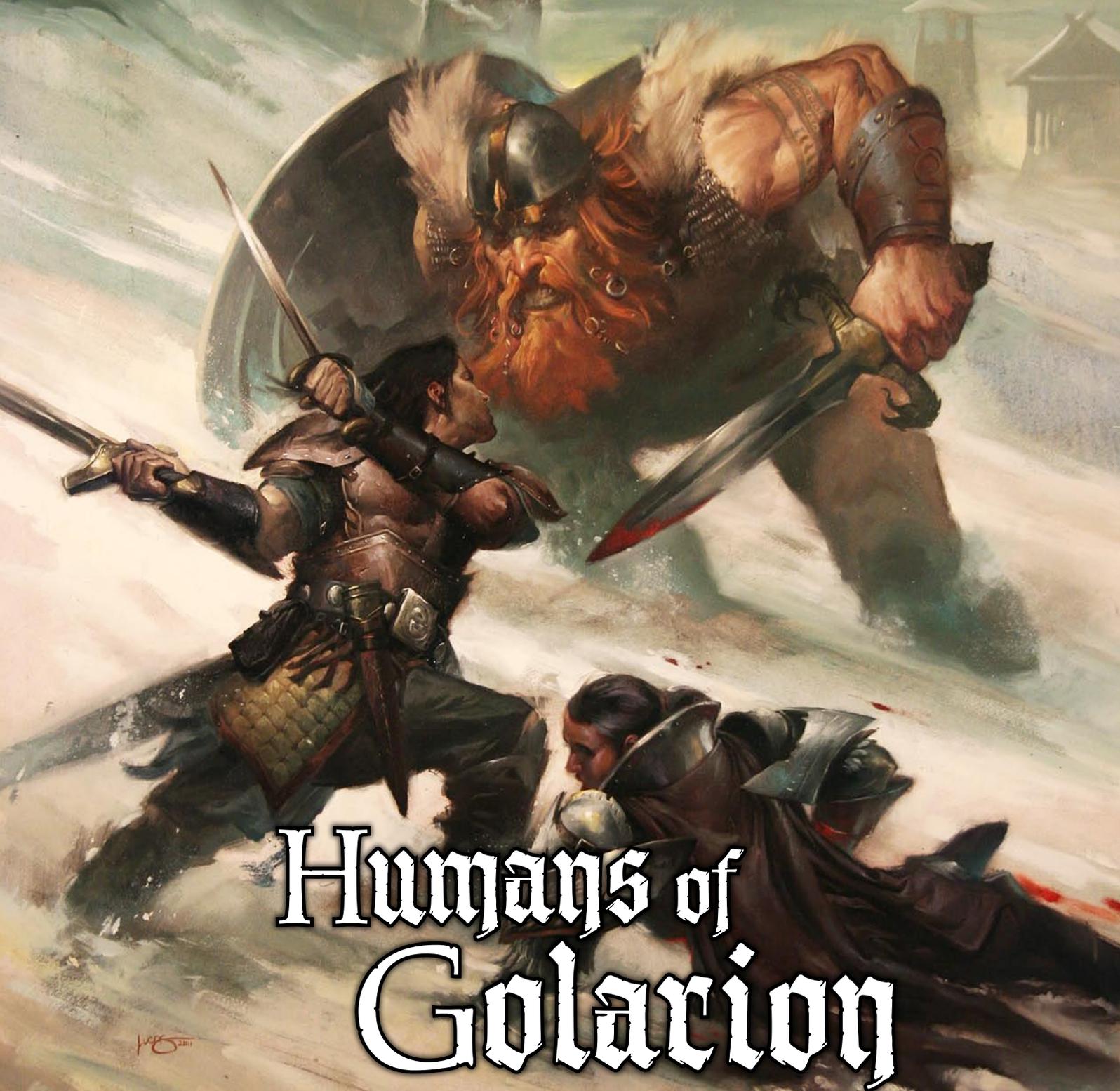


# **PATHFINDER**<sup>®</sup>

## **PLAYER COMPANION**<sup>™</sup>



# **Humans of Golacion**

## Human Racial Traits

**+2 to One Ability Score:** Human characters get a +2 bonus to one ability score of their choice at creation to represent their varied natures.

**Medium:** Humans are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Humans have a base speed of 30 feet.

**Bonus Feat:** Humans select one extra feat at 1st level.

**Skilled:** Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

**Languages:** Humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

## Human Half-Breeds

Not only do humans reproduce at a faster rate than average when compared to most civilized humanoid creatures, but human blood mixes easily with that of numerous other races, from both Golarion and beyond. Noted here are just a few of the best-known half-human, half-“other” races that live and explore around the Inner Sea, as well as sources where more details on these extraordinary hybrids can be found. All of these races have statistics allowing them to be used as player races, with the GM’s approval.

**Aasimar:** The offspring of humans and beings from good-aligned planes, these beautiful individuals hold the fundamental goodness of celestials in their hearts (*Pathfinder RPG Bestiary* 7).

**Changeling:** Born of humans and hags, these immature hags face a terrifying transformation if they succumb to the temptations of their foul mothers (*Pathfinder Adventure Path* #43 84).

**Dhampir:** Half-vampires born from the union of humans and the undead, dhampirs have the souls and potential of their mortal parents, but forever face the curse of their tainted blood (*Pathfinder RPG Bestiary* 2 89).

**Fetchling:** The result of trysts between humans and the inhabitants of the Shadow Plane, these inscrutable beings straddle the line between light and dark (*Bestiary* 2 123).

**Gillman:** The so-called “Low Azlanti” are not half-breeds in the usual sense, being the heirs of ages-old genetic tampering and crossbreeding that left their kind with aquatic traits (see page 10 and *The Inner Sea World Guide* 310).

**Half-Elf:** The long-lived offspring of humans and elves are fated to live longer than their human companions, but wither before the eyes of their elven ancestors (see page 22).

**Half-Orc:** The brutal result of human and orc encounters, half-orcs are respected for their cunning in orc society, but many humans distrust and fear them (see page 23).

**Ifrit:** The offspring of humans and beings of elemental fire, these humanoids burn with the passion and danger of fire (*Bestiary* 2 160).

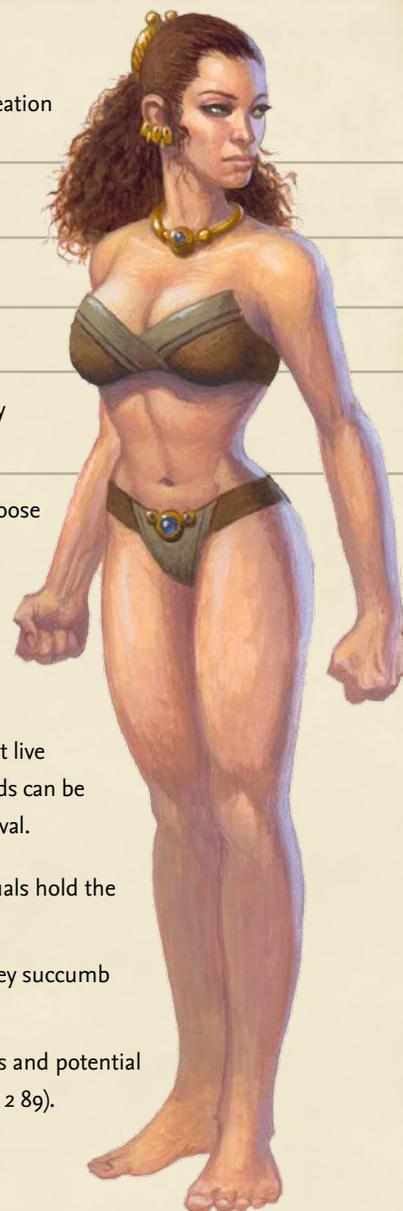
**Oread:** Beings born from encounters between humans and beings of elemental earth, oreads possess the resolve and patience of stone (*Bestiary* 2 205).

**Suli:** An offshoot of the genies known as jann, these half-genies lock the wild spirit of genie-kind within a human body (*Pathfinder Player Companion: Qadira, Gateway to the East* 28).

**Sylph:** Born of humans and beings of elemental air, these graceful creatures move with the speed and freedom of the wind (*Bestiary* 2 258).

**Tiefling:** Half-human, half-fiend, these often sinister half-breeds harbor the darkness of otherworldly evils in their souls and sometimes exhibit monstrous features (*Bestiary* 264, *Pathfinder Adventure Path* #25 60–67).

**Undine:** Born from the union of humans and beings of elemental water, these half-breeds harbor the power and mystery of the deepest seas (*Bestiary* 2 275).





# Humans of Golarion

This Pathfinder Player Companion works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although it is suitable for play in any fantasy world, it is optimized for the Pathfinder campaign setting.

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# Humans of Golarion

“Of all the major races of Golarion, how did humans wind up on top? Elves are longer-lived and have more talent for the arcane. Dwarves are more durable. Gnomes are more curious. And orcs are more brutal and breed faster. So what gives? How did humans, weaker than each of the rest, become the dominant race? Well, it’s pretty simple: we’re second best at all these things, but we’re first in ambition. We dream bigger, and we’ve got the drive to fill those dreams, no matter who or what gets in our way.”

—Akhren Taliart, sage of the Wise Quarter in Absalom

# Humans of Golarion

The predominant race of the Inner Sea Region, humans number among the most populous, most versatile, most unpredictable, and most dangerous creatures on Golarion. Fecund, adaptable, and resilient, this race of wanderers, merchants, conquerors, explorers, and inventors have spread far and wide, from the frozen northlands to the sweltering desert dunes, and from the depths of the Darklands to the skies themselves. While their motives vary, seemingly to the extent that no two share the exact same goals, and even the objectives of individuals seem to change as frequently as the weather, humans can be relied upon for their persistence, imagination, resourcefulness, and tenacity—traits that, for good or ill, have made them masters of much of Golarion.

## Physical Features

Unlike many of the other races of Golarion, humans come in a fantastic array of shapes, sizes, and colors. From the cunning tribes of the deepest Mwangi jungles to the towering Ulfen of the northern lands, the incredible range of human diversity results in appearances that vary widely even within distinct regional groups. The extremes of possible human heights range from roughly 3 to 9 feet tall, with an average just shy of 6 feet tall for men, and a few inches shorter for women.

Human body shapes run from ovoid to twiglike, from muscular to flabby. Their skin can be as dark as obsidian or as white as fallen snow; their eyes can be any color from coal-black or light gray, most often shades of blue, green, or brown, but also gold and—among people with albinism—pale pink or even bright red. Human hair color ranges from purest white to deepest midnight, with shades of rich black and brown being most common, but fiery reds and shimmering blondes appearing among many peoples. These basic variations lead to huge inconsistencies in human standards of beauty—what one culture finds repulsive another might find irresistible.

## Senses

Human senses are relatively weak compared to those of Golarion's other most common humanoid races. They are not, as a rule, as alert or perceptive as other races, with senses of sight and hearing being duller than those of most beasts. Human civilization also tends to disconnect its members from nature, costing them insights that their more "primitive" brethren might retain. However, with training and exposure, humans can learn to adjust to their surroundings. For instance, humans living for weeks in a rainforest might gradually learn to differentiate between shades of green that they could not have distinguished before, or to pick through the general rustle of the forest to identify specific sounds. This rapid adaptability allows

## Fantasy Humans

The humans who work, live, and adventure in the Pathfinder Campaign Setting should be quite familiar to most readers of this book. However, just as certain real-world weapons or mythological monsters undergo thematic changes to fit within the rules and contexts of a fantasy roleplaying game, so do the humans of Golarion differ from those on Earth. This is especially true in the case of fantasy human societies and traditions that draw broad inspiration from real-world cultures. Readers should remember that the humans and human civilizations presented in this book come from a different world, and they face different challenges and pursue different goals than those in the real world. Thus, despite similarities, these humans are not those of reality, and the details presented herein do not necessarily hold true for the people and cultures of Earth.

humans to explore and understand a variety of new and changing environments with adroitness other races can rarely match. While many other races are well suited for particular biomes, few are able to adapt to meet new challenges as quickly and thoroughly as humans do.

## Diet

Humans are omnivores, and are thus able to eat a wide variety of foods. Spurred at least in part by their use of fire, they learned early on to cook and prepare their food in sometimes extremely elaborate ways. They may be subsistence hunters who forage for anything vaguely edible, or they may be kings whose every bite is an exotic delicacy. Humans can eat almost any kind of meat, including that of their own kind—though doing so is among the highest taboos of their people. Some humans make a point to eat the most unusual types of food they can find, coveting exotic meals for not just the rarity of their tastes but also for the status consuming such meals bring. Prepared dragon meat, roc eggs, and meals consisting of similarly rare and dangerous creatures are thus highly coveted by some. Speaking to the variations in the race's cultural opinions, though, are certain sects teach that the consumption of meat or animal products is unclean, and who eat only vegetables, nuts, and fruits. Some go further still and refuse to eat any food or wear any clothing that has been produced by the suffering or labor of an animal.

## Lifespan

Humans are not as hardy as many other humanoid races, and a simple cold can turn into a life-threatening illness. Other factors also commonly cut human lifespans short: war and famine can strike down the healthiest human, and accidents can lay low even those in the prime of their

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life. With exceptional care, luck, and the right lifestyle, a human life can last around 100 years, though those who live to this age are rare indeed. For the most part, a human peasant anywhere across Golarion can expect a lifespan of approximately 60 years. A resident of a cosmopolitan city with access to sanitary conditions and healers can look forward to about 80 years, while a hunter in an untamed or war-torn wilderness sees a dramatically shorter life: 45 or 50 on average.

When humans enter their adult years, they come into the peak of their physical power. As they enter middle age, they begin to lose some of their physical strength and speed, but their minds grow sharper and their spirits stronger. They begin to show signs of aging, such

as whitening or thinning of the hair, wrinkles from the decreased elasticity of skin, and increased recovery time from illness or injury.

Upon reaching the age of approximately 50 years, humans enter old age. Unless dyed, their hair is likely to be predominantly gray or white, and age-related illnesses like arthritis or gout are more common. Still, some humans remain active and strong, resisting age until the day they die. Others, perhaps due to infirmity, give in to senility and slip slowly away into the gray fogs of memory until at last oblivion swallows them whole.

## Mental Qualities

Humans live their lives in uncertainty and so try to construct permanence in their ever-changing lives. No matter how fatalistic or idealistic a human might declare herself, at her core is a strong survival instinct, and few can overcome the inborn need to survive and thrive. Humans are a competitive species, full of ambition, and though many declare that they wish nothing more than a comfortable life, they generally find ways to ensure they are never satisfied with their lives. Humans constantly push themselves to find new experiences, to live more fully within the confines of their lives, and occasionally to break free of those confines. When they stop challenging themselves, they begin to die a little (albeit in a more metaphorical fashion than gnomes succumbing to the Bleaching).

## Human Dominance

Humans dominate the nations of the Inner Sea, and can be found nearly anywhere on Golarion—and often even beyond. They have traveled to the other planets in the system and found ways to open the gates of Heaven and plumb the darkest recesses of Hell. Some have said they are pawns in the games of greater and elder races, claiming that no race so young could possibly have learned so much so quickly without help. But what these naysayers fail to comprehend is that while humans might not be born the best in any particular niche, they find a way to work around their limitations, and to fill the spaces that other races will not.

They have an endless drive to understand and control the world around them. When they cannot solve a problem, they create tools to help them. They study the ways of other races, and devote themselves to the study of magic. They open their hearts to the gods and learn the greater secrets of existence.

Their tools are not merely physical, for they fashion implements of reason and faith as the occasion warrants.

The simple truth is this: Humans are relentless once they have chosen a goal. Individual humans may give up or fail at a task, but once enough humans agree on a goal,



# Humans of Golarion

success is almost inevitable. Whether literally moving mountains, harnessing their fellow humans as slaves to construct massive monuments, or devoting themselves to the construction of cathedrals that will never see completion in their own lifetimes, humans are stubborn. When faced with resistance, they bite and claw to overcome all opponents, and to more powerful creatures they must appear like swarming ants: individually a mere nuisance, but dangerous en masse.

Some few—usually humans—have advanced the notion that perhaps the humans are dominant because they are favored by the gods. Certainly some recent gods have arisen from human stock, and humans from all different cultures often find ways to fit the gods into nearly every aspect of their lives. Yet if the gods have specifically blessed humanity, it is with their other great advantage: their fertility. Humans breed faster than many of the other humanoid races that challenge them for dominance, and the ability to overwhelm their enemies with waves of bodies is terrifyingly effective. In the time it takes an elven community to raise a single generation to adulthood, humans can populate whole new towns—and do so.

## Human Adventurers

The reasons why humans enter the world of adventure vary as widely as do humans themselves. Some do it for glory. Some do it for revenge on those who have wronged their loved ones. Some enter the trade because of a vision or a holy proclamation, and many do it for the reward of material gain. Some seek to build kingdoms, others to tear kingdoms down. They might adventure because they need jobs, or want to support their families. Humans adventure to rid the world of evil, or to raise the standard of evil in places where good reigns triumphant. They might seek to deepen their knowledge of the world, or of a broader existence. Or their motivation might simply be that this is what is expected of them in their culture: that they prove themselves as worthy members of their community before they reach adulthood.

