of the Age of Lost Omens, the world stands once again upon a great precipice—new magics, mechanical practices, arcane theories, and alchemical procedures become more common and more accessible to clever minds with each passing day.

Yet in a world where wizards can conjure fire out of nothing, clerics can raise the dead, bards can shatter buildings with songs, and alchemists can transform themselves into monsters, what chance has technology to compete? The widespread use of magic in the world has stunted the advance of technology more than any other factor, relegating those who seek to find new ways of doing things to the role of crackpot and eccentric more often than not. Technological advances in the Inner Sea, as a result, tend to be limited to areas where magic isn't as common (such as the volatile Mana Wastes), stem from eras and nations that for various reasons learned to fear magic, or hail from areas where strange advanced intrusions from unknown technological realms have made their presence known.

The technological wonders detailed below present four of the more well-known or legendary forms of technology that exist in the Inner Sea region. Some of these technological wonders also utilize magic to a certain extent, while others function solely on technological principles. All of them are relatively rare, and to the typical citizen, the difference between magical and technological is meaningless.

Clockworks

Magical constructs are used throughout Golarion as guardians, soldiers, and laborers—be they the aluum of Katapesh, sentinels in ancient treasure vaults, or the strangely self-aware flesh golems said to dwell in certain counties of Ustalav. Generally created by infusing a specially prepared body with an elemental spirit or (in some darker practices) a captured soul, there exists another, more obscure category of construct—the clockwork construct.

The technology for creating clockwork constructs was developed long ago in Azlant, then perfected in Thassilon. Earthfall saw the destruction of many clockwork creations and the temporary loss of the science of creating them, but in the ages that followed, the technique has been rediscovered as surviving clockworks are recovered and

reverse-engineered or ancient accounts of the process are uncovered by explorers in Azlanti or Thassilonian ruins. The process of creating a clockwork construct is much more involved and time-consuming than the more traditional methods of magic, and so clockworks have remained at best curiosities or experiments of the idle and rich. One of the greatest repositories of rediscovered clockwork technology lies within the city of Absalom in the vaulted Clockwork Cathedral. Here, clever artisans seek to further unlock the mysteries of the mechanical application of magic, striving to vastly reduce the amount of magical energy necessary to power their creations.

The key difference between a traditionally created construct and a clockwork construct lies in the fact that no bound spirit or captured soul provides the power of animation. A clockwork construct uses a series of springs, gears, and mechanical trickery to power itself. It typically needs to be “wound,” usually with a specially crafted key, in order to provide it with the energy it needs to function. Unfortunately, while this delicate machinery allows the inventor to bypass the dangerous and often distasteful practice of binding animating magic into a body, it makes clockwork constructs more susceptible to damage. A clockwork construct that's allowed to run down simply ceases functioning and is treated as an object, but most can lie in wait for centuries or longer in this state, springing to life immediately upon being wound back to animation.

Clockwork Traits: While you can create a clockwork construct from scratch, you can also turn any existing construct into a clockwork construct by simply applying clockwork traits to the construct. Adding these traits to a construct does not affect its CR.

- The construct gains the “clockwork” subtype.
- *Winding:* The construct must be wound with a special key in order to function. As a general rule, a fully wound clockwork can remain active for 1 day per HD, but shorter or longer durations are possible.
- *Vulnerable to Electricity:* Clockwork constructs take 150% as much damage as is normal from electricity attacks.
- *Swift Reactions:* Clockwork constructs generally react much more swiftly than other constructs. They gain Improved Initiative and Lightning Reflexes as bonus feats, and gain a +2 dodge bonus to AC.
- *Difficult to Create:* Increase the time and gp cost required to create a clockwork by 50% over normal.

Firearms

Of all the forms of technology that have appeared or disappeared from the lands of the Inner Sea, none are as universally misunderstood or coveted as the firearm. From the high halls of the Lands of the Linnorm Kings to the tent-cities south of the Screaming Jungle, the appearance of a firearm suggests at once an outrageous expenditure of gold and an immediate threat of dishonorable violence.

