



# Pathfinder Glossary v1.18

## A

**Abadar:** Master of the First Vault and the god of cities, wealth, merchants, and law. (<http://www.pathfinderwiki.com/wiki/Abadar>)

**Abadaran:** Of or related to Abadar or his worshippers.

**Abaddon:** Evil plane devoted to destruction and home to daemons. (<http://www.pathfinderwiki.com/wiki/Abaddon>)

**Abrogail Throne II:** Current ruler of Cheliah. ([http://www.pathfinderwiki.com/wiki/Abrogail\\_II](http://www.pathfinderwiki.com/wiki/Abrogail_II))

**Absalom:** Largest city in the Inner-Sea region, located on an island in the Inner Sea. Current location of the Starstone, which allows mortals to ascend to godhood. (<http://www.pathfinderwiki.com/wiki/Absalom>)

**Abyss:** Plane of evil and chaos inhabited by demons, where many evil souls go after they die. (<http://www.pathfinderwiki.com/wiki/Abyss>)

**Abyssal:** Of or pertaining to the Abyss.

**Acadamae:** Notoriously effective and amoral school of magic in Korvosa. (<http://www.pathfinderwiki.com/wiki/Acadamae>)

**Acts of Iomedae:** Holy text of the church of Iomedae. ([http://www.pathfinderwiki.com/wiki/Acts\\_of\\_Iomedae](http://www.pathfinderwiki.com/wiki/Acts_of_Iomedae))

**Adamantine Crucible:** Massive factory where the mechanical armies of Axis are constructed.

**Adrast:** A small barony in northwestern Taldor. (<http://www.pathfinderwiki.com/wiki/Adrast>)

**Aeromantic Infandibulum:** Ancient magic which powered the flying cities of the Shory Empire, and which modern spellcasters have been unable to replicate.

**Age of Darkness:** The barbaric era following the apocalyptic fall of a meteorite called the Starstone. ([http://www.pathfinderwiki.com/wiki/Age\\_of\\_Darkness](http://www.pathfinderwiki.com/wiki/Age_of_Darkness))

**Aiudara:** Magical portals created long ago by the elves in order to help them step easily across vast distances. Sometimes referred to as "elf gates." Many have been lost to the ages. (<http://www.pathfinderwiki.com/wiki/Aiudara>)

**Aklo:** Language of bizarre monsters, often ancient or subterranean.

**Alamein Peninsula:** Land mass in the northwestern region of Osirion. ([http://www.pathfinderwiki.com/wiki/Alamein\\_Peninsula](http://www.pathfinderwiki.com/wiki/Alamein_Peninsula))

**Alchemist:** A spellcaster whose magic takes the form of potions, explosives, and strange mutagens that modify his own physiology. (<http://www.pathfinderwiki.com/wiki/Alchemist>)

**Aldori Swordlord:** Elite duelist from Brevoy trained in the techniques of legendary swordsman Sirian Aldori. ([http://www.pathfinderwiki.com/wiki/Aldori\\_swordlord](http://www.pathfinderwiki.com/wiki/Aldori_swordlord))

**Alkenstar:** A nation famous for the production of guns and gunpowder. (<http://www.pathfinderwiki.com/wiki/Alkenstar>)

**Almas:** Capital city of Andoran. (<http://www.pathfinderwiki.com/wiki/Almas>)

**Anaphexis:** Deadly cult devoted to keeping secrets at all costs. For more information, see Prince of Wolves and Pathfinder Campaign Setting: Rule of Fear. (<http://www.pathfinderwiki.com/wiki/Anaphexis>)

**Andoran:** Democratic and freedom-loving nation north of the Inner Sea formerly controlled by the Chelish Empire, and before that by the Taldan Empire. (<http://www.pathfinderwiki.com/wiki/Andoran>)

**Andoren:** Someone from Andoran; of or related to Andoran.

**Ankar-Te:** A district of Kaer Maga known for its necromancers and the undead servants that openly walk the streets. (<http://www.pathfinderwiki.com/wiki/Ankar-Te>)

**Antipaladin:** A holy warrior who crusades on behalf of evil gods. (<http://www.pathfinderwiki.com/wiki/Antipaladin>)

**Apollyon:** Horseman of Pestilence. One of the four lords of all daemons. (<http://www.pathfinderwiki.com/wiki/Apollyon>)

**Arcadian Ocean:** Massive ocean west of the Inner Sea region. ([http://www.pathfinderwiki.com/wiki/Arcadian\\_Ocean](http://www.pathfinderwiki.com/wiki/Arcadian_Ocean))

**Arcane:** Magic that comes from mystical sources rather than the direct intervention of a god; secular magic.

**Arch of Aroden:** Enormous viaduct that once connected the continents of Avistan and Garund across the Hespereth Strait. Currently broken. ([http://www.pathfinderwiki.com/wiki/Arch\\_of\\_Aroden](http://www.pathfinderwiki.com/wiki/Arch_of_Aroden))

**Archdevil:** Powerful devils second only to Asmodeus in the rule of Hell. (<http://www.pathfinderwiki.com/wiki/Archdevil>)

**Archfiend:** Asmodeus.

**Arclord:** One of the rulers of Nex.

**Armiger:** Hellknight in training; a squire.

**Aroden:** Last hero of the Azlanti and God of Humanity, who raised the Starstone from the depths of the Inner Sea and founded the city of Absalom, becoming a living god in the process. Died mysteriously a hundred years ago, causing widespread chaos, particularly in Chelifax (which viewed him as its patron deity). (<http://www.pathfinderwiki.com/wiki/Aroden>)

**Arvensoar:** Massive tower that defends Magnimar, manned by the city's military. (<http://www.pathfinderwiki.com/wiki/Arvensoar>)

**Asmodean:** Of or related to the worship of Asmodeus.

**Asmodeus:** Devil-god of tyranny, slavery, pride, and contracts; lord of Hell and current patron deity of Chelifax. (<http://www.pathfinderwiki.com/wiki/Asmodeus>)

**Aspodell Mountains:** Mountain range to the southwest of Druma. ([http://www.pathfinderwiki.com/wiki/Aspodell\\_Mountains](http://www.pathfinderwiki.com/wiki/Aspodell_Mountains))

**Astradaemon:** Extremely powerful evil fiend that consumes mortal souls. (<http://www.pathfinderwiki.com/wiki/Astradaemon>)

**Athalos:** A deceased wizard specializing in shadow magic. (<http://www.pathfinderwiki.com/wiki/Athalos>)

**Augustana:** Port city in Andoran known for its shipyards. (<http://www.pathfinderwiki.com/wiki/Augustana>)

**Avistan:** The northern continent of the Inner Sea region. (<http://www.pathfinderwiki.com/wiki/Avistan>)

**Avistani:** Of or related to the continent of Avistan.

**Axiomites:** Sentient mathematical abstractions given humanoid form. Native to Axis. (<http://www.pathfinderwiki.com/wiki/Axiomite>)

**Axis, the Eternal City:** A plane of absolute order, entirely urban in nature. (<http://www.pathfinderwiki.com/wiki/Axis>)

**Azir:** Port capital of Rahadoum. (<http://www.pathfinderwiki.com/wiki/Azir>)

**Azlant:** The first human empire, which sank beneath the waves long ago in the cataclysm following the fall of the Starstone. (<http://www.pathfinderwiki.com/wiki/Azlant>)

**Azlanti:** Of or pertaining to Azlant; someone from Azlant.

## B

**Baba Yaga:** Queen of all Witches, a strange being who came from another world to conquer Irrisen, and returns every 100 years to install a different daughter as its ruler. ([http://www.pathfinderwiki.com/wiki/Baba\\_Yaga](http://www.pathfinderwiki.com/wiki/Baba_Yaga))

**Bard:** An artist or performer able to harness his or her innate magic through art. Often cross-trained in combat and other adventuring skills. (<http://www.pathfinderwiki.com/wiki/Bard>)

**Barrier Wall:** Mountain range that separates the deserts of northern Garund from the jungles of the Mwangi Expanse. ([http://www.pathfinderwiki.com/wiki/Barrier\\_Wall](http://www.pathfinderwiki.com/wiki/Barrier_Wall))

**Baslwief:** Mining village along the Sarwin River in southern Varisia. (<http://www.pathfinderwiki.com/wiki/Baslwief>)

**Battle of Charda:** Monument commemorating a great battle against the neighboring city of Riddleport.

**Bazaar of Sails:** Mercantile district near Magnimar's docks. ([http://www.pathfinderwiki.com/wiki/Bazaar\\_of\\_Sails](http://www.pathfinderwiki.com/wiki/Bazaar_of_Sails))

**Beacon's Point:** District in Magnimar devoted to docks and shipping.

**Belial:** One of the dukes of Hell. (<http://www.pathfinderwiki.com/wiki/Belial>)

**Belzen:** A region populated primarily by savage orc tribes.

**Bellis:** Town in northeastern Andoran famed for its bees and mead. (<http://www.pathfinderwiki.com/wiki/Bellis>)

**Besmara:** Goddess of piracy, strife, and sea monsters. (<http://www.pathfinderwiki.com/wiki/Besmara>)

**Black Coil:** An assassin's guild that operates primarily in Chelifax.

**Black Dome:** Famous district of Osirion constructed inside the carapace of an immense beetle slain thousands of years ago. ([http://www.pathfinderwiki.com/wiki/Black\\_Dome](http://www.pathfinderwiki.com/wiki/Black_Dome))

**Black Sovereign:** The ruler of Numeria—once a mighty barbarian warrior, but now hopelessly addicted to alien drugs supplied by the Technic League.

**Black Triune:** The three rulers of Pangolais; some of the most powerful members of the Umbral Court. ([http://www.pathfinderwiki.com/wiki/Black\\_Triune](http://www.pathfinderwiki.com/wiki/Black_Triune))

**Blackjacket:** Slang term for a member of the Mercenary League.

**Blacklions:** Small tribe of Kellids on the Ginji Mesa.

**Blackravens:** A force of Ulfen warriors that patrols the border between Trollheim and Irrisen, hunting down monsters from the Witch Queen's lands. (<http://www.pathfinderwiki.com/wiki/Blackravens>)

**Blackridge:** Recently established mining town in Devil's Perch, intended to be a regional capital.

**Bleaching:** Sickness suffered by gnomes who aren't regularly exposed to new experiences. Often fatal. (<http://www.pathfinderwiki.com/wiki/Bleaching>)

**Bleachlings:** Gnomes who succumb to the Bleaching but don't die, instead becoming strange, colorless versions of themselves. Shunned by most normal gnomes.

**Bloodcoat:** Slang term for a Molthuni soldier.

**Bloodwater Betrayals:** Massacres caused when Ustalavs refused to harbor Sarkorians fleeing from the newly opened Worldwound, instead forcing them back across the border to be slaughtered.

**Bog strider:** Race of giant, intelligent insects that live in swamps and marshes. ([http://www.pathfinderwiki.com/wiki/Bog\\_strider](http://www.pathfinderwiki.com/wiki/Bog_strider))

**Bogilar Fortress:** Frontier fortress in Mendev, originally built by the cursed Bogilar clan.

**Road:** A main thoroughfare in Whitethrone. Paved with skulls.

**Bones Fall in a Spiral:** The holy text of Pharamasma.

**Boneyard:** Pharamasma's realm, where all souls go to be judged after death. (<http://www.pathfinderwiki.com/wiki/Boneyard>)

**Braganza:** Prominent city in Molthune, ruled by Prince-Archbanker Cole Ravnagask. (<http://www.pathfinderwiki.com/wiki/Braganza>)

**Brevan:** Someone from Brevoy.

**Brevic:** Of or pertaining to Brevoy.

**Brevoy:** A frigid northern nation famous for its duelists. (<http://www.pathfinderwiki.com/wiki/Brevoy>)

**Bridgeward:** Neighborhood in the Capital District; home to many artisans. (<http://www.pathfinderwiki.com/wiki/Bridgeward>)

**Brightness:** A form of enlightenment sometimes sought by elves that is believed to be unique to each individual. An elven philosophy of personal self-perfection, the pursuit of which can take many routes. Often searched for through interpretation of signs and portents.

**Brightness Seeker:** An elf actively striving to discover his or her Brightness. ([http://www.pathfinderwiki.com/wiki/Brightness\\_Seeker](http://www.pathfinderwiki.com/wiki/Brightness_Seeker))

**Brimorak:** Goat-headed demon with a burning sword and hooves. (<http://www.pathfinderwiki.com/wiki/Brimorak>)

**Brinewall:** Mysteriously empty and possibly haunted port in northwestern Varisia. (<http://www.pathfinderwiki.com/wiki/Brinewall>)

**Brownies:** Small fairies.

**Bugbear:** Large, humanoid monster related to the goblin. Extremely violent and ill-tempered. (<http://www.pathfinderwiki.com/wiki/Bugbear>)

**Bunyip:** Ferocious creature resembling a combination of shark and seal. (<http://www.pathfinderwiki.com/wiki/Bunyip>)

## C

**Caliphas:** Port city located in the southernmost county (also called Caliphas) in Ustalav. (<http://www.pathfinderwiki.com/wiki/Caliphas>)

**Calistria:** Also known as the Savored Sting; the goddess of trickery, lust, and revenge. (<http://www.pathfinderwiki.com/wiki/Calistria>)

**Calistrian:** Of or related to Calistria or her worshippers.

**Canorate:** Capital of Molthune. (<http://www.pathfinderwiki.com/wiki/Canorate>)

**Cantrip:** Minor spell or magical trick cast by an arcane spellcaster (such as a wizard or sorcerer). (<http://www.pathfinderwiki.com/wiki/Cantrip>)

**Capital District:** District devoted to artisans and government in Magnimar. ([http://www.pathfinderwiki.com/wiki/Capital\\_District](http://www.pathfinderwiki.com/wiki/Capital_District))

**Carpenden:** Agricultural town in eastern Andoran. (<http://www.pathfinderwiki.com/wiki/Carpenden>)

**Cassomir:** Port city in Taldor. (<http://www.pathfinderwiki.com/wiki/Cassomir>)

**Cassomir's Locker:** Network of old catacombs and tunnels beneath Cassomir, reputed to be full of monsters and lost treasure.

**Cassomirite:** Someone from Cassomir.

**Castle Korvosa:** Enormous castle in the center of Korvosa that houses the city's ruler. ([http://www.pathfinderwiki.com/wiki/Castle\\_Korvosa](http://www.pathfinderwiki.com/wiki/Castle_Korvosa))

**Caulborn:** A race of telepathic historians and prophets, the oldest known inhabitants of Kaer Maga. (<http://www.pathfinderwiki.com/wiki/Caulborn>)

**Cayden Cailean:** God of freedom, ale, wine, and bravery. Was once mortal, but ascended to godhood by passing the Test of the Starstone in Absalom. ([http://www.pathfinderwiki.com/wiki/Cayden\\_Cailean](http://www.pathfinderwiki.com/wiki/Cayden_Cailean))

**Cecaelia:** Aquatic monsters with the upper bodies of humans and the lower bodies of octopuses. (<http://www.pathfinderwiki.com/wiki/Cecaelia>)

**Celestial Bureaucracy:** Tian term for the gods and other entities that rule the afterlife.



**Celestial Dragon:** Legendary creature honored by the residents of the southern Successor States, who appears every twelve years at the Gates of Heaven and Hell to exchange its “heart”—actually an enormous, magical pearl—with that of a maiden, granting her a wish in the process. ([http://www.pathfinderwiki.com/wiki/Celestial\\_Dragon](http://www.pathfinderwiki.com/wiki/Celestial_Dragon))

**Celestial Order:** Tian term for the natural way of things, the eternal balance between good and evil and other such opposing forces.

