

shadows over

Vathak

jason stoffa & rick hershey



PATHFINDER

ROLEPLAYING GAME COMPATIBLE



**A Campaign Setting Book of
Lovecraftian Survival Horror**

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Shadows over Vathak

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"The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown"

H.P. Lovecraft



Never Explain Anything

The setting of Shadows over Vathak was originally conceived as a 24 hour roleplaying game design experiment. For this endeavor we allowed a handful of fans to vote on the type of setting by posting on our site with their suggestions. On the day we launched the experiment we tallied up all the suggestions and had a tie for Lovecraftian/Eldritch horror and Survival horror. So, we combined them.

After 24 hours we had completed about 46 pages of the 96 page goal, and thus failed the challenge. We continued to work on Vathak for the next several weeks and finally released the digital version of the book.

Needless to say, Shadows over Vathak sold a lot better than we had imagined, and eventually the decision came for us to take the book to print. However, we had so many ideas and concepts we developed and were not included in the initial release that we had to go back and add more to the setting. That's what you have here, all those extra ideas and concepts stuffed in this 250 page book.

This isn't the end of Vathak. If you like this setting then expect many of our planned follow-up products, where we expand on all these crazy ideas and offer you even more content.



And Vathak is just a portion of our shared world. If you like this setting, look for Steampunk Musha and Kingdoms of Sand in the near future, two new settings that expand the same world Vathak exists in.

VATHAK – A Stricken World

The world of Vathak is a dark place. It is a world of unexplored mountains, murky bogs and desolate moors. Thick clouds cover the sky and little light gets through. Rain and storms govern the people more than any laws imposed by petty rulers. This is a world engulfed by darkness and wracked by unnatural forces and there is a feeling of impending doom.

In the past, centuries ago now, the petty vindari came to the shores of Vathak and made war upon those who called these lands home. The vindari brought great armies of men to fight their enemies. They melded the divine powers from the One True God into destructive forces to smite the races of Vathak, a fate of genocide befalling many of them.

The lands seemed to have been torn apart by the power of the vindari and any hope to stop them seemed lost. It didn't seem long before the prayers of the oppressed were answered or possibly the lands themselves grew tired of the bloodshed. What is known is that a greater, older, power rose up and unleashed chaos to destroy the vindari so that the races of Vathak may live on their world as it was made for them. Druids claimed it was Vathak, awakening to destroy her infection. Others believed there was a final battle, and the vindari destroyed each other. Even a few more claimed the downfall of the vindari was of divine intervention or a group of lone heroes.

The bhriota claimed it was the creators returned from the stars, those called the Old Ones.

Rise of the Old Ones

The answer to halting the insurgence of the vindari took the form of a horror greater than anyone could imagine. The bhriota were right in their mad rants as twisted and deformed creatures began to creep from the belly of the earth. Called the Spawn of the Old Ones, this new threat did not care what race you belonged to, where your kingdom was located, or what god you worshiped, they quickly became a plague on the lands of Vathak.

It was soon discovered by svirfneblin refugees that the Spawn of the Old Ones began their assaults in the underground caves of Vathak, known as the *Filth Reaches*. In these dark tunnels the Spawn quickly wiped out the

subterranean races, including the near annihilation of the once powerful Vampire Lords of Vathak.

The vindari believe these "Old Ones" to be a test of their faith from the One True God, while the bhriota venerate the return of these creatures as a return to the ancient and true destiny of Vathak. The romni are willing to side with anyone for their survival.

The rise of the Old Ones has brought more than just their spawn to the lands of Vathak. They brought plagues and disease, an assortment of abominations and an awakening of other horrors that once only stalked the lands in secret.

So, the vindari are fighting the hordes of the Old Ones and the bhriota who foolishly worship them. They convert as many as they can to their faith, and ally with those they once called enemies. Survival is bleak, as the church fights for power by issuing strict doctrine and the nobles fight for increased wealth, land, and influence. The rest try to continue to live in the bleak lands of Vathak.

How To Use This Book

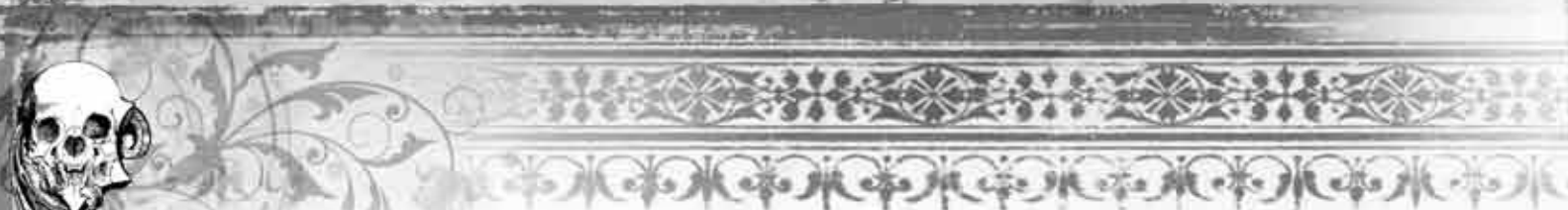
This book introduces you to the Shadows over Vathak campaign setting. It provides you with all the basics to begin adventuring within the setting. Within you will find details of the player character races, basic classes and archetypes. The lands of Vathak are introduced, and you are provided with brief introduction to the regions, peoples and powers of the setting. Combined, this information should give you the plenty to begin adventuring in our world. Further supplements will cover a variety of information for both characters and Game Masters to use in further exploration of Vathak.

Inspiration for Vathak

The material presented within Shadows Over Vathak was directly inspired by the works of H. P. Lovecraft. We also drew from a great number of other inspirations in literature.

Here is a list of writers which inspired the dark dreams of Vathak's development: Bram Stoker, Clark Ashton Smith, Lord Byron, Mary Shelley, Robert E. Howard, Robert Bloch, and William Beckford.





*"I know always that I am an outsider; a stranger in this century
and among those who are still men."*

H.P. Lovecraft



Races of Vathak

In this chapter we present the 6 dominant races of Vathak, their history and culture, and rules to customize them to fit the character you want to play in the form of alternative racial traits and favored class rewards. These core races are:

Bhriota the original human inhabitants of Vathak, their tribal customs and barbaric practices putting them as opposing forces to the civilized vindari.

Cambion are humans tainted by the corruption of the Old Ones since birth. Mangled and deformed, pity has saved them from death.

Dhampir are the children of humans and the near extinct Vampire Lords of Vathak. These bastards fight to find a home in a dying world.

Romni are a nomadic human race struggling to survive under the power of the vindari, their roguish ways and traditional customs hidden from harsh judgments.

Svirfneblin are the only survivors of the Old Ones invading the Filth Reaches. These gnomes know how to survive at whatever cost.

Vindari are the most dominant human race in Vathak. Although they murdered many of the other races in the "Great Cleansing" they are also the driving force fighting the Old Ones.



Bhriota

Bhriota are a brawny folk, who bear the scars and weathering of rough lives spent in the windswept hills, mountains and forests of these cursed lands. In many legends, the shamans of the bhriota spoke of an ascendant chaos, a thinning veil between this world and the next, and a host of creatures which shall rise from every shadow to once again claim that which was once theirs.

Bhriota Physiology

Their eye color is usually black or gray, and their skin is generally deeply tanned. The warriors of this people, male and female alike, have long dark hair which is kept in banded iron braids. The bhriota are a hardy race and have gained much strength while existing along the fringes of society. Their faces and bodies are covered in ritualistic scarification, with runic and arcane symbols carved into their flesh by the edge of a knife or sharp stone.

Psychology & Society

The majority of the bhriota form clans dedicated to the religious leadership of shamans. It is often thought that these clans hold sacred the idea of bloodlines, with each of them only able to gain a higher placement within their society by being born of pure blood. The bhriota place an extreme importance upon their worship of what they know as the Old Ones. They also dwell within the high hills and along the rising steepes of the mountains. These lands are filled with legends that speak of savage bhriota warriors who only travel under the shroud of wicked storms or the cover of starless nights to steal away victims for their horrid rituals. Reports of lost caravans, destroyed villages, and other countless dead are all blamed upon the bhriota.

When the kingdoms of the vindari began the expansion of their territories into the west they were met with a great surprise: at the cresting of the first of what is now commonly called the Dead Rises, they found hundreds of pieces of black stone. On the surface of each of the windswept stones, strange symbols had been carved.

What the vindari found buried beneath those old stones was far more alarming than any thing that they had yet to experience. A series of ancient mass graves, each of them marked with the strange stones, seemed to indicate that this atrocity was performed as part of some sadistic ritual.

The excavation of these sites have lead many to believe them to be areas of human sacrifice in devotion to a war god.

In sacrificing to the gods of old, this savage race offers the flesh of those who would trespass into their lands. Capturing victims during raids of vindari villages, the bhriota will travel great distances with their offerings in tow. The ritual sacrifices include binding the victim, stripping them of all garments, and bathing them in scented oils before killing them in the shadows of great mountains as sacrifices to the Old Ones.

Enemies & Allies

Very few bhriota call the relative safety of the vindarian lands home. They are viewed with even more hatred and superstition than the romni. While many of the clans of the bhriota are wild savages, that prey upon others for the unending sacrifices, some members of the culture have abandoned these ancient rituals. They have splintered from their culture in an attempt to save themselves from a spreading evil which is quickly driving their people into complete madness.

