

Industrial Golarion: The year 4847

Absalom: Absalom is still the city at the center of the world. The Absalomian dominion over trade in the Inner Sea has not waned, with more and more people immigrating to Absalom to take advantage of the prosperity. Absalom proper has nearly doubled in size over the past 100 years, fully cementing its place as the largest city in the Inner Sea. Today, Absalom is incredibly prosperous, though wracked by crime and corruption as always.

Andoran: Once a shining beacon of democracy with vast untapped potential, Andoran has buckled under the weight of its bloated bureaucracy. While the nation's democratic foundations have remained in place, much of their energy and revolutionary spirit has faded, replaced with pointless squabbling between the political camps and petty threats towards other nations.

Remnants of Cheliah: After nine generations, the Chelish contract with Asmodeus ended with the death of the young and heirless King Aldebrand in 4794, plunging the nation into a civil war even bloodier than when Thrune rose to power. The war raged for nearly twenty years before settling into an uneasy peace. Today it is a collection of 21 successor states, each ruled by one of the noble houses.

Brevoy:

As the years without the unifying presence of Rogarvia stretched on, Issia declared its independence from Rostland in 4750, and barely won the ensuing war. Today, tensions exist between Issia and Rostland, but enough time has passed that the threat of war is nearly ended. Issia remains fiercely independent, working to build a new legacy, separate from Rostland. The Rostlanders, despite their perceived differences, are similar to the Issians, proud, defiant, and warlike. They have returned to the rule of the Swordlords, which had served them well until the coming of Choral the Conqueror.

Belkzen Syndicates: With the coming of the industrial revolution, the orcs realised they had to change or be swept away. Fortunately, with the ascendance of an ingenious orc warlord named Harrakaz that change came. Vast coal seams were discovered in the expansive mountain ranges of Belkzen in 4803. Harrakaz pushed the seven clans of Belkzen into becoming seven powerful mining syndicates, all subservient to the Black King Harrakaz, named so for the vast amounts of coal. Today, Belkzen is a brutal state, utterly devoted to mining and industry, with slaves of nearly every race toiling away deep within the mountains.

Druma: Druma benefitted massively from the industrial boom. While their government and way of life did not change too much, their financial situation certainly did. After accumulating nearly half of the land in Isger under countless shell companies, it was transferred to a direct holding of the Prophets. This made Druma a major player in the politics of the Inner Sea. Without the backing of Cheliah or the aid of Mammon, the Isgeri were nearly helpless as much of their country was taken overnight.

Five Kings Mountains: The Five Kings Mountains are torn between the past and the future. Since the industrial boom was within a dwarven lifetime, many of the older generations are distrustful of new technology. However, many of the younger dwarves are eager to take advantage of the vast mineral deposits and use the new technology to delve into the Darklands and reclaim parts of their ancestral homes.

Galt: Galt has finally found stability under the totalitarian regime of the People's Dominion of Galt. Inspired by the writings of revolutionary author Coryl Marek, the People's Dominion created a state that sought to outlaw all individual possessions, actions, and thoughts. No longer do the streets ring with cries for liberty and freedom, they now resound with praise and admiration of Dominion, all mandated by the Dominion itself under threat of death.

Geb: The greatest issue of the industrial boom was labour. Geb, however, could easily get around that. The vast population of mindless undead has been put to work, toiling ceaselessly in vast factory complexes. While Geb seems to be primed to become one of the greatest powers of the Inner Sea, their relative remoteness and stigma by other nations prevents them from dominating the region.

Irrisen: Few enter or leave the endless winter of Irrisen. As technology encroached upon the world, Irrisen drew back. Chicken legged huts ruthlessly patrol the border, hunting for any that would seek to trespass upon Irrisen's icy fist. Baba Yaga's mysterious plans remain as enigmatic as ever. Today, Isger is a hermit kingdom, with little to nothing coming in or leaving.

Isger: Isger is a nation without hope. The collapse of Cheliox flared Isger's imperial ambitions, the possibility of filling the void that Cheliox left. That was until the Druman Purchase. Nearly half of Isgeri land was taken, including Elidir and the fertile lands around it, reducing Isger to a few cities clustered on the edges of the Chitterwood. Worse still, their patron of Mammon supported the business acumen of the Kalistocrats and refused to aid Isger. Today, Isger schemes, seeking to retake their lost land through whatever means possible.