**Celestial Wheel:** Tian term for the cycle of existence and the progression of souls through the world and the afterlife.

**Celwynvian Charge:** Half-living tree-shaped monument gifted to Magnimar by elves. ([http://www.pathfinderwiki.com/wiki/Celwynvian\\_Charge](http://www.pathfinderwiki.com/wiki/Celwynvian_Charge))

**Cenotaph:** Cylindrical mausoleum monument celebrating Magnimar’s founder; the city’s most prestigious dead are often interred in the newer catacombs beneath it.

**Century Root:** Stump of a massive tree located in Kyonin, of much significance to the Fierani tree-people.

**Cerulean Void:** The Maelstrom.

**Chel:** Derogatory term for a citizen of Cheliox.

**Chelaxian:** Someone from Cheliox. Most of Magnimar’s elite are ethnic Chelaxians, though not actual citizens of Cheliox.

**Cheliox:** A nation in southwestern Avistan that gained power by allying with Hell and its devils. (<http://www.pathfinderwiki.com/wiki/Cheliox>)

**Chelish:** Of or relating to the nation of Cheliox.

**Chesed:** Port city in Numeria. (<http://www.pathfinderwiki.com/wiki/Chesed>)

**Children of Westcrown:** A resistance movement in Cheliox dedicated to overthrowing the diabolical House of Thrune and breaking the nation’s alliance with Hell. ([http://www.pathfinderwiki.com/wiki/Children\\_of\\_Westcrown](http://www.pathfinderwiki.com/wiki/Children_of_Westcrown))

**Cirickree, the Screeching Spire:** Largest strix settlement in Devil’s Perch.

**Citadel Enferac:** Hellknight fortress north of Devil’s Perch, home to the Order of the Gate. ([http://www.pathfinderwiki.com/wiki/Citadel\\_Enferac](http://www.pathfinderwiki.com/wiki/Citadel_Enferac))

**City of Mists:** Iadara.

**Cleric:** A religious spellcaster whose magical powers are granted by his or her god. (<http://www.pathfinderwiki.com/wiki/Cleric>)

**Cobblestone Druid:** One of many names for the urban magic-users who draw magical power from the innate energy of cities and other urban centers, similar to the way most druids draw power and inspiration from nature.

**Coins:** Mercantile district in Absalom. (<http://www.pathfinderwiki.com/wiki/Coins>)

**Corentyn:** Port city located at Cheliox’s southernmost point, from which the nation can restrict passage between the Inner Sea and the Arcadian Ocean. (<http://www.pathfinderwiki.com/wiki/Corentyn>)

**Council of Sun and Sky:** Governing body that rules Osirion under the authority of the Ruby Prince. ([http://www.pathfinderwiki.com/wiki/Council\\_of\\_Sun\\_and\\_Sky](http://www.pathfinderwiki.com/wiki/Council_of_Sun_and_Sky))

**Council of Truth:** An organization of spellcasters, engineers, and sages who sought to unlock hidden truths and universal secrets, but mysteriously disappeared years ago.

**Council of Ushers:** Governing body of Magnimar, consisting of the most influential and experienced people in the city. Characterized—and often crippled—by factionalism and debate, the council is currently hard pressed to exert as much control as the office of the lord-mayor. ([http://www.pathfinderwiki.com/wiki/Council\\_of\\_Ushers](http://www.pathfinderwiki.com/wiki/Council_of_Ushers))

**Court of Heaven and Hell:** Location in the Wall of Heaven mountains where the Dragon Ceremony takes place every twelve years.

**Coven:** A group of at least three hags or witches, capable of working greater magic together than its individual members could alone.

**Crackspike:** Recently established mining town in Devil’s Perch.

**Crimson Canal:** Important trade canal that routes the waters of the River Sphinx through Sothis. ([http://www.pathfinderwiki.com/wiki/Crimson\\_Canal](http://www.pathfinderwiki.com/wiki/Crimson_Canal))

**Crooked House:** The largest wooden structure in Whitethrone, home to a long line of talented woodcarvers. Somewhat sinister in reputation.

**Crosspine:** Small village in the southern Uskwood.

**Cyphergate:** Strange arch of stone that stretches over the entrance to Riddleport’s harbor. (<http://www.pathfinderwiki.com/wiki/Cyphergate>)

**Cytillish:** Also called brain mold—a subterranean fungus with strange mind-affecting properties. (<http://www.pathfinderwiki.com/wiki/Cytillish>)

## D

**Daemon:** Evil, nihilistic beings of Abaddon who exist to devour mortal souls. (<http://www.pathfinderwiki.com/wiki/Daemon>)

**Daggermark:** The largest city in the River Kingdoms, infamous for its poisoners’ and assassins’ guilds. (<http://www.pathfinderwiki.com/wiki/Daggermark>)

**Darklands:** Extensive series of subterranean caverns crisscrossing much of the Inner Sea region, known to be inhabited by monsters. (<http://www.pathfinderwiki.com/wiki/Darklands>)

**Dawnflower:** Sarenrae.

**Decemvirate:** The mysterious and masked ruling council of the Pathfinder Society. (<http://www.pathfinderwiki.com/wiki/Decemvirate>)

**Deep Tolguth:** One of the Vaults of Orv—a strangely tropical subterranean cavern populated by uncivilized humanoid tribes, demon-worshipping Xulgaths, and prehistoric beasts. ([http://www.pathfinderwiki.com/wiki/Deep\\_Tolguth](http://www.pathfinderwiki.com/wiki/Deep_Tolguth))

**Delgar:** A small frontier town in the southern River Kingdoms, established relatively recently.

**Demon:** Evil denizen of the plane of the afterlife called the Abyss, who seeks only to maim, ruin, and feed on mortal souls. (<http://www.pathfinderwiki.com/wiki/Demon>)

**Demonblood:** A powerful drug with demon blood as its primary ingredient.

**Demonblooded:** A humanoid who bears demonic traits due to interbreeding between demons and his or her ancestors.

**Demontongue:** The language of demons.

**Demonwake:** Ghost ship from the popular opera Wanderloss.

**Demon Lord:** A particularly powerful demon capable of granting magical powers to its followers. One of the rulers of the Abyss. ([http://www.pathfinderwiki.com/wiki/Demon\\_lord](http://www.pathfinderwiki.com/wiki/Demon_lord))

**Derexhi Family:** One of Magnimar's powerful founding families, specializing in providing private security and hired justice for those with means. ([http://www.pathfinderwiki.com/wiki/House\\_Derexhi](http://www.pathfinderwiki.com/wiki/House_Derexhi))

**Derhii:** Intelligent flying apes. (<http://www.pathfinderwiki.com/wiki/Derhii>)

**Deskari:** The principle demon lord responsible for the demonic invasion through the Worldwound. Also known as the Lord of the Locust Host. (<http://www.pathfinderwiki.com/wiki/Deskari>)

**Desna:** Good-natured goddess of dreams, stars, travelers, and luck. (<http://www.pathfinderwiki.com/wiki/Desna>)

**Devil:** Fiendish occupant of Hell who seeks to corrupt mortals in order to claim their souls. (<http://www.pathfinderwiki.com/wiki/Devil>)

**Devilfish:** A semi-intelligent, seven-armed octopuslike creature with hook-lined tentacles, believed to have originated in the Abyss. (<http://www.pathfinderwiki.com/wiki/Devilfish>)

**Devil's Perch:** Inhospitable region of mountains and desert in northwestern Cheliah. Home of the strix.

**Diabolist:** A spellcaster who specializes in binding devils and making infernal pacts. (<http://www.pathfinderwiki.com/wiki/Diabolist>)

**Divination:** Spell that enables you to predict the future, learn secrets long forgotten, find hidden things, and foil deceptive magic. (<http://www.pathfinderwiki.com/wiki/Divination>)

**Dockway:** Magnimarian district most devoted to trade and imports/exports. (<http://www.pathfinderwiki.com/wiki/Dockway>)

**Dragon Ceremony:** Ceremony in which a maiden offers her heart to the Celestial Dragon and receives a wish. Traditionally undertaken by a princess of Quain.

**Dragon Temple:** Monastery in Quain where monks are trained to accompany the royal emissary to the Dragon Ceremony every twelve years. For more information, see Master of Devils and Pathfinder Campaign Setting: Dragon Empires Gazetteer.

**Drezen:** Fallen crusader city in the northern Worldwound.

**Druid:** Someone who reveres nature and draws magical power from the boundless energy of the natural world (sometimes called the Green Faith, or the Green). (<http://www.pathfinderwiki.com/wiki/Druid>)

**Druma:** Shortened name for the Kalistocracy of Druma, an extremely mercantile nation built on the tenets of the Prophecies of Kalistrade, a pseudo-religion in which individuals view the accumulation of wealth as the highest possible goal. (<http://www.pathfinderwiki.com/wiki/Druma>)

**Dryad:** Fey woman who bond with trees. (<http://www.pathfinderwiki.com/wiki/Dryad>)

**Dubrov:** Small farm town in Mendev. (<http://www.pathfinderwiki.com/wiki/Dubrov>)

**Dusk Hall:** Academy in Pangolais where initiates are trained as shadowcallers through study of both wizardry and the dark worship of Zon-Kuthon.

**Duxotar:** Commander of the city guard in Westcrown.

**Dwarf:** Short, stocky humanoids who excel at physical labor, mining, and craftsmanship. Stalwart enemies of the orcs and other evil subterranean monsters. (<http://www.pathfinderwiki.com/wiki/Dwarf>)

**Dwarves:** Short, stocky humanoids who excel at physical labor, mining, and craftsmanship. Stalwart enemies of the orcs and other evil subterranean monsters.

**Dweomercat:** Fey feline beast that is attracted to magic and has a number of innate supernatural abilities triggered by the use of magic around it. (<http://www.pathfinderwiki.com/wiki/Dweomercat>)

**Dyinglight:** Demonic city in the northern Worldwound, ruled by marsh giants. (<http://www.pathfinderwiki.com/wiki/Dyinglight>)

## E

**Eagle Knights:** Military order in Andoran devoted to spreading the virtues of justice, equality, and freedom. ([http://www.pathfinderwiki.com/wiki/Eagle\\_Knights](http://www.pathfinderwiki.com/wiki/Eagle_Knights))

**Earthfall:** Event which occurred thousands of years ago, in which a great meteorite called the Starstone fell to earth in a fiery cataclysm, sending up a dust cloud which blocked out the sun and ushered in an age of darkness. (<http://www.pathfinderwiki.com/wiki/Earthfall>)

**Earthnavel:** Legendary tiered pit in the Realm of the Mammoth Lords, leading down into the Darklands. (<http://www.pathfinderwiki.com/wiki/Earthnavel>)

**Eel Street:** Rough neighborhood in Egorian. ([http://www.pathfinderwiki.com/wiki/Eel\\_Street](http://www.pathfinderwiki.com/wiki/Eel_Street))

**Efreeti:** One of a race of evil fire-dwelling genies. (<http://www.pathfinderwiki.com/wiki/Efreeti>)

**Egede:** Mendevian port city on the edge of the Lake of Mists and Veils. (<http://www.pathfinderwiki.com/wiki/Egede>)

**Egelsee River:** River flowing through southern Mendev. ([www.pathfinderwiki.com/wiki/Egelsee\\_River](http://www.pathfinderwiki.com/wiki/Egelsee_River))

**Egorian:** Capital of the devil-worshipping nation of Cheliah on the continent of Avistan. (<http://www.pathfinderwiki.com/wiki/Egorian>)

**Eldest:** Fey lords of the First World. (<http://www.pathfinderwiki.com/wiki/Eldest>)

**Elemental:** Being of pure elemental energy, such as air, earth, fire, or water. (<http://www.pathfinderwiki.com/wiki/Elemental>)

**Elemental Plane:** A dimension of pure elemental energy that exists beyond the normal world. ([http://www.pathfinderwiki.com/wiki/Elemental\\_plane](http://www.pathfinderwiki.com/wiki/Elemental_plane))

**Elemental Planes:** Four planes—Air, Earth, Fire, and Water—that surround the Material Plane as part of the Great Beyond.

**Elves:** Long-lived, beautiful humanoids who abandoned Golarion millennia ago before the fall of the Starstone and have only recently returned. Identifiable by their pointed ears, lithe bodies, and pupils so large their eyes appear to be one color. (<http://www.pathfinderwiki.com/wiki/Elf>)

**Elvanna:** Current queen of Irrisen. (<http://www.pathfinderwiki.com/wiki/Elvanna>)

**Egorian:** Capital of Chelax. (<http://www.pathfinderwiki.com/wiki/Egorian>)

**Eidolon:** A unique mystical creature called from another plane of existence and bound to serve its summoner, usually willingly. Revered as gods by Sarkorians.

**Elven:** Of or pertaining to elves; the language of elves.

**Elves:** Race of long-lived and beautiful humanoids, capable of interbreeding with humans, who abandoned Golarion millennia ago and have only recently returned. Identifiable by their pointed ears, lithe bodies, and pupils so large their eyes appear to be one color.

**Elysium:** Outer plane where good-natured, freedom-loving souls go when they die. (<http://www.pathfinderwiki.com/wiki/Elysium>)

**Empire of Lung Wa:** Ancient empire that collapsed and broke apart into the Successor States. ([http://www.pathfinderwiki.com/wiki/Lung\\_Wa](http://www.pathfinderwiki.com/wiki/Lung_Wa))

**Endless Cairn:** An ever-expanding towermausoleum in Kyonin that's slowly sinking into a swamp.

**Erages:** Village in Kyonin populated entirely by half-elves. (<http://www.pathfinderwiki.com/wiki/Erages>)

**Erastil:** Stag-headed god of farming, hunting, trade, and family, also known as Old Deadeye. (<http://www.pathfinderwiki.com/wiki/Erastil>)

**Erithiel's Hall:** Long, mysterious mound in Kyonin, believed by many to be the barrow of an ancient hero.

**Estrovian Forest:** Large forest in Mendev. ([http://www.pathfinderwiki.com/wiki/Estrovian\\_Forest](http://www.pathfinderwiki.com/wiki/Estrovian_Forest))

**Ethereal Plane:** Plane of mists and nothingness just beyond the material world. ([http://www.pathfinderwiki.com/wiki/Ethereal\\_Plane](http://www.pathfinderwiki.com/wiki/Ethereal_Plane))

**Evernest:** Bog strider settlement in the Verduran Forest.

**Eye of Abendego:** Enormous permanent hurricane west of Garund. ([http://www.pathfinderwiki.com/wiki/Eye\\_of\\_Abendego](http://www.pathfinderwiki.com/wiki/Eye_of_Abendego))

**Eye of Sothis:** Harbor island in the center of the Crimson Canal in Sothis, from which the city regulates river trade. ([http://www.pathfinderwiki.com/wiki/Eye\\_of\\_Sothis](http://www.pathfinderwiki.com/wiki/Eye_of_Sothis))

**Eyes of Sothis:** City guard of Sothis.

## F

**Falcon's Hollow:** Logging town in northern Andoran. ([http://www.pathfinderwiki.com/wiki/Falcon%E2%80%99s\\_Hollow](http://www.pathfinderwiki.com/wiki/Falcon%E2%80%99s_Hollow))

**Familiar:** Small creature that assists a wizard, witch, or sorcerer, often developing greater powers and intelligence than normal members of its kind. (<http://www.pathfinderwiki.com/wiki/Familiar>)

**Fey:** Magical creatures deeply tied to the natural world, such as dryads or pixies. May also have ties to the First World. (<http://www.pathfinderwiki.com/wiki/Fey>)

**Fiendish:** Of or related to creatures from the evil Outer Planes, such as devils and demons. (<http://www.pathfinderwiki.com/wiki/Fiendish>)

**Fiends:** Creatures native to the evil planes of the multiverse, such as demons, devils, and daemons, among others.

**Fierani (Creatures):** Intelligent, mobile trees native to the Fierani Forest.

**Fierani Forest:** Ancient forest which occupies most of Kyonin's territory. ([http://www.pathfinderwiki.com/wiki/Fierani\\_Forest](http://www.pathfinderwiki.com/wiki/Fierani_Forest))

**Final Blade:** Guillotine used in Galt. ([http://www.pathfinderwiki.com/wiki/Final\\_Blade](http://www.pathfinderwiki.com/wiki/Final_Blade))

**First Law:** The law by which religion is outlawed in Rahadoum.

**First Vault:** Vast storehouse on Axis where Abadar keeps a perfect master copy of everything in existence. ([http://www.pathfinderwiki.com/wiki/First\\_Vault](http://www.pathfinderwiki.com/wiki/First_Vault))

**First World:** The rough draft of existence, where nature is more powerful and volatile. Original home of fey creatures and gnomes. ([http://www.pathfinderwiki.com/wiki/First\\_World](http://www.pathfinderwiki.com/wiki/First_World))

**Five Kingdoms:** The fabled original civilization of dwarves in the Five Kings Mountains, which have long since fallen apart as any cohesive political entity.