Religion


The bhriota worship the Old Ones, a practice which has no parallels in the pantheons of other cultures. The educated describe them as ignorant savages who place their misguided beliefs into spirits. The bhriota view these spirits of the earth and sky as extensions of all the aspects of an ancient world, believing that these spirits could be bargained with by an offer of a living sacrifice. While true clerics are rare among them, many of the females of this people involve themselves with the practice of witchcraft and shamanism.

Bhriota Alternative Racial Traits

Alternate Racial Traits may be selected instead of existing bhriota traits, with each trait selected taking the place of an existing one. You cannot gain traits in excess of your starting total (though some feats may allow you to select more). You can exchange one or several of your character's normal racial traits, but of course, you cannot exchange the same racial trait more than once. Consult your GM before selecting any of these new options.

Cannibalistic Appearance: Some tribes of bhriota are known to observe an unusual dietary practice of eating other humanoid creatures, and they advertise this fact through their dress, often wearing the bones of their previous meal. Consciously or not, however, opponents pay more attention to these bhriota in a fight than they do their allies. During combat, if opponents can see one such bhriota, all of that





bhriota's allies gain a +2 circumstance bonus to Stealth checks as their opponents find their gazes invariably drawn to the bhriota's strange appearance. This opening may allow their allies to sneak into position. This racial trait replaces the Intimidating racial trait.

Marked by the Old Ones: Many bhriota decorate themselves with tattoos, piercings, and ritual scarification, which they consider sacred markings of the Old Ones.

Bhriota with this racial trait gain a +1 luck bonus on all saving throws. This racial trait replaces the Weapon Familiarity trait.

War Child: Bhriota indulge in the arts of brutality and torture, and subject their youth to these rituals and tests to harden them for combat against the vindari. Bhriota with this racial trait gain a +1 bonus to CMD. This racial trait replaces the Weapon Familiarity trait.

Rot Gut: Some bhriota are raised in surroundings so filthy and pestilent that even other bhriota would have difficulty living in such conditions. The constant exposure to rotting flesh and decaying corpses have given the bhriota with this racial trait a +2 racial bonus on saving throws made to resist nausea, the sickened condition, and disease. This racial trait replaces the Intimidating trait.

Bhriota Adventurers

Bhriota who have left their clans find themselves trying to forge an existence within the civilized lands of the vindari. These lands have grown extremely dangerous, and traveling from the safety of the fortified cities and towns requires the assistance of a strong warrior and experienced guide. The bhriota can offer both for the right price.

Alchemist: Bhriota who become alchemists are considered mad by others of their kind. This adventuring path causes many bhriota to be exiled from their tribes, often from the belief that this "magic" is forbidden knowledge that the Old Ones had never intended for bhriota to wield.

Barbarian: Bhriota barbarians constitute the protective entourage of the tribe. These warriors are the first to fight on behalf of their kind and often venture from their homeland



Bhriota Racial Traits

+2 Strength, +2 Constitution, -2 Charisma

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

Normal Speed: Bhriota have a base speed of 30 feet.

Intimidating: Bhriota receive a +2 racial bonus on Intimidate skill checks due to the legends of their savage nature.

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

Weapon Familiarity: Bhriota are always proficient with axes and gain a +1 bonus to all attack rolls when using axes and like weapons. In addition they treat any weapon with the word "Bhriota" in its name as a martial weapon.

Languages: Bhriota begin play speaking Bhriota. Bhriota with high Intelligence scores can choose any languages they want (except druidic and other secret languages).



in service of their people's needs. Ferocious in battle, many decorate themselves in the appendages and bones of their victims.

Bard: Bhriota love drumming and the art of tribal dance. While they do not possess much talent in the way of song, their race is one full of a dark and graphic oral history. Such tales are told often to the bhriota tribe, and to the wonderment of audiences across the continent in which they travel.

Cavalier: Bhriota cavaliers have a long tradition of serving as specialized warriors in the direct service to their tribal leaders. These bhriota also act as the main hunting force for the tribe, often raiding vindari settlements in the process. Their sleek mounts show both great resilience and devotion, and receive the same macabre dressings as their riders.

Cleric: Bhriota follow only a single faith, that of the Old Ones. These clerics often work as tribal leaders, and direct their people based upon the divine prophesies that they predict. Bhriota clerics often wear an assortment of bones and skulls, and paint their skin in strange symbols claimed to be the language of the Old Ones.

Druid: Bhriota have an instinctual bond with nature and the creatures within it. Many believe the blood of the Old Ones lies dormant within these creatures, and through training and devotion, the ability to unlock these creatures' true forms will be revealed.

Fighter: All bhriota are trained in some form of martial combat from early age. With a society built around sacrifice and bloodthirsty practices, many bhriota fighters believe a glorious death in combat will gain them favor with the Old Ones in the afterlife.

Inquisitor: Bhriota inquisitors are rare, but certain individuals take it upon themselves to enforce the laws and superstitions of the tribe. Others still seek out those who would abandon their tribal ways and covet the new technologies of the vindari. A demanding presence, Inquisitors are skilled at bringing those accused to the sacrificial stone.

Monk: Monks are not found in native bhriota society, but there are some bhriota that have left their tribal life behind and have been assimilated into vindari society. Many of these "savages" become monks to try and pay penance for their former deeds and find a sense of balance in the light of the One True God.

Oracle: Oracles are quite common among the tribes and are often female. They are viewed with an equal mixture of both fear and respect from the members of the tribe, as the bhriota believe the Old Ones whisper their dark plans directly to these chosen few. Bhriota oracles are often

Bhriota Names

The bhriota are named by the shamans of the tribes. Each celebration of a birth within their culture requires the death of another. Many times this is an innocent captured for the rite of birth, inadvertently granting the name of the newborn bhriota moments before their death. The names of the newborns are collected from the last garbled words of the sacrifice once their throat has been cut by the edge of a jagged black stone. As the victim gasps for breath, the sounds the ragged wounds produce become the newborn's name. These sounds are then chanted by the members of the clan over and over again until the rising of the sun.

Bhriota Names: Azshotat, Bbo-rhai, Bothudal, Ha'orn, Hog'chotho, Kekeggtigo, Kru'sasho, Lhamihla, Marlogatho, Phaoki, Photich, Tlehot-ghali, Tlolokehamib, Ygothus, Z'othac, Zhalep-rhota

considered mad, and wear robes of human skin and helms made from the skulls of a Spawn of the Old Ones.

Paladin: Bhriota do not have what one would consider a typical paladin, but they do have an elite guard called the méarlorg aosta-aon. These chosen few are heralds of the Old Ones and are typically found in the presence of shamans, chieftains, and other tribal leaders.


Ranger: Bhriota make masterful hunters and scouts. They are attuned to the environment and surroundings, and always ready to protect their homelands from those who would threaten the well being of the tribe.

Rogue: While questionable acts of morality are often found within a bhriota society, the punishment for thievery is death. Bhriota who have a lust for stealing often find their skills useful in covert pillages and murder raids of nearby vindari towns or even the occasional romni caravan.

Sorcerer: Bhriota sorcerers, regardless of bloodline, are considered to be blessed by the Old Ones. These sorcerers are typically branded on the chest with the symbol of the Old Ones, and it is customary for them to paint the upper portion of their faces white.

Summoner: Bhriota have had a long fascination with magical creatures, believing their abilities are due to close ties to the Old Ones. It is because of this curiosity that they





pursue the mystic art of summoning. Less numerous than sorcerers or wizards, summoners typically live in solitude.

Witch: Bhriota witches are not well accepted by their fellow tribesmen and are often shunned or forced into exile. The belief is that witches tap into the pure arcane arts of the Old Ones, a knowledge that the bhriota were not meant to know. They seek a mastery of strange ritual magic and form ties with the creatures of their homelands.

Wizard: Bhriota culture is filled with verbal lore which has been handed down since time forgotten. With this oral history there exists a tradition of mystical lore. Wizards are common amongst the bhriota, and are regarded with little more mystery than that of a fighter.

Favored Class Options

The following options are available to all bhriota who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Bard: Add +5 feet to the range of one of the bard's bardic performances (max +30 feet to any one performance).

Cavalier: Add a +1/2 bonus on Intimidate checks and Ride checks.

Cleric: Add +1/2 to negative energy spell damage, including inflict spells.

Druid: Add +1/2 to the damage dealt by the druid's animal companion's natural attacks.

Fighter: Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the fighter's choice (maximum bonus +4). This bonus does not stack with Critical Focus.

Inquisitor: Add a +1 bonus on concentration checks made to cast inquisitor spells.

Monk: Add a +1/4 bonus on combat maneuver checks made to grapple or trip.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1/4 to the bonus the paladin grants his allies with his aura of courage and aura of resolve special abilities.

Ranger: Add +1/4 to a single existing favored enemy bonus (maximum bonus +1 per favored enemy).

Rogue: Reduce the penalty for not being proficient with one weapon by 1. When the non-proficiency penalty for a weapon becomes 0 because of this ability, the rogue is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.

Sorcerer: Add +1/2 point of fire damage to spells that deal fire damage cast by the sorcerer.

Summoner: Add a +1/4 natural armor bonus to the AC of the summoner's eidolon.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level he can cast. If the witch ever replaces his familiar, the new familiar knows these bonus spells.