Some cultures are more accepting of adventurers than others. Some expect their children to remain home, safe and sheltered, and leave the hard work of maintaining civilization to others. They view adventurers as suspect and dangerous, freelancers who cannot be trusted to act well in the confines of a community. Others regard adventurers as a necessary evil. Yet more rugged, individualistic groups see adventurers as those who seize their own destiny and forge a path of greatness. In no two places are these attitudes exactly the same.

Humans do not gravitate to any one particular class. They are products of their cultures and their communities, and all have differing priorities.

## History and Migration in the Inner Sea

Roughly 10,000 years ago, the *Starstone* crashed into Golarion, destroying whole civilizations and creating the Inner Sea. The destruction kicked ash and dirt into the air, spilling a millennium of darkness and blood upon the earth, and freed the pain god Zon-Kuthon from his eons-long imprisonment. This is the beginning of most of humanity's surviving recorded history.

Yet humanity possessed a strong and shining thread of civilization before the Age of Darkness, in the time called the Age of Legend. In this near mythic time, vast and potent magical empires like Azlant and Thassilon leapt from the chaos of prehistoric humanity to shape the world in ways few races had before them. During this age humans waged war against and made alliances with strange beings, from the murderous serpentfolk and alien aboleths to mysterious forces from the Dark Tapestry.

Yet this time of wonder ended with the *Starstone's* fall. The titanic impact ended several mighty empires, and thus began the Age of Darkness, when a cloak of dust and ash hid the sun's face. The Azlanti survivors ventured into the Inner Sea region as far as modern-day Taldor. They left evidence of colonies throughout southern and western Avistan, and explorers still find Azlanti curiosities there.

The Azlanti fleeing from the ruins of Azlant eventually intermarried with the local, more primitive humans, primarily in eastern Avistan, where they became the progenitors of the Taldan people. At the same time, the Azlanti of Thassilon interbred with their servant populations, gradually giving rise to the modern Shoanti and Varisian peoples. "Azlanti" as an ethnic distinction largely died out by 1 AR, and vanished utterly with the death of Aroden, often called the Last Azlanti.

For a thousand years, humans scratched and clawed and slew to survive, fending off the horrors of an often literal age of darkness, plagued by subterranean beasts come to the surface. When the skies cleared and the monsters were finally held at bay, humans began to rebuild in earnest, beginning the Age of Anguish in -4294 AR.

One of the first places to recover was the northern region of Garund. It was here, in the Mwangi Expanse, where Old-Mage Jatembe and his Ten Magic Warriors built the city of Nantambu and established the Magaambya, now the oldest operating magical academy on Golarion. Other Mwangi took this learning and spread it across Garund, even carrying it to the foreign lands of the north and east—where they found the empire known as the Jistka Imperium already enjoying great prosperity, having clawed forth from the darkness more than 600 years earlier, first as small bands, and then as ever-greater groups of people desperate for knowledge and safety. The Jistkans were renowned in their time for their mechanical prowess,

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always bent toward the purpose of domination, expanding their empire in leaps and bounds by incorporating other scattered pockets of civilization. The Imperium lasted nearly 1,400 years before falling to a series of wars over the succession to the throne.

Still, in this time, the Imperium helped restore light and hope to humanity, and consolidated the power of human law over fractious petty tyrants and the monsters that roamed its lands. The Jistkans' expansionist ideals let them spread across much of Garund, helping show the way to organized society. Human civilization flourished again, and though its kingdoms would rise and fall, some descending into madness and others into barbarism, each was replaced by the next iteration. This was the Age of Destiny, marked by the emergence of Ancient Osirion in -3470 AR, and since this time human civilization has never vanished from the earth as it did in the Age of Darkness.

For all their ambition, the Jistkans were not what modern people might call heroes. They were ruthless and brooked no resistance without a heavy price in blood. It took 500 years before another empire could stand against them. In eastern Garund, Ancient Osirion rose from the sands on the strength of the pharaohs of the desert. The first of these, said to be Azhgaad the All-Seeing, was a prophet of Nethys and a man of vision and power. His successors, the Pharaohs of Ascension, were worthy of the title "God-King." The might of these sorcerers and wizards combined with the canny tactics and deep insight of their generals, allowing them both to raise a bulwark against the Jistka Imperium and, legends say, to lay low Ulunat, one of the first of the Spawn of Rovagug.

Using their magic and their armies to crush their enemies and expand the empire, the ancient Osirians created a massive empire. Its hieroglyph-inscribed monuments still stand firm against the powers of wind and sand, and its artifacts command outrageous sums among modern collectors. With each military or magical victory, the pharaohs raised incredible monuments to their glory and the might of their ancestors, and spread their civilization far across the world, to lands that include modern-day Geb, Katapesh, Rahadoum, and Thuvia.

Ancient Osirion and the Jistka Imperium also saw the rise of the Tekritanin League, 200 years after the formation of Osirion. A collection of semi-autonomous city-states that sprouted in the land between the two great powers, and founded by largely nomadic bands who sought to resist the strangleholds of the dueling empires, the League was a fertile ground for interaction between the two. As a mostly neutral mixing pot (though it had its share of conflicts with its more powerful neighbors), the cities of the League became natural stopping points for traders, and trade became the engine that helped to spread civilization

across the Inner Sea. Though the League collapsed in -1452 AR, subsumed by Osirion, it provided much of the spark of invention and intrigue that spurred ever-greater development and exploration. Many of its Garundi people still live in the lands of their ancestors, but many more traveled across the sea and to points east.

Osirion lasted for 2,000 years, reaching its peak in -3000 AR on the backs of an immense slave underclass. Eventually, this would prove to be the downfall of the first Osirian empire, for the expendable slaves saw the brilliance and bounty all around them, and knew that they would never share in any of these fruits—and so they rose up as one and cast down the weakened descendants of the once-invincible god-kings. The fall of ancient Osirion opened up a vast region for exploitation by any number of lesser kingdoms, and the Keleshites and Vudrani—races born of the eastern lands—took full advantage.

In Casmaron, their homeland east of Avistan and Garund, the Keleshites built an empire that still stands today. Through force and diplomacy, these philosopher-warriors carved out a mighty and sprawling land that eventually became one of the premier lands of humanity. Ruling with the aid of powerful genies, the Keleshite emperors' line remains unbroken, and their people push ever outward, from the central and western steppes of Casmaron to the Obari Ocean. Their people have even reached as far as the Arch of Aroden in Garund, establishing trading routes and settlements. Their most enduring society in Avistan is Qadira, the westernmost outpost of the empire and a crucial trading hub between the eastern and western continents.

In -1281 AR, descendants of Lost Azlant settled at last in the area known today as Taldor, mingling with the local Keleshite tribespeople and teaching them of their civilization. This seemingly trivial decision set the course of history in Avistan for the next 5,000 years. From the Taldans came the Taldan Empire, and in the centuries to follow the territories of Andoran, Galt, Chelixa, and a host of others that would play a key role in the destiny of the Inner Sea. The Taldans' reach extended to the Lake of Mists and Veils in the far northeast, and they left behind outposts or colonies in every land they subjugated, including Rostland and Issia (modern-day Brevoy). Though they never found a way to the far north, where the Linnorm Kings ruled and their Ulfen raiders dared the wild northern seas of the Arcadian Ocean to reach Arcadia itself, the Taldans grew strong, eventually ruling a sizable portion of Avistan.

But before Taldor reached its peak, Aroden, the Last Azlanti changed everything. In the year 1 AR, he raised the *Starstone* from the depths of the Inner Sea, thus creating a new island on which he founded the city of Absalom, and became a god in the process. Thus began the Age of



# Human Migration

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Enthronement, in which empires consolidated their gains, the Vudrani returned to Jalmeray and established trading posts that introduced many wonders to the Inner Sea, and crucially, the wizard-king Tar-Baphon sought to build his own kingdom. It was only the direct intervention of Aroden himself that stopped Tar-Baphon.

The Age of Enthronement was a bloody time, with a constant ebb and flow of humanity in all its myriad guises across one border or another. Keleshite warriors toppled the reign of Osirion's pharaoh, and assumed control over one of the cradles of civilization for 3,000 years. Varisian wanderers pushed into the strange, Kellid-inhabited wildernesses of the Hungry Mountains, following the blade of Soivodia Ustav to settle the original kingdom of Ustalav. Yet, this kingdom would not last long, as the menace of the villain Tar-Baphon, who returned as a lich of incredible might, dominated the realm and from there waged war against the surrounding lands. The Shining Crusade brought warriors from across the Inner Sea region to test their swords against this Whispering Tyrant in a war that lasted over 600 years. Mortals such as Norgorber, Cayden Cailean, and Iomedae passed the Test of the Starstone and became gods, providing ambition and ideals to new generations. Ulfen raiders prowled the western seas, faring into the Inner Sea on occasion and making their services as mercenaries available to the highest bidder. In the far north, the ageless witch Baba Yaga conquered the eastern portion of the Lands of the Linnorm Kings, founding the icy kingdom of Irrisen.

During this time Cheliox was formed as a vassal of Taldor and gradually broke away, taking with it many of the empire's holdings and becoming an empire itself in the process. The Chelaxians aggressively sought out new territory across Avistan and Garund, from as far north as Korvosa, as far east as modern-day Andoran, and as far south as Sargava. Elsewhere Choral the Conqueror carved Brevoy from the feuding nations of Rostland and Issia. And, at last, the world readied itself for the promised manifestation of Aroden to usher in the Age of Glory.

What they saw instead was the Age of Lost Omens. The death of Aroden echoed around the world and threw long-held prophecies into chaos. Empires fell and colonies crumbled. Vassal states threw off their shackles and declared independence: Cheliox's provinces became sovereign and Osirians overthrew their Keleshite masters. Worse, the Worldwound opened in the Kellid land of Sarkoris, spewing unimaginable evil into the fabric of Golarion. With the sudden appearance of so many demons, the savage Kellids fled their homeland, braving death at the hands of their many suspicious neighbors to escape to other lands in Avistan, seeking some respite from the terrors that had erupted in their midst. In the south, the

Eye of Abendego formed, a massive hurricane that drowned entire nations and drove their residents mad.

Yet this has not been a time of pure misery. Andoran has forged a realm of free thinkers and independent citizens from the decadences of past empires. Trade routes with distant Vudra and Tian Xia have been improved, with travelers arriving in greater numbers, heralding a new age of cross-cultural synthesis and knowledge. The gods are an active force, and their believers are strong and vocal, while at the same time centers of learning, arts, and imagination rise to guide a new generation toward a more promising future.

This is the world the humans have inherited, and at least in part created.

## Lost Kingdoms

The marvels of modern empires found throughout Golarion often rest upon the ancient, ruined foundations where even greater civilizations once held sway.

**Ancient Osirion:** At its pinnacle, Ancient Osirion stretched across modern Osirion, Katapesh, Thuvia, and Rahadoum, resulting in one of the largest human nations the Inner Sea region has ever seen. Under pharaonic rule, the empire prospered through the sweat of slaves who raised monolithic monuments dedicated to the god-kings. Eventually, these slaves became enraged at their abuse, and foreign Qadiran agents encouraged violent uprisings that eventually toppled the god-kings' rule. The ensuing chaos only ended when Keleshite forces intervened and claimed Osirion as Kelesh's newest satrapy.

**Azlant:** Before any of the other lost kingdoms existed, there was Azlant. During the infancy of humanity, alien aboleths enhanced primitive humans, wrenching them from their caves and nomadic lifestyles and setting them on the path to civilization. For thousands of years, these humans flourished, until their prideful leaders came to believe themselves superior to their aboleth masters. In a preemptive strike against the humans for their insolence, the aboleths looked to the stars, uniting in a ritual that hurtled great stones at the Golarion from space. The resulting catastrophe wiped out the Azlanti people, and where a once mighty empire stood, now only a ruin-laden maze of crumbling sea canyons remains.

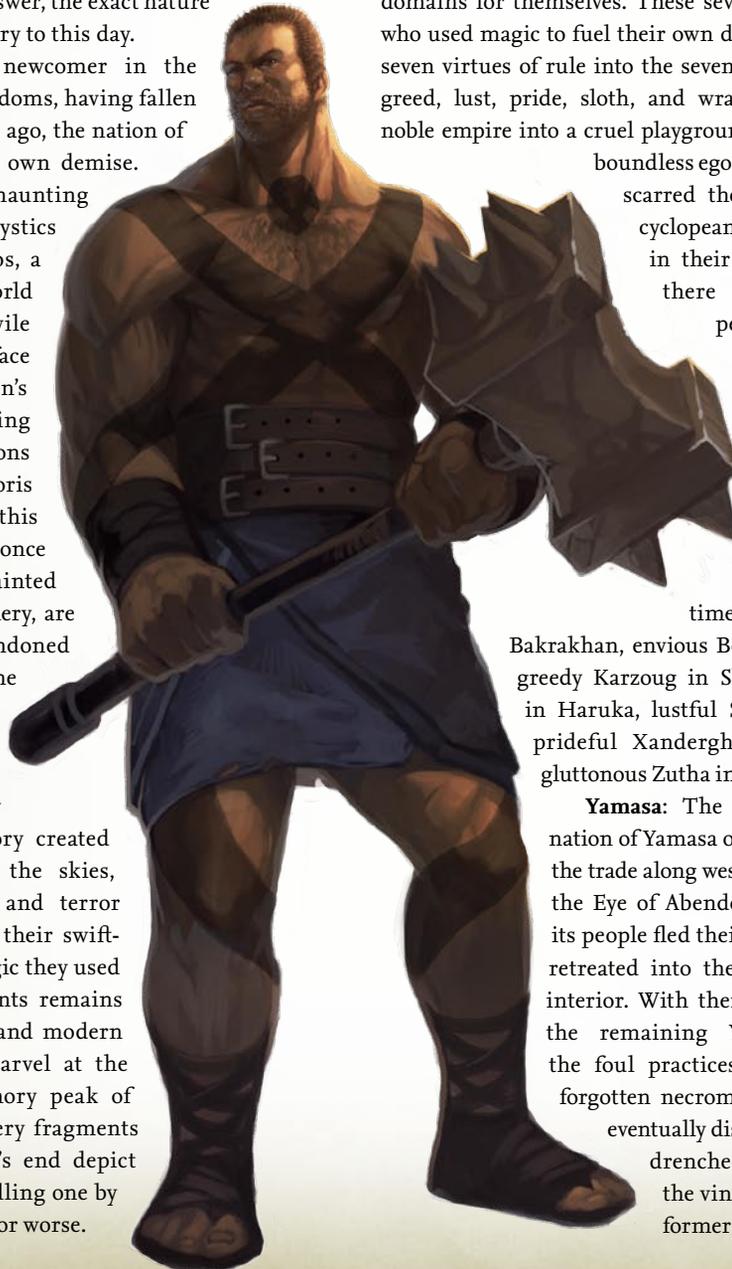
**Jistka:** During the Age of Anguish, the militaristic Jistka thrust civilization back upon northwestern Garund. Using mechanical monstrosities, they waged war upon lesser nations, quickly assimilating them into the Jistkan way of life. Unfortunately, their privileged rulers became corrupt, and a series of succession wars corroded their power from within. Many of their contributions to history were lost to conquest, adopted by the Osirians, or buried beneath the relentless desert sands.

# Humans of Golarion

**Lirgen:** This nation is remembered for its skilled philosophers and prophets. Its leaders, the Saoc Brethren, consulted the heavens on all matters, from agriculture to religious ceremony. For centuries, their talent for precognition enabled their society to flourish; however, their ability to foretell suddenly failed them when a storm whose equal had never before been seen on Golarion battered their lands. The hurricane called the Eye of Abendego brought ruin to their beloved nation, so the Saoc Brethren fled, and upon their return found their beloved home sunk under fetid waters. Determined to find the cause of the hurricane, the upper echelon of the Saoc Brethren investigated—and took their own lives in ritual suicide when they found their answer, the exact nature of which remains a mystery to this day.

**Sarkoris:** A relative newcomer in the catalogue of ancient kingdoms, having fallen just over a hundred years ago, the nation of Sarkoris prophesized its own demise. Through murals and haunting orations, its strange mystics spoke of ascendant chaos, a thinness between this world and the next. When a vile rift in Golarion's surface appeared following Aroden's unexpected death, spilling forth demonic abominations of the Worldwound, Sarkoris quickly fell. The ruins of this savage, windswept land, once filled with strange, painted warriors and weird witchery, are now a wasteland, abandoned by almost all save for the demons and cultists that conduct their savage rites in the nation's corpse.

**Shory:** The legendary aeromancers of the Shory created cities that flew across the skies, bringing both delight and terror to the lands touched by their swift-moving shadow. The magic they used to power these settlements remains an inscrutable mystery, and modern scholars continue to marvel at the arcane power at the Shory peak of understanding, yet pottery fragments dating from the nation's end depict these elusive sky cities falling one by one to conquest, disease, or worse.



**Tekritanin League:** Caught between the Jistka Imperium and Ancient Osirion, this federation of semi-independent city-states banded together, forming the Tekritanin League. The league's desert raiders disrupted the supply caravans heading across Garund's northern deserts, resulting in the decline of the mighty Jistka Imperium, but were eventually absorbed by Ancient Osirion.