**Five Kings Mountains:** A large and ancient mountain range in southeastern Avistan. Primarily inhabited by the dwarven nation of the same name, though surrounding nations such as the elves of Kyonin also have settlements there. ([http://www.pathfinderwiki.com/wiki/Five\\_Kings\\_Mountains](http://www.pathfinderwiki.com/wiki/Five_Kings_Mountains))

**Flayleaf:** Plant with narcotic leaves. (<http://www.pathfinderwiki.com/wiki/Flayleaf>)

**Fleshfairs:** Okeno's notorious slave market. (<http://www.pathfinderwiki.com/wiki/Fleshfairs>)

**Floes, The:** District of Whitethrone made up primarily of frozen islands.

**Flying Mountains:** Region in Quain where strange magnetism causes entire mountains to levitate.

**Flying Scroll:** Little-used Tian magical technique by which a wizard can transcribe part of a memorized spell onto a piece of paper, then cast it by flinging the paper.

**Fog Peaks:** Uncivilized mountain range east of Druma. ([http://www.pathfinderwiki.com/wiki/Fog\\_Peaks](http://www.pathfinderwiki.com/wiki/Fog_Peaks))

**Following:** Term for the collected tribes that follow a specific Mammoth Lord.

**Forlorn:** Elves raised in human society—so called because the difference between human and elven lifespans causes them to outlive generations of human friends and family. (<http://www.pathfinderwiki.com/wiki/Forlorn>)

**Freyr Darkwine:** Castellan of Trollheim. ([http://www.pathfinderwiki.com/wiki/Freyr\\_Darkwine](http://www.pathfinderwiki.com/wiki/Freyr_Darkwine))  
**Frost Giant:** Fifteen-foot-tall humanoids native to cold regions, with white or blue skin and a famous propensity for battle. ([http://www.pathfinderwiki.com/wiki/Frost\\_giant](http://www.pathfinderwiki.com/wiki/Frost_giant))  
**Frostmire:** Enormous demon-haunted fen in the northern reaches of the Worldwound. (<http://www.pathfinderwiki.com/wiki/Frostmire>)

## G

**Gaffle:** Mendevian slang for a con or swindle.  
**Gallowspire:** The unhallowed former stronghold of the Whispering Tyrant, now turned into his prison. (<http://www.pathfinderwiki.com/wiki/Gallowspire>)  
**Galt:** A nation locked in perpetual and bloody democratic revolution. Fond of beheadings. (<http://www.pathfinderwiki.com/wiki/Galt>)  
**Galtan:** Of or relating to Galt, or a citizen of that nation.  
**Garund:** Continent south of the Inner Sea, renowned for its deserts and jungles. (<http://www.pathfinderwiki.com/wiki/Garund>)  
**Garundi:** Human ethnic group consisting of darkskinned people, mostly found in northern Garund. (<http://www.pathfinderwiki.com/wiki/Garundi>)  
**Gates of Heaven and Hell:** Portals that open at the Court of Heaven and Hell during the Dragon Ceremony.  
**Geas:** A spell that compels the subject to undertake a specific service or refrain from a particular task. ([http://www.pathfinderwiki.com/wiki/Cardimion%27s\\_Discriminating\\_Geas](http://www.pathfinderwiki.com/wiki/Cardimion%27s_Discriminating_Geas))  
**Gearsmen:** Powerful metal automatons retrieved from the Silver Mount, which obey the commands of the Technic League—at least, most of the time.  
**Gembasket:** Legendary location in Katapesh, said to be bursting with precious jewels. (<http://www.pathfinderwiki.com/wiki/Gembasket>)  
**General Arnisant:** Taldan general who sacrificed himself to imprison the Whispering Tyrant beneath his tower in Gallowspire. ([http://www.pathfinderwiki.com/wiki/General\\_Arnisant](http://www.pathfinderwiki.com/wiki/General_Arnisant))  
**General Lords:** The heads of Molthune's government. ([http://www.pathfinderwiki.com/wiki/General\\_Lords](http://www.pathfinderwiki.com/wiki/General_Lords))  
**Genies:** Humanoid denizens of the elemental planes. (<http://www.pathfinderwiki.com/wiki/Genie>)  
**Ghouls:** Undead creature that eat corpses and reproduce by infecting living creatures. (<http://www.pathfinderwiki.com/wiki/Ghoul>)  
**Giants:** Race of exceptionally tall and brawny humanoids.  
**Gillmen:** Race of amphibious humanoids descended from the Azlanti after that empire sank into the sea. (<http://www.pathfinderwiki.com/wiki/Gillmen>)  
**Ginji Mesa:** Massive expanse of frigid tundra in the Realm of the Mammoth Lords.  
**Glacier Lake:** Large lake in central Irrisen.  
**Globster:** Sea monster that takes the form of a hideous mass of flotsam and rotting flesh.  
**Gnomes:** Race of small humanoids with strange mindsets, big eyes, and often wildly colored hair, originally from the First World. (<http://www.pathfinderwiki.com/wiki/Gnome>)  
**Goatherds:** Small-time street gang in Egorian. (<http://www.pathfinderwiki.com/wiki/Goatherds>)  
**Goblins:** Race of small and maniacal humanoids who live to burn, pillage, and sift through the refuse of more civilized races. (<http://www.pathfinderwiki.com/wiki/Goblin>)  
**Goblin Dog:** Disgusting doglike rodents used as mounts by goblins. ([http://www.pathfinderwiki.com/wiki/Goblin\\_Dog](http://www.pathfinderwiki.com/wiki/Goblin_Dog))  
**God of the First Vault:** Abadar.  
**God Callers:** Sarkorian summoners who worship the eidolons they summon, seeing the creatures as patron deities.  
**Goka:** Port city on the western edge of Tian Xia, far to the east of the Inner Sea region. (<http://www.pathfinderwiki.com/wiki/Goka>)  
**Golarion:** The planet on which the Pathfinder campaign setting focuses. (<http://www.pathfinderwiki.com/wiki/Golarion>)  
**Golden Legion:** Branch of the Eagle Knights devoted to protecting Andoran's borders. ([http://www.pathfinderwiki.com/wiki/Golden\\_Legion](http://www.pathfinderwiki.com/wiki/Golden_Legion))  
**Golden Legionnaires:** Eagle Knights of the Golden Legion. ([http://www.pathfinderwiki.com/wiki/Golden\\_Legionnaire](http://www.pathfinderwiki.com/wiki/Golden_Legionnaire))  
**Golden River:** Major river running through Quain.  
**Golemworks:** Consortium of Magnimarian artificers and construct-crafters who build and sell magical automatons. (<http://www.pathfinderwiki.com/wiki/Golemworks>)  
**Gorum:** God of battle, strength, and weapons. Also known as Our Lord in Iron. (<http://www.pathfinderwiki.com/wiki/Gorum>)  
**Gozreh:** God of nature, the sea, and weather. Depicted as a dual deity, with both male and female aspects. (<http://www.pathfinderwiki.com/wiki/Gozreh>)  
**Gralton:** River Kingdoms town with a large concentration of Galtan refugees. (<http://www.pathfinderwiki.com/wiki/Gralton>)  
**Grand Arch:** Neighborhood in Magnimar's Naos district, home to middle-class residences, many of which are occupied only part of the time by traveling merchants. ([http://www.pathfinderwiki.com/wiki/Grand\\_Arch](http://www.pathfinderwiki.com/wiki/Grand_Arch))  
**Grand Bridge:** The Grand Bridge of the Empire, stretching from Oppara to the southern shore of the Porthmos River. ([http://www.pathfinderwiki.com/wiki/Grand\\_Bridge\\_of\\_the\\_Empire](http://www.pathfinderwiki.com/wiki/Grand_Bridge_of_the_Empire))  
**Grand Lodge:** The headquarters of the Pathfinder Society, located in Absalom. ([http://www.pathfinderwiki.com/wiki/Grand\\_Lodge](http://www.pathfinderwiki.com/wiki/Grand_Lodge))  
**Grand Mastaba:** Four-sided pyramid that forms the base of Castle Korvosa. ([http://www.pathfinderwiki.com/wiki/Grand\\_Mastaba](http://www.pathfinderwiki.com/wiki/Grand_Mastaba))



**Grave Candle:** A magic item that allows you to speak with a corpse, but only for a few questions. ([http://www.pathfinderwiki.com/wiki/Grave\\_candle](http://www.pathfinderwiki.com/wiki/Grave_candle))

**Graveyard of Souls:** Vast graveyard where many atheist souls go when they die.

**Gray Corsairs:** Naval division of the Steel Falcons, the Eagle Knight branch focused on abolitionist military activities. Often focused on raiding slave ships. ([http://www.pathfinderwiki.com/wiki/Gray\\_Corsairs](http://www.pathfinderwiki.com/wiki/Gray_Corsairs))

**Gray Gardeners:** The masked secret police of Galt, who dispense harsh revolutionary justice to those who cross them or the state. ([http://www.pathfinderwiki.com/wiki/Gray\\_Gardeners](http://www.pathfinderwiki.com/wiki/Gray_Gardeners))

**Great Beyond:** The planes of the afterlife. ([http://www.pathfinderwiki.com/wiki/Great\\_Beyond](http://www.pathfinderwiki.com/wiki/Great_Beyond))

**Great Goldpan River:** One of two great rivers in Druma, which flows down from the Five Kings Mountains near Highhelm to join the Profit's Flow.

**Green:** Also called the Green Faith; the worship of nature from which druids draw their magical powers. ([http://www.pathfinderwiki.com/wiki/Green\\_Faith](http://www.pathfinderwiki.com/wiki/Green_Faith))

**Greengold:** Trading city in Kyonin; the only place in the elven nation where humans may travel freely. (<http://www.pathfinderwiki.com/wiki/Greengold>)

**Greensteeples:** Ancestral manor of Varian Jeggare's family line. (<http://www.pathfinderwiki.com/wiki/Greensteeples>)

**Gremlin:** Tiny fey known for their mischief and malice. (<http://www.pathfinderwiki.com/wiki/Gremlin>)

**Griffon:** Magical half-eagle, half-lion creature. (<http://www.pathfinderwiki.com/wiki/Griffon>)

**Grimsburrow:** Shortened name for the Regulate of Grimsburrow.

**Gronzi Forest:** Woodlands in Brevoy extending from the highlands of the Icerime Peaks to New Stetven. ([http://www.pathfinderwiki.com/wiki/Gronzi\\_Forest](http://www.pathfinderwiki.com/wiki/Gronzi_Forest))

**Grungir Forest:** Large forest in the southern part of the Lands of the Linnorm Kings, just north of Jol. ([http://www.pathfinderwiki.com/wiki/Grungir\\_Forest](http://www.pathfinderwiki.com/wiki/Grungir_Forest))

**Gug:** Bizarre, four-armed humanoid monster with a vertical mouth splitting its head. (<http://www.pathfinderwiki.com/wiki/Gug>)

**Gundrun:** City in the southern reaches of the Worldwound where humanoids still manage to defend themselves against the demonic horde. (<http://www.pathfinderwiki.com/wiki/Gundrun>)

## H

**Hadi:** Strange society of intelligent, oversized rats found only in the ruins of Kho.

**Hags:** Evil, monstrous crones who practice dark magic and prey on humanoids. (<http://www.pathfinderwiki.com/wiki/Hag>)

**Half-Elves:** The children of unions between elves and humans. Taller, longer-lived, and generally more graceful and attractive than the average human, yet not nearly so much so as their full elven kin. Often regarded as having the best qualities of both races, yet still see a certain amount of prejudice, particularly from their pure elven relations. (<http://www.pathfinderwiki.com/wiki/Half-elf>)

**Half-Fiend:** Someone whose ancestry includes crossbreeding with evil extraplanar creatures such as demons, devils, and daemons. Often bear physical signs of their lineage. (<http://www.pathfinderwiki.com/wiki/Half-fiend>)

**Half-Orcs:** Bred from humans and orcs, members of this race have green or gray skin, brutish appearances, and short tempers, and are mistrusted by many societies. (<http://www.pathfinderwiki.com/wiki/Half-orc>)

**Halfings:** Race of humanoids known for their tiny stature, deft hands, and mischievous personalities. (<http://www.pathfinderwiki.com/wiki/Halfing>)

**Halidon:** Small logging town in central Molthune.

**Halidonese:** Someone or something from Halidon.

**Hallit:** Northern language spoken primarily by Kellids. (<http://www.pathfinderwiki.com/wiki/Hallit#Hallit>)

**Hangman's Harbor:** Small town on the Taldan side of the Sellen River

**Harrow Deck:** Deck of illustrated cards sometimes used to divine the future. Favored by Varisians. (<http://www.pathfinderwiki.com/wiki/Harrow>)

**Harrower:** Fortuneteller who uses a Harrow deck to tell the future—or pretends to. (<http://www.pathfinderwiki.com/wiki/Harrower>)

**Harse:** Village in southern Varisia that serves as a gateway to Korvosa's inland holdings. (<http://www.pathfinderwiki.com/wiki/Harse>)

**Heaven:** Plane of good and lawfulness ruled by angels, where many good souls go after they die. (<http://www.pathfinderwiki.com/wiki/Heaven>)

**Heibarr:** A ghost-inhabited ruin in the northern region of the River Kingdoms. (<http://www.pathfinderwiki.com/wiki/Heibarr>)

**Hell:** Plane of evil and tyrannical order ruled by devils, where many evil souls go after they die to be tormented and transformed by the native devils. (<http://www.pathfinderwiki.com/wiki/Hell>)

**Hellknights:** Militant organization of hardened law enforcers whose tactics are often seen as harsh and intimidating, and who bind devils to their will. Based in Chelax. (<http://www.pathfinderwiki.com/wiki/Hellknights>)

**Hells:** Magnimar's notorious prison, positioned beneath the Pediment Building.

**Hellspawn:** A human whose family line includes a fiendish taint, often displayed by horns or other devilish features. Rarely popular in civilized society. (<http://www.pathfinderwiki.com/wiki/Hellspawn>)

**Hermea:** Utopian island nation far out in the Arcadian Ocean, ruled by a dragon who only invites the most impressive humanoids to join his created society. (<http://www.pathfinderwiki.com/wiki/Hermea>)

**Hespereth Strait:** Narrow strait between Avistan and Garund separating the Inner Sea from the Arcadian Ocean. Formerly spanned by the Arch of Aroden before its partial collapse. ([http://www.pathfinderwiki.com/wiki/Hespereth\\_Strait](http://www.pathfinderwiki.com/wiki/Hespereth_Strait))

**Highhelm:** Major dwarven city and capital of dwarven holdings in the Five Kings Mountains. (<http://www.pathfinderwiki.com/wiki/Highhelm>)



**Hippogriff:** Aggressive flying creature with the hindquarters of a horse and the clawed forelegs, wings, and head of a giant eagle. (<http://www.pathfinderwiki.com/wiki/Hippogriff>)

**Hold of Belkzen:** A region populated primarily by savage orc tribes. ([http://www.pathfinderwiki.com/wiki/Hold\\_of\\_Belkzen](http://www.pathfinderwiki.com/wiki/Hold_of_Belkzen))

**Hold of Elistia, Fortress of the Bluffs:** An outpost of the elven nation of Kyonin situated in the Five Kings Mountains. (<http://www.pathfinderwiki.com/wiki/Elistia>)

**House Drakes:** Slang term for the tiny, intelligent cousins of true dragons commonly found in the rooftops of Korvosa, where they feed on lesser vermin and combat the imps that infest the city.