It was in the magic-dead reaches of the Mana Wastes that dwarven engineers from the sky citadel known as Dongun Hold invented the first firearms. The process by which firearms evolved took Alkenstar engineers many decades to develop and cost dozens of lives, but the curious weapons seem now to finally be gaining a foothold. Today firearms are the primary export from Alkenstar—only the complexity of crafting them, their reliance on refined black powder, and the outlandish prices demanded by Alkenstar’s exporters have kept firearms from speeding into everyday use. Yet traditionalists and political scholars see the dangerous potential of this new form of weaponry, and already opposition to the proliferation of these strange new weapons is strong.

Game Impact: Firearms and black powder are detailed on pages 291.

Numerian Technology

The strange super-science of Numeria represents an unusual source of technology, one tightly controlled by the rulers of that realm. Here, weapons capable of launching killing beams of light, deadly automatons with metal skin and buzzing innards, and strange devices capable of saving lives or causing great explosions are discovered daily by brave adventurers who seek to explore the unusual metal ruins of that realm. Many of these recovered bits of high technology end up accidentally exploding or killing their would-be owners after mishaps during the process of figuring out their use, but the Technic League strives to catalogue the effects of these items while at the same time keeping those secrets to themselves and their overlord, the Black Sovereign. Still, strange Numerian technology has been known to leak out to other nations, where the devices fetch outlandish prices just as often as they accidentally maim or kill would-be sellers or their customers. The great danger posed by these exports has given Numerian technology something of a dark reputation, and in many nations the practice of importing or the act of owning such technology is illegal.

Game Impact: The futuristic weapons, robots, and devices that await discovery in Numeria could fill an entire book. Certainly the vast range of otherworldly weaponry, nanotechnological wonders, cybernetic miracles, robotic menaces, and the like could rival the lists of magic items presented in the *Pathfinder RPG Core Rulebook*. Yet the game effects of such strange technology can be duplicated by current effects in the game. A laser pistol might work similarly to a *wand of scorching ray*. Cybernetically

implanted muscles might simply function like a *manual of gainful exercise +4*. A syringe filled with medical nanites might duplicate a *potion of cure light wounds* or even a one-shot *resurrection*. When pricing out technological wonders like these, simply assume that they are equivalent in price to a similar magic item. If you introduce such items to your game, you’ll need to determine how the effects caused by them interact with magic or how their secrets can be discovered, of course—the simplest solution is to just allow

PCs to research them using Spellcraft as if they were identifying magic items or to assume the effects created by them function identically to the spell effects they duplicate.



Printing Press

Among the finest of technological treasures is the printing press, a weapon of subtle power capable of turning a quiet populace against its ruler, making an entire nation unsafe for an outlaw, or setting a hundred militias ready for war against an enemy.

With only a few weeks of preparation, a print-master and her apprentices can engrave words and images onto plates held on a special press; these words and images are then perfectly replicated on paper, hundreds or even thousands

of times. These ink-printed papers, often

handsomely detailed with grandiose portraits of honored leaders or crude caricatures of hated foes, are then swiftly distributed to reach the eyes of a widely scattered people. Although terrifyingly expensive to build and maintain, leaders in nations as diverse as Absalom, Nex, and Qadira have benefited from the technology, reaping their investments tenfold from their use of printing presses.

The mighty aristocracies of Andoran, Cheliox, Galt, and Nex, however, possess greater technology still: movable-type printing-presses whose engraved letters and images can be arranged and rearranged independently on a frame held by the press to create hundreds of different prints, from the pages of bound books to posters decrying the wickedness of their enemies in multiple colors.

Game Impact: A printing press allows for the mass production of written material. While this does not allow for the swift production of magical items like scrolls, nor does it speed the process of creating spellbooks, it does allow for a different feel for player handouts or the rapid dissemination of information. A printing press has no actual game effect in play from a rules standpoint, but its existence can fuel countless adventure plots.