**Thassilon:** The Thassilonian Empire rose on the back of the prudent and powerful king Xin and his seven greatest wizards. Xin ruled well and fairly, yet after his death by magical immolation, those wizards he had appointed as magistrates—more commonly referred to as runelords, after the powerful rune magic taught by Xin himself—seized his domains for themselves. These seven maniacal arcanists, who used magic to fuel their own decadence, twisted Xin's seven virtues of rule into the seven sins of envy, gluttony, greed, lust, pride, sloth, and wrath. Turning the once noble empire into a cruel playground bent on sating their boundless egos, these megalomaniacs scarred the very landscape with cyclopean monuments wrought in their own images. Though there were likely different people who held the title of runelord in each Thassilonian city at different times, the most reliable records—those from just before the fall—list the runelords of that time as wrathful Alaznist in Bakrakhan, envious Belimarius in Edasseril, greedy Karzoug in Shalast, slothful Krune in Haruka, lustful Sorshen in Eurythnia, prideful Xanderghul in Cyrusian, and gluttonous Zutha in Gastash.

**Yamasa:** The proud and primitive nation of Yamasa once controlled much of the trade along western Garund. But when the Eye of Abendego slashed its shores, its people fled their coastal kingdom and retreated into the continent's untamed interior. With their kingdom destroyed, the remaining Yamasans turned to the foul practices of cannibalism and forgotten necromancy for survival, and eventually disappeared into the rain-drenched jungle surrounding the vine-choked ruins of their former glory.

# PATHFINDER

PLAYER COMPANION

## Azlanti

**Languages:** Azlanti, Common

**Favored Regions:** Any

**Favored Religions:** Any

**Female Names:** Aliandara, Amesducias, Aswathie, Emalliandra, Estrude, Iaome, Iomestria, Ommarra, Oviento, Udarrin, Ulionestria

**Male Names:** Akorian, Alamander, Arioch, Ellismus, Erodell, Illsmus, Iogorian, Ixiolander, Olhas, Ostarian, Othollo, Udhomar, Ureste

**Appearance:** Azlanti are a regal, beautiful folk with handsome features and an aloof demeanor. Their skin tone ranges from olive to pale white, and their dark hair ranges from deep brown or dark red to black. The Azlanti often have expressive brows and slightly receded hairlines resulting in a widow's peak. Even today, long after the ethnicity's functional extinction, a deep purple color in the eyes is seen as absolute proof of strong Azlanti heritage.



Eldest of the human sub-races, and the one said to be the precursor to all human cultures, the original Azlanti have long since disappeared from the face of Golarion, their island home sunk beneath the waves upon the impact of the *Starstone*, called down by their former masters. The Azlanti were raised from barbarism and trained in the ways of magic and culture by the alien aboleths, and they became mighty in their wisdom—so strong, indeed, that they dared challenge their undersea masters, and saw their island home shattered for their hubris.

In the years that followed, the Azlanti survivors scattered across the world, concentrating most strongly in the areas now commonly considered Taldan. Through the ages, the Azlanti blood became ever more diluted. Among his other titles, the dead god Aroden was said to have been the Last Azlanti, and with his death, so died the last person of pure Azlanti blood. This does not stop others, primarily Taldans and Chelaxians, from boasting of Azlanti ancestry in order to claim the lost glory of that age. Although the Azlanti influence is strong in these cultures, and many of its ideas appeared in the Andoran revolution, there are likely no pureblooded, unchanged Azlanti alive in the surface world today.

Some, such as the gillmen of Absalom and the morlocks of the Darklands, boast stronger Azlanti blood, but they too have changed tremendously over the thousands of years

since the destruction of the island nation. Some tribes of brutal morlocks likely hold the purest Azlanti blood, but they have protected their claim through incest, preserving their heritage through ever-more twisted oral histories taught by insane elders. They look almost nothing like the classic Azlanti now, their deformities and the strange Darklands radiation having rendered them inhuman.

Surface descendants of the Azlanti attempting to play up their ties often wear robes of deep green or vivid crimson, as depicted in ancient paintings and statuary. Their faces are handsome and lean, with expressive brows. They are traditionalists and classicists, more interested in the study of old ideas than the birthing of the new, and eager to claim the glory of that lost age as their own. They look upon the past as an ideal time, an epoch of grace and refinement, and dismiss the modern world as hurried, crass, and boorish. They are impatient with the young, even if they are young themselves, and refuse to recognize the advancements of the modern age.

Many of these modern descendants of the Azlanti, however, turn their obsessions into virtues. They are intelligent and studious, well read in classical philosophies and sciences, and extremely knowledgeable about history, producing a surprising number of powerful wizards and learned scholars. They also take a great interest in civic life, seeking to restore some of the gentility of their favored age. Surprisingly, for all this, they are strong individualists, believing that each person must make his or her own mark on the world, working for the betterment of all. Thus, they do not adopt surnames, for the accidental ties of birth should have nothing to do with an individual's actions in life.

### The Gillmen of Azlant

Not all of the Azlanti were destroyed by the catastrophe of the *Starstone*. Aboleths warned some and spirited away others, and still more were serving in the incomprehensibly alien cities far beneath the waves. The aboleths shaped those who still lived under the seas into natural water-breathers, sent them forth into the world, and then apparently forgot about them. These Low Azlanti, also called gillmen, are uniformly pale-skinned and dark-haired, with the purple eyes that are the hallmark of the Azlanti. They bear three gills on each side of their neck, but can also breathe air. They have an embassy in Absalom, and though a few conspiracy theorists believe them to be the eyes and ears of their overpowering aboleth masters, most folk have come to accept the gillmen as just another humanoid race.

# Humans of Golarion

## Chelaxians

**Languages:** Common

**Favored Regions:** Andoran, Cheliah, Galt, Molthune, Nirmathas, Varisia

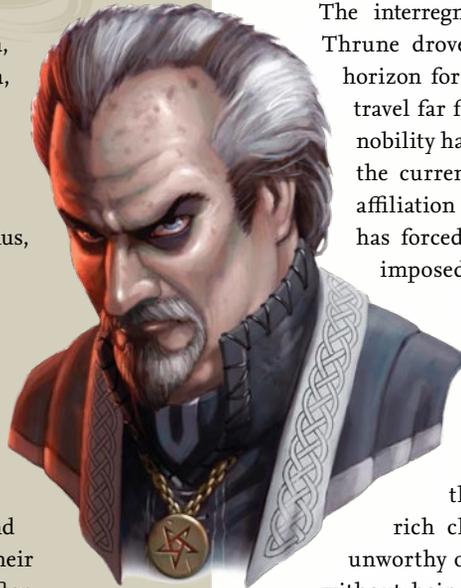
**Favored Religions:** Abadar, Asmodeus, Erastil, Iomedae, Zon-Kuthon, diabolism

**Family Names:** Alazario, Albus, Ambusta, Baradin, Charthagnion, Crispin, Drovege, Fullonna, Galonnica, Jeggare, Krupt, Leroung, Ratarion, Rugatonn, Tauranor, Thrune, Voralius, Wardroxan, Wintrish

**Female Names:** Asmodia, Aspexia, Aula, Boudra, Chammady, Drulia, Imperia, Ileosa, Korva, Noravia, Novennia, Pavanna, Pontia, Quinta, Rulla, Valeria, Vibia

**Male Names:** Aerodus, Alexite, Gellius, Grachius, Gruckalus, Lurconarr, Manius, Marcellano, Morvius, Pavo, Pellius, Petronicus, Rutilus, Solangus, Ursion

**Appearance:** Chelaxians are the descendents of Azlanti refugees whose blood mixed with that of pale-skinned Ulfen raider-merchants from the northern climes. As a result, they tend as a people toward dark hair, dark eyes, and pale skin—skin lighter than that of their duskier Taldan cousins. Red hair is often seen as evidence of strong ties to diabolic influence, which can be a boon or a curse depending on one's actual affiliation. Chelaxians have sharp features—narrow jaws; strong noses; and thin, arched eyebrows.



Chelaxians are the prodigal children of Taldor combined with the fierce blood of the Ulfen, primarily hailing from the proud and devil-tainted Chelish Empire and lands that once fell under its banner. Their sharp features, dark hair, and light skin betray their twin heritages.

Chelaxians are strong-willed, confident, and organized in thought and deed. They love learning of any sort, whether practical or theoretical, and are able to easily adapt lessons from one field of study into another. They feel no shame in adopting the best attributes of another culture and transforming them into new, uniquely Chelish practices. For while they are proud of their heritage, they are even more proud of their ability to adjust to and dominate changing circumstances, which allows them to persevere even when others have given up a cause as hopeless.

Chelish history shows their pride to be largely justified: they broke off from the Taldan Empire, claimed

the southwestern portion of Avistan, moved the center of Aroden's worship to their empire, and extended their reach as far north as Varisia and south into Garund as part of their continuing quest to keep expanding their empire. Chelaxians felt that destiny itself was on their side, and so it seemed until the moment of Aroden's death. In the chaos of the void left by the god's death, their society swirled and shifted in bloody alliances until the rise to power of House Thrune, a clan of scheming nobles who assured their dominance through pacts with diabolical allies.

The interregnum and the ascension of House Thrune drove many Chelaxians to look to the horizon for new opportunities, and many still travel far from the country even now. The old nobility has been swept away or subsumed into the current structure, and the government's affiliation with the Church of Asmodeus has forced many Chelaxians into exile, self-imposed or otherwise.

Chelaxians, whether native to their country, expatriates, or born and raised abroad, believe that they should project an aura of success whenever possible. Their people have been favored by fate for so long that they believe anything less than rich clothing and intricate weaponry is unworthy of them. Their homes are luxurious without being decadent, and they like to show off their wealth whenever possible, though they are willing to wear plain clothes and bear more basic arms when necessity demands it.

Chelaxians believe in strength, honor, nobility, and success. They believe in keeping their word and honoring oaths and contracts, though they are more dedicated to the letter of the law than to the spirit, and if they feel they have been disadvantaged by giving their word, they find a way to satisfy the bare minimum required by the exact wording of their promise and then proclaim that they have honored their end of the bargain. Because of this, people tend not to trust Chelaxians any further than a contract dictates, and even among themselves, Chelaxians haggle over minor details of promises and oaths.

Chelaxians value organization and firm leadership. They believe strongly in their communities and countries, no matter where they are in the world, and while they have no compunctions about allowing others to join them, those newcomers must recognize and defer to the Chelaxians' innate superiority. People who help build a community and its reputation are heroes, while those who work against the community's goals quickly find themselves shunned or driven out.

# PATHFINDER

PLAYER COMPANION

## Garundi

**Languages:** Common, Osiriani

**Favored Regions:** Absalom, Geb, Katapesh, Nex, Osirion, Rahadoum, Thuvia

**Favored Religions:** Gozreh, Nethys, Pharasma, Sarenrae, Urgathoa

**Female Names:** Akina, Amara, Ashia, Deka, Eshe, Hasina, Jini, Kahina, Kamaria, Leyli, Malkia, Pendah, Raziya, Zalika

**Male Names:** Amare, Dahrehn, Jaali, Jawara, Jirani, Jiri, Kito, Melaku, Omari, Rafiki, Rani, Rubani, Sefu, Zahur, Zuri

**Appearance:** The typical Garundi is tall and solidly built, with high cheekbones, broad shoulders, and dark skin. Their dark hair (which frequently turns prematurely white) is often worn in long braids or other elaborate styles, and decorated with fine jewelry.



The Garundi are thought to be descendants of some of the most ancient peoples of Golarion. Scholars agree that these progenitor civilizations arose in southern Garund, and were contemporaries of Azlant and Thassilon, but they have no idea what caused these long-gone civilizations to fall. What they do know is that the descendants of these great Garundi civilization helped raise humanity in the Inner Sea region out of the barbarism of the Age of Darkness.

The Jistka Imperium, Ancient Osirion, the Shory, and the Tekritanin League—all primarily Garundi—showed humanity that it did not have to fear the night, and it is no exaggeration to say that these old empires made modern civilization possible.

Unlike the family-based societies of Chelaxians or Taldans, the basic unit of Garundi society is the clan, generally a group of 15 to 20 families that live and travel together. Clan membership is the primary identifier for a Garundi, and fellow clan members are strongly allied. These clans display the same expansionist drive that drove the ancient Garundi empires. New clans periodically gather themselves from existing Garundi communities and cast themselves into the unknown, traveling for years, decades, or even generations until they find a place that speaks to them. Such clans don't wander out of a love of travel or sense of adventure, but rather in a quest for a homeland that they can shape and make specifically their own. Such travelers carry memories and objects from each of the places they visit, and these mementoes are often incorporated into the songs and legends of the clan's history.

Once a clan finds a suitable unclaimed area, it establishes a permanent settlement. The area then becomes the clan's, with the clan's hierarchy firmly in place. Any Garundi who pass through this territory are there as guests or supplicants to the order already established. If the newcomers want to join an existing settlement, they must pay tribute to the local clan leaders for a year, and then may join the community, albeit at the very bottom of its social ladder, with no exceptions for wealth or connections. It is frequently descendants of such low-ranking families who form the new clans that set out in search of new homes somewhere on Golarion.

Garundi typically choose names for their children that illustrate the children's place in society. Should a child be born into a high-ranking family, its name will reflect the breadth of the clan's reach: a city name, perhaps, or one of the major geographical landmarks. Those of lesser status choose names that are recognizable landmarks for locals. Those who occupy the bottom of the ladder often take names that reflect minor local landmarks, such as street names.

Although Garundi are strictly hierarchical when it comes to their dealings with other clans and families, they are open and friendly to outsiders, treating each of them equally. They are kind neighbors, attentive to the community's needs, and among the first to help their neighbors and allies, whether Garundi or some other culture. At the same time, Garundi establish an identifiable community within the society in which they live, a place where others of their kind are welcome and know the customs, and where the old traditions are kept alive. While their openness to outsiders sometimes leads to intermarriage with outsiders, their emphasis on tradition and hierarchy means such matches can lead to conflict and heartbreak unless the outsiders are willing to adopt Garundi customs.

Garundi wear bright and colorful clothing, both attractive and practical. Though local customs and styles influence their dress, they incorporate traditional elements of Garundi clothing as well. They wear loose and comfortable clothing that can be removed or layered on quickly, as befits a people who arose in a land of extreme temperatures.

They approach life with gusto, and worship with song and dance. They do not often see value in practicing somber rituals, and while they can be calm and reserved or deadly serious when necessary, they prefer to move through life in the steps of a dance, with joy and gratitude for their partners.

# Humans of Golarion

## Keleshites

**Languages:** Common, Kelish

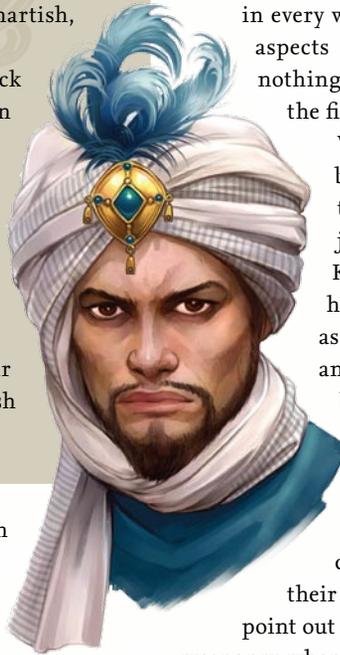
**Favored Regions:** Katapesh, Nex, Osirion, Qadira, Taldor

**Favored Religions:** Abadar, Calistria, Irori, Norgorber, Rovagug, Sarenrae

**Female Names:** Amestri, Artazostra, Barezata, Iuni, Izora, Khismia, Kyra, Naadhira, Sahba, Shirin, Utana, Waajida, Xemestra, Zarishu

**Male Names:** Aakif, Akkuya, Arasmes, Bahram, Ik-Teshup, Irizati, Khair, Kobad, Ormizd, Parumartish, Rusmanya, Warezana, Xoshak

**Appearance** Keleshites have uniformly black hair and brown or even slightly golden eyes. The men tend to grow beards. Their clothing ranges from gauzy silks to practical linen and cotton robes, with headdresses, veils, and turbans common to keep sun and sand out of their hair and eyes. Gold and silver decorations are popular not just a Keleshite women, but also among the men, who encrust their weaponry and top their turbans with lavish displays of wealth.



For Keleshites, glory is synonymous with their culture. A popular Keleshite phrase brags, “All the world is glass compared to the Keleshite’s diamond,” and this superior attitude often makes them difficult to deal with. Convinced that they are a people bred from perfection, they bear a strong sense of entitlement, and even Inner Sea natives often reference the traditions of the grand Padishah Empire of Kelesh. Yet while Keleshites’ power, education, and refinement may be quite real, they also count among their ranks brutal slavers, cynical mages, zealous warriors, and hot-blooded lovers—for they are a race bred from the heat and fire of the desert.

Passion fuels a Keleshite’s life; whether in adventure, business, or love, Keleshites are a people who value boldness, a glib tongue, and clever tactics over brute force. They are an aggressive people, and their fiery passion makes them quick to anger, but most Keleshites are equally quick to forgive.

Despite the Inner Sea region’s legends of ancient Azlant, many Keleshites boast that their people were in fact the first to establish civilization, and their folktales describe how they gained agriculture and other such skills from genies and dragons. This maligning of others’ ancient ancestors, along with the border wars between Taldor and Qadira, goes a long way toward explaining the general mistrust many Taldans feel toward Keleshites.