**House of Thrune:** Often called the Thrice-Damned House of Thrune. Current ruling house of Cheliah, which took power following Aroden's death by making compacts with the devils of Hell. ([http://www.pathfinderwiki.com/wiki/House\\_of\\_Thrune](http://www.pathfinderwiki.com/wiki/House_of_Thrune))

**Hurlandrun:** Town in western Nirmathas that was destroyed decades ago and is now said to be haunted.

**Hyenafolk:** Bestial and savage race of hyena-headed humanoids.

## I

**Iadara:** Illusion-shrouded capital of the elven nation of Kyonin. (<http://www.pathfinderwiki.com/wiki/Iadara>)

**Ilurian:** Settlement located at the mouth of Skull River on Lake Syrantula. (<http://www.pathfinderwiki.com/wiki/Ilurian>)

**Imentesh:** Protean of the diplomat caste. (<http://www.pathfinderwiki.com/wiki/Imentesh>)

**Imp:** Weakest of the true devils, resembling a tiny, winged humanoid with fiendish features. The most commonly found devil on the Material Plane. Often used as a familiar. (<http://www.pathfinderwiki.com/wiki/Imp>)

**Imperial Governor:** Supreme leader of Molthune, elected by the General Lords. ([http://www.pathfinderwiki.com/wiki/Markwin\\_Teldas](http://www.pathfinderwiki.com/wiki/Markwin_Teldas))

**Infernal:** Of or related to Hell.

**Infernal Compact:** Common name for the treaty by which Cheliah joined forces with Hell in exchange for power.

**Inheritor:** One of Iomedae's titles, due to her taking over of much of Aroden's congregation after his death.

**Inkwater River:** River that forms most of the border between Nirmathas and Molthune. ([http://www.pathfinderwiki.com/wiki/Inkwater\\_River](http://www.pathfinderwiki.com/wiki/Inkwater_River))

**Inner Sea:** Heavily traveled body of water separating the continents of Avistan and Garund, formed by the impact of the Starstone during Earthfall. ([http://www.pathfinderwiki.com/wiki/Inner\\_Sea](http://www.pathfinderwiki.com/wiki/Inner_Sea))

**Inner Sea Region:** The heart of the Pathfinder campaign setting, centered around the eponymous inland sea. Includes the continents of Avistan and Garund, as well as the seas and other nearby lands. ([http://www.pathfinderwiki.com/wiki/Inner\\_Sea\\_region](http://www.pathfinderwiki.com/wiki/Inner_Sea_region))

**Invidiak:** Another name for shadow demons.

**Iobaria:** Region east of Mendev, across the Lake of Mists and Veils. (<http://www.pathfinderwiki.com/wiki/Iobaria>)

**Iomedae:** Goddess of valor, rulership, justice, and honor, who in life helped lead the Shining Crusade against the Whispering Tyrant before passing the Test of the Starstone and attaining godhood. (<http://www.pathfinderwiki.com/wiki/Iomedae>)

**Irespan:** Enormous ruined bridge leading out to sea from Magnimar's upper districts; a relic of a nowforgotten empire. (<http://www.pathfinderwiki.com/wiki/Irespan>)

**Iridian Fold:** A mysterious group of men who always travel in pairs—one swathed in veils, the other in elaborate lacquered armor and chained at the neck and chest, though apparently not quite a slave. ([http://www.pathfinderwiki.com/wiki/Iridian\\_Fold](http://www.pathfinderwiki.com/wiki/Iridian_Fold))

**Iron Mountain:** Famous landmark in Quain and doorway to the Court of Heaven and Hell.

**Irori:** God of history, knowledge, self-perfection, and enlightenment. Often favored by monks. (<http://www.pathfinderwiki.com/wiki/Irori>)

**Irrisen:** A realm of permanent winter north of Varisia, claimed by Baba Yaga and ruled by her daughters. Currently controlled by Queen Elvanna and her bloodline, the jadwiga Elvanna. (<http://www.pathfinderwiki.com/wiki/Irrisen>)

**Isger:** Vassal nation of Cheliah. (<http://www.pathfinderwiki.com/wiki/Isger>)

**Isgeri:** Someone or something from Isger.

**Isle of Arenway:** Druid-ruled island in the Verduran Forest, formed by confluence of the Sellen River and the Verduran Fork. ([http://www.pathfinderwiki.com/wiki/Isle\\_of\\_Arenway](http://www.pathfinderwiki.com/wiki/Isle_of_Arenway))

**Isle of Terror:** Island on which Aroden mortally wounded the wizard-king Tar-Baphon, prompting the wizard-king's later return as the undead lich known as the Whispering Tyrant. ([http://www.pathfinderwiki.com/wiki/Isle\\_of\\_Terror](http://www.pathfinderwiki.com/wiki/Isle_of_Terror))

**Issia:** One of the two former nations that, along with Rostland, were joined together to create Brevoy. (<http://www.pathfinderwiki.com/wiki/Issia>)

**Itaraak:** Strix word meaning "warrior" or "warriors."

**Itarii:** Strix term for their race as a whole.

**Iz:** Demonic capital city of the Worldwound. (<http://www.pathfinderwiki.com/wiki/Iz>)

## J

**Jadwiga:** The descendents of Baba Yaga and the nobility of Irrisen. Most have only a tenuous, distant connection to the Witch Queen, and do not necessarily have any magical ability themselves. Every 100 years, a new bloodline is created or rises to power as Baba Yaga installs a new daughter as queen. (<http://www.pathfinderwiki.com/wiki/Jadwiga>)

**Jadwiga Elvanna:** Direct descendents of Queen Elvanna. Currently the highest caste of nobility in Whitethrone, though the time of Elvanna's replacement draws near. (<http://www.pathfinderwiki.com/wiki/Elvanna>)

**Jagged Saw:** Treacherous stretch of Inner Sea coastline in Taldor. ([http://www.pathfinderwiki.com/wiki/Jagged\\_Saw](http://www.pathfinderwiki.com/wiki/Jagged_Saw))

**Jalmeray:** Island nation in the Obari Ocean, heavily influenced by the customs and cultures of distant Vudra. (<http://www.pathfinderwiki.com/wiki/Jalmeray>)  
**Jann:** The most human of the genie races. The singular form is janni. (<http://www.pathfinderwiki.com/wiki/Janni>)  
**Jol:** One of the major cities in the Lands of the Linnorm Kings, located in the rugged uplands south of the Grungir Forest. (<http://www.pathfinderwiki.com/wiki/Jol>)  
**Jovvox:** Town in the River Kingdoms.  
**Joyful Thing:** Worshiper of Zon-Kuthon who voluntarily amputates all his or her limbs as a sign of devotion.  
**Joymaking:** Terrifying ceremony in which a worshiper of Zon-Kuthon has all his or her limbs amputated, henceforth becoming a holy invalid cared for by the church.  
**Justice Court:** Thirteen judges who compose Magnimar's highest judiciary council. ([http://www.pathfinderwiki.com/wiki/Justice\\_Court](http://www.pathfinderwiki.com/wiki/Justice_Court))

## K

**Kaina Katakka:** Smaller island off the coast of Jalmeray.  
**Kalistocracy:** The ruling caste of Druma, who control the official Resplendent Bureaucracy that governs the nation.  
**Kalistrat:** A follower of the Prophecies of Kalistrade in good standing.  
**Kalistrade:** An eccentric mystic who lived thousands of years ago and preached the acquisition of wealth (along with strict lifestyle prohibitions and routines), creating the Prophecies of Kalistrade. (<http://www.pathfinderwiki.com/wiki/Kalistrade>)  
**Kami:** Guardian spirits from Tian Xia, often tied to particular places and things. (<http://www.pathfinderwiki.com/wiki/Kami>)  
**Katapesh:** Mighty trade nation on the eastern coast of Garund. Also the name of its capital city. (<http://www.pathfinderwiki.com/wiki/Katapesh>)  
**Katapeshi:** Of or related to the nation of Katapesh.  
**Keketar:** Protean of the ruling priest caste. (<http://www.pathfinderwiki.com/wiki/Keketar>)  
**Kelesh:** Empire far to the east of Thuvia. (<http://www.pathfinderwiki.com/wiki/Kelesh>)  
**Keleshite:** Of or related to the Empire of Kelesh, far to the east of the Inner Sea region.  
**Kelish:** The language of Keleshites, spoken in many southern and eastern nations. (<http://www.pathfinderwiki.com/wiki/Kelish#Kelish>)  
**Kelldor:** The current High Prophet of the Kalistocracy and leader of Druma. (<http://www.pathfinderwiki.com/wiki/Kelldor>)  
**Kellid:** Traditionally uncivilized and violent human ethnicity from northern Avistan. (<http://www.pathfinderwiki.com/wiki/Kellid>)  
**Kenabres:** Fortified crusader city along Mendev's border with the Worldwound. Currently the center of a radical, witch-hunting faction of Iomedae's faith. (<http://www.pathfinderwiki.com/wiki/Kenabres>)  
**Kerse:** Capital city of Druma. (<http://www.pathfinderwiki.com/wiki/Kerse>)  
**Kersite:** Someone from Kerse.  
**Ketephys:** Elven god of the hunt. (<http://www.pathfinderwiki.com/wiki/Ketephys>)  
**Keystone:** Magnimarian district devoted primarily to temples and the homes of the common people. (<http://www.pathfinderwiki.com/wiki/Keystone>)  
**Kho:** Legendary flying city of the ancient Shory Empire, which crashed thousands of years ago for unknown reasons, landing in the jungles of the Barrier Wall Mountains, just north of the Mwangi Expanse. (<http://www.pathfinderwiki.com/wiki/Kho>)  
**Ki:** Mystical force or life essence which warrior monks often learn to master, allowing them to perform exceptional feats of strength and agility.  
**King Huang:** Ruler of Lingshen.  
**King Wen:** Ruler of Quain.  
**Kingdom of Man:** Rahadoum.  
**Kitharodian Academy:** Bardic school in Opara. Rival to the Rhapsodic College. ([http://www.pathfinderwiki.com/wiki/Kitharodian\\_Academy](http://www.pathfinderwiki.com/wiki/Kitharodian_Academy))  
**Koldukar:** One of the great dwarven cities called Sky Citadels, which long ago fell to invading orcs.  
**Korholm:** Port town in northern Molthune. (<http://www.pathfinderwiki.com/wiki/Korholm>)  
**Korvosa:** Largest city in Varisia and outpost of former Chelish loyalists, now self-governed. (<http://www.pathfinderwiki.com/wiki/Korvosa>)  
**Korvosan:** Of or from Korvosa; someone from Korvosa. Often viewed with suspicion by Magnimarians.  
**Kotarra:** Derisive strix term for humans.  
**Krega:** Small town in Mendev. (<http://www.pathfinderwiki.com/wiki/Krega>)  
**Kuthite:** Worshiper of Zon-Kuthon; of or related to the worship of Zon-Kuthon.  
**Kyonin:** An elven forest-kingdom in eastern Avistan. The center of elven power in the Inner Sea region. Largely forbidden to non-elven travelers. (<http://www.pathfinderwiki.com/wiki/Kyonin>)

## L

**Lady Luck:** Desna.  
**Lady of Graves:** Pharasma.  
**Lake Encarthan:** Enormous freshwater lake bordering both Molthune and Nirmathas. ([http://www.pathfinderwiki.com/wiki/Lake\\_Encarthan](http://www.pathfinderwiki.com/wiki/Lake_Encarthan))  
**Lake of Mists and Veils:** Vast lake that defines Brevoy's northern border. ([http://www.pathfinderwiki.com/wiki/Lake\\_of\\_Mists\\_and\\_Veils](http://www.pathfinderwiki.com/wiki/Lake_of_Mists_and_Veils))

**Lamasara:** Prominent river city in Thuvia. (<http://www.pathfinderwiki.com/wiki/Lamasara>)

**Lamashtu:** Evil demon-goddess of monsters, madness, and nightmares. (<http://www.pathfinderwiki.com/wiki/Lamashtu>)

**Lambreth:** Small River Kingdom. (<http://www.pathfinderwiki.com/wiki/Lambreth>)

**Lands of the Linnorm Kings:** Northern kingdoms ruled by the Linnorm Kings, warriors who have managed to slay draconic linnorms single-handed. Sometimes called the Linnorm Kingdoms. ([http://www.pathfinderwiki.com/wiki/Lands\\_of\\_the\\_Linnorm\\_Kings](http://www.pathfinderwiki.com/wiki/Lands_of_the_Linnorm_Kings))

**Landshark:** Ferocious monster that burrows through solid earth and eats almost anything.

**Lanming:** Capital of Quain.

**Last Azlanti:** Aroden.

**Lastwall:** Nation dedicated to keeping the Whispering Tyrant locked away beneath Gallowspire, as well as keeping the orcs of Belken and the monsters of Ustalav in check. (<http://www.pathfinderwiki.com/wiki/Lastwall>)

**Lepidstadt:** City in Ustalav noted for its university. (<http://www.pathfinderwiki.com/wiki/Lepidstadt>)

**Lepidstadt Scar:** Dueling scar gained during a ritual popular among students of Lepidstadt's university. Considered a badge of honor.

**Leucrotta:** Predatory monster with the body of a stag and a head like a badger's. Notorious for their cunning and perfect mimicry of humanoid voices. (<http://www.pathfinderwiki.com/wiki/Leucrotta>)

**Leukodaemon:** Evil fiend that harvests mortal souls via disease and pestilence. (<http://www.pathfinderwiki.com/wiki/Leukodaemon>)

**Lich:** A spellcaster who manages to extend his existence by magically transforming himself into a powerful undead creature. (<http://www.pathfinderwiki.com/wiki/Lich>)

**Lingshen:** Successor State to the north of Quain. Mandate of Heaven: The will (either direct or presumed) of the Celestial Bureaucracy. (<http://www.pathfinderwiki.com/wiki/Lingshen>)

**Linnorm King:** One of the rulers of the Viking-like Lands of the Linnorm Kings. ([http://www.pathfinderwiki.com/wiki/Linnorm\\_King](http://www.pathfinderwiki.com/wiki/Linnorm_King))

**Linnorm Kings:** Warrior chieftains who dominate the larger settlements of the Lands of the Linnorm Kings, each of whom must defeat a linnorm to claim a throne.

**Linnorm:** Immense, snake-like dragons with two forward legs and rudimentary wings. (<http://www.pathfinderwiki.com/wiki/Linnorm>)

**Lion Blades:** Elite Taldan espionage agents. Often bards and other performers. ([http://www.pathfinderwiki.com/wiki/Lion\\_Blades](http://www.pathfinderwiki.com/wiki/Lion_Blades))

**Longnight:** A winter holiday often celebrated by staying up all night to greet the dawn.

**Living God:** Another name for the god Razmiran.

**Livondar:** The lord of Daggermark.

**Lizardfolk:** Race of reptilian humanoids; often viewed as backward by more "civilized" races. (<http://www.pathfinderwiki.com/wiki/Lizardfolk>)

**Locust Lord:** Deskari

**Lord of the Locust Host:** Deskari.

**Lord in Iron:** Gorum.

**Lord Investigator:** Secret Molthuni agent who reports directly to the General Lords. The subject of numerous rumors and urban legends.