Wizard: Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.





Cambion

Cambion are poor twisted souls, warped by the spreading taint and influence of the ancient evil which is now awaking in these lands. The nature of what makes the birth of a cambion so heinous is that it stands as a reminder that no creature, not even the innocent still within the womb, are safe from the growing evil.

When born they are seen as an ill omen for a community and often the women who give birth to such creatures are cast out along with the child. Many times the mother of the cambion will be driven mad at the discovery of the a birth and commit suicide, leaving the newborn at the mercy of those who view it as a monster. Still, within this world are those who have soft hearts, it is these virtuous few that allow these creatures to live.

It is typical that only one of three fates lie before the newborn cambion. The first, and most disturbing, is that they are taken to the edges of the wild lands and abandoned. Most often the child dies from exposure, natural predators, or is found by the savage bhriota and used as a sacrifice or even worse, raised amongst them. The second fate which may befall the cambion is being smuggled from the settlement it was born in and given to the romni. The final and most unlikely fate is that the twisted child given to a church to be raised by acolytes. This act translates to a life-long sentence of slavery for the cambion, as the clerics of such places force the cambion to perform back breaking labor in an attempt to atone for the impurity that resides within them.

Cambion Physiology

They vary in appearance, but are always monstrous things to behold. Their features are always twisted versions, almost like patchwork mockeries, of what passes for normal within human society. Some of these deformities include oversized arms, shriveled limbs, deformed heads, and unusual patches of hair covering the body, hunched back and large tumorous growths.

Cambion are physically powerful but misshapen humanoids. They are the commonly the ridicule of children and are avoided in public areas at all costs for fear that the same malignancy afflicting them may be spread. Often due to their upbringing, they consider themselves cursed and find little solace in the knowledge that they were spared from death. In public places they tend to stick to the shadows and are fearful of becoming the center of a violent objection to their existence.

Psychology & Society

Even though very few cambion survive the ordeal of being born to a society that despises them for their very existence, a large number of them can inhabit a city. These creatures are often relegated as the worker force in any town, village or city which tolerate their presence.

It is not uncommon for the cambion to be the victims of violent crimes. Attacks and murders of cambion bring little in the way of justice, as they are never treated as a equal citizens. These low standards of treatment are all the more fortified once a cambion is accused of a crime.

Many times a judgment of death by hanging is delivered without any true proof or evidence of the creatures wrongdoing. The sight of a bloated cambion corpse being eaten by crows is far too common and acts to keep others of the race timid and meek while in the "service" of vindari settlements.

Enemies & Allies

The cambion are a very envious race. They wish to be treated as equals, yet are very slow to accept kindness from unknown individuals. The most common response to quick movement is to shield themselves from an expected blow. Once a cambion accepts the fact that a companion means them no harm and begins to trust them, they will become loyal to a fault. Many times people use this rare blind trust only to trick them into doing evil deeds.


Religion

Cambion have no strong ties to religion. Most often they are taught from a very young age that they were a mistake of nature. Each day of their life, it takes but a glance at one of the other races to be reminded again and again of the corruption that resides within them. While many of these creatures come only to know a life within the confines of a church, it still comes as no surprise that is extremely rare to see a cambion cleric.

Cambion Alternative Racial Traits

Alternate Racial Traits may be selected instead of existing cambion traits, with each trait selected taking the place of an existing one. You cannot gain traits in excess of your starting total (though some feats may allow you to select more). You can exchange one or several of your character's normal racial traits, but of course, you cannot exchange the same racial trait more than once. Consult your GM before selecting any of these new options.





Malformed Claws: Some cambion have thick claw-like fingernails on their twisted, gnarled hands. Cambion with this racial trait have a pair of claws they can use as natural weapons. These claws are primary attacks that deal 1d4 points of damage. This racial trait replaces guarded nature.

Twisted Flesh: A cambion's flesh is a twisted mass of scarred and deformed tissue. Cambions with this racial trait gain a +1 natural armor bonus to Armor Class. This racial trait replaces the intimidating racial trait.

Plagueborn: Some cambion are born during an outbreak of the plague and left to die amongst the rotting corpses of their kin. These cambion gain a +2 racial bonus on saving throws against disease, ingested poisons, and becoming nauseated or sickened. This racial trait replaces the blood tainted racial trait.

Tentacled: The corruption of the Old Ones in their blood is stronger than most. These cambion have a long, flexible tentacle that can be used to carry objects. This tentacle can grow from anywhere on the body and is often surrounded by smaller withering tentacles. They cannot wield weapons with the tentacle, but the cambion can retrieve small, stowed objects carried on their persons as a swift action. This racial trait replaces the blood tainted racial trait.

Cambion Adventurers

Very few cambion become adventures. Limited to a life of slavery, learning the basics to become a warrior, cleric, bard, or other profession requires a willing trainer. Many times the romni are the ones who fill these roles for the cambion as they share a strange kinship with the creatures. To the romni, it is hard to find someone who is hated more than they are.



Cambion Racial Traits

+2 Strength, +2 Wisdom, -2 Charisma,

Medium: Cambion are medium creatures and have no bonuses or penalties due to their size.

Slow Speed: Due to the twisting of their forms cambion have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Cambion can see in the dark up to 60 feet.

Tainted Birth: Cambion do not count as humans for any effects related to race, but are instead counted as monstrous humanoids.

Guarded nature: Cambion receive a +2 racial bonus to stealth checks and always consider stealth a class skill.

Blood Tainted: Cambion treat their Charisma score as 2 points higher for all sorcerer abilities and spells.

Intimidating: Cambion receive a +2 racial bonus on Intimidate skill checks due to their twisted forms.

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

Languages: Cambion begin play speaking Common. Cambion with high Intelligence scores can choose any languages they want (except druidic and other secret languages).



Alchemist: A surprising number of cambion take up the discipline of alchemy, relishing the destructive potential of its bombs, poisons, and mutagens. With twisted bodies and horrific appearances, many do not fear the potential risks of such experiments.

Barbarian: Cambion barbarians are bloodthirsty and animalistic, often being raised by packs of wild animals after their human parents abandoned them. Others have been adopted into bhriota tribes (who believe they are gifts from the Old Ones) and trained in torturous rituals and tests of combat.

Bard: Cambion bards are rare, or at least unknown, as their deformed appendages and raspy voices do not lend themselves well to the performing arts. Over the years, a few cambion drummers have made the ranks of the vindari army, assisting in combat by keeping cadence for firing and loading drills with muzzle loading guns, along with providing a marching tempo.

Cavalier: Cambion cavaliers are rare, as horses are generally frightened of their presence.

Cleric: The Church of the One True God does not allow cambion among their ranks, as they are viewed as abominations and the physical embodiment of the taint of the Old Ones. Cambion that do take up the faith, are often those who have been adopted into bhriota society and thus worship the Old Ones, often as divine fathers.

Druid: Some cambion left into the wilds to die are adopted by fey creatures or intelligent animals and raised to live in harmony with nature. They often see civilization and imperial expansion as a direct threat to the wilds of Vathak, a threat that needs to be stopped by the land itself.

Fighter: Many cambion living in vindari lands are singled out for martial training because of their intimidating size and appearance. Often forced into first wave shock troops against the Old Ones, cambion who survive these types of conditions are a force to be reckoned with.

Inquisitor: Already intimidating to many races, cambion make natural inquisitors, acting as bodyguards, criminal organizers and enforcers, and monster-hunters (sometimes even acting against their own kin).

Monk: Most cambion monks learn their abilities from vindari humans that sympathize with the creatures. This training is always done in secret, as the Church of the One True God would see this as an act of heresy, punishable by death.

Oracle: Creatures of mystery and omen, cambion oracles are often imposing prophets of doom and destruction,

Cambion Names

Cambion are rarely given traditional human names, except for those who are adopted by the church. Even then, they are often formed by some attribute that can be easily mocked. Cambion found in society on their own is a very unusual thing in the lands of Vathak, and these creatures only give themselves a name once they find someone who wishes to speak it. Many of these poor souls go throughout life without ever being afforded the decency of being given a name.

drawing upon the spirits of the dead, the power of war, or the more violent elements of fire and storm.

Paladin: Cambion paladins do not exist in vindari lands, and the most a cambion could ever hope for is to be a squire or standard bearer for one. Cambion that do follow the One True God and don the mantle of paladin do so in secrecy for fear of death by others of the faith.

Ranger: Forced to live on the fringes of society and fend for themselves, cambion make excellent hunters and scouts, sometimes protecting the very communities that have rejected them in the hope of finding acceptance.

Rogue: Cast out by society, cambion are often forced to be sneaky and steal to survive, and some find that this lifestyle suits them, becoming bandits, burglars, enforcers, and other kinds of cutthroats.


Sorcerer: While wizardry is rare among cambion, sorcery has a brutal simplicity that they can understand and appreciate, making cambion sorcerers prized (and feared) for their abilities.

Summoner: Cambion are outcasts, and hence many gravitate toward the summoner class as a chance to construct beings of perfect loyalty and friendship. Especially in bhriota lands, cambion summoners tend to create eidolons that are as large and horrific as possible.

