

GLOSSARY & INDEX

This appendix contains brief explanations and page references for the content presented in this book, including new rules, locations, deities, organizations, and so on. New rules content is marked with an asterisk ().*



Aakriti Neutral god of discovery, life, ooze, and potential. Known as the Evershifting. 310

aasimar A planar scion descended from a celestial. *Advanced Player's Guide* 34–36

Abadar Lawful neutral god of cities, law, and wealth. Known as the Master of the First Vault. *Gods & Magic* 12–13

Abaddon A vast wasteland plane that's the source of the River Styx and home to the fiends known as daemons. The plane is neutral evil. *Gamemastery Guide* 142

Absalom The largest city in the Inner Sea region, Absalom was founded by Aroden and is located on Starstone Isle. *Absalom, City of Lost Omens*

Absalom Reckoning The most commonly used calendar in Avistan and Garund, consisting of 52 weeks across 12 months. The current year is 4722 AR.

Abyss An endlessly winding, chaotic evil plane full of dangerous chasms. Home to the fiends known as demons. *Gamemastery Guide* 142

agathion A group of celestials with bestial features, born of the enlightened souls of good mortals. Agathions are native to Nirvana. *Bestiary* 3 10–13

Age of Destiny The age ranging from –3470 AR to 1 AR during which many of Golarion's civilizations became well-established and flourished. *World Guide* 7

Age of Lost Omens The age brought about by the death of Aroden, ranging from 4606 AR to the modern day. *World Guide* 8–9

Age of Serpents The age in which the first mortals came to be on Golarion, taking place sometime after the Age of Creation. Characterized by the serpentfolk empire, the first of Golarion's great empires. *World Guide* 6

alchemical items* 106, 306

Alkenstar A city-state located in the central Mana Wastes. The duchy is known for unique technologies, including firearms. 64–69

Alkenstar City The capital of the nation of Alkenstar. 70–87

amurrun See catfolk. *Advanced Player's Guide* 8–11

ancestry feats* 126–128

animal companion* 107

Arazni Neutral evil god of the abused, dignity, and unwilling undeath. Known as the Unyielding. 311, *Gods & Magic* 54

armor* 106

Arundhat Neutral good god of blossoms, diplomacy, and scent. Known as the Sacred Perfume. 312

Aspis Consortium A prominent trade organization that spans the Inner Sea region and often opposes the Pathfinder Society. Known for its unscrupulous practices. *Character Guide* 65

Astral Plane A transitive plane through which all souls pass on

their way to their final judgment. *Gamemastery Guide* 140

asura Lawful evil extraplanar creatures born from the gods' mistakes, who seek to destroy the gods' creations. They primarily reside in Hell. *Bestiary* 3 22–25

avatar forms* 310–319

Avistan One of Golarion's continents. Comprises the northern half of the Inner Sea region. *World Guide* 7

Azlanti The athletic humans of the ancient empire of Azlant. Previously thought lost during Earthfall. *Character Guide* 10

Barrier Wall A large mountain range spanning across southern Osirion, Rahadom, and Thuvia. *Mwangi Expanse* 152–153, *World Guide* 50–51

beastkin Humanoids that can partially or fully transform into animal forms. *Ancestry Guide* 78–81

Bekyar This major Mwangi ethnic subgroup originated in southwestern Garund. *The Mwangi Expanse* 24

Besmara Chaotic neutral god of piracy, sea monsters, and strife. Also known as the Pirate Queen. *Gods & Magic* 55

bestiary* 323–339

Bhopan A small island located within the Obari Ocean with strong connections to the First World. 110–125

Biloko Crocodile-snouted fey that are particularly violent and hunt in the southern reaches of the Mwangi Expanse. *The Mwangi Expanse* 126, 294–295

Bleaching A process brought on by ennui that decolors and ages a gnome, typically culminating in the gnome's death.