Keleshites adore luxury—their vanity demands it, and haggling between buyer and seller is elevated to an art form in Keleshite marketplaces. It is not uncommon to see a Keleshite clad in scintillating fabrics and adorned with trinkets of gold and silver. However, no amount of riches can purchase a Keleshite family’s true treasure: its daughters. Keleshites treat young women as jewels beyond price, because they give rise to the next generation. Thus, Keleshite fathers, brothers, and husbands indulge them in every way. Keleshite decadence extends to other aspects of life as well; many Keleshites think nothing of spending chests of gold to purchase the finest teas, carpets, and especially horses.

Wealthy Keleshites obsess over horse breeding and racing, and scour Golarion to find the perfect sires for their stables, justifying the sterling reputation of the Keleshite warhorse. This appreciation for horsemanship shows in Keleshite warfare as well. The sight of Keleshite light cavalry and mounted archers galloping across the battlefield often frustrates their foreign enemies, who believe the hit-and-run tactics of the Keleshites to be cowardly. The Keleshites do not regard such actions as cowardice, but rather as well-considered tactics separating them from their boorish enemies. They are also quick to point out the obvious advantages of light armor and weaponry when fighting in a hot climate. The Keleshite navy mimics this form of combat, preferring light, nimble ships over heavily armed, clumsy vessels.

The proud dervishes are the Keleshites’ most iconic warriors. Fanatical warriors dedicated to Sarenrae, they twirl about the battlefield, rending and ripping their foes with razor-edged scimitars. These dervishes wear long, colorful kilts or skirts that distract their foes and distort their forms, allowing them to make quick work of heavily armored rivals as they perform their grim dance of blood and steel. Wherever Keleshite people live, dervishes live among them in positions of honor; they receive deferential treatment in Keleshite lands, and in many satrapies they operate above or outside of the law.

Keleshite names stem from the glory of the Diamond Sultanates in the east, beyond Qadira. The elite adopt names from imperial Kelesh, while the less privileged as well as members of certain warrior castes have names that express their cultural ties to the horse-riding cultures of the unaligned nations of the north-central steppes. The former generally go by a single name, while the latter often have surnames associated with their clan and family.

# PATHFINDER

PLAYER COMPANION

## Kellids

**Languages:** Common, Hallit

**Favored Regions:** Numeria, Realm of the Mammoth Lords, the Worldwound

**Favored Religions:** Desna, Erastil, Gorum, Rovagug

**Female Names:** Annik, Belka, Dagur, Fesha, Inkit, Jalket, Kala, Lesit, Nalket, Selka, Shelen, Valki, Varka, Yala

**Male Names:** Barek, Dolok, Dron, Ganef, Gannak, Gurog, Holg, Jokum, Kronug, Nonek, Roga, Takek, Zoresk

**Appearance:** Kellids are a brawny, dark-haired folk who bear the scars and weathering of rough lives spent in the open. Their eye color tends toward black, blue, or steel gray, and their flesh is generally deeply tanned. A Kellid who doesn't have a story told in his body's scars is a Kellid who has succumbed to the pleasures of a comfortable life, and is rightfully held in distrust by kin.

Savage as the bitter wind that blasts the tundra of the Realm of the Mammoth Lords, strong as the skymetals that fell to Numeria long ago, and sturdy as the wasteland that endures near the smear of the Worldwound, Kellids are defined by their survival. Clad in fur pelts and leather hides, Kellid barbarians and hunting parties sweep the vast frozen plains of northern Avistan, from the snowcapped Tusk Mountains in the west to the icy waters of the Lake of Mist and Veils in the east. Wherever they roam, these nomadic warriors share a fondness for violence and a healthy distrust of magic.

Tangible threats assault the Kellid people on all sides, and the common link of vile magic between their foes has shaped their beliefs. Kellid warriors have long battled the Winter Witches of Irrisen to the west, the arcanists of the Black Sovereign in Numeria to the south, and the demons of the chaos-filled Worldwound to the east. This struggle has led the Kellid people to distrust magic. Even those who abandon their superstitious homelands for the civilized south often keep arcane matters at a sword's length.

Kellids treat outsiders with a strange curiosity, favoring visitors with obvious shows of strength. Most Kellids speak Hallit, a coarse language with no written form. When in "civilized lands," nearly all Kellids become impatient with the flowery prose of diplomats, and they rarely learn to read, believing that words not worth remembering are not worth knowing. As a result, Kellids tend to have excellent memories, and their runners and messengers can recite complicated messages even after fighting their way through leagues of hostile territory.

Feared for their ferocity and brute strength, Kellid warriors still practice their own form of hospitality. Although they would kill an armed warrior without hesitation were she to threaten them, that same warrior, discovered half-frozen and near death on the icy tundra, would be taken in and nursed back to health. Dying from exposure or starvation is universally considered a death too grim for anyone—even a sworn enemy.

Bound to nature, Kellids use everything the land offers, making tools, building shelters, and crafting jewelry and strange animal fetishes from the bones and hides of the creatures they kill—sometimes normal forest beasts, and sometimes dangerous megafauna in the Realm of the Mammoth Lords. Kellids prefer simple leathers and furs as dress, and layer appropriately when the climate dictates.

Their close relationship with nature leads a few Kellids to practice an ancient animistic religion, seeing spirits, lesser gods, and stranger entities in the creatures, places, and objects around them. However, traveling over untamed wilderness and confronting violent beasts and brigands leads most modern Kellids to worship Desna and Gorum. In the darker shadows of the Worldwound and Numeria, some abhorrent tribes even pay reverence to Rovagug.

The Kellids' tribal society strengthens their familial bonds; although different tribes clash over hunting rights, campgrounds, or feuds of forgotten origins, whenever a greater threat emerges, most Kellid tribes forget their differences and quickly unite.

Kellids realize that other cultures view them as being akin to the stupid beasts they hunt, and happily let them perpetuate this stereotype, knowing that underestimation by an enemy gives them the advantage of surprise. Though deadly when they let their tempers flare, Kellids also have a deep patience born from the long days and nights spent enduring the bitter cold during hunts. Because of this hard way of life, Kellids make some of the most talented and skilled barbarians, druids, and rangers in Avistan, and many affluent southerners pay handsomely to employ Kellid guides.

Kellid names are harsh and to the point. Surnames and titles are never frivolous, as honorifics tend to cause the owner many tribulations when other Kellids demand the bearer of such a title to back up the claim—a task any Kellid gladly accepts.



# Humans of Golarion

## Mwangi

**Languages:** Common, Polyglot

**Favored Regions:** Mwangi Expanse, Rahadoum, Sargava, the Shackles, the Sodden Lands, Thuvia

**Favored Religions:** Desna, Gozreh, Nethys, Pharasma, various demigods

**Female Names:** *Bekyar*—Babashk, Kamshi, Shivkah, Sinkitah, Soki

*Bonuwat and Mauxi*—Butandra, Kalizama, Marisan, Shimshem, Simbala

*Zenj*—Me'amesa, Mpaandi, Ntisi, Shikaba, Xabala

**Male Names** *Bekyar*—Harisko, Kamishah, Seckor, Suuktidi, Yekska

*Bonuwat and Mauxi*—Banipani, Baolo, Mitabu, Pateba, Teruawa

*Zenj*—Bikmelu, Hadzi, !Kunat, Kpu'unde, Shokamb, Tabansi

**Appearance:** All four Mwangi ethnicities have dark skin and dark hair, though significant variations between the four groups exist.



It is something of a misnomer to refer to the Mwangi as a homogenous people, for they are as diverse as the lands of deep Garund. At least four major groups exist—the Bekyar, the Bonuwat, the Mauxi, and the Zenj—and others may roam the unexplored vastnesses of the continent. Perhaps these others dwell in concealed and advanced civilizations carrying on the ways of their ancient forebears, or subsist in the jungle depths as tenacious hunter-gatherers—few can say for sure, as Garund keeps its secrets well. The forebears of the Mwangi are thought to have been a powerful and enigmatic civilization in central Garund, but little is known of this ancient and fallen empire. It is perhaps this ignorance of Mwangi history that has traditionally led historians, explorers, and other foreigners to view them as a single ethnicity.

The Mwangi are an adaptable people. Within a generation or two, Mwangi immigrants entering other societies integrate into the larger community, adopting its mores and customs, and either leaving their own behind or hiding them behind closed doors. In their homelands, travel and contact between tribes are common, and most have adopted a trade language called Polyglot that combines words from different dialects and allows speakers to communicate with Mwangi from across the great tracts of the Mwangi Expanse.

The four major Mwangi ethnicities possess disparate appearances and cultures, and each ethnicity encompasses a number of tribes. The Bekyar, the least understood of the major Mwangi subgroups, hail primarily from the

Kaava Lands and the surrounding regions. They are extremely tall and lanky, wearing elaborate hairstyles, and their ranks include a frighteningly impressive number of slavers. If they can't take slaves from others, they are not above selling their own kin.

The water-loving Bonuwat are colorful and friendly, and are of average height with expressive mouths and generous smiles. They are among the farthest-ranging of the Mwangi, with trading networks along Garund's eastern coast that predate many of the current kingdoms of Avistan. They favor colorful, loose pantaloons and vests, appropriate for fishing and sailing, and are the Mwangi most often seen by northerners, as they possess an extensive trading network along the Mwangi Coast and frequent the ports of Bloodcove and the Shackles.

The Mauxi seem to be only distantly related to the rest of the Mwangi, for their skin is ashen and their features more angular. They are withdrawn and aloof, having adopted the ways of the northern Garundi among whom they dwell.

Most speak Osiriani, though many also speak Polyglot among themselves as a private cant. Though northern nations like Thuvia are primarily Garundi, many Mauxi have become part of the upper classes there, and seek to draw a sharp distinction between themselves and other Mwangi.

The Zenj are the most common of the Mwangi peoples, with an abundance of tribes scattered across the interior of the Mwangi Expanse. They are slightly shorter on average than most humans, with slender, muscular frames and wiry black hair. Most dwell in small villages and make their living from the land as cattle herders, hunters of the savanna or jungle, or fishermen on the rivers, though an increasing number live in cities that dot Sargava and the Mwangi Expanse. Many neighboring tribes are linked through trade and intermarriage—leaders in particular are encouraged to marry members of other tribes to strengthen political alliances. Zenj who move to another locale, whether fleeing war, disaster, or famine or out of simple curiosity, tend to carry their tribal structure with them.

Because of the manner in which other cultures tend to lump their distinct ethnicities together, the Mwangi peoples are frequently misunderstood, and “civilized” adventurers from the north are often fond of regaling audiences with tales of Mwangi slavery, cannibalism, and genocide. While all of these things can be found among the Mwangi—particularly among the Bekyar—to paint all the cultures of the far south with the same brush is a gross misrepresentation.

## Shoanti

**Languages:** Common, Shoanti

**Favored Regions:** Belkzen, Lands of the Linnorm Kings, Varisia, Numeria, Realm of the Mammoth Lords, the Worldwound

**Favored Religions:** Desna, Gorum, Gozreh, Pharasma, ancestor worship, totemism

**Full Names:** Arrow Catcher, Break Bones, Hawk Dancer, Earth Hammer, Eats What He Kills, One Tooth, Ready-Klar, Sky Whisper, Thousand Bones, Thunders When Sleeps, Who Kills Twice

**Female Names:** Ahalak, Beshkee, Imenda, Nalmida, Tanjah, Tekrakai, Yavenee, Zova

**Male Names:** Akrem, Belor, Garidan, Hargev, Krojun, Shadfrar, Vachedi

**Appearance:** Shoanti possess widely varying skin tones, from deeply tanned to dark brown, although most are of a ruddy complexion. Hair is considered a dangerous weakness in hand-to-hand combat, so both men and women typically shave their heads, save for shamans and the elderly.



The Shoanti people protect the highlands north of the Storval Rise with a ferocity unmatched anywhere else in northern Varisia. With their warlike nature and proud traditions, this ethnic group is actually seven distinct cultures bound together in a shared history. While xenophobic toward non-Shoanti, the seven tribes—or “quahs”—respect one another’s rightful territory, and disputes are viewed as distasteful. However, when disagreements do occur, most Shoanti avoid waging war, settling for small raids or ritualized combat between elected champions to see who the spirits favor.

Although the Shoanti pay homage to Desna, Gorum, Gozreh, and Pharasma, they also revere totems, particularly those that represent their specific quahs, and rarely act without advice from their spiritual leaders: the shamans and thundercallers. Many wonder if one of the deities listed above grants the Shoanti their totem domains, but it remains unknown which deity, or if it is more than one deity who does. For each quah, the totem domains and totems revered are as follows.

**Lyrune-Quah (Moon Clan):** *Domains:* Animal, Darkness, Strength, Weather, War. *Totems:* bat, cave bear, field mouse, the moon, mountain lion, owl, rainstorm, star, wolf.

**Shadde-Quah (Axe Clan):** *Domains:* Animal, Destruction, Strength, Water, Weather. *Totems:* cave bear, cliff, dire bear, eagle, sea, squid, water elemental.

**Shriikirri-Quah (Hawk Clan):** *Domains:* Air, Animal, Liberation, Strength, Weather. *Totems:* air elemental, cloud, firepelt cougar, forest grove, hawk, horse, hippogriff, wind.

**Shundar-Quah (Spire Clan):** *Domains:* Animal, Knowledge, Protection, Rune, Weather. *Totems:* earth elemental, mountain spire, rock fall, spirestalker, storm roc.

**Sklar-Quah (Sun Clan):** *Domains:* Animal, Fire, Strength, War, Weather. *Totems:* aurochs, cindersnake, emberstorm, fire elemental, firepelt cougar, the sun.

**Skoan-Quah (Skull Clan):** *Domains:* Animal, Darkness, Earth, Protection, Repose. *Totems:* ancestor, earth elemental, giant scarab beetle, vulture, will-o'-wisp, wolf.

**Tamiir-Quah (Wind Clan):** *Domains:* Animal, Air, Earth, Protection, War. *Totems:* air elemental, cloud, griffin, storm, storm roc, wind.

Shamans pass on traditions from generation to generation through oration, spinning tales that harken back to the Shoanti’s days as a warrior-caste for ancient emperors. The fact that most men tower well over 6 feet tall and women are usually just inches shorter suggests a history of selective breeding. Their stories speak to their origins as a people selected for the greatest skill, speed, strength, and honor, and their storytelling itself has helped the Shoanti cultivate extremely sharp memories. Outsiders, or “tshameks,” as some Shoanti call them, say a Shoanti never forgets a single misspoken word and will continue to distrust the offender no matter the passage of years. Tribes are close-knit, and members do not tolerate large economic differences within a tribe—what belongs to one, belongs to all. Naming is a complicated affair among the Shoanti, with full names being earned as adults rather than given at birth. The tribal shaman gives each newborn a name. Upon reaching maturity, the youth undertakes a rite of passage, after which the shaman bestows upon him a full name, a title that can change several times depending on the Shoanti’s deeds. After the rite of passage, the shaman gives him his first tattoo. These tattoos number in the thousands, with warriors often acquiring many more over the courses of their lives, and their meanings and interpretations are as varied as the Shoanti people themselves.

The Shoanti cling to their traditions in a rapidly changing world intent on their destruction. In fact, the Shoanti feel honor-bound to reclaim the territories lost at the hands of their expansionist southern neighbors. They speak their own language—a mix of Hallit, Thassilonian, and Varisian—making communication with them difficult.

# Humans of Golarion

## Taldans

**Languages:** Common

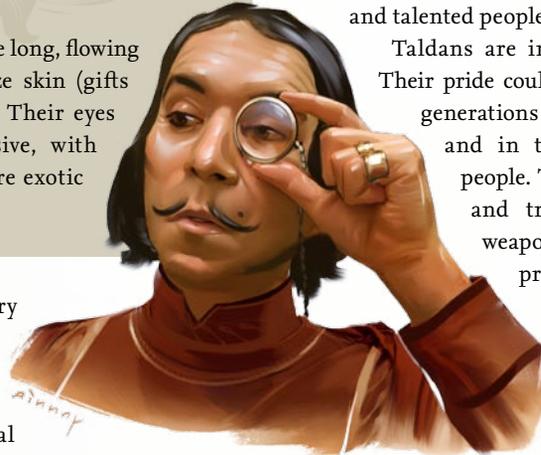
**Favored Regions:** Absalom, Andoran, Brevoiy, Cheliah, Druma, Galt, Isgar, Lastwall, Molthune, Nirmathas, Qadira, Taldor, Varisia

**Favored Religions:** Abadar, Calistria, Cayden Cailean, Norgorber, Sarenrae, Shelyn, Torag

**Female Names:** Adula, Charito, Eudomia, Euphemi, Ionnia, Kale, Komana, Pasara, Salvianella, Viniana, Xemne

**Male Names:** Doritian, Eudonius, Gabradon, Iacobus, Menas, Narsius, Olytrius, Origen, Stichilo, Theodric, Vors, Xantrian

**Appearance:** Taldans generally have long, flowing brown hair and naturally bronze skin (gifts from their Keleshite ancestors). Their eyes tend to be small but expressive, with green, gray, and sometimes more exotic amber coloration.