Jalmeray: Recent innovations in steamship technology has ushered in a new golden age for Jalmeray. Vudra is closer than ever, and trade companies have taken vast advantage of this. New immigrants have flooded into Jalmeray, bringing vast prosperity to the island nation. Today, Jalmeray is on the brink of becoming a regional power. Unfortunately, many other nations are as well, so the power of the island nation may be contested.

Katapesh: The unfettered markets of Katapesh have expanded during the industrial boom. Pesh has become mass-produced, workers toiling in huge pesh factories. The savage lands of the Brazen Peaks have become all the more savage, slavers from Okeno have expanded their dominion, and the gnoll

clans have started uniting under a new, mysterious warlord. All the while, the Pactmasters watch, content with their anarchic dominion.

Kyonin: Kyonin, much like the Five King's Mountains, is a land in conflict. The growing pains of an old nation can be hard indeed, especially when most citizens have lived through all of the industrial boom. Today, Kyonin has isolated themselves, seeking to come to terms with the new way of the world. The few exports of the nation are of incredible quality, magic seamlessly integrated with technology to create some of the finest devices in the Inner Sea.

Lastwall: After their great contribution to the Radiant Crusade to end the Whispering Plague, Lastwall has reinforced themselves, seeking to build a nation not reliant on constant holy war. The walls of the Bulwark built to stem the tide of undead invaders still stand, vast holy cannons are still manned by the artillery-chaplains, their sacred arms still at ready. However, they have seen fit to improve their economy, selling their fine horses and well-made arms to supplement their economy.

Lands of the Linnorm Kings: The songs and stories of ancient days still ring the hearths of Kalsgard, but the steady noise of factories brings a new rhythm to its venerable glory. The Lands of the Linnorm Kings are struggling to keep up with the times. The Ulfen have not adapted well to this new, more sedentary industrial life. Though some have taken to the new order of things, many see new technology as needless frivolity, with the old ways having served them well for as long as they can remember.

Realm of the Mammoth Lords: No other place has struggled more with the industrial boom than the Realm of the Mammoth Lords. The Kellids are a strong people though, and have adapted as they always have. The Tusk mountains have proven rich in ore, and megafauna hauling vast carts of ore are a common sight coming into Hillcross. Industry threatens to encroach upon the endless plains, with companies eager to exploit the wide open land. The Kellids are not so keen to give up their ancestral home.

Mana Wastes: The birthplace of the great industrial boom, no other country has benefitted quite as massively as the Mana wastes. Alkenstar has grown massively, almost rivalling Absalom for size and power. Seeing the obvious power of the duchy of Alkenstar, the mutant clans formed a nation of their own, the Spellscar Alliance, and allied themselves with the duchy. Today, factories and foundries grind along the Ustradi river, using water, steam, and even stranger power sources.

Mediogalti Island: Little has changed in the lair of the Red Mantis assassins. Their services remain in demand, and the eye of Abendego, while easier to cope with using sturdier ships, is still difficult to traverse. Firearms are more common on the island, and it is rumored that the Red Mantis have been working on a new, nearly silent type of gun.

The Worldwound and Mendev: With advances in mass enchanting and firearm production, the Wardstones were reinforced with a great wall and sacred cannons in 4740, the inspiration for the Bulwark in Lastwall some five years later, the threat of the demons was vastly reduced. While demonic incursions do still occur, much of the Worldwound's threat is diminished and the Wardstone Wall being one of the few remnants of Medev's crusader past. Today, Mendev seeks to reclaim its Iobarian heritage and cement a future for itself.

Molthune: The war machine of Molthune still grinds on, empowered by the fall of Cheliox and the rise of mass production. That is of course, the perception of the Molthuni people. In truth, the Chelish successor states to the south are still formidable, and their neighbour of Druma now poses a serious threat. Nirmathas remains as elusive as ever, guerilla tactics still effective against the rigid military bureaucracy of Molthune.