Bonuwat A major Mwangi ethnic subgroup living along Garund's western coast. *The Mwangi Expanse* 25

Brigh Neutral god of clockwork, invention, and time. Known as the Whisper in Bronze. *Gods & Magic* 56

Casmaron One of Golarion's continents, located immediately east of the Inner Sea region. *World Guide* 7

catfolk Humanoids with feline features and a love of discovery. *Advanced Player's Guide* 8–11

Chamidu Neutral good of children, fertility, and wild beasts. Known as the Roar of the Storm. 313

changeling The offspring of a hag and a member of some other humanoid ancestry. *Advanced Player's Guide* 30–31

Cheliox A nation in southwest Avistan, known for its ties to diabolic rule. *World Guide* 98–100

class feats* 108, 126, 128–129

curses* 176–177

Darklands The immense area of caverns, vaults, and passages beneath the surface of Golarion. *World Guide* 7–8

dhampir The mortal offspring of a vampire and a member of another ancestry. *Advanced Player's Guide* 32–33

Diomazul Lawful evil god of austerity, retribution, and war. Known as the Serpent of Eighty Blades. 314

Dongun Hold A dwarven Sky Citadel located in the central Mana Wastes and part of the Grand Duchy of Alkenstar. 88-105

Draconic The ancient language of dragons.

drow Descendants of ancient elves who live within the Darklands.

duskwalker A planar scion infused with the supernatural energy of psychopomps. *Advanced Player's Guide* 37-38

Earthfall A cataclysmic event in -5293 AR in which a swarm of meteorites fell upon Golarion and caused massive destruction, ending the Age of Legends and starting the Age of Darkness.

Ecanus A large city in southern Nex that serves as the nation's seat of military power. 268-285

equipment* 106

Ergaksen One of three major dwarven groups. Ergaksen live on the surface of Golarion. *Character Guide* 17

Ethereal Plane A transitive plane that overlaps with the planes of the Inner Sphere. It allows for travel within the Inner Planes. *Gamemastery Guide* 141

familiar* 220

fetchling A humanoid ancestry that fled to and has been shaped by the Shadow Plane. Typically refer to themselves as kayals. *Ancestry Guide* 82-87

First World A plane that overlaps the Material Plane and is said to be a "rough draft" of existence. It is home to vibrant landscapes and fey. *Gamemastery Guide* 141

fleshwarp* A humanoid transformed so completely by outside forces that they are now a unique ancestry. 28-29, *Ancestry Guide* 88-93

Galt A nation in eastern Avistan, known as a land of constant political upheaval and revolution. *World Guide* 126

Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region. *World Guide* 8

Geb A nation in eastern Garund that's a haven for undead. 130-139

geniekin* An umbrella term for planar scions descended from beings from the Elemental Planes. 30-31, *Ancestry Guide* 98-119

ghoran* An intelligent plant ancestry that maintain long lives by rejuvenating themselves from seeds. 34-39

gnoll Gnolls are humanoids that resemble hyenas. *The Mwangi Expanse* 110-113

Golarion Golarion is the most important world in the Lost Omens campaign setting. *World Guide* 6-9

Golden Road This region in northern Garund and part of southeastern Avistan includes Katapesh, Osirion, Qadira, Rahadoun, and Thuvia. *World Guide* 48-59

Green Faith A neutral philosophy that proclaims natural forces are worthy of attention and respect. *Gods & Magic* 96

gripli Griplis are a family of frog-like humanoids. *The Mwangi Expanse* 118-121

Grondaksen One of the three major dwarven ethnicities. They typically live underground. *Character Guide* 17

gunslinger way* 107-108

hazards* 230-232

Hellknights A set of knightly orders with a strict focus on enforcing law and order. *Character Guide* 76-85

Hoba Dukuza The capital of the island of Bhopen. 119-125

hobgoblin Hobgoblins are a sturdy, clever people with a propensity for militaristic order. *Character Guide* 48-51

Holtaksen One of the three major dwarven ethnicities. Commonly live atop mountains and along their slopes. *Character Guide* 18-19

Houses of Perfection Martial arts schools in Jalmeray that emphasize techniques tied to the elements. 196-197

ifrit A type of geniekin descended from a being from the Plane of Fire. *Ancestry Guide* 100-103

Inner Sea region The collective name for the area surrounding the Inner Sea, consisting of Avistan and the northern part of Garund.

Inner Sea The sea cradled between Avistan and Garund, created by the reshaping of the region during Earthfall.