Taldans justify their legendary arrogance as deserved pride. They point to their scholarly successes, their noted intellectuals, their breathtaking art, their historical conquests, their natural physical beauty, and their unparalleled martial skills as evidence that, far from inflated pomposity, their cultural arrogance is simply appreciation of their obvious worth to humanity.

Historians argue whether this same cultural arrogance was perhaps a large contributing factor to the fall of the Empire of Taldor. Taldor once held colonies across southern Avistan, north through the River Kingdoms, and west through most of modern Cheliah. Taldans' complacency, their smug self-assuredness, their decadence, and their excesses, however, led them to believe their empire was inviolate. When the colonies broke away in the Even-Tongued Conquest, Taldor was stunned and slow to react. Corruption within the empire made it impossible for the Taldan people to reclaim their colonies, and their empire began a slow decline that continues to this day.

Even so, Taldans act as though they still dominate the continent. Detractors of Taldan culture—of which there are many—scornfully refer to Taldan men and women as “roosters and harpies.” Anyone who has seen Taldan men strutting along a city boulevard, stroking their carefully groomed beards and speaking loudly of last night’s “territorial conquest,” or Taldan women in a gaggle, their elaborate wigs adorned with ribbons and jewels, giggling about “that poor woman whose tailor must be either blind or a Kellid,” can immediately understand these unflattering nicknames.

Not every Taldan fits the cultural stereotype, of course, but most exhibit some degree of their iconic pride. For some, this pride manifests as a compulsion to point out anything inspired or influenced by Taldan culture. Others may habitually drop companions who seem “boring,” a practice especially common among Taldan women who have been conditioned to see males as attachments, meant to be entertaining and pleasing to the eye. Some take great pride in the fact that they are not prideful and exclusionary like most Taldans, and constantly point out how much they enjoy associating with other races and less wealthy and talented people.

Taldans are in fact far from a useless race. Their pride could not sustain itself for so many generations without some basis in reality, and in truth, they are an impressive people. Taldan men are strong and agile and train rigorously with different weapons in their adolescence, with a preference for the falcata sword.

The Lion Blades are a Taldan organization that specializes in stealth, infiltration, and ambushes. Lion Blades may serve the Taldan Empire openly or in secret, but always use their art in service to their country. Taldan women often receive weapons training as part of their upbringing as well, but those of high society—and those who seek to emulate them—are generally expected not to enter any sort of dangerous occupation where they might require such training.

In addition to their natural gifts, Taldans have a strong sense of responsibility toward less fortunate individuals. While Taldans might look down on other races and cultures as “inferior,” a single destitute individual can move them to great acts of charity. Deserving Taldans obviously receive more charity than deserving people of other races and cultures, but Taldans are generous nonetheless—sometimes to a fault, as hedonism and a desire to live in the moment can lead many into debt.

Taldans often focus their worship on the two gods of Taldan origin who are considered “respectable” by the upper class: Abadar and Shelyn. The poor, lower-class Taldan citizens, termed the “unbearded,” follow the example of their superiors, but many unbearded youth, disillusioned with the rotting decadence of the empire, choose to follow Cayden Cailean instead. Taldans are generous with their money when building temples, and stuff their places of worship full with paintings, sculptures, tapestries, and murals elevating their chosen gods—and themselves by association.

# PATHFINDER

PLAYER COMPANION

## Tian

**Languages:** Common, Tien

**Favored Regions:** Absalom, Katapesh, Lands of the Linnorm Kings, Nidal, Realm of the Mammoth Lords, Varisia

**Favored Religions:** Abadar, Calistria, Desna, Erastil, Irori, Shelyn, Zon-Kuthon, ancestor worship, Tian pantheon

**Female Names:** *Tian-Dan*—Bach Hien, Do Quyen, Hai Minh, Ngoc Yen, Que Xuan

*Tian-La*—Alerdene, Bayandash, Surenchinua, Narantuyaa, Odval

*Tian-Min*—Hiriko, Kaede, Kasuri, Meguma, Umie

*Tian-Sing*—Indah, Lestari, Nirmala, Sangati, Udara

*Tian-Shu*—Chao, Hua, Meilin, Qiao, Xue

**Male Names:** *Tian-Dan*—Tuong Kinh, Huu Tai, Phung Trong, Toan Hao, Thanh Liem

*Tian-La*—Batsaikhan, Enqbatu, Gansukh, Qorchi, Tomorbaatar

*Tian-Min*—Kousei, Shiota, Sunaki, Yuto, Zaiho

*Tian-Sing*—Budi, Hamengku, Kusuma, Purnoma, Suryo

*Tian-Shu*—Bao, Jianguo, Shuo, Xiaoran, Zhen

**Appearance:** Tians tend to be smaller and slighter than the races of Avistan and Garund. Men rarely grow taller than 5-1/2 feet, while women often barely break 5 feet in height. Even among the generally thin and narrow-bodied Tians, the *Tian-Dan* and *Tian-Sing* frequently appear particularly skinny even when well-fed. In contrast, the northwestern *Tian-La* generally possess moon-shaped faces and squat, muscular bodies. The *Tian-Shu* and *Tian-Min*, as in most other comparisons of Tian extremes, compose a middle ground. Although most Tians have dark hair, children are occasionally born with shock-white or silvery-white hair, which is considered an omen of greatness. Such children frequently become influential leaders and poets of the highest caliber, and families into which they are born receive great honor and frequently an increase in rank and wealth.

Far to the east of the Inner Sea region, beyond the continent of Casmaron, lies the sprawling continent of Tian Xia, known to many as the Dragon Empires. Cut off from easy trade to the west by one of Golarion's greatest mountain ranges, the Wall of Heaven, the vast majority of trade with Tian Xia funnels through a gap in these mountains at the immense port city of Goka or swings to the north over the Crown of the World. Of the attempts to establish trade routes by sailing south of Tian-Xia, none

have succeeded, due to the myriad dangers that lurk in the Valashman Straits and among the Wandering Isles.

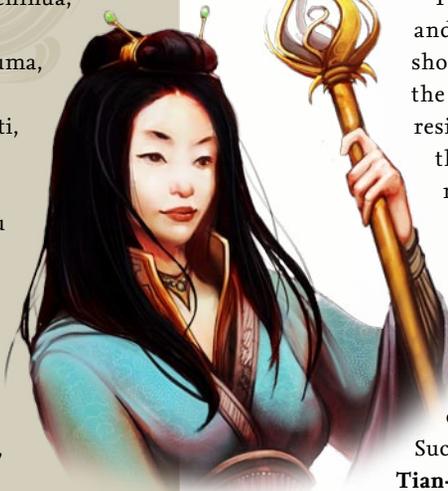
Yet despite this isolation, the Tian peoples have a significant presence in the Inner Sea region, particularly along the shores of the Inner Sea itself and in the north, where the trade route across the Crown of the World branches into the Lands of the Linnorm Kings and the Realm of the Mammoth Lords.

Tians have almond-shaped eyes and tend to stand several inches shorter than the native people of the Inner Sea region. Although the residents of Avistan and Garund see the Tians as a single ethnicity (a misconception that the Tians often reciprocate), these people actually comprise several distinct ethnicities. The majority of those who dwell in the Inner Sea region come from a region called Minkai or from the continental mainland, where the Successor States are located.

**Tian-Min:** The Tians of the vast peninsula nation of Minkai possess the widest variety of eye color, encompassing shades of blue, green, violet, orange-red, black, and brown. *Tian-Min* value their isolation not only from the rest of the world, but from the rest of Tian-Xia, yet the honorable traditions of their samurai and the legendary skills of the region's ninja clans are known across the world. The majority of the Tian who live in northern Avistan are *Tian-Min*.

**Tian-Shu:** The most populous of the Tian peoples are the *Tian-Shu*. This ethnicity dominated the central mainland for hundreds of years, and even after the collapse of imperial Lung Wa over a hundred years ago and the foundation of the many Successor States, the *Tian-Shu* remain powerful. They possess dusker skin than most other Tians and usually have dark brown or black hair. The majority of Tians found in southern Avistan and Garund are *Tian-Shu*.

**Other Ethnicities:** Although much more rare in the Inner Sea region, other Tian ethnicities exist in Tian Xia. To the north, near the border of the Crown of the World, roam the nomadic *Tian-La*, while far to the south can be found the green-eyed *Tian-Sing*. A fifth ethnicity, the *Tian-Dan*, rarely leaves their remote empire of Xa Hoi, partially due to tradition but primarily because of their longstanding war with the serpentine denizens of Nagajor—an empire ruled by nagas that separates civilized Tian Xia from the monster-infested Valashmai Jungles to the south.



# Humans of Golarion

## Ulfen

**Languages:** Common, Skald

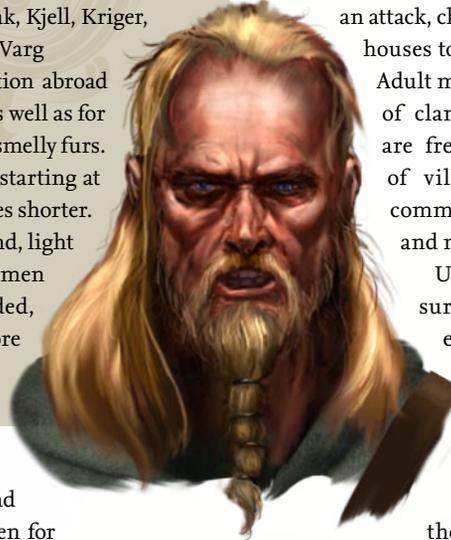
**Favored Regions:** Irrisen, Lands of the Linnorm Kings, Varisia

**Favored Religions:** Cayden Cailean, Desna, Erastil, Gorum, Lamashtu, Torag

**Female Names:** Asta, Belende, Dagny, Gerda, Gunda, Hege, Ingirt, Jorun, Runa, Signe, Tine

**Male Names:** Birger, Dines, Eilif, Hyglak, Kjell, Kriger, Ostog, Ragnar, Sterk, Svalk, Tallak, Varg

**Appearance:** The Ulfen have a reputation abroad for being strong, dumb, and quiet, as well as for having strange accents and wearing smelly furs. Most Ulfen are quite tall, with men starting at 6 feet and the women just a few inches shorter. Their skin is pale and their hair blond, light brown, or red. Both men and women wear their hair long and braided, though women's braids tend to be more elaborate. Men usually wear beards.



The Ulfen have learned the silence of the north, to be still as a mountain and quiet as a snowfall. They know to listen for the howl of the winter wind, the step of the fox in the woods, and the distant cry of the winter wolf across the plains.

Ulfen men and women are strong and robust by necessity. They make their homes in the most distant and inhospitable lands and have carved a culture for themselves among the ice, snow, and frigid seas. Ulfen do not see their lot as particularly hard; they value their independence and isolation, and are proud of their skill as warriors, hunters, sailors, and druids. Many even seem to go out of their way to face dangers less passionate races would balk at. Their willingness—need, even—to face the dangers of sailing upon the icy seas, seek wealth among the frozen mountains, and journey past the edge of any human map merely to have their exploits sung of mark them as bold allies and dauntless foes. Ulfen possess a strong connection to the natural world and take many of their cues from the way wild animals live their lives. They believe in strength, the unity of a clan, and the concept of taking what one needs from nature and nothing more.

This powerful connection to natural forces leads many Ulfen women to develop druidic powers or, occasionally, become priestesses of Desna, Gorum, or Torag. Ulfen men often follow the path of barbarian or ranger and develop skills as hunters, trackers, and trappers, though some also become druids or priests.

Ulfen consider personal honor to be very important, and insults often lead to duels. Ulfen enjoy dueling and, while

they are serious about the issues that lead to duels, treat the combat itself like a sport. Feuds, however, are serious matters that span generations and spark bloody raids and pitched battles between clans.

Years of conflict with the dangerous denizens of the north have taught the Ulfen to remain alert and expect danger at all times. Children are trained to use weapons as soon as they have the strength to hold them, and during an attack, children often retreat to the attics of their houses to fire arrows at enemies from windows. Adult men and women fight equally in defense of clan and village. Large communal fires are frequently kept burning in the centers of villages, serving both as symbols of community and deterrents to wild animals and monsters—especially trolls.

Ulfen believe that their culture has survived this long by learning from experience, and the stories of elders are respected and remembered. Few Ulfen die of old age, however, as fierce pride keeps most elders on the battle line until they fall in combat.

Not all Ulfen are content to remain their entire lives in the same place, and in truth, if all Ulfen stayed in the villages of their birth, the clans would soon become too big to maintain. Young Ulfen often leave their clan to go on quests or explore new lands. Some consider this a way to see something of the world or attain a measure of glory before returning home to live with their people. Others find they enjoy the nomadic lifestyle or find new homes in which they wish to live their lives. Ulfen bodyguards and hired sailors are not uncommon throughout the southern lands, and are valued not only for their strength and skill, but also for their distinctive and imposing appearance.

Ulfen history is laced with tales of warriors who could take the form of animals. Even today, Ulfen tend to have high rates of lycanthropy among their northern clans. Shapeshifting Ulfen are not considered cursed, but blessed instead with the favor of nature spirits. Violent lycanthropes who cannot control their urges are required to stay in a locked building reinforced with silver and filled with raw meat during the full moon.

Although the Ulfen people focus much of their energy on survival, they also understand the importance of ceremony and celebration—whether such events mark a new year or the passing of a loved one. Ulfen have many traditional festivals, most centering around athletic contests of axe throwing, sled pulls, and foot races. Drinking competitions are also popular events, and the Ulfen's reputation as drunken louts likely comes from foreigners witnessing these celebrations.

## Varisians

**Languages:** Common, Varisian

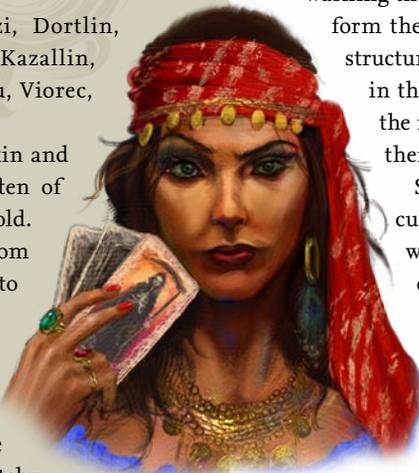
**Favored Regions:** Lands of the Linnorm Kings, Lastwall, Nidal, Nirmathas, Numeria, Ustalav, Varisia

**Favored Religions:** Abadar, Calistria, Cayden Cailean, Desna, Erastil, Gozreh, Norgorber, Sarenrae, Shelyn, Urgathoa

**Female Names:** Alika, Alinza, Anca, Bordana, Carmelizzia, Ilinica, Iolana, Luminita, Mirelinda, Narcizia, Nicinniana, Piousa, Zeldana, Zriorica

**Male Names:** Alezandaru, Andrezi, Dortlin, Eugeni, Henric, Ionacu, Iozif, Kazallin, Marduzi, Silvui, Skender, Tiberiu, Viorec, Zandu, Zstelian

**Appearance:** Varisians have dusky skin and large, expressive eyes that are often of strange colors, such as violet or gold. Their hair color ranges widely, from platinum to blond to deep reds to brown to black—very few hair colors are considered unusual among Varisians. They tend to be a lithe and long-limbed folk, and men often have trouble growing facial hair, making the patchy or stringy beards and mustaches of Sczarni thugs a well-known look.



Many Varisians are wanderers and nomads, traveling in caravans and stopping only to put on exotic shows or to swindle and seduce locals. Yet just as many Varisians settle down and form small towns or, in the case of Ustalav, whole nations. They can be found everywhere there is a tale to learn, fortune to tell, or song to sing, but are most common in the lands north and west of Lake Encarthan, though they hold the lowlands of Varisia as their ancestral home. They have a dual reputation as exotic performers and dangerous thieves, and while many other races and cultures admire the Varisians, none fully trust them.

Varisians wear flowing, beautifully embroidered garments of red, green, blue, and purple, often adorned with strings of coins and tiny bells. Some derisively refer to Varisians as “magpies.” Tales of Varisian thieves running elaborate confidence games in cities, or methodically picking the pockets of all the patrons in a tavern in just a few minutes, add to this unflattering image. The Sczarni are the most notorious of Varisian thieves, and are the reason for much of the Varisians’ reputation for criminal activity. The Sczarni are less nomadic than many of their kin, and tend to settle down for months or years to run their operations.

Varisian fortune-tellers are famous across the land. Before the death of Aroden, Varisian seers, known as

harrows, could trace the path of a subject’s life into the near future and beyond. After Aroden’s death, their gift was severely damaged; now harrows can see only a short distance into a murky, distorted future.

Music and dance are a significant part of Varisian culture. Most Varisians can play at least one instrument, but many can play two or three. Varisians have a song for every occasion, grand and mundane, even for tasks such as washing the dishes or building a fire. The moves that form the foundation of their dances are carefully structured and practiced until they become innate; in this way, Varisian dancers can improvise in the middle of performances while still keeping their style recognizable.

Scarves are strongly associated with Varisian culture as well. Varisian women in particular wear scarves in a myriad of colors with all outfits, and often attach superstitious beliefs to the color and material of their scarves. For instance, most Varisian women wear flowing red and pink scarves when trying to catch a man’s eye, or heavy purple scarves when telling fortunes). Varisian men also wear scarves to match their outfits, though they tend to be shorter and less elaborate than women’s scarves. Varisians have also designed scarves with hidden blades sewn into them to use as weapons.