Mwangi Expanse: While civilisation has encroached into the jungle, the depths of the expanse are as mysterious as ever. The gorilla kings of Usaro remain the dominant power in the center of Mzali, while the wizards of Nantambu seek to usurp their cruel dominion. Under the iron fist of the Child-God Walkena, Mzali has expanded, trying to regain the power of the legendary original Mwangi society. This expansion has brought them into conflict with Sargava, and the ancient spears of Mzali may clash with Sargavan steel. Despite the conflicts of the land, sightings of the flying cities of the Shory have increased, leading to suspicion that the ancient sky-mages may be preparing for a return.

Nex: Being upriver to the duchy of Alkenstar, Nex has benefitted far more than its southern neighbor of Geb. The Arclords, ever hungry for power, have pioneered the fields of magitech and mass enchantment, being instrumental in the construction of the Holy Guns that managed to drive back the whispering plague. Today, Nex has carved out a niche for themselves in the new economy, and they have no intention of giving it up.

Nidal: The decadent and gloomy nobility of Nidal have become ever more depraved without the yoke of Cheliox. Untempered by Chelish rule, the influence of Zon-Kuthon has massively increased. Once considered a disturbing but relatively unthreatening force, Nidal now looks to expand their dominion. Forces mass on the borders, seemingly ready to invade their neighbors.

Nirmathas: As staunchly committed to freedom and liberty as always, Nirmathas continues to fight back against those who would try to conquer them. The threat of conquer has grown, as their guerilla tactics are threatened by modern warfare. While Molthune remains dangerous, the threats of Nidal and the Belkzen Syndicates are beginning to loom over them.

Numeria: The hyper-tech of the Silver Mount has continued to fascinate the people of the Inner Sea. While still fantastically advanced for most scientists and engineers to comprehend, it has offered

valuable insights into some of the problems with modern technology. The Technic League has modernized some, becoming nominally democratic, infrequently allowing the people of Numeria to have a say in the election of the Arbiter, the leader of the League.

Osirion: The life-giving River Sphinx is no longer gives so much life, flood cycles infrequent and less potent. The vast Osiriani workforce has not allowed that to impede their progress. Vast canal systems distribute water through the desert and megalithic structures can be erected faster than ever. With better relations with the elemental clans of the deep deserts, comes access to the ruins of their past and with it, some whisper, terrible secrets.

Qadira: While the Padishah Empire of Kelesh has had difficulties modernising, the Satrap of Qadira has certainly tried their best to send new technology eastwards. Many Keleshites are intimidated by the reinvigorated strength of Taldor, and some are petitioning the Padishah Emperor for more troops to reinforce, or possibly even push past, the border.

Rahadoum: After the collapse of Cheliox to the north, Rahadoum has sought to take the power that they once held. After the civil war, the city of Khari was swiftly reclaimed, restoring the full extent of Rahadoumi territory. However, the difficulties caused by the lack of faith-based magic got the better of the nation. The Pure Legion allowed heavily monitored and sanctioned religion to be practiced in Rahadoum in 4820, bringing faith back to the land for the first time in nearly two millennia. However, several splinter factions of the Pure Legion have retreated into the Napsune Mountains, intent on bringing back the strictly atheistic order.

Razmiran: Despite a vial of *sun orchid elixir*, after nearly a century of increasingly erratic rule, Razmir died. To the masses though, Razmir is still living, the illusion kept up by the Council of Visions. Razmir has become something of a title for the ruler of the country. The title changes every ten years, generally being bestowed to a member of the Council. The order of the country, at least for now, seems like the false god will live on, in one form or another.

River Kingdoms: Ever malleable, many of the nations that once were are no longer. Daggermark has remained, with a poisoned blade swiftly dispatching any who might seek to usurp them. The nobles of Gralton still gnash their teeth at the state of their homeland of Galt, and Outsea continues to bask in their soggy prosperity. The most notable new realm is the nation of Alachos, formed as a homeland of less cruelly inclined minotaurs by Nuar Spiritskin shortly before his death in 4796.

Sargava: After the collapse of Cheliox, Sargava's bid for independence was fully cemented. After ending their agreement with the Free Captains, they were able to regain much of their former wealth. With more advanced shipping, Sargava was able to sell their rare commodities to the Inner Sea and draw a

vast profit. Their new wealth allowed them to expand, and they have set their eyes on becoming the new imperial power in the Mwangi expanse. They have since expanded eastwards into the Bandu Hills.