Jalmeray An island nation off the eastern coast of Garund that's home to immigrants from the distant region of Vudra. 180-185

Jalmeri heavenseeker archetype* 224-225

Jaric A halfling ethnic group that mostly dwells in the Barrier Wall mountains of Garund. *Character Guide* 41

Jotun The language of giants and related creatures.

kashrishi* A stout ancestry bearing distinctive crystal horns and inherent psychic abilities. 40-45

Katapesh A nation located on the northeastern coast of Garund and known for its markets. *World Guide* 51-52

Keleshite A human ethnicity in the Inner Sea region, common among the nations of the Golden Road. *Character Guide* 6-7

Kulenett These underground dwarves live primarily beneath the mountains of Geb. 136-138

Lastwall A now-destroyed nation initially founded to watch over Gallowspire, the former prison of the lich Tar-Baphon. *World Guide* 40-41

leshy An ancestry of living plants animated by primal magic. *Character Guide* 52-55

Likha Neutral god of history, sound, and truth. Known as the Teller. 315

Lion Blades A secretive group of spies, the Lion Blades defend Taldor and its interests from enemies. *Character Guide* 65

lizardfolk An ancestry of reptilian humanoids. Also known as iruxi, they are extremely adaptable and patient. *Character Guide* 56-59

Maelstrom The collective term for the uncharted and chaotic areas on the metaphysical borders of the planes of the Outer Sphere. Home to the monitors known as proteans. The plane is chaotic neutral. *Gamemastery Guide* 144

Magaambya The oldest academy of arcane learning in the Inner Sea region. Located in the city of Nantambu. *Character Guide* 96-105

magic items* 178-179, 234-235, 304-305

Mahathallah Lawful evil god of death, fate, and vanity. Known as the Dowager of Illusions. 316

Mana Wastes A region located in eastern Garund known for its areas of dead and wild magic. *World Guide* 79-80

Material Plane The plane located with the Inner Sphere that encompasses the known universe, including Golarion and its solar system. *Gamemastery Guide* 138-139

Mechitar The capital of the nation of Geb. 140-157

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Milani The chaotic good god of devotion, hope, and uprisings. Also known as the Everbloom. *Gods & Magic* 66

Mualijae The collective term for the three elven peoples located within the Mwangi Expanse. *World Guide* 92–93

Mwangi Expanse The area of northern central Garund consisting of most of the regions in and around the Mwangi Jungle, including the nation of Vidrian. *The Mwangi Expanse*

nagaji* A traditionalist ancestry with reptilian features and serpentine heads. 46–51

Nantambu A city-state located on the western edge of the Mwangi Jungle. *The Mwangi Expanse* 232–245

Necril The language of ghouls and other intelligent undead.

Negative Energy Plane A plane located within the center of the Shadow Plane and filled with destructive energy. Also known as the Void. *Gamemastery Guide* 139

Nex A nation located on the eastern coast of Garund, famous and notorious as a center for arcane study. 244–249

Nidal A nation along the southwest coast of Avistan watched over by the evil god Zon-Kuthon. *World Guide* 102–103

Nirvana A peaceful plane filled with idyllic landscapes and home to the celestials known as agathions and angels. The plane is neutral good. *Gamemastery Guide* 144

Niswan The capital of the island nation of Jalmeray. 186–203

Numeria A nation in northeast Avistan known for its unique and powerful technology, originally salvaged from a fallen starship. *World Guide* 29–30

Obari Ocean One of Golarion's oceans. Located between Casmaron and Garund. *World Guide* 9

Onopion A large city in central Nex that's home to the nation's alchemical production. 286–303

Old-Mage Jatembe The great wizard who founded the Magaambya and helped rekindle the art of magic during the Age of Anguish. *Legends* 62–65

oread A type of geniekin descended from a being from the Plane of Earth. *Ancestry Guide* 104–107

Osirion A nation in northeastern Garund that boasts countless tombs and temples from the time of the empire of Ancient Osirion. *World Guide* 53–54

Pathfinder Society A globe-trotting organization dedicated to exploration and the reclamation of lost relics. *Pathfinder Society Guide*

planar scion A blanket term for a group of versatile heritages representing people descended from a distant planar ancestor or with a strong tie to another plane.