Varisians are devoted to their families, and clans are incredibly close-knit. While caravans will stop to trade in towns, and some Varisians even settle in cities, clans always view non-members as outsiders. Fellow Varisians are given more consideration than other races and classes, but the clan receives unquestioned loyalty and support. This is not to say that Varisians never leave their clan. Some quarrel with family members and strike out on their own. Others, in the grip of the wanderlust that strikes most Varisians at some point in their life, desire more freedom than even a traveling clan can provide. Many Varisians are fascinated by ancient ruins, particularly those with a connection to Desna, and will travel hundreds of miles to investigate mere rumors of such ruins.

Many Varisians feel a special connection to Desna, and treat dreams with reverence. Varisian adventurers often pester their companions to recall their dreams upon waking, and then spend inordinate amounts of time recording and attempting to analyze those dreams. Their art often features butterflies and other symbols of Desna’s faith. While Varisians do not generally build temples, they often maintain shrines along well-traveled roads, stopping to perform any needed repairs, put out fresh flowers, and repaint fading symbols on the shrines whenever they pass by.

# Humans of Golarion

## Vudrani

**Languages:** Common, Vudrani

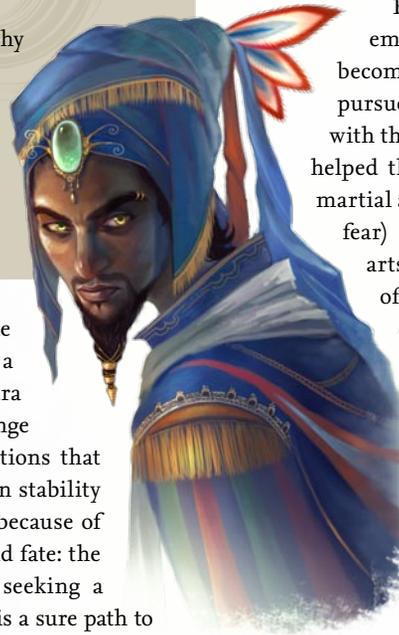
**Favored Regions:** Absalom, Jalmeray, Katapesh, Nex, Osirion

**Favored Religions:** Any

**Female Names:** Abha, Hema, Hirati, Isa, Jayazi, Nanya, Nigana, Revhi, Sajna, Vilama, Zaci

**Male Names:** Bala, Barid, Dadshi, Darvan, Hava, Krama, Manujyestha, Pratavh, Sumna, Yantur

**Appearance:** The Vudrani have swarthy skin and dark-colored hair and eyes. Men often wear beards in long and extravagant styles, while women are fond of jewelry. Both genders are quite accepting of piercings and the use of colorful makeup to accent beauty.



The Vudrani hail from the Impossible Kingdoms of distant Vudra, but have a significant presence in Jalmeray. Vudra lies far to the east of the Inner Sea, a strange realm of competing and conflicting nations that have somehow also managed to maintain stability over hundreds of years. In part, this is because of the Vudrani belief in caste, tradition, and fate: the highly religious Vudrani believe that seeking a station above the one allotted in this life is a sure path to reincarnation much lower on the ladder of being, and that the greater one's ambition, the farther one will fall. Only those who have served as their fate demands for many lifetimes earn the right to a luxurious lifestyle, and even then they must live their lives in service to their thousands of gods. Some who have come to the Inner Sea find no issue in transferring their religious allegiance to local pantheons, but most are devoted to their ancestral deities. Even Vudrani criminals and murderers bow to these beliefs, viewing their goddess of destruction as another portion of the godhead that permeates all living things.

Religion plays a huge role in the life of most Vudrani. They tend to seek enlightenment and personal spiritual betterment with every action, and if they fail or injure another, they make what amends they can. Numerous volumes of holy writings, such as the *Azvadeva Pujila*, the *Mizravrtta Brahmodya*, and the *Vigrahin Patitraka*, help the Vudrani make sense of the world, imparting history, morality, paths to enlightenment, and ethics. Nearly all Vudrani are familiar with these cultural epics, and the most learned can quote lengthy passages. While they sometimes recount their people's tales as stories for entertainment, many such stories hold lessons important to their culture that they seek to pass on to their companions. When among

non-Vudrani, they might reference particular events and characters from these tales as a code to pass information to their countrymen, assured that any who overhear their discussion won't have any clue as to what they're truly discussing. Because the Vudrani are, in general, literate and well informed, they are also opinionated and vocal—yet they remain restrained in their manner, rather than hectoring.

Because of their religious beliefs, which emphasize perfecting the self, Vudrani become excellent in whatever they choose to pursue. It is this drive for perfection, combined with their love of beautiful movements, that has helped them to develop the system of unarmed martial arts that make their monks the envy (and fear) of would-be plunderers. Though these arts are influenced in part by the traditions of Tian Xia, the Vudrani have refined their own singular techniques. These arts attract many adherents, some of whom practice them openly and others who mask their study in traditional dance and everyday activities—but who are nonetheless among the most formidable of their practitioners.

In their everyday lives, Vudrani are excellent merchants, able explorers, and devoted family members. They are strong believers in community and caste, and in maintaining one's standing within that caste. As a people, the Vudrani prefer luxurious drapings of soft cloth and silks, festooned with scarves and jewelry. They feel it is important to look their best, and within the confines of their castes, they dress in clothes that, in Avistan, cause many to confuse them with nobility. They are also, as might be expected from such a literate people, excellent storytellers, and place a tremendous value on the ability to speak and write eloquently. They view those who cannot control their movements or their speech as lacking, and treat them as children.

The food of this culture is laden with spice, which is added liberally to creamy sauces and dressings. Rice, potatoes, spinach, and homemade cheese are staples of the diet, and those of the Vudrani who choose to eat meat typically confine themselves to the flesh of sea creatures. Among followers of Irori (a Vudrani deity himself), the eating of any meat is avoided altogether.

Vudrani typically keep to themselves and their various enclaves around the Inner Sea. Though many are accomplished travelers and merchants, it is rare to see them in large numbers outside of Absalom, Jalmeray, Katapesh, and Quantum.

# PATHFINDER

PLAYER COMPANION

## Half-Elves

**Languages:** Common, Elven

**Favored Regions:** Any

**Favored Religions:** Calistria, Cayden Cailean, Desna, Irori, Lamashtu, Nethys, Sarenrae, Shelyn, Zon-Kuthon

**Female Names:** Caithrin, Eandi, Elneth, Iandoli, Ilyin, Kieyanna, Liada, Lorceli, Maddeva, Mihalyi, Nahmias, Reda, Saroun, Tamarie, Urriona

**Male Names:** Carangal, Cavathes, Dorsavnil, Encinal, Gouard, Iradli, Kyras, Narinso, Nassaler, Otoniel, Quiray, Seltyiel, Troxell, Turenne, Zirul

**Appearance:** Half-elves generally look like attractive humans with pointed ears. They stand about half a head taller than humans and rarely put on weight no matter what they eat. Those with stronger elven traits are more likely to be viewed as outsiders by humans, who nonetheless remain strangely fascinated by them. Half-elves whose looks favor their human side tend to have a difficult time in elven society, with conservative elves subtly pushing them to discover their human heritage by exploring the world at large (and thus abandoning the pure elf community). Half-elven skin tones usually take on the hue of the human parent's skin.



The term “half-elf” is not exactly accurate. It is not a genuine measure of the heritage of these beings, but rather a statement that somewhere in their parentage exists the union of human and elf. As long as both elven and human traits show themselves in these children, they are called half-elves and don't truly belong in either of their ancestors' cultures. They have a shorter lifespan than elves, yet are longer-lived than humans. As such, they must make an effort to adjust their lives to the communities they adopt. They must choose to accentuate their similarities or their differences—there is no middle ground for them—for wherever they go, they face prejudices as half-breeds, bastards, cultural betrayers, or outright abominations.

The half-elven mentality is often a fragile and occasionally an erratic thing. Though half-elves are not immune to the ravages of time, they suffer them much more slowly than humans. When they live among humans, they watch their friends grow old and wither, and must accustom themselves to the rapid change of the world around them even as they remain largely the same. Because of this, they either grow nostalgic as they age, or they learn to become ever more adaptable to and flexible about the

communities in which they live, sometimes losing their sense of identity. It is a rare half-elf who learns to integrate the disparate elements of the human community with the elven half of her mind.

In general, half-elves adopt the mannerisms, speech, and dress of their chosen people. Some take this practice to impossible extremes, attempting to become a perfect embodiment of their chosen society. But a few eventually dismiss it and attempt to walk their own path. Either way they choose, their long lives provide them a valuable window on the culture of their people; they recognize the trends and fads of human art and politics, and frequently turn this to their advantage, becoming popular entertainers, bards, or artists. Sometimes, half-elves become trendsetters in their fields, combining their wide knowledge of history with modern innovations, helping to drive forward the cultural discussion and sparking waves of creativity.

Half-elves are naturally most common near large elven communities. In Avistan, this means that most half-elves hail from places near Kyonin, and are of Taldan or Varisian descent. Less commonly, one might see Chelish, Kellid, or Ulfen half-elves.

Garundi and Mwangi half-elves are rare, except near the lands of the Ekujae elves. Vudrani and Tian half-elves are almost nonexistent in the Inner Sea region.

When half-elves choose an adventuring lifestyle, they tend to be better adjusted and more sure of themselves, having more time away from their culture to gain perspective on where they fit in. They meet a wider range of people, and develop far-reaching networks of contacts, informants, and allies. Although they rarely fit in with any particular town, they make a few close friends wherever they go. They are excellent companions on the road and are among the first to stand in the face of danger. Because many experiment with a variety of roles over the course of their lives, they can draw upon wide-ranging experiences that allow them to shine in nearly any situation. Their fierce devotion to allies who see past their parentage to their individual skills and talents makes them among the most reliable companions in adventurers' dangerous lives.

Half-elves do not usually create communities of their own, preferring instead to live among their parents' people. Because of this, they can choose either human or elven traits or feats appropriate to the culture they have chosen; a Taldan half-elf can take Taldan feats and traits, while a Varisian half-elf can choose Varisian feats and traits. Players should consult *Pathfinder Player Companion: Elves of Golarion* for more details.

# Humans of Golarion

## Half-Orcs

**Languages:** Common, Orc

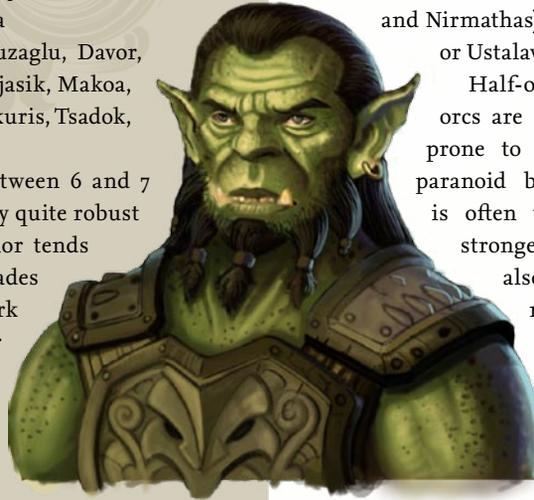
**Favored Regions:** Absalom, Belkzen, Katapesh, Lands of the Linnorm Kings, Nidal, Realm of the Mammoth Lords, River Kingdoms, the Shackles, Varisia

**Favored Religions:** Cayden Cailean, Gorum, Lamashtu, Norgorber, Pharasma, Rovagug

**Female Names:** Anjaz, Butoi, Cannan, Drogeda, Goruza, Kifah, Mazon, Nadkarni, Pantoja, Rzonca, Shirish, Sucheta, Suzhen, Tevaga, Zeljka

**Male Names:** Aoukar, Ausk, Bouzaglu, Davor, Gorumax, Hakak, Kizziar, Krajasik, Makoa, Nesteruk, Passag, Ragnak, Shukuris, Tsadok, Unglert, Woiak

**Appearance:** Half-orcs stand between 6 and 7 feet in height and are generally quite robust and muscular. Their hair color tends to be black, though darker shades of brown, gray, or even dark red are not uncommon. Their eyes tend to be small, but it is half-orcs' pointed ears, jagged tusklife teeth, and green skin that truly display their heritage.



When the dwarves drove the orcs before them in the Quest for Sky, they unleashed a new horror upon the beleaguered humans of the surface world. For long centuries, humans lived cowed and hunted by their cruel new foes, until at last they made common cause with dwarves and halflings and drove the orcs into the wild lands of the Kodar Mountains, far from the fertile lands of central Avistan. Ages later, the orcs still believe they have a right to these lands, and plot ceaselessly to reclaim that which they believe is rightfully theirs. To that end, they conduct horrifying raids deep into human territory to plunder and take humans for slaves and breeding stock. Although the offspring of these unions are weaker than their pureblooded orc brethren, they are also far more intelligent—and if the orcs can control these young, they could become the next generation of orc leaders, spies, and priests. Their warlike nature combined with their human wit makes these half-orcs natural tacticians and cunning strategists who surpass the ability of any pureblooded orc.

Many half-orcs have broken free from the prison of their orc heritage, choosing lives of their own beyond the dictates of the orcs' everlasting preparations for war. These half-orcs strike out for other lands, seeking new homes among people who can value them as individuals rather than for the promise of conquest and bloodshed. Unfortunately,

such places prove woefully rare, and half-orcs unable to disguise their heritage face widespread prejudice, hatred, and even outright violence. In the places where orcs are a common threat, so too are half-orcs—either as leaders of the orc warbands, or as the bastard children left as the result of brutal raids—and many societies see those with orc blood as tainted and dangerous, regardless of how thinly that blood flows. These neighboring areas tend to be of Taldan or Chelish descent (in Lastwall, Molthune, and Nirmathas), or of Varisian descent (in Varisia or Ustalav).

Half-orcs growing up in places where orcs are a threat are likely to be outcasts prone to violent, impulsive, and slightly paranoid behavior (though their paranoia is often well-founded). Because they are stronger than their human kin, they are also likely to be feared. Some half-orcs make an effort to blend into their community and to become good citizens in an effort to dispel the stigma of their orc blood. Such goals remain an individual effort, though, as unlike elves, orcs bear no goodwill toward

humanity, and the curse of orc blood is associated with horrors. More frequently, half-orcs hire themselves out as mercenaries and thugs, using their native strength to their advantage.

In places farther from orc influences, half-orcs find greater opportunities to let their human sides grow and flourish. While they may still gravitate toward the bellicose arts, they seek employment as weapons masters, heads of household security, forgers of weapons and armor, and luminaries in the art of war. Though they are expansive in their emotion and powerful in their rage, they seek opportunities to channel their orc impulses into more constructive pursuits. Many who acknowledge their darkness have developed a more civilized mechanism for expressing it. Some even become highly sought artists—typically working in metal, tattooing, bone, or stone.

As with half-elves, the name “half-orc” does not technically mean that one of a child's parents was an orc, but simply that orcs make an appearance in the family tree. Because half-orcs do not usually live exclusively among their own kind, they can choose to adopt either human or orc traits and feats, depending on their upbringing. Thus, if a half-orc is closer to his orc heritage, he can choose to take the feats and traits listed in *Pathfinder Player Companion: Orcs of Golarion*. Alternatively, if he identifies more strongly with his human heritage, he can choose the human feats and traits from this book or from other sources.



# COMBAT

## Human Weapons

Most of the standard weapons listed in the *Pathfinder RPG Core Rulebook* and *Pathfinder Player Companion: Adventurer's Armory*—axes, bows, hammers, swords, and so on—are common in all civilized human lands. However, some of these weapons are rarely seen outside specific countries or the hands of certain tribal cultures; outside of those regions, they may only be available for purchase from weapons collectors, or may not be available at all. Your GM may restrict access to these weapons except in the countries or cultures mentioned below. These weapons (and the fighter weapon groups they belong to) are as follows:

**Aklys (hammers):** This hooked club is normally used by the mysterious derros. Thieves in Taldor, particularly in Oppara, have started using them to stop victims from fleeing while they filch them of their valuables.

**Aldori Dueling Sword (heavy blades):** This variant longsword was developed by Iobarians, though most in the Inner Sea think of it as native to Brevo, a nation united into one country by an Iobarian warlord.

**Battle Poi (flails):** This length of chain has a handle at one end and an oil-soaked torch head on the other. Set aflame and wielded in pairs, battle poi have long been used as an effective part of military and performance culture in Katapesh.

**Bladed Scarf (flails):** Viewed from one side, this item looks like a brightly colored scarf, but the other side reveals rows of razor-sharp blades. Many Varisian performers carry it, relying on surprise and stealth to use it effectively.

**Blowgun (thrown):** This dart weapon was developed independently by the Shoanti and several of the Mwangi peoples. It is normally used for hunting small game animals or delivering poison in battle.

**Boomerang (thrown):** This curved throwing club is mainly used as a hunting weapon by various tribes in the Mwangi Expanse, but some of them have been known to carry it into battle.

**Butterfly Knife (light blades):** This folding knife was in common use by the people of Lirgen and Yamasa (where the Sodden Lands are now), though more for as a utility tool than as a weapon. Its use has spread to the Shackles and Sargava, particularly among pirates and sailors.