**Lord Justice:** The most powerful judge of Magnimar's Justice Court.

**Lord of the Blasted Tarn:** Treerazer.

**Lord of the Locust Host:** Deskari.

**Loric Fells:** A gloomy, troll-haunted wilderness of dense forests and rocky canyons in the River Kingdoms. ([http://www.pathfinderwiki.com/wiki/Loric\\_Fells](http://www.pathfinderwiki.com/wiki/Loric_Fells))

**Low Azlanti:** Derogatory term for gillmen.

**Low Templars:** Crusaders who flock to the Mendevian Crusade in hopes of fame and loot rather than for more altruistic reasons.

**Lowcleft:** District of Magnimar devoted primarily to arts and entertainment. (<http://www.pathfinderwiki.com/wiki/Lowcleft>)

**Lunar Naga:** Breed of nagas obsessed with the stars and astrology. ([http://www.pathfinderwiki.com/wiki/Lunar\\_naga](http://www.pathfinderwiki.com/wiki/Lunar_naga))

## M

**Macridi:** Town in Druma, situated where the Great Goldpan River meets the Profit's Flow. (<http://www.pathfinderwiki.com/wiki/Macridi>)

**Maelstrom:** Plane of absolute chaos, whose form is constantly shifting. (<http://www.pathfinderwiki.com/wiki/Maelstrom>)

**Magnimar:** Port city in southwestern Varisia, best known for its many monuments, including the enormous bridge called the Irespan. Founded by immigrants fleeing Korvosa and its political ties to the devil-worshipping nation of Chelixa. (<http://www.pathfinderwiki.com/wiki/Magnimar>)

**Magnimarian:** Of or from Magnimar.

**Magrim:** Lesser-known dwarven deity. (<http://www.pathfinderwiki.com/wiki/Magrim>)

**Mammoth Lord:** The ruler of a following of Kellid tribes in the Realm of the Mammoth Lords.

**Mana Wastes:** Region in Garund where an ancient magical war renders spells unreliable. ([http://www.pathfinderwiki.com/wiki/Mana\\_Wastes](http://www.pathfinderwiki.com/wiki/Mana_Wastes))

**Manaket:** City on Rahadoum's northern coast. (<http://www.pathfinderwiki.com/wiki/Manaket>)

**Maralictor:** A mid-level Hellknight officer.

**Marble District:** Neighborhood of the greater Alabaster District in Magnimar, home to many of the manors of the city's elite. ([http://www.pathfinderwiki.com/wiki/Marble\\_District](http://www.pathfinderwiki.com/wiki/Marble_District))



**Marches:** Residential neighborhood for common folk in Magnimar—part of the larger Keystone district. (<http://www.pathfinderwiki.com/wiki/Marches>)

**Marsh Giant:** Brutish, backward giant fond of swamps and marshes. ([http://www.pathfinderwiki.com/wiki/Marsh\\_giant](http://www.pathfinderwiki.com/wiki/Marsh_giant))

**Master of the First Vault:** Abadar.

**Material Plane:** The fundamental plane of existence on which Golarion resides, and to which humans are native. The “normal” world. ([http://www.pathfinderwiki.com/wiki/Material\\_Plane](http://www.pathfinderwiki.com/wiki/Material_Plane))

**Measure (currency):** Gold coin from Absalom.

**Melfesh:** Korvosa’s largest inland holding. (<http://www.pathfinderwiki.com/wiki/Melfesh>)

**Mendev:** Cold, northern crusader nation that provides the primary force defending the rest of the Inner Sea region from the demonic infestation of the Worldwound. (<http://www.pathfinderwiki.com/wiki/Mendev>)

**Mendevian:** Of or pertaining to Mendev.

**Mercenary League:** Druma’s well-paid and highly trained military force. ([http://www.pathfinderwiki.com/wiki/Mercenary\\_League](http://www.pathfinderwiki.com/wiki/Mercenary_League))

**Mesz:** Alchemical agent involved in the creation of demonblood.

**Metamagic:** Magical study devoted not to discovering new spells, but to improving and empowering those an arcane spellcaster already knows.

**Midnight Guard:** Nidalese spellcasters—primarily shadowcallers—loaned to the Chelish military.

**Midnight Lord:** Zon-Kuthon.

**Mindspin Mountains:** Mountain range that forms part of Varisia’s eastern border. ([http://www.pathfinderwiki.com/wiki/Mindspin\\_Mountains](http://www.pathfinderwiki.com/wiki/Mindspin_Mountains))

**Minkai:** Island nation on the eastern edge of Tian Xia. (<http://www.pathfinderwiki.com/wiki/Minkai>)

**Mivon:** Large River Kingdom famous for its duelists. (<http://www.pathfinderwiki.com/wiki/Mivon>)

**Molthune:** Highly regimented and expansionist nation ruled by a military oligarchy. Currently embroiled in a war to retake Nirmathas, a province that successfully rebelled half a century ago. (<http://www.pathfinderwiki.com/wiki/Molthune>)

**Molthuni:** Of or related to Molthune; someone from Molthune.

**Monastery of Tala:** Multi-faith crusader monastery in Mendev. ([http://www.pathfinderwiki.com/wiki/Monastery\\_of\\_Tala](http://www.pathfinderwiki.com/wiki/Monastery_of_Tala))

**Monk:** Someone who devotes himself to enlightenment and self-perfection, often through mastery of the physical body and its use as a weapon. (<http://www.pathfinderwiki.com/wiki/Monk>)

**Mount Rein:** One of the easternmost mountains of the Fog Peaks range between Taldor and Galt. ([http://www.pathfinderwiki.com/wiki/Mount\\_Rein](http://www.pathfinderwiki.com/wiki/Mount_Rein))

**Mount Sinatuk:** Volcano at the westernmost tip of the Five Kings Mountains.

**Muster:** Ceremonial meeting of the tribes making up a Mammoth Lord’s following.

**Mwangi:** Of or pertaining to the hot, jungle region of Garund known as the Mwangi Expanse; someone from that region. (<http://www.pathfinderwiki.com/wiki/Mwangi>)

**Mwangi Expanse:** A sweltering jungle region spanning a huge portion of Garund, the Inner Sea region’s southern continent. ([http://www.pathfinderwiki.com/wiki/Mwangi\\_Expanse](http://www.pathfinderwiki.com/wiki/Mwangi_Expanse))

## N

**Naga:** Race of intelligent, magical creatures with the heads of humans and bodies of snakes. (<http://www.pathfinderwiki.com/wiki/Naga>)

**Nagajor:** Region in southern Tian Xia ruled by nagas. (<http://www.pathfinderwiki.com/wiki/Nagajor>)

**Naos:** District housing much of the “new money” merchant aristocracy in Magnimar. (<http://www.pathfinderwiki.com/wiki/Naos>)

**Nar-Voth:** Level of the Darklands closest to the surface. (<http://www.pathfinderwiki.com/wiki/Nar-Voth>)

**Necromancy:** Magic that manipulates the power of death, unlife, and the life force. (<http://www.pathfinderwiki.com/wiki/Necromancy>)

**Nemret Noktoria:** Underground city of ghouls. ([http://www.pathfinderwiki.com/wiki/Nemret\\_Noktoria](http://www.pathfinderwiki.com/wiki/Nemret_Noktoria))

**Nethys:** Two-faced god of magic, pledged to both destroy the world and protect it. Also known as the All-Seeing Eye. (<http://www.pathfinderwiki.com/wiki/Nethys>)

**Nerosyan:** Fortress city and capital of Mendev, situated along the nation’s southwestern border. Also called the Diamond of the North, after its shining towers and diamond-shaped layout. (<http://www.pathfinderwiki.com/wiki/Nerosyan>)

**Nerosyani:** Of or pertaining to Nerosyan.

**New Stetven:** Bustling trade city and rough-and-tumble capital of Brevoy. ([http://www.pathfinderwiki.com/wiki/New\\_Stetven](http://www.pathfinderwiki.com/wiki/New_Stetven))

**Nex:** Nation in Garund formerly ruled by a powerful wizard of the same name. (<http://www.pathfinderwiki.com/wiki/Nex>)

**Nidal:** Evil nation in southern Avistan, devoted to the worship of the dark god Zon-Kuthon after he saved its people from extinction in the distant past. Closely allied with devil-worshipping Cheliah. (<http://www.pathfinderwiki.com/wiki/Nidal>)

**Nidalese:** Of or pertaining to Nidal; someone from Nidal.

**Night of the Pale:** Night of morbid revelry celebrating the ghosts of the last year’s dead. ([http://www.pathfinderwiki.com/wiki/Night\\_of\\_the\\_Pale](http://www.pathfinderwiki.com/wiki/Night_of_the_Pale))

**Nightglass:** A magic item useful in the summoning and binding of creatures from the Plane of Shadow.

**Nightmare:** A monstrous, horse-like creature with mane and hooves of fire. Highly intelligent and completely evil. (<http://www.pathfinderwiki.com/wiki/Nightmare>)

**Nightmirror:** Nightglass.

**Nightstalls:** Katapesh’s most infamous marketplace, where anything can be bought and sold. (<http://www.pathfinderwiki.com/wiki/Nightstalls>)

**Nirmathas:** Fledgling forest nation, formerly part of Molthune and currently fighting a guerrilla war for freedom. (<http://www.pathfinderwiki.com/wiki/Nirmathas>)  
**Nirmathi:** Of or related to Nirmathas; someone from Nirmathas.  
**Nirvana:** One of the planes where good-natured souls go when they die. (<http://www.pathfinderwiki.com/wiki/Nirvana>)  
**Nisroch:** Major port city of Nidal. (<http://www.pathfinderwiki.com/wiki/Nisroch>)  
**Nolander:** Of or relating to the region of the Nolands, or one of that region's savage residents.  
**Nolands:** Unclaimed region in northern Varisia where criminals and outcasts war and raid in rough, violent bands. (<http://www.pathfinderwiki.com/wiki/Nolands>)  
**Norgorber:** God of assassins, secrets, and murder. (<http://www.pathfinderwiki.com/wiki/Norgorber>)  
**Numeria:** Land of barbarians and strange alien technology harvested from a crashed starship near the nation's capital. (<http://www.pathfinderwiki.com/wiki/Numeria>)  
**Nymph:** Beautiful fey guardian of nature's purest places. (<http://www.pathfinderwiki.com/wiki/Nymph>)  
**Nymphs:** Fey women whose beauty can literally blind those who look at them.

## O

**Oaksteward:** Member of the druidic cabal that rules Sevenarches.  
**Obari Ocean:** Ocean east of Garundi. ([http://www.pathfinderwiki.com/wiki/Obari\\_Ocean](http://www.pathfinderwiki.com/wiki/Obari_Ocean))  
**Ogre:** Hulking, brutal, and often inbred humanoid with little intelligence and an enormous capacity for cruelty. (<http://www.pathfinderwiki.com/wiki/Ogre>)  
**Okeno:** Port city on Stonespine Island; center for the slave trade on the Inner Sea. (<http://www.pathfinderwiki.com/wiki/Okeno>)  
**Omesta:** Strange double city in Kyonin in which elves live on the ground, and gnomes live in a collection of tree houses in the forest canopy above.  
**Oni:** Evil spirits that lack physical bodies unless they make them. The natural enemies of kami. (<http://www.pathfinderwiki.com/wiki/Oni>)  
**Opir Eightfingers:** Linnorm King of Jol, who claimed his throne by presenting a rotted linnorm head, and whose rule is therefore tenuous.  
**Oppara:** Coastal capital of Taldor. (<http://www.pathfinderwiki.com/wiki/Oppara>)  
**Opparan:** Of or related to Oppara; someone from Oppara.  
**Orc:** Race of bestial, warlike humanoids from deep underground who now roam the surface in barbaric bands. Almost universally hated by more civilized races. (<http://www.pathfinderwiki.com/wiki/Orc>)  
**Ordellia:** District of Magnimar dedicated to housing settled foreigners and dissidents; almost a town in its own right. (<http://www.pathfinderwiki.com/wiki/Ordellia>)  
**Order of the Gate:** Hellknight order devoted to expanding law and order primarily through magic. ([http://www.pathfinderwiki.com/wiki/Order\\_of\\_the\\_Gate](http://www.pathfinderwiki.com/wiki/Order_of_the_Gate))  
**Order of the Scourge:** Hellknight order devoted to punishing lawbreakers and oathbreakers, based near Egorian. ([http://www.pathfinderwiki.com/wiki/Order\\_of\\_the\\_Scourge](http://www.pathfinderwiki.com/wiki/Order_of_the_Scourge))  
**Oread:** Humans with a stonelike appearance whose ancestry includes an elemental being of earth.  
**Orv:** Deepest level of the Darklands, characterized by enormous caverns called Vaults. (<http://www.pathfinderwiki.com/wiki/Orv>)  
**Osirian:** Of or relating to the region of Osirion, or a resident of Osirion.  
**Osiriani:** The native language of Osirion. (<http://www.pathfinderwiki.com/wiki/Osiriani#Osiriani>)  
**Osirion:** Ancient nation south of the Inner Sea, in northeastern Garund, renowned for its deserts, pharaohs, and pyramids. (<http://www.pathfinderwiki.com/wiki/Osirion>)  
**Ostenso:** Port city in the devil-worshipping nation of Cheliox. (<http://www.pathfinderwiki.com/wiki/Ostenso>)  
**Outer Planes/Outer Sphere:** The various realms of the afterlife, where most gods reside.  
**Outsea:** A sprawling, half-submerged town in the River Kingdoms founded by aquatic creatures from the ocean that were trapped inland long ago. (<http://www.pathfinderwiki.com/wiki/Outsea>)

## P

**Paladin:** A holy warrior in the service of a good and lawful god. Ruled by a strict code of conduct and granted special magical powers by his or her deity. (<http://www.pathfinderwiki.com/wiki/Paladin>)  
**Palatinates:** Three counties in Ustalav that have thrown off noble rule in favor of democratic government. (<http://www.pathfinderwiki.com/wiki/Palatinates>)  
**Pangolais:** Capital city of Nidal, situated deep in the Uskwood. (<http://www.pathfinderwiki.com/wiki/Pangolais>)  
**Paralictor:** A high-level Hellknight officer.  
**Path of Salt:** Trade route on Garund's northern coast. ([http://www.pathfinderwiki.com/wiki/Path\\_of\\_Salt](http://www.pathfinderwiki.com/wiki/Path_of_Salt))  
**Pathfinder:** A member of the Pathfinder Society. (<http://www.pathfinderwiki.com/wiki/Pathfinder>)  
**Pathfinder Chronicles:** Books published by the Pathfinder Society detailing the most interesting and educational discoveries of their members. ([http://www.pathfinderwiki.com/wiki/Pathfinder\\_Chronicles](http://www.pathfinderwiki.com/wiki/Pathfinder_Chronicles))  
**Pathfinder Lodge:** Meeting house where members of the Pathfinder Society can buy provisions and swap stories. ([http://www.pathfinderwiki.com/wiki/Pathfinder\\_lodge](http://www.pathfinderwiki.com/wiki/Pathfinder_lodge))  
**Pathfinder Society:** Organization of traveling scholars and adventurers who seek to document the world's wonders. Based out of Absalom and run by a mysterious and masked group called the Decemvirate. ([http://www.pathfinderwiki.com/wiki/Pathfinder\\_Society](http://www.pathfinderwiki.com/wiki/Pathfinder_Society))  
**Pediment Building:** Primary government building of Magnimar. ([http://www.pathfinderwiki.com/wiki/Pediment\\_Building](http://www.pathfinderwiki.com/wiki/Pediment_Building))

**Pesh:** Type of narcotic drug made from a type of cactus. (<http://www.pathfinderwiki.com/wiki/Pesh>)

**Pezzack:** A town of rebels and outcasts on the northwestern shore of Chelixa; extremely isolated from the rest of the nation. (<http://www.pathfinderwiki.com/wiki/Pezzack>)

**Pezzacki:** Of or pertaining to Pezzack; someone from Pezzack.

**Pharasma:** The goddess of birth, death, and prophecy, who judges mortal souls after their deaths and sends them on to the appropriate afterlife; also known as the Lady of Graves. (<http://www.pathfinderwiki.com/wiki/Pharasma>)

**Pharasma's Boneyard:** Pharasma's realm. (<http://www.pathfinderwiki.com/wiki/Boneyard>)

**Pharasma's Spire:** The plane on which Pharasma's realm may be found.

**Pharasmin:** Of or related to the goddess Pharasma or her worshipers.

**Phylactery:** Magical item that holds a lich's life force, keeping him or her from being killed until the object is destroyed.