Witch: Romni society is inherently superstitious, and many cambion that are adopted by them inherit this trait. Cambion witches in vindari society sometimes use their bestial features to enhance their air of intimidating otherness. Even more than other witches, cambion witches find themselves generally regarded with fear and distrust by those who would seek their power, and many take to the road in pursuit of their own mysterious ends.

Wizard: While wizards are extremely rare among the cambion, as their culture has little access to or interest in





books and arcane study, cambion wizards are sometimes found in vindari societies, acting as apprentices to more powerful vindari wizards.

Favored Class Options

The following options are available to all cambion who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Alchemist: Add +1/2 to the alchemist's bomb damage.

Barbarian: Add +1 to the barbarian's total number of rage rounds per day.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cavalier: Add +1 hit point to the cavalier's mount companion. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add a +2 bonus on rolls to stabilize when dying.

Inquisitor: Add a +1/2 bonus on Intimidate checks and Knowledge checks to identify creatures.

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks he can attempt per day.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1/3 on critical hit confirmation rolls made while using smite evil (maximum bonus of +5). This bonus does not stack with Critical Focus.

Ranger: Add +1 hit point to the ranger's animal companion. If the ranger ever replaces his animal companion, the new animal companion gains these bonus hit points.

Rogue: Add +1/3 on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This bonus does not stack with Critical Focus.

Sorcerer: Add +1/2 point of fire damage to spells that deal fire damage cast by the sorcerer.

Summoner: Add +1 hit point to the summoner's eidolon.

Witch: Add +1 skill rank to the witch's familiar. If the half-orc ever replaces her familiar, the new familiar gains these bonus skill ranks.

Wizard: Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.





Dhampir

A dhampir is the child of a vampire father and a human mother. Although their mixed heritage rarely leaves a dhampir embittered, many can find it difficult to call any community home. Humans and vampires move through the world at very different paces and have extremely divergent tastes, neither quite fitting a dhampir's innate preferences and attitudes.

Dhampir Physiology

At first glance, many dhampir are indistinguishable from humans, but upon closer inspection, one notices their otherworldly features. Their ashen skin faintly holds a red flush, and often appears more bruised than rosy. Slightly pointed ears crest beneath their dark hair, and small fangs protrude over their thin lips. But the true clue to their origin lies in the blood red glimmer of their eyes.

Psychology & Society

Long ago the vampire lords ruled over the continent with fear and bloodshed. Their great castles, distant silhouettes against the night fog, gave rise to legends even greater than their wealth and power. The return of the Old Ones and their spawn quickly changed that. The same tombs and crypts the vampires called sanctuary became the daytime hunting ground of the Old Ones, devouring the number of vampires to near extinction. To combat their dwindling race, the vampires began to breed with the humans they once called food.

Often persecuted for their strange appearance and unnatural mannerisms, most dhampir disguise their nature or are forced to live on the fringes or underbelly of civilized society. Although a few dhampir manage to overcome their ancestry and remain good and trustworthy individuals, many follow the dark urges tugging at them, becoming selfish, cruel, and evil as they mature. Those who do not must constantly struggle against thoughts of violence and corruption, seldom knowing the peace that many other good creatures take for granted. With no homelands of their own, and not truly fitting in with either of their parentage, many dhampir roam the countryside eliminating their forefathers, and protecting the humans from the increasing threat of the Old Ones.

Enemies & Allies

A dhampir understands loneliness, and knows that character is often less a product of race than of life experience. Trusted by few, they in turn trust no one, knowing that, no matter their behavior, they'll likely be suspected of wrongdoing as soon as any problem arises in the community. Because of such hard lessons in dealing with other races, Dhampir are suspicious of kindness and almost never trust that a member of another race will remain loyal or friendly once the dhampir's ancestry is known.

Religion

Dhampir have no specific religion of their own, and will either put their faith in the same religion as their human parent, or not have a belief in higher powers at all. The majority of religious dhampir in Vathak follow the One True God, many even willing to act as his chosen warriors against the Old Ones and Vampire Lords.

Dhampir Alternative Racial Traits

Alternate Racial Traits may be selected instead of existing dhampir traits, with each trait selected taking the place of an existing one. You cannot gain traits in excess of your starting total (though some feats may allow you to select more). You can exchange one or several of your character's normal racial traits, but of course, you cannot exchange the same racial trait more than once. Consult your GM before selecting any of these new options.


Dayborn: A few fortunate dhampir were born during the day under the blessings of priests, and their blood has weaker ties to their undead bloodline than others of their kind. Such dhampir are unhindered by daylight and lose the light sensitivity racial trait. This racial trait replaces the spell-like ability racial trait.

Fangs: On occasion, a dhampir may inherit his father's lengthy canines. Whenever the dhampir makes a grapple combat maneuver check to damage an opponent, he can choose to bite his opponent, dealing 1d3 points of damage as if using a natural bite attack. This racial trait replaces the Spell-Like Ability racial trait.

Death Sense: Some dhampir have a keen sense to smell out corpses or those knocking on death's door. This functions like the scent ability, but only for corpses and badly wounded creatures (creatures with 25% or fewer hit points). This racial trait replaces the spell-like ability racial trait.

Seduction: Sometimes a dhampir is gifted with the charm his father used to seduce his mother. If the dhampir





has a Wisdom score of 15 or higher he may use charm person once per day as a spell-like ability (caster level is equal to the dhampir's character level). This racial trait replaces the spell-like ability racial trait.

Dhampir Adventurers

Dhampir are among the most open-minded adventurers to be found. Dhampir share the adaptable and inventive nature of their human parents with the focused savagery of their vampire kin. They often value the skills of other classes equally, although their vampire heritage gives them a slight preference for fighters and rogues.

Alchemist: Dhampir alchemists are quite common. It is a respected profession and one that can be pursued with little regard to the strange appearance or habits of the dhampir. Many of these alchemists are believed to be looking for a cure to their ancestral heritage, and are known for having strange potions and other mysterious alchemical items that are forged from rare materials humans cannot acquire.

Barbarian: While not shying away from combat, the dhampir prefers stealth and calculated attacks over brash and reckless combat. Most dhampir who choose this profession are those driven to a life of solitude and isolation, most often due to the mistrust and alienation from common races which refuse to accept them into their societies.

Bard: Due to the serious nature that each dhampir possesses, those who do become bards tend to sing dreary and sad songs. Each song is a depressing tale of misfortune,



Dhampir Racial Traits

+2 Dexterity, +2 Charisma, -2 Constitution

Senses: Low-light vision and darkvision 60 feet.

Manipulative: +2 racial bonus on Bluff and Perception.

Undead Resistance: Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Light Sensitivity: Dhampirs are dazzled in areas of bright sunlight or within the radius of a daylight spell.

Negative Energy Affinity: Dhampir are alive, but react to positive and negative energy as if it were undead—positive energy harms it, negative energy heals them.

Spell-Like Ability: A Dhampir can use detect undead three times per day as a spell-like ability. The caster level for this ability equals the dhampir's class level.

Resist Level Drain: A Dhampir takes no penalties from energy draining effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.

Languages: Dhampirs begin play speaking Common. Those with high Intelligence can choose any language as a bonus language (except druidic and other secret languages).



betrayal, and mournful ballads to lost loves and unfortunate fates. However, these bards tend to be legendary with their skill with instruments and the clarity of their voices.

Cavalier: The dark nature that the dhampir have inherited from their ancestry tends to make any but the most well trained mounts reluctant to serve these psuedo-vampiric masters.

Cleric: While uncommon, dhampir clerics find that they possess an unequaled power over the summoning and control of the undead. It is common practice to call upon the talents of a dhampir priest in times of plague, undead infestation, and vampire attacks.

Druid: Dhampir have no great love of the lush and vibrant forms of nature. Those among them who adopt this class tend to draw power from decay and the natural cycle of death, and have an affinity towards rats and wolves, a common friend to their vampire kin.

Fighter: When not employed as assassins or thieves, these gracious fighters are often sell-swords, easily finding employment as unseen personal guards and protectors.

Inquisitor: Dhampir inquisitors are not to be crossed. Most are fanatical blood thirsty individuals bent on ferreting out anyone not fully in line with their beliefs. While not all follow this pattern, those who do often become obsessed with the power they gain, especially those under the protection of the Church of the One True God.

Monk: While not of a lawful nature, dhampirs have found the structure and discipline of a monk something to strive for. In adopting this lifestyle, they often attain an inner-peace within their tortured souls.

Oracle: Dhampir oracles are rare, if not unheard of entirely. Those who choose this path are often in the employ of the vindari church, and work hard to conceal their true heritage.

Paladin: While it may be a hard concept to grasp to the majority of the other races, the emergence of paladins from the dhampir is common. These dhampir devote themselves to One True God and become their champions while seeking to redeem the actions of their vampire fathers.

Ranger: Specializing in urban environments, dhampir rangers are at home in the shadowy alleys and maze-like streets of large cities. Acting as wardens and vigilantes to the city districts in which they dwell, they excel at tracking and finding their prey and will often find work as bounty hunters.

Rogue: The very nature and mindset of this race lends itself well in equipping a dhampir with the physical and mental tools needed for stealth, misdirection and thievery.

Dhampir Names

A dhampir typically only uses a given first name that either they choose at adulthood, or their human parents gives them. It is rare that a dhampir will take the last name of their father, but not unheard of.