**Cestus (close, monk):** This heavily armored leather glove leaves the wearer's fingers exposed, allowing limited use of tools and items. Its use in the gladiator arenas in Tymon,

Egorian, and Absalom have made it common in the River Kingdoms, Cheliox, and the Isle of Kortos.

**Chain Spear (double, spears):** This weapon is a thrusting spear with a hooked chain on the butt end. It came to the Inner Sea from Qadira and is used in places where gladiator matches are common.

**Chakram (light blades, thrown):** This elegant but deadly circle of steel is designed to be thrown but can also be used in melee. It originates from Jalmeray, where its shape represents reincarnation.

**Double Crossbow (crossbows):** This cumbersome weapon fires a pair of bolts with one pull of the trigger. Invented in Absalom, it is available in many port cities on the Inner Sea.

**Falcata (heavy blades):** This downward-curved, single-edged blade has a hook-shaped hilt, often crafted in the shape of a horse. It is the traditional weapon of Taldor and, when used with a buckler, is part of the rondelero fighting style.

**Firearms (firearms):** These strange gunpowder weapons are manufactured in Alkenstar within the Mana Wastes, and very few of them leave that land. Details on firearms in Golarion can be found in *The Inner Sea World Guide*.

**Flambard (heavy blades):** This wavy-bladed, two-handed sword has largely fallen out of use in recent centuries. A few purists in Taldor and Cheliox still train in its use, and some families from the Lands of the Linnorm Kings have heirloom flambards from ancestors who served in the Ulfen Guard, protecting the king of Taldor.

**Hanbo (monk):** This staff is about half the length of a quarterstaff and is primarily used as part of martial arts practiced in Tian Xia and Jalmeray.

**Hunga Munga (light blades, thrown):** This vicious three-bladed dagger can be wielded as a melee or thrown weapon. It is mainly used by tribes in the northern Mwangi Expanse, but is not uncommon in southern Rahadoum.

**Katar (close, light blades):** This punching dagger includes an armored sleeve to cover the wrist and hand. Some have three splayed blades instead of a single blade. It originated in Taldor and is common among gladiators.

**Khopesh (heavy blades):** Sometimes called a sickle-sword, this weapon's blade is straight near the hilt but curves outward and back in a hooklike shape, allowing the wielder to use it for trip attacks. It is the traditional weapon of Osirion and is carried by the pharaoh's guards.

# Humans of Golarion

**Klar (heavy blades):** This bladed shield combines a Shoanti short sword and the shieldlike skull of a horned spirestalker (a type of giant gecko), although some are crafted entirely out of iron. Few outside of the Shoanti tribes of Varisia learn to use this weapon.

**Launching Crossbow (crossbows):** Favored by alchemists, this crossbow is designed to launch splash weapons. It is mainly found in the River Kingdoms in the hands of the Poisoners' Guild of Daggermark.

**Madu (light blades):** This rounded shield features four outward-jutting horns and can be used to attack or defend. It came to Katapesh from Jalmeray and is common in both lands.

**Mancatcher (polearms):** This polearm has curved metal bands designed to aid in capturing opponents alive. It is used by slave raiders, particularly in and around Katapesh and Qadira, and various Darklands races who take surface creatures as slaves.

**Mere Club (hammers):** This is a stone, flat-sided, sharp-pointed club employed by barbarians in the Realm of the Mammoth Lords.

**Meteor Hammer (flails):** This weapon includes one or two large weights attached to a long chain. It originated in Tian Xia, but warriors in Katapesh have created a unique style for the weapon.

**Pata (light blades):** This weapon is a short sword version of the single-bladed katar and can be found across Taldor.

**Rope Gauntlet (close):** This weapon is made from a thin rope wrapped around the hand, soaked in water, and then allowed to dry and harden. It is popular in impoverished regions of Osirion, Thuvia, and Katapesh.

**Sawtooth Sabre (light blades):** This longsword-sized weapon has large, jagged scallops on one edge. It is the signature weapon of the Red Mantis Assassins, though few outside that organization dare use it.

**Scizore (close, light blades):** This is a hardened tube fitting the forearm, capped with a semicircular punching blade. Long ago in Taldor it was used in a rival style to rondelero (falcata and buckler), and for this reason the scizore is often called a "Taldan scissor."

**Shoanti Bolas (thrown):** This heavy, spiked bolas has tiny holes carved in the weights, creating a mournful

keening sound when spun or thrown. It is almost exclusively used by the Shoanti tribes of Varisia.

**Shotel (heavy blades):** This is a curved blade like a scimitar but wielded with the curve pointing down to help strike around the edge of a shield. Its design comes from Qadira and presumably the Empire of Kelesh.

**Sica (light blades):** This smaller, lighter version of the shotel also comes from Qadira.

**Sling Glove (thrown):** This curved wicker basket attaches to the wearer's wrist and is capable of hurling fist-sized stones with incredible force. Many warriors from the more cosmopolitan realms of Vudra and Jalmeray are skilled in its use.

**Starknife (light blades, thrown):** Developed long ago by Varisians, this chakramlike weapon has spread to many other lands and races as the holy weapon of Desna.

**Temple Sword (heavy blades, monk):** This weapon's blade has two strong curves, first upward and then downward, and often has holes drilled in it for bells or holy trinkets. It is used mainly in Vudra and Jalmeray, particularly by temple guardians and religious ascetics.

**Terbutje (heavy blades):** This length of hardwood holds shark teeth, obsidian, glass, or other materials, creating a jagged cutting edge. It is used almost exclusively by tribal warriors in the Sodden Lands.

**Urumi (flails):** Almost like a metal whip, this sharpened coil of steel can bend or straighten with a flick of a warrior's wrist. Its use is almost exclusive to specialized fighters in Jalmeray and distant Vudra, for it can easily harm or kill an inexperienced wielder.

**War Razor (light blades):** This keen-edged weapon is little more than an elongated razor with a hinge in the handle allowing it to close or open with a simple movement. It is common in Absalom, where it is the signature weapon of the thieves' guild known as the Bloody Barbers, and often appears during street fights and gang killings.



# FAITH

## Aroden

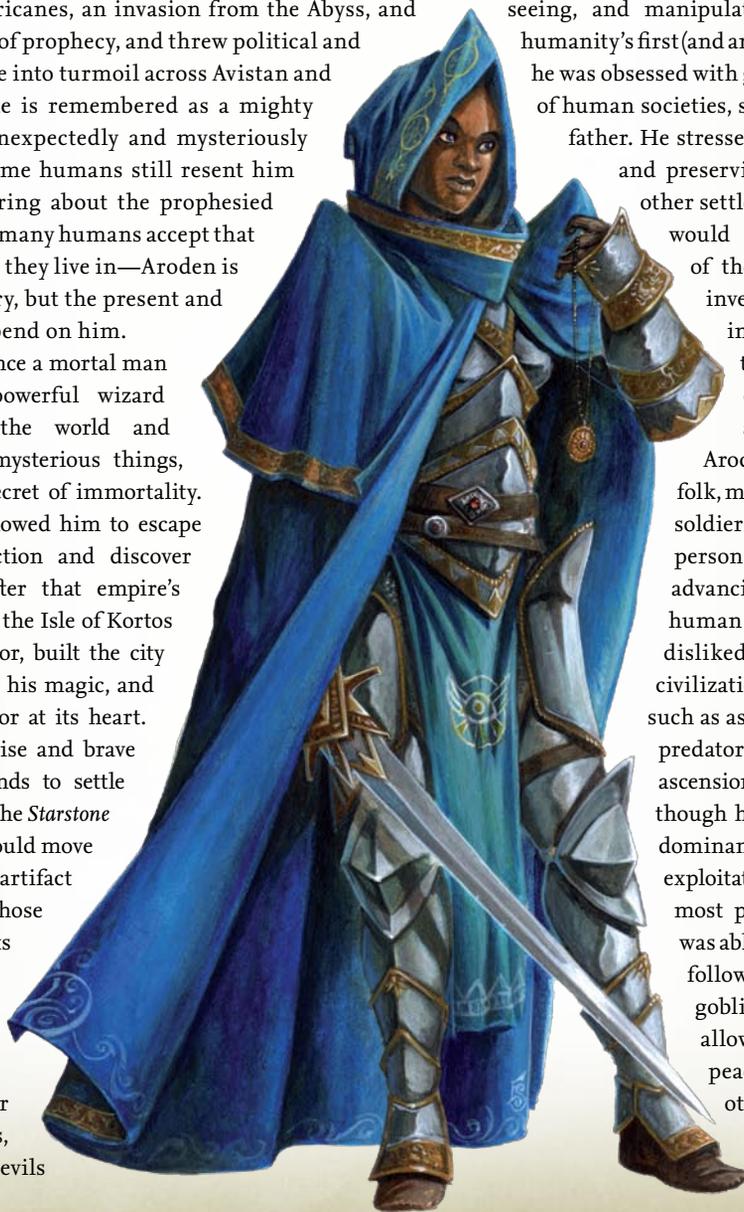
Aroden is a dead god, and has been dead for over a century, but his works shaped the course of human history, and the repercussions of his actions still have an impact on the modern world. He founded a great nation, raised an island from the sea floor, built an impenetrable city, and is partially responsible for the elevation of four other mortals to godhood. His death caused civil wars, permanent hurricanes, an invasion from the Abyss, and the destruction of prophecy, and threw political and religious culture into turmoil across Avistan and Garund. Now he is remembered as a mighty god who was unexpectedly and mysteriously brought low. Some humans still resent him for failing to bring about the prophesied age of glory, but many humans accept that this is the world they live in—Aroden is part of its history, but the present and future don't depend on him.

Aroden was once a mortal man of Azlant, a powerful wizard who traveled the world and learned many mysterious things, including the secret of immortality. His journeys allowed him to escape Azlant's destruction and discover the *Starstone* after that empire's fall. He dragged the Isle of Kortos from the sea floor, built the city of Absalom with his magic, and placed the meteor at its heart. He called the wise and brave from nearby lands to settle there and guard the *Starstone* from any who would move it, but left the artifact accessible to those who would dare its challenges for the promise of godhood. He guided the nation of Taldor in its early years, battling mighty evils

in the world in the interest of promoting human civilization, but eventually left the world so that humans would seize their own future. According to a prophecy called the Starfall Doctrine, he was supposed to return in 4606 AR and usher in the Age of Glory, but his unexplained death left a gaping psychic, planar, and political void in the world.

When he was a living god, Aroden was driven, far-seeing, and manipulative. As the last survivor of humanity's first (and arguably its greatest) civilization, he was obsessed with guiding the rise and expansion of human societies, shepherding them like a proud father. He stressed the importance of recording and preserving knowledge and history so other settlements and future generations would benefit from the experience of their forebears. He encouraged invention, innovation, and research in crafting and husbandry; many time- and work-saving methods discovered by his worshipers are still in use today.

Aroden's worshipers were common folk, merchants, explorers, historians, soldiers, and others—basically any person who had a significant role in advancing, preserving, or supporting human culture and civilization. He disliked anything that undermined civilization or caused human suffering, such as assassination, theft, disease, and predatory monsters. He promoted the ascension of humanity over other races, though his neutral alignment kept this dominance from resulting in reckless exploitation and slaughter—for the most part. Over the generations, he was able to steer his more bloodthirsty followers' aggression against orcs, goblins, and other evil humanoids, allowing humanity to keep the peace with dwarves, elves, and other civilized races. As he walked Golarion for centuries after becoming a god, countless



# Humans of Golarion

works of art show him as he appeared in life—an Azlanti man dressed in green and gold, often wearing a winged eye symbol. He was known to travel in disguise in order to guide and test mortals, always using one of 12 semblances: artist, beggar, craftsman, farmer, fisherman, hunter, merchant, scholar, shepherd, soldier, tailor, or thief.

Aroden understood that, just as the physical body must sup from many dishes to be sustained, the human soul is nourished by many gods with many roles. He fully embraced the pantheonic inclinations of human peoples, claiming the role of steward of humanity's past and future and allowing other specialized deities to look after other aspects of cultural development. Though his larger temples were exclusively his, in rural areas it was common for him to share shrines with allied deities. He was friends with Abadar and Erastil, cordial with Desna, Sarenrae, and Shelyn, and paternal toward Cayden Cailean (though the sentiment was not appreciated). He had little to do with Calistria and Torag, respecting their racial interests but interacting with them only to keep the peace. Though he was circumstantially responsible for Norgorber achieving godhood via the *Starstone*, Aroden disliked him in all of his aspects. He opposed the exploitative temptations of Asmodeus, the wild beasts of Lamashtu and Rovagug, and the predations of Urgathoa.

## Priests, Temples, and the Church

Most of Aroden's priests were clerics, with only a small number of paladins, though in frontier lands under the threat of war the relative number of paladins increased. His priests watched over the needs of humanity, encouraging the human desire to explore and conquer. In many cases they created the path that Abadar's priests followed, finding excellent locations for human towns, driving away dangerous monsters and savage folk, and discovering primitive human tribes to elevate to civilization and a greater destiny. Depending on what other religious institutions were present, priests of Aroden took the role of bankers, merchants, guardians, judges, politicians, healers, and so on—any work that helped a particular group of humans survive. Priests were strong believers in the ascendancy of humanity, but were willing to experiment with new ways of governing—monarchy, plutocracy, magocracy, and theocracy being but four of the most common sorts of governments they endorsed.

Formal raiment in the church followed a pseudo-Azlanti style, with multilayered costumes and tall hats and helms designed in the supposed fashions of that lost

## Aroden

### The Last Azlanti

God of Human Culture, Innovation, History

**Alignment:** LN

**Domains:** Community, Glory, Knowledge, Law, Protection

**Favored Weapon:** longsword

**Centers of Worship:** none (formerly Absalom, Andoran, Cheliox, Sargava, Taldor, Varisia)

**Nationality:** Azlanti

*Humanity's destiny is to spread its knowledge and culture across the world.*



civilization. Each country used its own colors in this clothing, though most included at least a token representation of green and gold (Cheliox used black and gold, Taldor used blue, green, and gold, and so on). Because of Taldor's influence, much of the art of Aroden's clergy shows them in Taldan colors, and many modern folk assume this was the standard mode of dress. In more casual circumstances, priestly garb consisted of a colored hat and a chasuble, tabard, or vest bearing the god's symbol: a winged eye in a circle.

Aroden's churches were elaborate buildings designed to look like Azlanti architecture. In the century since his death, most have been converted to use by the church of Iomedae, and the remainder have either been looted or simply fallen into disrepair. Some rural settlements have an annual ritual in which they remove a stone or knock down a pillar from such ruins.

Services to Aroden were things of beauty, with large city temples often having choirs of adults and children attended by multiple instruments playing harmonies. Devout bards made sure their instruments and music were crafted by human hands and minds, creating a unique style that was often very innovative and experimental. Services usually occurred in the morning, though in some countries, such as Cheliox, a more orthodox wing of the church also had ceremonies after sundown or even at midnight, particularly on Sundays.

Aroden's holy text was the *History and Future of Humanity*, a complex book that combines his personal anecdotes of living in Azlant (many of which today are considered very biased and not necessarily reflective of a typical life in that lost country), his goals for humanity, basic facts about medicine and engineering, and guidelines for ushering the human race to greatness. Most remaining copies now sit in libraries and temples of Iomedae, with only a few copies in the hands of history-minded families.



# MAGIC

## Human Racial Spells

Just as every race uses magic in unique ways, altering and controlling the flow of arcane eddies to meet the needs and embody the strengths of their people, so too do the varied human ethnicities master magic in ways distinct to their culture. Presented here are five new spells common among casters of various human backgrounds and frequently taught in arcane academies dominated by these peoples.

### ABLATIVE SPHERE (GARUNDI)

**School** abjuration; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a crystalline sphere worth 10 gp)

**Range** personal

**Target** you

**Duration** 1 minute per level (D)

The Garundi tenaciously protect their homes, and through the years they have perfected magic to aid them in their defense.

An immobile, crystalline, weblike globe surrounds you. When the *ablative sphere* winks into existence, it provides you with improved cover (*Pathfinder RPG Core Rulebook* 196). The barrier does not impede a spell's line of sight or effect.

The sphere is 1 inch thick per caster level, has hardness 5, and 3 hit points per inch of thickness. When an *ablative sphere* loses hit points, the level of cover it provides is reduced. When the *ablative sphere* has lost one-third of its hit points, it provides cover instead of improved cover. Once it has lost two-thirds of its hit points, it provides only partial cover. Finally, when the *ablative sphere's* hit points reach 0, the globe is destroyed. When an attack reduces an *ablative sphere's* hit points to 0, you take any remaining damage.

### BURNING ARC (KELESHITE)

**School** evocation [fire]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one primary target plus one additional target/3 levels (each of which must be within 15 ft. of the primary target)

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

Keleshites brag that they stole this spell from genie-kind thousands of years ago while other civilizations struggled without fire.

This spell causes an arc of flame to leap from your fingers, burning a number of enemies nearby. It deals 1d6 points of fire damage per caster level (maximum 10d6). For every additional target the discharge arcs to, reduce the number of damage dice by half (rounded down). Therefore, at 9th level, your *burning arc* deals 9d6 points of fire damage to the primary target, then 4d6 points of fire damage to a secondary target, then 2d6 points of fire damage to an additional target.