**Pitax:** A River Kingdom ruled by a megalomaniacal king fond of supporting the arts. (<http://www.pathfinderwiki.com/wiki/Pitax>)

**Pixie:** Small fey humanoid with gossamer wings. (<http://www.pathfinderwiki.com/wiki/Pixie>)

**Plane:** One of the realms of existence, such as the mortal world, Heaven, Hell, the Abyss, and many others.

**Plane of Shadow:** A dimension of muted colors and strange creatures that acts as a twisted, shadowy reflection of the "real" world. ([http://www.pathfinderwiki.com/wiki/Shadow\\_Plane](http://www.pathfinderwiki.com/wiki/Shadow_Plane))

**Po Li:** Successor state to the east of Quain. ([http://www.pathfinderwiki.com/wiki/Po\\_Li](http://www.pathfinderwiki.com/wiki/Po_Li))

**Port Godless:** Deprecating nickname for Azir, used by foreigners.

**Port Ice:** Icebound former capital of Issia, now the seat of House Surtova in Brevoy. ([http://www.pathfinderwiki.com/wiki/Port\\_Ice](http://www.pathfinderwiki.com/wiki/Port_Ice))

**Porthmos:** Major river in Taldor. ([http://www.pathfinderwiki.com/wiki/Porthmos\\_River](http://www.pathfinderwiki.com/wiki/Porthmos_River))

**Prince of Law:** Asmodeus.

**Prince of Lies:** Asmodeus.

**Prison Levels:** The subterranean dungeon that held dangerous and important prisoners when the entire city of Kaer Maga served as a Thassilonian prison.

**Profit's Flow:** Major river in Druma, flowing from the Five Kings Mountains down to the enormous Lake Encarthan, emptying into the lake near Kerse.

**Prophecies of Kalistrade:** Pseudo-religion that holds the acquisition of wealth as the greatest goal of all thinking creatures, and guides this pursuit with several lifestyle prohibitions, routines, and other strictures. ([http://www.pathfinderwiki.com/wiki/Prophecies\\_of\\_Kalistrade](http://www.pathfinderwiki.com/wiki/Prophecies_of_Kalistrade))

**Prophet:** Somewhat slang term for a well-to-do follower of the Prophecies of Kalistrade.

**Protean:** Insane serpentine resident of the Maelstrom. A creature of pure chaos. (<http://www.pathfinderwiki.com/wiki/Protean>)

**Pure Legion:** Elite military enforcers of Rahadom's government-mandated atheism. ([http://www.pathfinderwiki.com/wiki/Pure\\_Legion](http://www.pathfinderwiki.com/wiki/Pure_Legion))

## Q

**Qadira:** Desert nation on the eastern side of the Inner Sea. (<http://www.pathfinderwiki.com/wiki/Qadira>)

**Qadiran:** Of or related to Qadira; someone from Qadira.

**Qadiran Satrap:** The ruler of Qadira.

**Quain:** Nation far to the east of the Inner Sea region, in Tian Xia. (<http://www.pathfinderwiki.com/wiki/Quain>)

**Queen Abrogail II:** Also called "Her Infernal Majestrix." Queen of Chelixa and head of House Thrune. ([http://www.pathfinderwiki.com/wiki/Abrogail\\_Throne\\_II](http://www.pathfinderwiki.com/wiki/Abrogail_Throne_II))

## R

**Rag's End:** Magnimarian slum district.

**Rahadom:** Atheist nation where religion is outlawed. (<http://www.pathfinderwiki.com/wiki/Rahadom>)

**Rahadomi:** Of or related to Rahadom.

**Ranger:** Someone specialized in surviving in a particular terrain; often employed as scouts, guides, hunters, and skirmishers. (<http://www.pathfinderwiki.com/wiki/Ranger>)

**Rasping Rifts:** Deskari's personal domain in the Abyss. ([http://www.pathfinderwiki.com/wiki/Rasping\\_Rifts](http://www.pathfinderwiki.com/wiki/Rasping_Rifts))

**Ravenmoor:** Settlement in Varisia along the Lampblack River. (<http://www.pathfinderwiki.com/wiki/Ravenmoor>)

**Razmir:** The self-proclaimed "living god" who rules the nation of Razmiran and constantly seeks to spread his power. (<http://www.pathfinderwiki.com/wiki/Razmir>)

**Razmiran:** Nation ruled by a living god of the same name whose divinity is often debated by foreigners. (<http://www.pathfinderwiki.com/wiki/Razmiran>)

**Razmiri:** Worshipers and subjects of Razmiran.

**Realm of the Mammoth Lords:** Cold and relatively uncivilized land at the far northern end of the Inner Sea region, inhabited by loosely confederated tribes of Kellids. ([http://www.pathfinderwiki.com/wiki/Realm\\_of\\_the\\_Mammoth\\_Lords](http://www.pathfinderwiki.com/wiki/Realm_of_the_Mammoth_Lords))

**Redcap:** Fey creatures that look like tiny, angry old men with bloodstained, pointed caps and metal boots. (<http://www.pathfinderwiki.com/wiki/Redcap>)

**Red Mantis:** Infamous assassin cult, renowned for their efficacy, their red insect-like armor, and their sawtoothed sabers. ([http://www.pathfinderwiki.com/wiki/Red\\_Mantis](http://www.pathfinderwiki.com/wiki/Red_Mantis))

**Reefclaw:** Poisonous aquatic predator resembling a lobster with an eel-like tail. (<http://www.pathfinderwiki.com/wiki/Reefclaw>)



**Regulate of Grimsburrow:** Relatively new dwarven commune in the western Five Kings Mountains which seeks to reclaim the ancient skills and glory of older dwarven empires.

**Retreat:** One of many terms used for the elven exodus following Earthfall, during which the elves of Golarion avoided the Age of Darkness by using magical portals to travel to a mysterious refuge called Sovyrian, only to return millennia later.

**Rhapsodic College:** Legendary bardic school in Oppara; also the site of a secret Lion Blade training facility. ([http://www.pathfinderwiki.com/wiki/Rhapsodic\\_College](http://www.pathfinderwiki.com/wiki/Rhapsodic_College))

**Riddleport:** Notorious Varisian port city full of mercenaries, thieves, bandits, and pirates. (<http://www.pathfinderwiki.com/wiki/Riddleport>)

**Riffle Scroll:** Magical scroll shaped like a flipbook, which is activated by flipping the pages rapidly.

**Rip:** Mendevian slang for a con or swindle.

**Rippledén:** Small town on the Andoren side of the Sellen River

**River Freedoms:** Six universal laws that apply to all River Kingdoms. ([http://www.pathfinderwiki.com/wiki/River\\_Freedoms](http://www.pathfinderwiki.com/wiki/River_Freedoms))

**River Guard:** Branch of Taldor's navy devoted to protecting traffic on the Sellen River from pirates. ([http://www.pathfinderwiki.com/wiki/River\\_Guard](http://www.pathfinderwiki.com/wiki/River_Guard))

**River Kingdoms:** A region of small, feuding fiefdoms and bandit strongholds, where borders change frequently. ([http://www.pathfinderwiki.com/wiki/River\\_Kingdoms](http://www.pathfinderwiki.com/wiki/River_Kingdoms))

**River of Souls:** Unending procession of recently deceased souls traveling from the Material Plane to Pharasma's Boneyard for judgment. ([http://www.pathfinderwiki.com/wiki/River\\_of\\_Souls](http://www.pathfinderwiki.com/wiki/River_of_Souls))

**River Sphinx:** The main river running through Osirion. ([http://www.pathfinderwiki.com/wiki/River\\_Sphinx](http://www.pathfinderwiki.com/wiki/River_Sphinx))

**River Styx:** River that runs through many different Outer Planes. ([http://www.pathfinderwiki.com/wiki/River\\_Styx](http://www.pathfinderwiki.com/wiki/River_Styx))

**Riverfolk:** People from the River Kingdoms.

**Riverspire:** Elven tower-city in southern Kyonin.

**Riverton:** Southernmost town in the River Kingdoms. (<http://www.pathfinderwiki.com/wiki/Riverton>)

**Roderic's Cove:** Settlement at the mouth of the Chavali River in Varisia.

**Rokoa:** Strix title for a tribe's spiritual leader; a wisewoman or shaman.

**Rostland:** Former nation that was forcibly combined with Issia to form the nation of Brevoy. (<http://www.pathfinderwiki.com/wiki/Rostland>)

**Rough Beast:** Rovagug

**Rovagug:** The Rough Beast; the evil god of wrath, disaster, and destruction. Imprisoned deep beneath the earth by the other deities. (<http://www.pathfinderwiki.com/wiki/Rovagug>)

**Ruby Prince:** Khemet III, the Forthbringer, current ruler of Osirion. ([http://www.pathfinderwiki.com/wiki/Ruby\\_Prince](http://www.pathfinderwiki.com/wiki/Ruby_Prince))

**Runelord:** One of the seven rulers of the ancient Thassilonian Empire. (<http://www.pathfinderwiki.com/wiki/Runelord>)

**Runt:** Pejorative term for dwarves, used exclusively by taller humanoids. Considered extremely offensive.

## S

**Sable Company:** Elite Korvosan military unit of hippogriff riders. ([http://www.pathfinderwiki.com/wiki/Sable\\_Company](http://www.pathfinderwiki.com/wiki/Sable_Company))

**Sail:** A gold coin of Andoren minting.

**Saint Lymirin:** Former priestess of Iomedae, now honored as a saint by the faithful; often depicted as an eagle-headed woman with wings. (<http://www.pathfinderwiki.com/wiki/Lymirin>)

**Sanos Forest:** Large forest in Varisia stretching from the Storval Plateau to the Mushfens. ([http://www.pathfinderwiki.com/wiki/Sanos\\_Forest](http://www.pathfinderwiki.com/wiki/Sanos_Forest))

**Sarenite:** Or or related to the goddess Sarenrae or her worshipers.

**Sarenrae:** Goddess of the sun, honesty, and redemption. Often seen as a fiery crusader and redeemer, also known as the Dawnflower. (<http://www.pathfinderwiki.com/wiki/Sarenrae>)

**Sargava:** Former Chelish colony which successfully won its independence. (<http://www.pathfinderwiki.com/wiki/Sargava>)

**Sarini:** Noble family of Chelixa, well known as jesters for the ruling House Throne. ([http://www.pathfinderwiki.com/wiki/House\\_Sarini](http://www.pathfinderwiki.com/wiki/House_Sarini))

**Sarkorian:** Of or relating to the region of Sarkoris.

**Sarkoris:** Northern nation destroyed and overrun by the Worldwound. (<http://www.pathfinderwiki.com/wiki/Sarkoris>)

**Satyr:** Male fey with horns and the legs of goats. (<http://www.pathfinderwiki.com/wiki/Satyr>)

**Savored Sting:** Calistria.

**Scarab (currency):** Gold coin from Katapesh.

**Screaming Jungle:** Dangerous jungle south of the Mwangi Expanse. ([http://www.pathfinderwiki.com/wiki/Screaming\\_Jungle](http://www.pathfinderwiki.com/wiki/Screaming_Jungle))

**Screaming Pillars:** Nickname for Whitehall, the headquarters of Oppara's constabulary.

**Screechbat:** Giant bats with debilitating sonic attacks.

**Scroll:** Magical document in which a spell is recorded so that it can be released when read, even if the reader doesn't know how to cast that spell. Destroyed as part of the casting process. (<http://www.pathfinderwiki.com/wiki/Scroll>)

**Scrying:** Using magic to view something from a distance.

**Scrysphere:** Magical device that allows its creator to observe events wherever it is left; useful for spying.

**Sczarni:** A subgroup of the Varisian ethnicity known for being wandering thieves and criminals, and contributing greatly to prejudice against Varisians as a whole by other cultures. Often pass themselves off as non-Sczarni Varisians while attempting to avoid detection. (<http://www.pathfinderwiki.com/wiki/Sczarni>)

**Seacleft:** The massive cliff which splits Magnimar into two sections: the Summit above, and the Shore below. (<http://www.pathfinderwiki.com/wiki/Seacleft>)

**Sekamina:** Middle level of the Darklands, characterized by seemingly unending caverns and tunnels that can span continents. (<http://www.pathfinderwiki.com/wiki/Sekamina>)

**Sellen River:** Major river that flows through Mendeve, borders Andoran and leads from the Inner Sea up to Numeria. ([http://www.pathfinderwiki.com/wiki/Sellen\\_River](http://www.pathfinderwiki.com/wiki/Sellen_River))

**Sentinels of Elistia:** Elven soldiers and lookouts from Kyonin, based in the fortress of Elistia and used as border guards.

**Serpentfolk:** Ancient race of reptilian humanoids with heads and tails like snakes, which once claimed a vast empire but is currently in decline, with most of the individuals left slumbering in underground chambers. (<http://www.pathfinderwiki.com/wiki/Serpentfolk>)

**Ses'h:** Bog striders' name for their race.

**Seugathi:** Subterranean race of intelligent, tentacle worms with magical powers. (<http://www.pathfinderwiki.com/wiki/Seugathi>)

**Sevenarches:** River Kingdoms nation run by druids and closed to all elves. (<http://www.pathfinderwiki.com/wiki/Sevenarches>)

**Shackles:** Pirate isles southwest of the Inner Sea. (<http://www.pathfinderwiki.com/wiki/Shackles>)

**Shadow Demon:** Type of demon made of shadows and without a solid physical form; able to possess mortals and control their actions. ([http://www.pathfinderwiki.com/wiki/Shadow\\_demon](http://www.pathfinderwiki.com/wiki/Shadow_demon))

**Shadow District:** Section of Magnimar directly beneath the great bridge of the Irespan, and thus usually in shadow. ([http://www.pathfinderwiki.com/wiki/Shadow\\_%28Magnimar\\_district%29](http://www.pathfinderwiki.com/wiki/Shadow_%28Magnimar_district%29))

**Shadow Hounds:** Predators from the Plane of Shadow—vaguely wolf-like in shape. Capable of causing intense, debilitating fear with their howls.

**Shadow Magic:** Magic focusing on the manipulation of shadow and/or calling forth the creatures and power of the Plane of Shadow. ([http://www.pathfinderwiki.com/wiki/Shadow\\_magic](http://www.pathfinderwiki.com/wiki/Shadow_magic))

**Shadow Plane:** Plane of Shadow. ([http://www.pathfinderwiki.com/wiki/Shadow\\_Plane](http://www.pathfinderwiki.com/wiki/Shadow_Plane))

**Shadow School:** Secret training facility for Lion Blade agents.

**Shadow Taunt:** Training challenge in which Shadow School students must achieve a covert task in public without arousing suspicion.