Plane of Water An Elemental Plane saturated with endless oceans, bogs of mud and silt, and clouds of steam. *Gamemastery Guide* 140

Prada Hanam A city on Jalmeray's eastern coast. Home to a mysterious structure known as the Murmur Dome. 204–219

Qadira A nation located in southeast Avistan. Also the westernmost satrapy of the great Padishah Empire of Kelesh. *World Guide* 54–55

Quantium The capital of the nation of Nex. 250–267

Ragdyia Neutral god of humor, lessons, and monkeys. Known as the Sage on the Mountain. 317

Rahadoum A nation located in northwest Garund, known for its prohibition of all religious practice. *World Guide* 55–56

ratfolk An enterprising humanoid ancestry who resemble rats. They commonly refer to themselves as ysoki. *Advanced Player's Guide* 20–23

Ravithra Lawful neutral god of judgment, karma, law, and vengeance. Known as the Chalice-Bearer. 318

Red Mantis A group of assassins who serve the mantis god Achaek and reside on Mediogalti Island. *World Guide* 65–66

River Styx A vast river that originates in Abaddon, traverses the Outer Sphere, and ends at the base of Pharasma's Spire in the Boneyard.

serpentfolk Serpentfolk are a family of serpentine humanoids. Also known as sekmins. *The Mwangi Expanse* 129, *Bestiary* 2 236–249

Shackles A collection of islands off the western coast of Garund, known for rampant piracy. *World Guide* 67–68

Shadow Plane A plane located on the far side of the Ethereal Plane that's a twisted reflection of the Material Plane. *Gamemastery Guide* 141

Shadowtongue A language common among creatures from the Shadow Plane as well as Nidalese people.

shieldmarshal archetype* 108–109

Sodden Lands A region on the northwest coast of Garund ravaged by the Eye of Abendego. *The Mwangi Expanse* 178–181

spell catalysts* 177–178

spells* 306–307

student of perfection feats* 222–224

suli A geniekin who embodies a mixture of elements and is typically descended from jann. *Ancestry Guide* 108–111

sylph A type of geniekin descended from a being from the Plane of Air. *Ancestry Guide* 112–115

Taldor A nation located in southeast Avistan. This empire in decline seeks to reclaim former glory. *World Guide* 128–129

Tar-Baphon A necromancer killed by Aroden, Tar-Baphon rose again as the lich king known as the Whispering Tyrant; he threatened the Inner Sea region for centuries before being imprisoned. In 4719 AR, he broke free to terrorize the region once more. *Legends* 104–105

tattoo (trait) A type of item that's drawn or cut into a creature's skin, usually in the form of images or symbols. *Secrets of Magic* 164–165

tattoos* 305–306

tengu Humanoids who resemble crows. *Advanced Player's Guide* 24–27

Thassilonian The language of the people of Thassilon and New Thassilon.

Thuvia A nation located in north-central Garund, known for its production of the sun orchid elixir. *World Guide* 56–57

Tian A group of human ethnicities originally hailing from the nations of Tian Xia, now common along major Avistani trade routes, including the Crown of the World. *Character Guide* 8–9

Tian Xia One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron. *World Guide* 9

tiefling* A planar scion descended from or influenced by a fiend. 32–33, *Advanced Player's Guide* 39–41

Ulifen A human ethnicity common in the northern reaches of Avistan. *Character Guide* 9

undine A type of geniekin descended from a being from the Plane of Water. *Ancestry Guide* 116–119

Urgir Unofficial capital of the Hold of Belkzen.

Usaro A city of evil beings in the central Mwangi Jungle. *The Mwangi Expanse* 266–273

Ustalav A nation located in northern central Avistan that's threatened by countless terrors living and undead. *World Guide* 45

vanara* An inquisitive ancestry with primate-like features and prehensile tails. 52–57

velstrac A family of fiends from the Shadow Plane that are associated with pain and agony. All velstracs possess some form of disturbing gaze. *Bestiary* 2 280–285

Vineshvakhi Lawful neutral god of guardians, locks, sacrifice, and vaults. Known as the Pain of Purity. 319

vishkanya* An ancestry with snake-like features and powerful venom. 58–63

weapons* 107–108, 220–221

wild magic* 232–234

Yled The largest city in the nation of Geb. 158–175

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