Male Names:

Abram, Boris, Gavriil, Ivan, Konstantin, Nikolay, Pyotr, Rostislav, Spartak, Timur, Yakov

Female Names: Aleksandra, Anastasia, Calina, Inessa, Katerina, Margosha, Mischa, Nadya, Olya, Zenochka

Sorcerer: Dhampir who find themselves gifted with the innate ability to weave magic marks them as different even amongst a race of different creatures. The appearance of such power among so uncharismatic a race denotes a link to the bloodlines of their vampiric forefathers, a gift that is also viewed as a curse among others of their kind.

Summoner: While not as common as the other arcane arts, dhampir summoners draw upon their link with the negative energy plane and call forth versions of normal creatures infused with negative essence to do their bidding.

Witch: While not judged as harshly as an oracle, a dhampir witch flaunts their power to others of their kind. Infused with a sense of dread mystery, these characters form ties to otherworldly powers through their familiars and seek to gain prestige even though they typically become outcasts among any society.

Wizard: Dhampir wizards covet power. Viewing the intense study required as an investment, dhampir wizards excel in the arcane studies. With an unquenchable desire to obtain new knowledge from books and scrolls, dhampir wizards seek out such learning as a way to separate themselves from the common ilk of their kind.

Favored Class Options

The following options are available to all dhampir who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Alchemist: Add +1/2 on Use Magic Device skill checks.

Barbarian: Add a +1/2 to the bonus from the superstitious rage power.



The Vampire Lords

The Vampire Lords of Vathak have a dark history filled with violence and depravity, an aspect that romni storytellers embellish even more, for the sake of entertainment. The true history of the creatures is even more horrific than their romni slaves dare remember or imagine. Once numbering eleven, the Vampire Lords were given the tasks to: oversee the romni race, guarantee their prosperity, and prevent any threat to their masters—the ancient Nosferatu Kings.

Upon the Nosferatu's return to decades of slumber, the Vampire Lords quickly indulged in their primal instincts. They fed to their un-beating heart's content on the blood of the romni, had grandiose castles built for their pleasure, and sired countless vampire spawn to serve them.

When the vindari appeared in Vathak, the Vampire Lords viewed them as no more of a threat than any human would be and stood back as they spread across Vathak. By the time of the "Great Cleansing," the Vampire Lords were no match to protect against the romni and quickly retreated into hiding or disguising themselves as humans.

It is believed that many of the Vampire Lords were wiped out by the Spawn of the Old Ones, as it was known that many had retreated to the Filth Reaches. If this is true or not, it is uncertain, but know one has claimed to see a Vampire Lord for several hundred years.

If the Vampire Lords still exist and are in hiding, they only fear the awakening of the Nosferatu Kings and the punishment of failing to protect their kingdom, the lands of Vathak.

Bard: Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Cleric: Select one domain power granted at 1st level that is normally usable for a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.

Druid: Add a +1 bonus on Intimidate checks to change a creature's attitude.

Fighter: Add +2 on rolls to stabilize when dying.

Inquisitor: Add +1 on Sense Motive checks Knowledge checks to identify creatures.

Monk: Add +1/3 to the monk's ki pool.

Oracle: Select one Revelation power that is normally usable for a number of times per day equal to 3 + the Oracle's Charisma modifier. The Oracle adds 1/3 to the number of uses per day of that domain power.

Paladin: Add +1 hp to the paladin's lay on hands ability when using it to harm.

Ranger: Add +1/3 dodge bonus to Armor Class against the fetchling's favored enemies.

Rogue: Add +1/3 bonus on Stealth skill checks.

Sorcerer: Add +1/2 to cold spell damage.

Summoner: Add +1 skill rank to the summoner's eidolon.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level he can cast. If the witch ever replaces his familiar, the new familiar knows these bonus spells.

Wizard: Add +1 on caster level checks made to overcome the spell resistance of outsiders.





Romni

The romni are a nomadic people who travel the lands in large caravans. These caravans consist of large, ornately decorated wagons, pets, and livestock. Without a true homeland, the romni forever roam Vathak. Their people are rooted in the histories of the nomads, and they weave enchanting tales of their sordid past. All clans of the romni view the vindari as outsiders, and they view themselves as the free people of Vathak. They live by no rules or common laws except their own. Outsiders view the romni with great suspicion, often considering them to be devil worshippers, witches and cutthroats. Very few people willingly have dealings with them, and they are only openly welcomed in the lands of Sileasia, as these vagabonds bring exotic goods and news from the far reaches of the realms.

Romni Physiology

Romni have tan skin and the unique feature of having mismatched eyes. While the coloration of the right eye can be of any color normal to humans, the left eye of the romni are always a brilliant colored gold. Rumor holds that the romni people owe their freedom to pacts made with powerful hags, and that their golden eye shines as it does to forever remind them of the debts they will eventually have to repay. Their hair color always ranges from darker shades of brown and red to black. They tend to be lithe and very few, save the older members of the race, are ever found to be overweight. Romni men are known for patchy or stringy beards and mustaches, giving them a distinctive look when compared to other humans.

Psychology & Society

Romni are treated very differently treated very poorly by vindari, and are often simply referred to as heretics and vagabonds. These misconceptions are very far from the truth as the romni place a high value upon many of the same things as the other people of this land. Above all, traditional romni place a high value on the belief of extended family and form into clan-like structures. The power structure in these clans places the oldest male or grandfather as the central authoritative figure. Females gain respect and authority mature or by performing notable deeds. Romni social behavior is regulated by a strict code which is kept secret from outsiders. This code, which is respected by all but the most deviant of romni, affects many aspects of their lives. It is applied to all actions, people and things. Placing

importance on things considered strange by the other races of these lands, it focuses on the ideals of spiritual purity in all forms. Many scholars believe that this only further proves the legends of the romni consorting with hags, and that perhaps these laws are an attempt to once again gain the favor of the old faith. Within this code many seemingly normal acts are considered impure, such as the act of childbirth, which must occur outside, beyond the clan's dwelling place.

Enemies & Allies

The Romni are primarily a nomadic society, finding little welcome among the other human peoples of Vathak. They are viewed with extreme prejudice by those who dwell within towns and cities. The term "Wagon Rats" has become a popular insult, and a group of them cannot enter a village without hearing shouts of "Witch!" issued by the children upon the appearance of the elderly romni women. The romni are on uneasy ground with any who claim the "true faith" as their own. Some cities have outlawed their kind from setting foot within the settlement, and they are harassed along the roads on which they travel. However, along the border towns of the Howling Mountains they still find a warm welcome, and in the smaller cities of the south they are encouraged to travel and bring their wares for trade.


Religion

While others of these lands have accepted what the romni refer to as "One True Lie", these people openly pay tribute to the gods of old despite frequent persecution. These myths are told to the romni by the elders of their clans from a very young age. It cannot be proven, but some of these tributes are said to include dark rites and blood sacrifice. Many times the vindari have blamed the disappearance of children from their settlements on the romni. These tales speak of stolen children being cast into large bonfires and burned alive to appease the romni gods.

Romni Alternative Racial Traits

Alternate Racial Traits may be selected instead of existing romni traits, with each trait selected taking the place of an existing one. You cannot gain traits in excess of your starting total (though some feats may allow you to select more). You can exchange one or several of your character's normal racial traits, but of course, you cannot exchange the same racial trait more than once. Consult your GM before selecting any of these new options.





Ambush: Some romni have mastered the art of lying in wait and performing a surprise attack. Against flatfooted opponents, romni gain a +2 bonus on attack rolls. This racial trait replaces the Clan trait.

Lucky Bastard: A few romni seem to have fortune on their side. Either way, they are protected by a combination of luck and... more luck. Every time they would fail a save or skill check which would directly result in their death or destruction, they get to roll again and keep the highest result. This racial trait replaces the Bonus Feat trait.

Silver Tongue: Romni have mastered the art of telling others what they need to hear, blending in amongst foreigners, and disarming their foes with words. The romni gains a +1 racial bonus on Bluff and Diplomacy checks, and they learn one additional language every time they put a rank in the Linguistics skill. This racial trait replaces the Bonus Feat trait.

Integrated: Sometimes survival means laying low and blending in with the locals. Living side-by-side with the vindari have made many romni experts at this. Romni gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks. This racial trait replaces the Clan trait.



Romni Racial Traits

+2 Dexterity, +2 Charisma, -2 Intelligence

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

Normal Speed: Romni have a base speed of 30 feet.

Nomadic: Because of their nomadic lifestyles these people are unable to specialize in any one trade, and are often forced to adapt to different situations. They do not receive an additional skill rank at first level or one additional rank whenever they gain a level.

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

Clan (Ex): Choose one clan from which you originated and apply the following traits to your character.

Talaitha Clan: +2 Racial bonus on Bluff and Diplomacy checks.

Delhain Clan: +2 Racial bonus on Disable Device and Sense Motive checks.


Dequrioa Clan: +2 Racial bonus on Handle Animal and Ride checks.

Brova Clan: +2 Racial bonus on all Craft and Appraise checks.

Krunedorf Clan: +2 Racial bonus on Ride checks. They also gain a +1 Racial bonus to Initiative checks.

Ravca Clan: +2 Racial bonus on Spellcraft and on Knowledge(Arcana).

Languages: Romni begin play speaking romni and Common. Romni with high Intelligence scores can choose any languages they want (except druidic and other secret languages).