**Shadow Wizards:** Wizards specializing in shadow magic. ([http://www.pathfinderwiki.com/wiki/Shadow\\_wizards](http://www.pathfinderwiki.com/wiki/Shadow_wizards))

**Shadowcaller:** A Nidalese spellcaster trained in both arcane and divine magic, blending studious wizardry with religious power granted directly by Zon-Kuthon.

**Shadowgarm:** Ravenous monster from the Plane of Shadow. (<http://www.pathfinderwiki.com/wiki/Shadowgarm>)

**Shelyn:** The goddess of beauty, art, love, and music. Long-suffering and good-hearted sister of the evil god Zon-Kuthon. (<http://www.pathfinderwiki.com/wiki/Shelyn>)

**Shepherd's Rock:** Stronghold and training center for Rahadoum's Pure Legion. ([http://www.pathfinderwiki.com/wiki/Shepherd%27s\\_Rock](http://www.pathfinderwiki.com/wiki/Shepherd%27s_Rock))

**Shevaroth:** City of Kyonin that was sacked by demons long ago.

**Shining Crusade:** The historic organization responsible for cleansing the lands of Ustalav and freeing the nation from the rule of the Whispering Tyrant a thousand years ago. ([http://www.pathfinderwiki.com/wiki/Shining\\_Crusade](http://www.pathfinderwiki.com/wiki/Shining_Crusade))

**Shiver:** Type of narcotic drug. (<http://www.pathfinderwiki.com/wiki/Shiver>)

**Shiziru:** Tian goddess of honor and swordplay.

**Shoanti:** Indigenous peoples of the Storval Plateau in Varisia. (<http://www.pathfinderwiki.com/wiki/Shoanti>)

**Shore:** Group of districts positioned below the Seacleft; the poorer districts of Magnimar. ([http://www.pathfinderwiki.com/wiki/Shore\\_%28Magnimar\\_district%29](http://www.pathfinderwiki.com/wiki/Shore_%28Magnimar_district%29))

**Shory:** Ancient empire, now long since fallen to obscurity, which was most famed for its flying cities. (<http://www.pathfinderwiki.com/wiki/Shory>)

**Shudderwood:** Forest running through Ustalav and the Worldwound. (<http://www.pathfinderwiki.com/wiki/Shudderwood>)

**Signifer:** Hellknight spellcaster, who specializes in fighting with magic rather than physical weapons. ([http://www.pathfinderwiki.com/wiki/Hellknight\\_signifer](http://www.pathfinderwiki.com/wiki/Hellknight_signifer))

**Silver Crusade:** Organization of Pathfinders dedicated to using their abilities for righteous purposes. Led by the paladin Ollysta Zadrian.

**Silver Mount:** A great vessel from another world that crashed down from the sky long ago and landed in Numeria, forming a huge metal mountain that leaks strange ichors. Explorers sometimes breach its inner chambers and retrieve strange technological artifacts, most of which are subsequently controlled by the Technic League. ([http://www.pathfinderwiki.com/wiki/Silver\\_Mount](http://www.pathfinderwiki.com/wiki/Silver_Mount))

**Skald:** Language spoken in the Lands of the Linnorm Kings and by most Ulfen. Can also mean a bard or minstrel. (<http://www.pathfinderwiki.com/wiki/Skald>)

**Sky Citadels:** Ten great fortress cities built when the dwarves first emerged onto the surface following their origins in the Darklands. ([http://www.pathfinderwiki.com/wiki/Sky\\_Citadel](http://www.pathfinderwiki.com/wiki/Sky_Citadel))

**Skymetal:** Metal that falls to Golarion as meteorites and has exceptional (and sometimes magical) qualities. (<http://www.pathfinderwiki.com/wiki/Skymetal>)

**Skywatch:** City in the Icerime Peaks built around a massive, magically preserved and maintained observatory. (<http://www.pathfinderwiki.com/wiki/Skywatch>)

**Slave Trenches of Hakotep:** Ancient Osirian monument in which potentially thousands of stone pillars stand arranged in strange patterns, each one containing the spirit of a bound elemental. Its purpose remains unknown. ([http://www.pathfinderwiki.com/wiki/Slave\\_Trenches\\_of\\_Hakotep](http://www.pathfinderwiki.com/wiki/Slave_Trenches_of_Hakotep))

**Slip:** Slang term for a halfling, used primarily in Cheliax. (<http://www.pathfinderwiki.com/wiki/Slip#Cheliax>)

**Solscrene:** Small town on the Sellen River.

**Song of the Spheres:** Another name for the goddess Desna.

**Sorcerer:** Spellcaster who draws power from a supernatural ancestor or other mysterious source, and does not need to study to cast spells. (<http://www.pathfinderwiki.com/wiki/Sorcerer>)

**Sothis:** Capital city of the desert nation of Osirion, on the northeastern shores of Garund. (<http://www.pathfinderwiki.com/wiki/Sothis>)

**Sovyrian:** Mysterious realm to which the elves retreated after the catastrophe of Earthfall. (<http://www.pathfinderwiki.com/wiki/Sovyrian>)

**Sovyrian Stone:** Powerful magical artifact which allowed the elves to leave and escape destruction after Earthfall, during the Age of Darkness. ([http://www.pathfinderwiki.com/wiki/Sovyrian\\_Stone](http://www.pathfinderwiki.com/wiki/Sovyrian_Stone))

**Spellbook:** Tome in which spellcasters such as wizards transcribe the arcane formulae necessary to cast spells. Without a spellbook, wizards can cast only those few spells held in their minds at any given time. (<http://www.pathfinderwiki.com/wiki/Spellbook>)

**Sphinx (currency):** Platinum coin from Absalom.

**Spring Palace:** Bathhouse in Whitethrone fed by hot springs and open only to the nobility.

**Star Tower:** One of many towers created by Zon-Kuthon to help stitch the world shut again after Rovagug was imprisoned in its center. ([http://www.pathfinderwiki.com/wiki/Star\\_Tower](http://www.pathfinderwiki.com/wiki/Star_Tower))

**Starfall:** The capital of Numeria, located near the base of the Silver Mount. (<http://www.pathfinderwiki.com/wiki/Starfall>)

**Starknife:** A set of four tapering blades resembling compass points extending from a metal ring with a handle; the holy weapon of Desna. (<http://www.pathfinderwiki.com/wiki/Starknife>)

**Starstone:** Stone that fell from the sky ten thousand years ago, creating an enormous dust cloud that blotted out the sun and began the Age of Darkness, wiping out most preexisting civilizations. Eventually raised up from the ocean by Aroden and housed in the Cathedral of the Starstone in Absalom, where those who can pass its mysterious and deadly tests can ascend to godhood. (<http://www.pathfinderwiki.com/wiki/Starstone>)

**Stavian's Hold:** Plains town in eastern Taldor.

**Stolen Lands:** Large swath of uncontrolled land that serves as a buffer between Brevoy and the River Kingdoms. ([http://www.pathfinderwiki.com/wiki/Stolen\\_Lands](http://www.pathfinderwiki.com/wiki/Stolen_Lands))

**Stonespine Island:** Island in the Obari Ocean owned by Katapesh, and famous for the slaver port of Okeno. ([http://www.pathfinderwiki.com/wiki/Stonespine\\_Island](http://www.pathfinderwiki.com/wiki/Stonespine_Island))

**Storasta:** River city in the southern portion of the Worldwound, currently overrun by demons, hags, and twisted plant creatures. (<http://www.pathfinderwiki.com/wiki/Storasta>)

**Storval Plateau:** High, rocky badlands making up the eastern portion of Varisia. ([http://www.pathfinderwiki.com/wiki/Storval\\_Plateau](http://www.pathfinderwiki.com/wiki/Storval_Plateau))

**Strix:** Race of winged humanoids who dwell in the mountains of Devil's Perch in northwestern Cheliax. Hostile to outsiders and regularly antagonized by Chelish miners and settlers encroaching on their territory. (<http://www.pathfinderwiki.com/wiki/Strix>)

**Stylobate:** One of the most exclusive neighborhoods in the Alabaster District in Magnimar. (<http://www.pathfinderwiki.com/wiki/Stylobate>)

**Successor States:** Collection of sometimes-warring nations formed when the ancient empire of Lung Wa collapsed. Includes Lingshen, Po Li, and Quain, among many others. ([http://www.pathfinderwiki.com/wiki/Successor\\_States](http://www.pathfinderwiki.com/wiki/Successor_States))

**Succubus:** Female demon devoted to seduction and manipulation. (<http://www.pathfinderwiki.com/wiki/Succubus>)

**Suma Castle:** Frontier fortress in Mendev.

**Summit:** Group of districts positioned above the Seacleft; the wealthier districts of Magnimar. (<http://www.pathfinderwiki.com/wiki/Summit>)

**Summoner:** A particular type of spellcaster who can cast a variety of spells, but focuses on the ability to call a specific creature from another plane to act as a companion. (<http://www.pathfinderwiki.com/wiki/Summoner>)

**Sun Orchid Elixir:** An extremely rare potion produced only in Thuvia, capable of temporarily reversing the effects of aging and prolonging one's life. ([http://www.pathfinderwiki.com/wiki/Sun\\_orchid\\_elixir](http://www.pathfinderwiki.com/wiki/Sun_orchid_elixir))

**Swoop:** Derogatory term for strix.

## T

**Taldan:** Of or pertaining to Taldor; a citizen of Taldor. (<http://www.pathfinderwiki.com/wiki/Taldan>)

**Taldan Empire:** Ancient realm once spanning much of Avistan, now reduced to the nation of Taldor.

**Taldane:** The common trade language of Golarion's Inner Sea region.

**Taldor:** A formerly glorious nation, in the Inner Sea region, that has lost many of its holdings in recent years to neglect and decadence. Ruled by immature aristocrats and overly complicated bureaucracy. (<http://www.pathfinderwiki.com/wiki/Taldor>)

**Talmandor:** Heavenly patron of Andoran. (<http://www.pathfinderwiki.com/wiki/Talmandor>)

**Tanglebriar:** Southern section of the Fierani Forest in Kyonin, long since corrupted and held by the demon Treerazer and his minions. (<http://www.pathfinderwiki.com/wiki/Tanglebriar>)

**Tar-Baphon:** The Whispering Tyrant's mortal name. (<http://www.pathfinderwiki.com/wiki/Tar-Baphon>)

**Tarrasque:** One of the Spawn of Rovagug, a legendary monster said to be nearly unstoppable. (<http://www.pathfinderwiki.com/wiki/Tarrasque>)

**Technic League:** Corrupt society of researchers who comb through the wreckage of the Silver Mount looking for strange technology that they can exploit for personal gain. ([http://www.pathfinderwiki.com/wiki/Technic\\_League](http://www.pathfinderwiki.com/wiki/Technic_League))

**Tender of Dreams:** Desna.

**Test of the Starstone:** Deadly trial in which mortals attempt to pass through magical traps surrounding the Starstone and actually touch its surface, thus being transformed into gods. Rarely passed. ([http://www.pathfinderwiki.com/wiki/Test\\_of\\_the\\_Starstone](http://www.pathfinderwiki.com/wiki/Test_of_the_Starstone))



**Thassilon:** An ancient empire that once encompassed all of Varisia and was ruled by seven Runelords dedicated to the seven rewards of rule (now known as the seven great sins of the soul). Thassilon collapsed during Earthfall. (<http://www.pathfinderwiki.com/wiki/Thassilon>)

**Thassilonian:** Of or related to ancient Thassilon, as well as the name of its language.

**The Bottoms:** Home to escaped slaves and abolitionists, the Bottoms is Kaer Maga's most democratic district. ([http://www.pathfinderwiki.com/wiki/The\\_Bottoms](http://www.pathfinderwiki.com/wiki/The_Bottoms))

**The Dark Forest:** A huge subterranean chamber holding a thick tangle of woods, inhabited by a diminutive people known as the Khaei, and home to the legendary dullahan called the Dark Rider.

**The Rough Beast:** Rovagug.

**The Still Place:** A subterranean level of undead constructed to guard the sealed entrances to the underground city of Xavorax.

**The Therassic Spire:** With collections dating back to the Empire of Thassilon, the great library of Kaer Maga is believed to be the oldest repository of knowledge in Varisia.

**The Tines:** Raised fork on which Chelish criminals are sometimes impaled. Also the name of a rude hand gesture from Cheliox, which suggests that the recipient should be impaled in such a manner.

**Theumanexus:** Magical college in Korvosa. Less prestigious than the Acadamae, yet also less stained by devil-binding and other questionable practices. ([http://www.pathfinderwiki.com/wiki/Theumanexus\\_College](http://www.pathfinderwiki.com/wiki/Theumanexus_College))

**Thileu Bark:** Bark of the Varisian thileu tree, exported as a spice and claimed by some to have a narcotic effect. ([http://www.pathfinderwiki.com/wiki/Thileu\\_bark](http://www.pathfinderwiki.com/wiki/Thileu_bark))

**Three, The:** The three spellcasters responsible for opening the original gate to the Abyss that became the Worldwound.

**Throne:** Ruling house of Cheliox, which took power and stabilized the nation by making an alliance with Hell. ([http://www.pathfinderwiki.com/wiki/House\\_Throne](http://www.pathfinderwiki.com/wiki/House_Throne))

**Thuvia:** Desert nation on the Inner Sea, famous for the production of the magical sun orchid elixir which grants immortality. (<http://www.pathfinderwiki.com/wiki/Thuvia>)

**Thuvian:** Of or related to Thuvia.

**Tian:** Someone or something from the Dragon Empires of the distant east (Tian Xia). (<http://www.pathfinderwiki.com/wiki/Tian>)

**Tian Xia:** Continent on the opposite side of the world from the Inner Sea region. ([http://www.pathfinderwiki.com/wiki/Tian\\_Xia](http://www.pathfinderwiki.com/wiki/Tian_Xia))

**Tien:** The common trade language of the Tian peoples of the Dragon Empires.

**Tines:** Raised fork on which Chelish criminals are sometimes impaled. Also the name of a rude hand gesture from Cheliox, which suggests that the recipient should be impaled in such a manner.

**Tiren'kii:** Word used in some villages of the Linnorm Kingdoms to describe strange spirits that sometimes inhabit children at birth. Poorly understood, but believed to potentially be a manifestation of a witch's inborn power.