Each target can attempt a Reflex saving throw for half damage. The Reflex DC to halve the damage of the secondary bolts is 2 lower than the DC to halve the damage of the primary bolt. You may choose secondary targets as you like, but they must all be within 15 feet of the primary target, and no target can be struck more than once. You can choose to affect fewer secondary targets than the maximum.

### CULTURAL ADAPTATION (TALDAN)

**School** divination; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M/DF (a document written in the language of the culture to be emulated)

**Range** personal

**Target** you

**Duration** 10 minutes per level

During the height of the Empire of Taldor's expansionism, Taldan wizards developed this spell with the idea that it might make pacifying their "uncivilized" conquests easier. While the spell has since fallen out of favor with Taldans, it is much embraced by others, bards and Pathfinders in particular.

When casting this spell, you must concentrate on the culture to which you wish to adapt. If you speak the native language of the culture in question, then for the duration of this spell, you speak the language with a native accent. The spell does not teach you the language in question, but may be combined with *tongues* or a similar spell. Your body language and gestures mark you as a native of the culture, and you unconsciously make small decisions that help you blend in. These combined new traits give you a +2 on Diplomacy checks made to influence members of the culture to which you have adapted. You also gain a +2 circumstance bonus on Disguise checks made to pass yourself off as a member of the culture. Additionally, the DCs of enchantment (charm) spells you cast against natives of the culture to which you are attuned increase by +1.

# Humans of Golarion

## SNOW SHAPE (ULFEN)

**School** transmutation [water]; **Level** cleric 2, druid 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M/DF (a miniature shovel)

**Range** touch

**Target** snow or snow-sculpted object touched, up to 5 cubic ft. + 1 cubic ft./level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

In frozen northern lands, where the earth may be hidden beneath heavy drifts of snow, Ulfen druids developed a variation of *stone shape* that other spellcasters have since learned.

You can form a mass of snow into any shape that suits your purpose, as per the spell *stone shape*. While it's possible to make crude objects with *snow shape*, most fine details aren't possible. However, a successful Craft (weapons) check allows you to create a bladed weapon from the snow. The DC of this check is equal to the DC listed with the Craft (weapons) skill (*Core Rulebook* 93). You must be the one to make the Craft check and must do so at the time of casting this spell. A failed check means that the spell is cast normally but the weapon created is malformed and useless. This spell can only be used to craft weapons and not more precise tools or elaborate armors.

Once you create the item with this spell, it solidifies into super-hard ice, gaining a hardness of 5 and 10 hit points per inch of thickness. This weapon takes double damage from fire. Anyone using an ice weapon takes a –2 penalty on attacks due to the slippery, unwieldy nature of the weapon, but the weapon deals 1 point of cold damage in addition to its normal damage. A weapon created by this spell lasts for 24 hours before melting into uselessness.

## SUMMON TOTEM CREATURE (SHOANTI)

**School** conjuration (summoning); **Level** cleric 3, druid 3, ranger 3, sorcerer/wizard 3, summoner 3

**Casting Time** 10 minutes

**Components** V, S, M/DF (a piece of bone from any one of your totem animals)

**Range** close (25 ft. + 5 ft./2 levels)

**Effect** one summoned creature

**Duration** 1 hour (D)

**Saving Throw** none; **Spell Resistance** no

The Shoanti revere more than the deities of distant planes, but also the animals and natural forces of the rugged lands they call home. Shoanti spellcasters have learned ways to call upon the might of their quahs' totem creatures in times of need. A character must have been raised by the Shoanti and be considered part of a quah to be able to cast this spell. Characters with access to this spell can only summon creatures revered by the quah they are a part of, as noted on the following lists. Except as noted above, this spell functions

as *summon nature's ally III*.

**Lyrune-Quah (Moon Clan):** air elemental (small), 1d3 bats, wolf, 1d3 owls.

**Shadde-Quah (Axe Clan):** 1d3 eagles, earth elemental (small), water elemental (small).

**Shriikirri-Quah (Hawk Clan):** air elemental (small), 1d3+1 hawks (familiars), horse.

**Shundar-Quah (Spire Clan):** air elemental (small), earth elemental (small), 1d3 eagles.

**Sklar-Quah (Sun Clan):** 1d3 fire beetles, fire elemental (small), horse.

**Skoan-Quah (Skull Clan):** 1d3+1 eagles (vultures), 1d3 fire beetles, 1d3 giant centipedes.

**Tamiir-Quah (Wind Clan):** air elemental (small), 1d3 eagles, earth elemental (small).





# SOCIAL

## Human Traits and Trait Index

### Traits

The following traits provide new ways to customize player characters hailing from the different human ethnicities found on Golarion. These traits can be taken by anyone of the listed ethnicity.

**Animalistic Affliction (Ulfen):** You grew up with an affinity for predatory animals, and whispers amid your clan suggest somewhere in the past, lycanthropy afflicted an ancestor. Whether or not you share this affliction, you often have animalistic urges. You gain a +1 trait bonus on Handle Animal and Wild Empathy checks.

**Artistic Dilettante (Taldan):** You come from money, and because of this can quickly discern objects' value. You gain a +1 trait bonus on Appraise checks, and on checks for one Craft skill of your choice.

**Auspicious Tattoo (Shoanti):** You bear a tattoo depicting one of the totems listed for your quah (see page 16) that favors you with good fortune. You gain a +1 trait bonus on Will saving throws.

**Azlant Inheritor (Azlanti\*):** The blood of the ancient, magical empire of Azlant flows in your veins, even if your family members have no knowledge of their mythic pedigree. All your life you've had dreams that seem more like memories of a forgotten age. You gain a +1 trait bonus on Knowledge (history) checks and a +2 trait bonus on Appraise checks related to objects of Azlanti origin or made to identify *ioun stones*. (\*At the GM's discretion, ethnicities other than Azlanti might take this trait, marking a character as a throwback to these legendary people.)

**Blade Bravado (Taldan):** You grew up fighting in one of the many Taldan dueling academies and have honed your skills with one-handed weapons. When wielding a one-handed weapon and nothing in your off hand, you gain a +1 trait bonus on Acrobatics and Bluff checks.

**Bred for War (Shoanti):** You tower above most other humans and possess a physique of hard, corded muscle. You gain a +1 trait bonus on Intimidate checks and a +1 trait bonus on your CMB because of your great size. You must be at least 6 feet tall.

**Ever Home (Garundi):** You have lived in many cities dotting the northern coastline of Garundi, and after you have departed from each, you have taken a small token to remember it by. You gain a +1 trait bonus on Knowledge (geography) and Sleight of Hand checks.

**Glib Barrister (Chelaxian):** You grew up within a bureaucratic system where law reigns supreme; however, that has never stopped you from creating loopholes in ironclad contracts. You gain a +2 trait bonus on Linguistics checks to create forgeries.

**Harrow Born (Varisian):** You grew up around the mysterious fortune-tellers known throughout Ustalav and Varisia. You start play with a harrow deck passed down from a relative. Because of your skill with fortune-telling, you gain a +1 trait bonus on initiative checks.

**Horse Lord (Keleshite):** You grew up racing along the plains of Pareth, hoping to one day compete in the Histaqen. You gain a +2 trait bonus on Handle Animal checks, and a +1 trait bonus on Ride checks. This trait applies only to horses.

**Ice Walker (Kellid):** You spent years roaming the frozen tundra of the frigid north, and have adapted to its numbing effects. You gain a +1 trait bonus on saving throws against attacks that deal cold damage. Furthermore, you may ignore the Acrobatics penalty for ice and can move across ice at normal speed.

**Keeper of the Ancestral Scrolls (Tian):** You take pride in recording the genealogy of your family, tracing your heritage on large scrolls dating back hundreds, if not thousands of years. You gain a +1 trait bonus on Knowledge (history), and Knowledge (nobility) checks, and one of these skills (your choice) is always a class skill for you.

**Market Rat (Keleshite):** You spent your youth amid the varied market stalls and mercantile leagues across Golarion. Perhaps you came from a family of merchants, or you dwelt amid the many booths of a market, begging to survive. You gain a +1 trait bonus on Appraise and Knowledge (local) checks.

**Master of the Sudden Strike (Tian):** You have mastered the deadly fighting arts of your people, and when you wield a masterwork version of any sword, you become one with its blade. If you act before your opponent during the surprise round, you gain a +2 trait bonus on weapon damage rolls for the surprise round only. This additional damage is precision damage.

**Open Palm of Irori (Vudrani):** Your practice of the tenets of Vudrani martial arts has granted you a perfect balance between body and spirit. You gain a +1 trait bonus on Acrobatics and Knowledge (religion) checks. If you

# Humans of Golarion

have a *ki* pool, once per day as a swift action, you may channel your *ki* during an unarmed strike, gaining a +2 trait bonus on one damage roll. This additional damage is precision damage.

**Operatic (Chelaxian):** You grew up in wonder of Chelish theater, and spent countless hours in the opera houses across Chelixa and even more time perfecting your voice. You gain a +1 trait bonus on Perform (sing) checks. Furthermore you have memorized the librettos of many works sung in the ancient Azlanti tongue, granting you a +2 trait bonus on Linguistic checks when trying to decipher the ancient Azlanti language.

**Shield Bearer (Ulfen):** You have survived many battles thanks to your skill with your shield. When performing a shield bash, you deal 1 additional point of damage. Also, once per day on your turn as a free action, you may provide one adjacent ally a +2 trait bonus to his Armor Class. This bonus lasts for 1 round, so long as you and the target remain adjacent to one another. You can only use this ability if you are using a shield. You retain your shield bonus to your armor class when using this ability.

**Stargazer (Varisian):** You spent many years wandering the roads of Varisia and beyond, and during clear nights, you took to tracking the celestial bodies that adorn Golarion's skies. You gain a +1 trait bonus on Knowledge (geography) and Survival checks.

**Student of Nantambu (Mwangi):** You have spent time at Magaambya, the magical academy of Nantambu, absorbing the ancient knowledge taught there. You gain a +1 trait bonus on Knowledge (arcana) and Spellcraft checks, and you may make these checks untrained.

**Superstitious (Kellid):** You have a healthy fear of sorcerers' speech and wizards' words that has helped you to survive their charms. You gain a +1 trait bonus on saving throws against arcane spells.

**Tongue of Many Towns (Garundi):** You have spent many years traveling across Garund, and have met many

different people on your journeys. You gain a +1 trait bonus on two of the following skills: Diplomacy, Knowledge (local), and Linguistics.

**Trailblazer (Mwangi):** Your ability to endure in the darkest jungles has earned you a reputation as a novice guide. While traversing any wilderness, you gain a +1 trait bonus on Survival checks, and gain a +1 trait bonus on Fortitude saving throws against diseases.

**Voice of Velvet (Vudrani):** You have the ability to sing a song and spin a story that captures the hearts of those around you. You gain a +1 trait bonus on Diplomacy and Perform (oratory) checks.

## Trait Index

Many additional humanocentric traits exist within the pages of past Pathfinder Player Companions. The following list references the names and sources for several traits available specifically to human ethnicities.

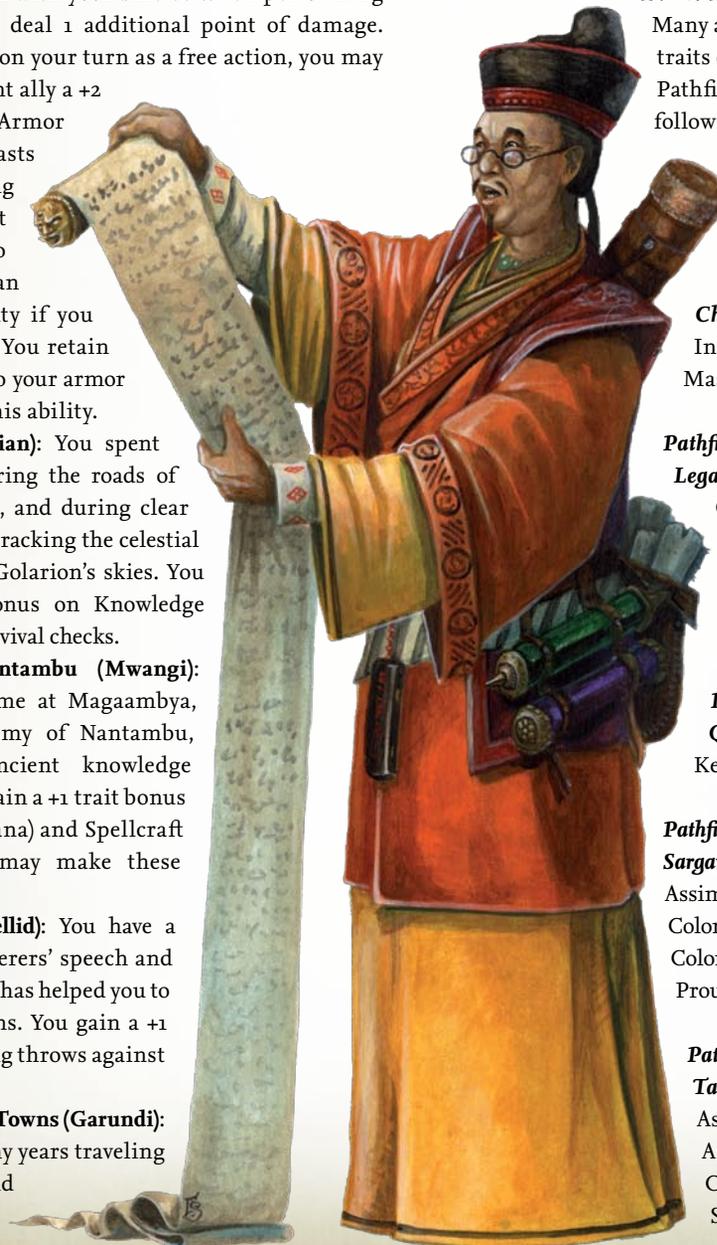
**Pathfinder Player Companion:**  
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**Pathfinder Player Companion:**  
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Colonial Entitlement (Chelaxian)  
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**Taldor, Echoes of Glory**  
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Carefully Hidden (Keleshite)  
Scholar of Runis (Taldan)





## Coming Next

Many gods influence the world of Golarion through their clerics, druids, and other magical agents. The player-friendly *Faiths of Balance*, by Colin McComb, talks not about the deities themselves, but rather about the things that are important to the mortal members of their religion—including those who aren't divine spellcasters!

### Faiths of Balance

Learn all you need to know to follow the faiths of Golarion's neutral deities—Abadar, Calistria, Gorum, Gozreh, Irori, Nethys, and Pharasma—whether you're a pious servant of their varied churches or a faithful agent seeking to spread their glory across the world with sword and spell. The mysterious, naturalistic ways of the Green Faith, the path of many of Golarion's druids, are also revealed in detail, presenting new choices for both those dedicated to the power of nature and other allies of the natural world.

### Beyond the Core

Seductive Calistria, unpredictable Gozreh, mysterious Pharasma, and their peers are not by any means Golarion's only powers of neutrality. Learn the ways and rites of several lesser-known divinities of balance, such as Besmara, Groetus, Hanspur, Sivanah, and the mysterious masters of the First World. Also follow the path of several new organizations related to many of the powers of balance, bringing non-cleric characters into the fold like never before.

## Combat

Martial characters gain new options to aid them in crusading in the name of the gods of balance.

### Faith

Learn the code of the paladins of Abadar and discover icons by which the servants of neutral deities channel the might of their divine patrons.

### Magic

New spells of serenity and conflict empower the emissaries of neutral gods.

### Social

Take part in the ceremonies and sacrifices of the gods of nature, order, magic, and more with details on the holidays of the neutral deities.

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# Masters of the Realm

Brave, cunning, and adaptable, humanity dominates the countries of the Inner Sea. Discover the legendary history and secret ambitions of humankind, the most populous race of the Pathfinder campaign setting. With the potential to do anything they set their minds to, humans have become unrivaled heroes, infamous villains, and even deities—and now the course of humanity's future is in your hands. Learn of the varied and distinctive ethnicities of humankind, from rugged Ulfen vikings and scheming Chelish diplomats to noble Garundi travelers and mysterious Tian merchants, and master the unique skills and traditions they use to face the dangers of a world that refuses to be tamed.

*Humans of Golarion* presents a player-friendly overview of the fantastical human cultures of the Pathfinder campaign setting, along with new rules and information to help players customize characters in both flavor and mechanics. Inside this book, you'll find:

- ▶ Information on the physical traits, philosophies, traditions, histories, and cultures of humans—the most populous race in the Inner Sea.
- ▶ Insights on each of Golarion's major human ethnicities, designed to help players create distinctive and exciting characters ready for any adventure.
- ▶ A detailed map charting the historical migration for the most common human ethnicities in the Inner Sea region.
- ▶ Revelations about Aroden, the fallen god of humankind.
- ▶ Notes on the lost empires of humanity, such as Azlant, Thassilon, the Jistka Imperium, Ancient Osirion, and more.
- ▶ New traits, spells, and weapons for each human culture.

This Pathfinder Player Companion is set in the Pathfinder campaign setting and works best with the Pathfinder Roleplaying Game or the 3.5 version of the world's oldest fantasy roleplaying game, but can easily be incorporated into any fantasy world.



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