Romni Adventurers

It is uncommon for many of the romni people to wander far from their clans. It may be that those who do adventure are criminals within their own societies or have been deemed impure by the elders of the family. The romni that have wanderlust and receive the blessing to depart from their clans are always given special tasks to perform. By their strange codes, those who do interact with outsiders are considered unclean for the remainder of their life. It is typically seen as a sacrifice by the individual who undergoes these quests. From the moment they depart, they are mourned for as if dead.

Alchemist: Romni alchemy has been a part of their culture for as long as anyone can remember. Starting out as an extension of cooking, many of the first romni alchemists were also the caravan's cook. Romni alchemists still practice their arts, but often under a culinary or medical disguise, selling their wares in secret. Most romni alchemists are women and dress in the guise of a cook.

Barbarian: Many romni barbarians still exist in the wilds of Vathak. They chose to forsake their people for freedom instead of suffering under vindari rule. These nomadic people live a life of few luxuries, living off the land and raiding small villages when needed. They hate the vindari, and hope to one day eradicate them from the land. Romni barbarians typically wear layers upon layers of clothing and fur, wearing as many of their possessions as possible.

Bard: Many romni gravitate to the bard class, as storytelling and music are a key part of their heritage. It's typical to find one or two bards in any traveling caravan, and most wandering bards are of romni descent.

Cavalier: Romni cavaliers take the arts of war and gild them with elegance and finesse. Horses have been a part of romni culture since as long as their history has been recorded, and many romni legends tell of the noblest of their kin being gifted reincarnation as horses. Romni cavaliers taught the vindari the art of horsemanship, but not entirely by choice.

Cleric: Romni often feel disconnected from the vindari faith, but many still choose to follow a divine calling that provides a comfortable context in which to engage the vindari in a common faith. However, many romni believe those who take to the Church of the One True God are traitors to the traditions of their people.

Druid: Romni who are uncertain of their place in vindari society frequently abandon it entirely or seek refuge from persecution in the wilds of Vathak. Embracing the connection to nature inherent in their ancestral blood, many find a tranquility in the wilds no society could ever offer.

Fighter: Romni fighters are relatively common, as the art of fisticuffs and wrestling is a staple of their culture. As the

Romni Names

The romni use many names meaningful to their culture. Most male names are an expression of strength or loyalty, while female names are expressions of beauty and mirror the names of precious stones or flowers. The name of each romni bears a great importance to their fate, as each clan believes the individual's actions will forever be remembered by history. A romni which has become exiled from their clan also loses his name to those who once knew him, the name is never allowed to be spoken again by any of their clan.

Male Names: Andrze, Besnil, Bo, Djordji, Emilian, Fekra, Fonso, Gurial, Gududa, Hanzi, Loiza, Luca, Marko, Merikiano, Mihi, Milos, Nicolae, Nicu, Pali, Shandor, Sterna, Tobar, Yoska, Zindo

Female Names: Aisha, Drina, Esmeralda, Fifika, Jaella, Kizzy, Lala, Luludja, Lyubitska, Mala, Mirela, Nadya, Nuri, Simza, Talaitha, Tsurra, Vadma, Viola

threat of the Old Ones increases, more and more romni have been recruited or have enlisted in the vindari army.

Inquisitor: Romni inquisitors are rare, if not non-existent. Although steeped in tradition and superstition, the oppression by the vindari has led them to believe in a freedom deserved by all races.

Monk: Romni monks are more akin to street fighters and brawlers than the disciplined monks of the vindari. But their dedication and training in unarmed combat should not be taken lightly, as the love a good bare-knuckle fight.

Oracle: Romni oracles are common amongst their people, and most romni learn some sort of divination, even if it's just a ruse to earn some extra coin.


Paladin: It's rare that a romni takes up the mantle of paladin, although those who have been recruited by the Church of the One True God or among the ranks of the vindari army might find the faith to take this profession.

Ranger: Romni looking to escape the oppression of vindari society often retreat into the wild, developing a close bond with animals and the chaotic changes of nature.

Rogue: Many romni excel at the roguish arts, and in a way they are part of their heritage. At a young age, many romni are taught to study people and their habits. They subsequently learn to take advantage of the proud or careless vindari.

Sorcerer: Magic runs in the blood of every romni, often manifesting as arcane or fey bloodlines, though other fonts





of sorcerous power often arise. Regardless of their magic sources, romni quickly master their inherited boons.

Summoner: Some romni have a curious fascination with the idea of molding and shaping life, mind, body, and soul. Many even seek to create their eidolons as idealized beings, whether as creatures of uncanny beauty or mind-numbing terror.

Witch: Although banned by the vindari, many romni practice witchcraft as it has always been a cornerstone of their heritage. Romni witches typically practice in secret and only reveal their gifts to family and close friends.

Wizard: Many romni inherit magical talents from their lineage, and will often have a parent or grandparent instruct them early on in the arcane arts. While all schools of magic stand open to them, many gravitate toward spells of explosive power, those that cloak them in mystery, or that otherwise aid in manipulating the world around them.

Favored Class Options

The following options are available to all romni who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Alchemist: Add one extract formula from the alchemist's list to his formula book. This formula must be at least one level lower than the highest-level formula the alchemist can create.

Barbarian: Add +1 to the barbarian's base speed. In combat this option has no effect unless the barbarian has selected it five times (or another increment of five). This bonus stacks with the barbarian's fast movement feature and applies under the same conditions as that feature.

Bard: Add +1 to the bard's CMD when resisting a disarm or sunder attempt.

Cavalier: Add +1 hit point to the cavalier's mount. If the cavalier ever replaces his mount, the new mount gains these bonus hit points.

Cleric: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds +1/2 to the number of uses per day of that domain power.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or sunder attempt.

Inquisitor: Add one spell known from the inquisitor's spell list. This spell must be at least one level below the highest-level spell the inquisitor can cast.

Monk: Add +1 to the monk's base speed. In combat this option has no effect unless the monk has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Ranger: Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with "romni" in its name. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Rogue: Add +1 to the number of times per day the rogue can cast a cantrip or 1st-level spell gained from the minor magic or major magic talent. The number of times this bonus is selected for the major magic talent cannot exceed the number of times it is selected for the minor magic talent. The rogue must possess the associated rogue talent to select these options.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Summoner: The amount of time the summoner must spend to summon his eidolon is reduced by 1 round, to a minimum of 1 round.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level lower than the highest-level spell she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.



Svirfneblin

Sinister in appearance and reputation, the svirfneblin live where no other race would even consider: deep underground. Neighbors to some of the most terrible of the Old Ones' spawn, these quiet and sneaky gnomes must do everything within their power and ingenuity to survive and, luck and skill willing, even thrive. Of a much more somber disposition than any other race found in Vathak, the svirfneblin toil and work, asking for no quarter among their enemies and giving none

Svirfneblin Physiology

Svirfneblin are slightly shorter than normal gnomes, standing a little below three and a half feet tall but otherwise built similarly to their cousins. Most of that build is muscle, however, as the svirfneblin are wiry, with somewhat gnarled limbs. Their skin has the coloration of rock, a grayish beige, in order to blend with their surroundings. Their eyes are of a pale muted color, ranging from gray to clear blue, creating a rather disquieting stare for some surface dwellers. Men are typically bald and women have thin and stringy gray hair. Their clothing is austere and utilitarian, with dark shades of brown or other earth tones prevailing. They adorn themselves with lovingly-crafted gems on special occasions, but such festivals are rare and unpredictable, so they like to keep their best clothes in tucked away in good care for the next festivity.

Psychology & Society

Svirfneblin value hard work, and in their case, it is really hard. Their communities entrench themselves in deep and spacious caves that give them access to their precious mines, which form one of the pillars of their society. Mining is the undying passion of the svirfneblin, it is why they endure all the hardships of their subterranean existence and why they are willing to face some of the vilest enemies in the world. Bent on survival, svirfneblin are nowhere near as sociable as the surface races and are definitely not as friendly. Nobody can blame them when their closest neighbors are more eager to eat them or enslave them. Insular by necessity, they view outsiders with distrust and wariness. Svirfneblin communities resemble city-states, for they are as large as many human cities and are ruled by a king and a queen.

Their spartan way of life divides labor between the sexes, with males in charge of all the mining activities and the community's defense, and females in charge of

managing supplies and tending to fungus crops, fishing and housekeeping. This is a division born of necessity, not prejudice; even the king and queen are subject to this aspect of svirfneblin culture, each sharing power in equal measure and responsible for their gender-assigned tasks.

The svirfneblin make their home in caverns deep underground, where no light can possibly reach. They use magic and craftsmanship to carve their cities out of the living rock and hide the caves and corridors that connect them to the rest of the underground complexes that harbor them. They have little or no contact with other svirfneblin communities because travel between them endangers both, risking exposing them to their countless enemies.

Enemies & Allies

In the past, svirfneblin have not kept stable relations with any other race. However, this xenophobic mindset is quickly changing as the number of horrors continue to grow. Svirfneblin are accepting the fact that they need the aid of the surface dwellers before the fate of the dwarves befalls them as well.

Religion

The svirfneblin have no religion of their own, or if they did have long forgotten the names of those deities. They are not sure if the rumors of the Old Ones being gods are true or not, but the mere possibility is enough to turn them away from traditional worship. Many svirfneblin do praise their ancestors and have festivals to honor the dead.