**Tobongo:** Sentient tree people native to the Mwangi Expanse. (<http://www.pathfinderwiki.com/wiki/Tobongo>)

**Tolguth:** Settlement in a region where the cold tundra of the Realm of the Mammoth Lords is warmed by geothermal activity, resulting in strangely lush valleys filled with prehistoric beasts. (<http://www.pathfinderwiki.com/wiki/Tolguth>)

**Tokarai Springs:** Small oasis vital to the Windspire clan of strix in Devil's Perch.

**Torag:** Stoic and serious dwarven god of the forge, protection, and strategy. Viewed by dwarves as the Father of Creation. (<http://www.pathfinderwiki.com/wiki/Torag>)

**Towers:** Gambling game using a harrow deck. (<http://www.pathfinderwiki.com/wiki/Towers>)

**Transmutation:** Magic that changes the properties of some creature, thing, or condition. (<http://www.pathfinderwiki.com/wiki/Transmutation>)

**Treefolk:** Race of long-lived and intelligent plant creatures that resemble vaguely humanoid trees.

**Treerazer:** Powerful demon who came to Golarion long ago and inhabited the Fierani Forest during the elves' retreat after Earthfall. Though the elves returned and forced him back into the southern section called the Tanglebriar, he and his minions remain the biggest threat to the nation's safety. (<http://www.pathfinderwiki.com/wiki/Treerazer>)

**Tregan:** A tiny Taldan town on the border with Galt with a large population of refugees from the revolutiontorn nation. (<http://www.pathfinderwiki.com/wiki/Tregan>)

**Trick Alley:** Neighborhood in Egorian known for prostitution. ([http://www.pathfinderwiki.com/wiki/Trick\\_Alley\\_district](http://www.pathfinderwiki.com/wiki/Trick_Alley_district))

**Triodea:** Most prestigious performance hall in Magnimar. (<http://www.pathfinderwiki.com/wiki/Triodea>)

**Troll:** Large, stooped humanoid with sharp claws and amazing regenerative powers that are overcome only by fire. (<http://www.pathfinderwiki.com/wiki/Troll>)

**Trollheim:** A currently rulerless Linnorm Kingdom on the border with Irrisen. (<http://www.pathfinderwiki.com/wiki/Trollheim>)

**Tusk Mountains:** Mountain range that acts as the northern border for the Realm of the Mammoth Lords. ([http://www.pathfinderwiki.com/wiki/Tusk\\_Mountains](http://www.pathfinderwiki.com/wiki/Tusk_Mountains))

**Tymon:** City-state in the southwestern River Kingdoms, home to a famed gladiatorial college and arena. (<http://www.pathfinderwiki.com/wiki/Tymon>)

## U

**Ukobach:** Type of devil associated with malign creativity and innovation. (<http://www.pathfinderwiki.com/wiki/Ukobach>)

**Ulfen:** A race of Viking-like humans from the cold nations of the north, primarily Irrisen and the Lands of the Linnorm Kings. (<http://www.pathfinderwiki.com/wiki/Ulfen>)

**Ulm's Delve:** Small boom town in western Druma, founded to take advantage of recent gold strikes in the area.

**Ulunat:** One of the Spawn of Rovagug, a great beetle whose shell still stands in Osirion and provides shelter to the mansions of the city's most wealthy. (<http://www.pathfinderwiki.com/wiki/Ulunat>)

**Uomoto:** Tribe of Mwangi people living closest to the ruins of Kho. (<http://www.pathfinderwiki.com/wiki/Uomoto>)

**Umbral Court:** The ruling council of Nidal. ([http://www.pathfinderwiki.com/wiki/Umbral\\_Court](http://www.pathfinderwiki.com/wiki/Umbral_Court))

**Umbral Dragon:** A dragon affiliated with shadows and the Plane of Shadow. ([http://www.pathfinderwiki.com/wiki/Umbral\\_dragon](http://www.pathfinderwiki.com/wiki/Umbral_dragon))

**Umbral Leaves:** Holy text of Zon-Kuthon. ([http://www.pathfinderwiki.com/wiki/The\\_Umbral\\_Leaves](http://www.pathfinderwiki.com/wiki/The_Umbral_Leaves))

**Undarin:** City near the center of the Worldwound, inhabited by demons and cultists. (<http://www.pathfinderwiki.com/wiki/Undarin>)

**Undercity:** The shallowest underground level below Kaer Maga, often erroneously assumed to include all of the subterranean chambers hidden beneath the city. (<http://www.pathfinderwiki.com/wiki/Undercity>)

**University of Korvosa:** Seat of mundane higher learning in Korvosa. ([http://www.pathfinderwiki.com/wiki/University\\_of\\_Korvosa](http://www.pathfinderwiki.com/wiki/University_of_Korvosa))

**Urannag:** Dangerous, semi-sentient hazards from the Abyss, which lie concealed in the hope of trapping and slaughtering prey that moves across them.

**Urgathoa:** Evil goddess of gluttony, disease, and undeath. (<http://www.pathfinderwiki.com/wiki/Urgathoa>)

**Uskwood:** Nidal's central forest, often said to be eerie and haunted. (<http://www.pathfinderwiki.com/wiki/Uskwood>)

**Ustalav:** Fog-shrouded gothic nation of the Inner Sea region once ruled by the Whispering Tyrant; now ruled by humans once more but still bearing a reputation for strange beasts, ancient superstitions, and moral decay. (<http://www.pathfinderwiki.com/wiki/Ustalav>)

**Ustalavic:** Of or related to the nation of Ustalav.

## V

**Valahuv:** Town of humanoids in the Worldwound that manages to survive due to the protection of a mysterious patron deity. (<http://www.pathfinderwiki.com/wiki/Valahuv>)

**Vale of Shadows:** A strange valley in the Five Kings Mountains filled with shadow magic, surrounding a star tower. ([http://www.pathfinderwiki.com/wiki/Vale\\_of\\_Shadows](http://www.pathfinderwiki.com/wiki/Vale_of_Shadows))

**Varisia:** Frontier region at the northwestern edge of the Inner Sea region, of which Korvosa and Magnimar are the two largest cities. (<http://www.pathfinderwiki.com/wiki/Varisia>)

**Varisian:** Of or relating to the region of the frontier region of Varisia, or a resident of that region. Ethnic Varisians tend to organize in clans and wander in caravans, acting as tinkers or performers.

**Vaults of Orv:** Enormous and ancient subterranean caverns, often with their own unique ecosystems, found in the deepest reaches of the Darklands. (<http://www.pathfinderwiki.com/wiki/Orv>)

**Velashu Uplands:** Region in northern Varisia extending from the Red Mountains to the Mierani Forest. ([http://www.pathfinderwiki.com/wiki/Velashu\\_Uplands](http://www.pathfinderwiki.com/wiki/Velashu_Uplands))

**Venture-Captain:** A rank in the Pathfinder Society, above that of a standard field agent but below the Decemvirate. In charge of directing and assisting lesser agents. (<http://www.pathfinderwiki.com/wiki/Venture-Captain>)

**Verduran Forest:** Huge forest between Taldor and Andoran. ([http://www.pathfinderwiki.com/wiki/Verduran\\_Forest](http://www.pathfinderwiki.com/wiki/Verduran_Forest))

**Verduran Fork:** Tributary of the Sellen River stretching from the Fog Peaks to where it joins the Sellen in the Verduran Forest. ([http://www.pathfinderwiki.com/wiki/Verduran\\_Fork](http://www.pathfinderwiki.com/wiki/Verduran_Fork))

**Vermleks:** Worm-demons that inhabit corpses and move them around like puppets. (<http://www.pathfinderwiki.com/wiki/Vermlek>)

**Vescavors:** Small flying demons that are mostly wings and jaws, and whose chatter can drive people mad.

**Vicarius:** Spellcasting leader of a Hellknight order. ([http://www.pathfinderwiki.com/wiki/Hellknight\\_Ranks](http://www.pathfinderwiki.com/wiki/Hellknight_Ranks))

**Viridian Crown:** Symbol of office for the ruler of Kyonin. ([http://www.pathfinderwiki.com/wiki/Viridian\\_Crown](http://www.pathfinderwiki.com/wiki/Viridian_Crown))

**Virlych:** Haunted portion of Ustalav never completely reclaimed from monsters and spirits after the imprisonment of the Whispering Tyrant. (<http://www.pathfinderwiki.com/wiki/Virlych>)

**Vista:** Neighborhood of Magnimar's Naos district featuring high-class shops and merchants. (<http://www.pathfinderwiki.com/wiki/Vista>)

**Vudra:** Exotic continent far to the east of the Inner Sea. (<http://www.pathfinderwiki.com/wiki/Vudra>)

**Vudrani:** Someone or something from the exotic continent of Vudra, far to the east of the Inner Sea. (<http://www.pathfinderwiki.com/wiki/Vudrani>)

**Vjarik:** Strong spirit brewed in the Lands of the Linnorm Kings.

## W

**Walking Man:** Ancient artifact in the shape of a giant topiary man, which takes one step each year toward Erages. ([http://www.pathfinderwiki.com/wiki/Walking\\_Man](http://www.pathfinderwiki.com/wiki/Walking_Man))

**Wall of Heaven Mountains:** Massive mountain range running down the western edge of Tian Xia. ([http://www.pathfinderwiki.com/wiki/Wall\\_of\\_Heaven\\_Mountains](http://www.pathfinderwiki.com/wiki/Wall_of_Heaven_Mountains))

**Wand:** A sticklike magic item imbued with the ability to cast a specific spell repeatedly.

**Wandering Spheres:** Artifact in Kyonin believed to be a broken orrery, though of an unknown solar system.

**Wanderloss:** Famous opera about ghost ships.

**Wardstone:** Magically imbued obelisks that line the Worldwound's border and help hold back the tide of demons. (<http://www.pathfinderwiki.com/wiki/Wardstone>)

**Watchguard:** The city watch of Braganza.

**Watchsword:** A foot soldier of the Braganza city watch.

**Wererat:** Rodent lycanthrope; someone who can change from a humanoid to a rat and back again. (<http://www.pathfinderwiki.com/wiki/Wererat>)

**Westcrown:** Former capital of Cheliox, now overrun with shadow beasts and despair. (<http://www.pathfinderwiki.com/wiki/Westcrown>)

**Westport:** Aristocratic district of Oppara. (<http://www.pathfinderwiki.com/wiki/Westport>)

**Whispering Tyrant:** Incredibly powerful lich who terrorized Avistan for hundreds of years before being sealed beneath his fortress of Gallowspire a millennium ago. ([http://www.pathfinderwiki.com/wiki/Whispering\\_Tyrant](http://www.pathfinderwiki.com/wiki/Whispering_Tyrant))

**Whistling Plains:** Open plains along Taldor's eastern border. ([http://www.pathfinderwiki.com/wiki/Whistling\\_Plains](http://www.pathfinderwiki.com/wiki/Whistling_Plains))

**White Rook:** Small village in the Lands of the Linnorm Kings, situated near the border with Irrisen. ([http://www.pathfinderwiki.com/wiki/White\\_Rook](http://www.pathfinderwiki.com/wiki/White_Rook))

**White Witches:** The granddaughters of Baba Yaga. ([http://www.pathfinderwiki.com/wiki/White\\_Witches](http://www.pathfinderwiki.com/wiki/White_Witches))

**Whiterush:** Small town on the Andoren side of the Sellen.

**Whitethrone:** Capital city of Irrisen. For more information, see the Pathfinder Campaign Setting book *Cities of Golarion*. (<http://www.pathfinderwiki.com/wiki/Whitethrone>)

**Wight:** An undead humanoid creature brought back to a semblance of life through necromancy, a violent death, or an extremely malevolent personality. (<http://www.pathfinderwiki.com/wiki/Wight>)

**Wildwood Lodge:** The seat of druidic power in the Verduran Forest, on the Isle of Arenway. ([http://www.pathfinderwiki.com/wiki/Wildwood\\_Lodge](http://www.pathfinderwiki.com/wiki/Wildwood_Lodge))

**Wildwood Treaty:** Important agreement by which the druids of the Wildwood Lodge agreed to allow Taldor a certain amount of wood from its forests in order to curtail additional logging, avoiding massive conflict and death between the two powers. ([http://www.pathfinderwiki.com/wiki/Treaty\\_of\\_the\\_Wildwood](http://www.pathfinderwiki.com/wiki/Treaty_of_the_Wildwood))

**Wilewood:** A large forest in Sevenarches.

**Will-o'-wisp:** Ghostly beings that trick travelers into meeting dire fates in order to consume their fear. (<http://www.pathfinderwiki.com/wiki/Will-o%27-wisp>)

**Windspire:** Traditional Strix roosting place closest to Crackspike.

**Winter Witch:** A member of the jadwiga with magical abilities. ([http://www.pathfinderwiki.com/wiki/Winter\\_witch](http://www.pathfinderwiki.com/wiki/Winter_witch))

**Winter Wolves:** Large, intelligent white wolves that breathe out blasts of cold.

**Winterfolk:** Slang term for residents of Irrisen, generally used by Ulfen residents near the eastern border of the Lands of the Linnorm Kings

**Wiscrani:** Someone from Westcrown.

**Wispil:** Gnome city in the Verduran Forest. (<http://www.pathfinderwiki.com/wiki/Wispil>)

**Witch:** Spellcaster who draws magic from a pact made with an otherworldly power, using a familiar as a conduit. (<http://www.pathfinderwiki.com/wiki/Witch>)

**Witchbole:** Twisted tree-fortress of the demon Treerazer. (<http://www.pathfinderwiki.com/wiki/Witchbole>)

**Wizard:** Someone who casts spells through careful study and rigorous scientific methods rather than faith or innate talent, recording the necessary incantations in a spellbook. (<http://www.pathfinderwiki.com/wiki/Wizard>)

**Wolf:** A silver coin of Andoren minting.

**Woodsedge:** A city in western Galt. (<http://www.pathfinderwiki.com/wiki/Woodsedge>)

**Worldwound:** Constantly expanding region overrun by demons following the death of Aroden a century ago. Held at bay by the efforts of the Mendevian crusaders. Refers to both the central rift to the Abyss at the region's heart and the greater territory currently held by demons (formerly the nation of Sarkoris). (<http://www.pathfinderwiki.com/wiki/Worldwound>)

**Wormfolk:** A somewhat derogatory Kaer Magan term for nagas, who have a strong, though low-key, presence in the city. (<http://www.pathfinderwiki.com/wiki/Naga>)

**Wraith:** Formless undead creature born of evil and darkness, which hates light and living things. (<http://www.pathfinderwiki.com/wiki/Wraith>)

**Wyvern:** A brutish draconic creature not as intelligent or cunning as a true dragon. (<http://www.pathfinderwiki.com/wiki/Wyvern>)

## X

**Xa Hoi:** Far eastern nation, so distant that few in Mendev have even heard of it. ([http://www.pathfinderwiki.com/wiki/Xa\\_Hoi](http://www.pathfinderwiki.com/wiki/Xa_Hoi))

**Xavorax:** Known as the City of Silence, this is the stronghold of the caulborn and their vampire compatriots, situated far below Kaer Maga, where they sought sanctuary from the cataclysms of Earthfall.

**Xulgaths:** Intelligent and evil reptilian humanoids that dwell in caves. One of the oldest intelligent races, long since outstripped by other races, and now viewed as feral savages.

## Y

**Yanmass:** City in northern Taldor. (<http://www.pathfinderwiki.com/wiki/Yanmass>)

**Yath:** Strange demonic tower-entity which recently arose in the Worldwound and was then destroyed by adventurers. For more information, see the Pathfinder Tales novel *The Worldwound Gambit*.

**Yellow Harbor:** The main harbor of Okeno, named for the yellow sails of the slaver ships.

**Yeti:** Towering and mysterious white-furred humanoid creatures that inhabit the loneliest and tallest mountain regions of Golarion. (<http://www.pathfinderwiki.com/wiki/Yeti>)

**Yondabakari River:** A mighty, heavily traveled river in Varisia stretching from the Mindspin Mountains to the Varisian Gulf. ([http://www.pathfinderwiki.com/wiki/Yondabakari\\_River](http://www.pathfinderwiki.com/wiki/Yondabakari_River))

## Z

**Zevgavizeb:** Demon lord worshiped by xulgaths. Also the patron of reptiles and caverns in general. (<http://www.pathfinderwiki.com/wiki/Zevgavizeb>)

**Zharech:** Rough-and-tumble town in Mendev with popular gladiatorial events.

**Zimar:** City in southern Taldor. (<http://www.pathfinderwiki.com/wiki/Zimar>)

**Zon-Kuthon:** The twisted god of envy, pain, darkness, and loss. Was once a good god, along with his sister Shelyn, before unknown forces turned him to evil. (<http://www.pathfinderwiki.com/wiki/Zon-Kuthon>)

**Zura:** Demon lord of vampires, cannibalism, and blood. (<http://www.pathfinderwiki.com/wiki/Zura>)