The Shackles: The Shackles are not what they once were. They have lost much of their former wealth for several reasons. No longer do the Free Captains take tribute from Sargava, and sturdier ships have rendered their methods of piracy fairly ineffective. Today, younger pirates seek lucrative letters of marque from Rahadoum or Sargava. The old timers are mostly content to sit around in the aged pirate taverns, telling stories of the good old days and the legendary captains of the past.

The Sodden Lands: While the Eye of Abendego still rages on, steamships can weather the storm far better than any time in the past. As such, groups like the Pathfinder Society have begun sending larger amounts of agents to explore the ruins of Lirgen and Yamasa. The Knights of Abendego, once a gang of scavengers, have reformed themselves into a force befitting their name. Working to bring order to the people of the Sodden Lands, their iconic tridents and iron hooks have ended many a threat to the inhabitants of that drenched land.

Steaming Sea: Ever isolated, the Steaming Sea has remained out of reach of modern influence. Hermea has changed little, even with the introduction of some technology, carefully monitored by its dragon-king. Visitors to it have reported vast statues of Mengkare and posters emblazoned with his stern visage on nearly every empty public surface. The Mordant Spire is enigmatic as always, the masked elves still standing vigil over the shattered continent of Absalom.

Taldor: In 4787 AR, the fate of Taldor changed. Steamships allowed Taldor to make contact with their long-lost colony of Amanandar, and with it, consistent access to the exotic riches of Tian Xia. Their fortunes vastly changed, and the perceived power of Taldor became actual for the first time in centuries. The collapse of Chelax allowed them to grow even more, and today the people of Taldor look to the future with genuine hope.

Thuvia: The business of immortality is still lucrative. The Citadel of the Alchemist continues to produce sun orchid elixir. However, many still seek to replicate the effects. Some use newly invented greenhouses to try and cultivate sun orchids, while some still seek to rob the shipment of *sun orchid elixir*. Some planar sages believe that the divs of the deep desert may be readying to launch a full invasion of Thuvia.

Ustalav: In 4730, the Whispering Way created a virulent necromantic disease that would come to be known as the Whispering Plague. It killed the host and reanimated them as an undead beast, intent on spreading the plague that ended them. Lastwall, ever-vigilant, jumped at the opportunity to begin a new crusade, fought against their ancient enemies. And thus, the Radiant Crusade began. At first the undead hordes seemed endless and hope seemed lost, but with the construction of the Bulwark in

4745, the crusade could finally go on the offensive. After nearly a century of holy war, the plague was finally finished with the death of Rothatul the Unclean. Still reeling from the vast loss of life, Ustlav has tried their best to recover. The future, while uncertain, is still far brighter than it looked even five years ago.

Varisia: The city-states of Varisia have reformed into true nations, dividing Varisia into five countries, all eyeing each other up for conquest and resources. First, there is the Shoanti Tribal Alliance. Recognising the threat that the modern world posed, the scattered tribes of the Shoanti banded together to make their way in the changing order. Korvosa, while damaged by the loss of Cheliox, sought to expand their power and with the aid of the Order of the Nail they became a true threat. Magnimar has retained their democratic foundations, giving their people a large amount of morale. Riddleport has come into conflict with Magnimar over control of the Varisian Gulf, and their strange conglomeration of scoundrels from the Gulf and wizards studying the Cyphergate has brought them quite a bit of success. Kaer Maga has held out as well as ever, and the chaotic city-state maintains it's independence.

Beyond the Inner Sea: Arcadia is more accessible than ever. Canorus has become a refuge for Thrune sympathizers, while the theocracy of Razatlan seeks to cement their dominion over southern Arcadia. The magocracy of Saalaquit has joined forces with the Degasi trade league to contest Razatlan's bid at an empire. Azlant is as mysterious as ever, although the ruins are easier to access. Trade between Casmaron and Avistan is vastly increasing, as ships can make the long voyage quicker than ever. The Crown of the World has become increasingly isolated, with the Path of Aganhei used less and less frequently, the costs far outweighing the benefits. The war that once loomed between Holomog and Droon has finally begun, dinosaurs and ancient shamanic magic clashing against arcane might and precision-forged steel. Tian Xia, much like Casmaron, seems closer than ever before, and trade has increased between both continents.