Svirfneblin Alternative Racial Traits

Alternate Racial Traits may be selected instead of existing svirfneblin traits, with each trait selected taking the place of an existing one. You cannot gain traits in excess of your starting total (though some feats may allow you to select more). You can exchange one or several of your character's normal racial traits, but of course, you cannot exchange the same racial trait more than once. Consult your GM before selecting any of these new options.

Healthy: Svirfneblin gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases. This racial trait replaces Spell Resistance.

Stoneseer: Svirfneblin add +1 to the caster level of any spells with the earth descriptor they cast. Svirfneblin also gain the following spell-like abilities: Constant—*non-detection*; 1/day—*magic stone*, *stone shape*, *stone tell*; caster level equals the svirfneblin's class levels. This racial trait replaces svirfneblin magic.





Deep Warrior: Svirfneblin with this racial trait grew up facing the Old Ones and their spawn that live deep beneath the surface. They receive a +2 dodge bonus to AC against monsters of the aberration type and a +2 racial bonus on combat maneuver checks made to grapple such creatures (or to continue a grapple). This racial trait replaces defensive training.

Surface Survivalist: Some svirfneblin have dwelt so long above ground that they have lost their ability to see at night. However, their adaptation to extreme environments allows them to treat wind conditions (when determining whether or not they are checked or blown away) and either hot or cold climates (choose one) as one step less severe. This racial trait replaces darkvision trait.

Svirfneblin Adventurers

Svirfneblin found alone, far from their communities, are explorers or emissaries, looking for new ways to battle the rising Old Ones' legions and to make allies with the other races. Lone svirfneblin adventurers set out to hunt down and fight their race's enemies, a task considered a great honor and a duty that is becoming ever more needed. They rarely venture above ground and most of the other races don't know how to take these gruff creatures.

Alchemist: Svirfneblin who study alchemy tend to exemplify their race's obsession with caution and survival, always researching an ingredient's properties before mixing it into a concoction. Many svirfneblin brewers dabble in alchemy to better create intoxicating and savory beers, wines, and ales from the fungus and mushrooms they farm.



Svirfneblin Racial Traits

–2 Strength, +2 Dexterity, +2 Wisdom, –4 Charisma

Small: Svirfneblin are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Defensive Training: Svirfneblin gain a +2 dodge bonus to Armor Class.

Senses: Svirfneblin have darkvision 120 ft. and low-light vision.

Skilled: Svirfneblin gain a +2 racial bonus on Stealth checks while underground. They gain a +2 racial bonus on Craft (alchemy) checks and Perception checks.

Stonecunning: Svirfneblin gain a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Spell Resistance: Svirfneblin have SR equal to 11 + class levels.

Svirfneblin Magic: Svirfneblin add +1 to the DC of any illusion spells they cast. Svirfneblin also gain the following spell-like abilities: Constant—nondetection; 1/day—blindness/deafness, blur, disguise self; caster level equals the svirfneblin's class levels.

Languages: Svirfneblin begin play speaking Gnome and Common. Those with high Int scores can choose from the following bonus languages: Draconic, Dwarven, Elven, Giant, Goblin, Orc, or Terran.



Barbarian: Though most think of barbarians as uncultured savages, svirfneblin barbarians tend to come from a necessity to survive and an inner madness born from the horrors of their surroundings. Often, these barbarians have been separated from their own kind and, tired of hiding from the Spawn of the Old Ones, have tapped into an inner rage to battle these horrors.

Bard: Svirfneblin bards are a rare bunch, and often only take up this profession after being around the human races most of their lives. Svirfneblin bards often consider it an important calling to carry news between svirfneblin settlements within large cities, as news that other bards bring tends to be human-centric.

Cavalier: Cavaliers by nature operate in very public ways. Most svirfneblin shy away from such a visible role in the world. Those svirfneblin who do act as cavaliers tend to start as squires for vindari knights. Svirfneblin cavaliers ride war dogs or very small ponies, and are most commonly found in vindari armies or major cities.

Cleric: While svirfneblin embrace the One True God in vindari lands, few have a formal religious calling. Clerics of the svirfneblin race serve as spiritual leaders and elders of settled communities; often venerating their ancestors and those lost due to the uprising of the Old Ones.

Druid: Traveling svirfneblin have many opportunities to witness the beauty and power of nature, something they never witnessed in their underground homelands, and for some the impression is strong enough to turn them to the druidic lifestyle. Such svirfneblin are relatively rare, however, and tend not to belong to druidic orders.

Fighter: Because of their physical weakness compared to humans, svirfneblin favor methods of fighting that require agility. Most svirfneblin who take up arms do so with the hopes that training will help defeat the Old Ones and return them to their homelands.

Inquisitor: Svirfneblin inquisitors are almost unheard of. Those who take up the call are either a part of the Church of the One True God or are fanatics of their heritage and believe svirfneblin should stick to the old ways and not be lured to the side of the humans.

Monk: Svirfneblin monks are relatively rare, as their small size makes them less effective in unarmed combat than larger monks. Svirfneblin who do pursue martial arts training tend to do so because they are enamored with the beauty and grace of the style, and often pick up the art through devotion to the Church of the One True God.

Oracle: None can say who will hold the power of an oracle, but more and more of these mysterious spellcasters

Svirfneblin Names

Svirfneblin are given three names at birth. The first name is a formal name that other svirfneblin use out of respect when addressing each other. The second name is the hearth name, a name only used by friends and family. Second names are not gender specific. The last name is a family name shared among all siblings and immediate family members.

Male Names: Aðalberg, Bergúlfur, Friður, Gunnólfur, Járnaugur, Kristleifur, Rögnvaldur, Styrbjörn, Vilbergur

Female Names: Aðalsteina, Dörfinna, Eyfura, Gíslána, Kolfreyja, Oliwia, Signhildur, Vigfríður

Hearth Name: Atla, Eir, Gefn, Hárr, Jötunn, Líf, Mjöll, Rindr, Ukko

Family Name: Abildgaard, Bergensk, Ehrenskiöld, Hästehufvud, Knagenhjelm, Neergaard, Svanenskiöld, Wadenstierna

are appearing among svirfneblin. This may be due to svirfneblins' willingness to align their worship with that of the vindari, but for whatever reasons, they are a growing force against the Old Ones.

Paladin: Svirfneblin paladins are rarer than svirfneblin clerics, but those who serve as holy knights prove exceptionally brave and dauntless in their calling. Most dedicate their lives to vanquishing the evil of Vathak, performing great deeds that protect their community from terrible outside threats.


Ranger: Svirfneblin make excellent rangers thanks to their agility and their careful natures, which allow them to put wild animals at ease with a little practice. Most svirfneblin rangers are experts at scouting and reporting back to vindari armies.

Rogue: Svirfneblin rogues take many forms, from the stereotypical cut-purses and sneak thieves, to skilled spies in the employ of vindari nobles. Svirfneblin use their size and stealth to full advantage and enjoy the precision it takes to be a successful rogue.

Sorcerer: Svirfneblin sorcerers are not unheard of, but rare among their kind. Most svirfneblin sorcerers attribute their powers to destiny and will to survive and adapt, though any bloodline is possible.

Summoner: Those few svirfneblin who develop the powers of a summoner usually try to pass themselves off as





less exotic spellcasters. They disguise or hide their eidolons to blend in more easily. A svirfneblin summoner's eidolon is often disguised as a common animal, such as a crow or rat.

Witch: The occasional svirfneblin witch can be found in remote areas or communities lacking a cleric or druid, and serves the same role as those kinds of spellcasters.

Wizard: Svirfneblin have no particular aptitude for wizardry, but seem to excel at the arts of illusion. Many svirfneblin wizards are devout students of the subtle arcane schools, such as divination and illusion, though indulging in other schools in order to better battle the Old Ones is not unheard of.

Favored Class Options

The following options are available to all svirfneblin who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add one extract formula from the alchemist's list to the alchemist's formula book. This formula must be at least one level below the highest formula level the alchemist can create.

Barbarian: Add a +1/2 bonus to the barbarian's trap sense.

Bard: Add +1 to the bard's total number of bardic performance rounds per day.

Cavalier: Add +1 to the cavalier's mounted base speed. In combat this has no effect unless the cavalier has selected this reward five times (or another increment of five). If the cavalier ever replaces his mount, the new mount gains this bonus to its speed.

Cleric: Add +1/2 to the cleric's channeled energy total when healing creatures of the animal, fey, and plant types.

Druid: The druid gains energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by +1 (maximum 10 for any one type).

Fighter: Add +1 to the fighter's CMD when resisting a dirty trick or steal attempt.

Inquisitor: Add a +1 bonus on concentration checks when casting inquisitor spells.

Monk: Add +1 to the monk's Acrobatics check bonus gained by spending a point from his ki pool. A monk must be at least 5th level to select this benefit.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1/2 hit point to the paladin's lay on hands ability (whether using it to heal or harm).

Ranger: Add DR 1/magic to the ranger's animal companion. Each additional time the ranger selects this benefit, the DR/magic increases +1/2 (maximum DR 10/ magic). If the ranger ever replaces his animal companion, the new companion gains this DR.

Rogue: The rogue gains a +1/2 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Sorcerer: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Summoner: Add +1 hit point to the summoner's eidolon.

Witch: The witch gains 1/6 of a new witch hex.

Wizard: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.





Vindari

While the vindari race possesses exceptional drive and a great capacity to endure and expand, they also have a tendency to overlook the balance of the world in the name of progress. They are the dominant race within these darkened lands, possessing vast kingdoms, cities and settlements throughout the reach of the realms. As their holdings grew in both size and power, the vindari quickly recognized their rule over the lands, and their rapid expanse drove many of the other humanoid races beyond the borders of this place.

So large is the vindari population that many of them only know of other races through myth or legend. They fill every niche in society and represent a wide spectrum of cultures and ethnic groups. Vindari are the masters of their own nature; it is both their greatest strength and their most fatal flaw. In general, vindari are known for their flexibility, ingenuity, and ambition.

Vindari Physiology

The physical characteristics of vindari are varied; they possess an assortment of skin colors, body types, and facial features. However, traditional vindari have a very specific look, which many use to their advantage in high society and military endeavors. Typical vindari have dark hair and eyes, aquiline noses, swarthy complexions, and are of short-to-medium stature.

Psychology & Society

Vindari society within these realms comprises a multitude of governments, attitudes, and lifestyles. The oldest kingdoms and cultures found in these lands can trace their histories thousands of years into the past. Vindari society seems to be in a state of constant flux as the rulers of kingdoms fragment beneath war or uprisings, and new kingdoms form while others are created from the ruins of old.

Enemies & Allies

With the invasion and conquering of the lands in which they settled, vindari's drive and numbers have placed them into violent contact with many of the other races. During each of the regions territorial expansion and colonization, entire races of humanoids were either persecuted or driven beyond the borders. In all but the rarest of cases, this contact led to war. For a time, dwarves, elves and the other races the vindari encountered fought against the swift changes they

saw happening to their lands, but in the end they accepted the fate that was to befall each of their kind. The vindari of these lands view the other races as unequal, sometimes to the point of open arrogance and unfounded suspicion. The vindari of the kingdoms are swift to forgive and forge alliances with races which offer their allegiance to vindari lords, but quicker still to destroy or exile those who attempt to rebel.

Religion

Vindari are perhaps the most heterogeneous of all the common races, with a capacity for great evil and boundless good. Taken as a whole, most vindari are neutral, yet they tend to congregate in nations and civilizations with specific alignments. Many of the vindari within these lands hold fast to tradition and eagerly worship the religion of the One True God.

Vindari Alternative Racial Traits

Alternate Racial Traits may be selected instead of existing vindari traits, with each trait selected taking the place of an existing one. You cannot gain traits in excess of your starting total (though some feats may allow you to select more). You can exchange one or several of your character's normal racial traits, but of course, you cannot exchange the same racial trait more than once. Consult your GM before selecting any of these new options.


Militia Training: Vindari with this racial trait grew up learning group military tactics. When adjacent to any ally, they cannot be flanked unless the adjacent ally is also flanked. When adjacent to any vindari, they gain a +1 dodge bonus to Armor Class and cannot be flanked at all. This racial trait replaces the Bonus Feat racial trait.

Imperialistic: Vindari believe in the innate superiority of their culture and seek to possess the dominant role in any situation, often leading them to dominating those around them. These vindari add a +2 racial bonus to their Leadership scores, and a +2 racial bonus to opposed Charisma checks. This racial trait replaces the Bonus Feat racial trait.

Hatred: Vindari are taught at an early age to distrust and hate other races, especially humanoid races. Choose two subtypes of humanoids. The vindari now gains a +1 bonus on attack rolls against humanoids of these subtypes. This racial trait replaces the Bonus Feat racial trait.

Formation Fighting: Vindari are required to serve in the military upon reaching their 15th birthday and are quickly trained to fight in formation. Up to two vindari can share the same square at the same time. If two vindari occupying the





same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares. This racial trait replaces the Bonus Feat racial trait.

Vindari Adventurers

Ambition alone drives countless vindari, and for many, adventuring serves as a means to an end, whether it be wealth, acclaim, or social status. A few pursue adventuring careers simply for the thrill of danger, or are forced into active roles through various organizations which employ such types. Sometimes a vindari will find themselves forced into the lifestyle of an adventurer by the actions and outcomes of others.



Alchemist: Vindari that excel in academics are recruited into the Ministry of Alchemical Study, a division of the vindari military specializing in the study and advancement of chemical warfare against the Old Ones. Alchemists that are deployed into active combat typically show signs of unstable personalities and genius aptitudes, lending themselves to high levels of suicidal attacks against the Spawn of the Old Ones. A vindari alchemist wears a common military uniform, a long pocketed regulation coat with a Ministry insignia, and standard-issued goggles.

Barbarian: Vindari barbarians are rare to non-existent. Those of vindari descent who slip into barbarism typically do so out of circumstance and not by life choices. Examples of vindari barbarians are those who are the sole-survivors of plague, have mentally broken from the horrors of the war, or have reverted into a primal state from being deployed into the wilds for extended periods. Vindari barbarians are viewed with extreme prejudice due to their primal ways being similar to those of the Bhriota.

Bard: Bards are an important element to keep morale up during times of war, both for soldiers' and the general population. vindari bards often focus on telling the epic stories of the soldiers victories against the Old Ones, ballads and comedies about the other races of Vathak, and even ancient tales of their ancestors from before their arrival in this cursed land.

Cavalier: Horsemanship is a skill the vindari acquired from the romni, and those with this specialized training always serve or have served in the elite vindari cavalry. A vindari cavalier often wears dark clothing and armor decorated with red trim, a red insignia denoting his rank in the cavalry, and a full helm covering his face.

Vindari Racial Traits

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

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

Normal Speed: Vindari have a base speed of 30 feet.

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

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

Languages: Vindari begin play speaking Common. Vindari with high Intelligence scores can choose any languages they want (except druidic and other secret languages).



Cleric: The vindari worship a single deity, The One True God. And it is considered blasphemous to venerate any other deity. Clerics are taught to push this belief on any non-believers, even by force, and continually remind other vindari of the greatness and wrath of God. Vindari clerics believe the war with the Old Ones is a trial of faith, and the righteous will prevail. Vindari clerics wear ornate robes, decorative hats, and various fanciful vestments in professing their God.

Druid: Druids among the vindari are nearly unheard of, as their culture does not place spiritual importance on nature. Vindari druids have typically been influenced by outside forces or raised by a non-vindari race.

Fighter: The majority of vindari recruited to the military are fighters, and these make up the bulk of the forces fighting against the Old Ones. Those who have already served their required years of military service and can't put down their arms either find work as private guards or mercenaries if they choose not to re-enlist.

Inquisitor: Vindari inquisitors are more feared than any other class, as they have the power of the Church and the king on their side. Inquisitors will use any means necessary to root out those who would stand against the belief in the One True God or speak out against King Greggor, often using extensive torture techniques to reach their goals. They act as judge, jury, and sometimes executioners in their quest. Vindari inquisitors wear long black robes with black hoods covering their faces.

Monk: Trained as part of the Church-controlled branch of the military, vindari monks are warriors of the One True God who have chosen rigorous training and devotion above all other things. Often referred to as the "Hands of God," vindari monks spend their lives in silent prayer and martial training. These monks are often seen only amongst their own kind, or with other members of the Church. They wear a uniform combining that of both the soldier and the priest, of gray color. Their shaved heads always bear the scarred brand of the symbol of the One True God.

Oracle: Vindari consider the gifts of the Oracle to be blasphemous and granted by dark gods. Those who possess these strange powers often keep them hidden for fear of persecution or leave the vindari kingdoms in search of more tolerant communities. Many vindari oracles find acceptance amongst the romni or in fringe communities where vindari peasants are more accommodating.

Paladin: Vindari paladins are the most venerated soldiers in the war against the Old Ones. They represent both military might of the kingdom and the religious ideals of the Church. Many paladins are groomed from the ranks of soldiers who

Vindari Names

The Vorname (forename) is given to a child by the parents shortly after birth, but it is not uncommon to give a child several Vornames. Usually, one of them is meant to be normally used and is called the Rufname (call name). Most surnames or family names (Nachnamen) consist of only one word. All children of a family have to receive the same non-hyphenated Nachname at birth, which may be either the mother's or the father's Nachname (although traditionally it is the father's).

Male Names: Alexander, Dieter, Erik, Franz, Jürgen, Klaus, Marco, Mathias, Niklas, Ralf, Sven, Thorsten, Ulrich, Uwe, Wilhelm, Wolfgang

Female Names: Angelika, Anja, Franziska, Heike, Karolin, Monika, Petra, Sabine, Sophia, Tanja, Ursula, Uta, Vanessa, Yvonne.

Family Names: Bauerstein, Kaiser, Krause, Kruger, Moller, Schulze, Schafer, Richter, Werner

show cunning on the battlefields, and a devout understanding or faith in the One True God's teachings.


Ranger: Rangers are used as scouts by the vindari to easily map out the harsh lands and to lower the possibility of their armies being ambushed. Vindari rangers do not choose their class, but are often recruited from the ranks of criminals or other undesirables. Rangers wear standard military uniforms, long coats, and large brimmed hats.

Rogue: With so many resources being devoted to the war, the vindari nations find themselves with an abundance of rogues. Not only do they make up the many petty thieves and beggars that litter the streets, they are also a highly efficient underground movement working against the vindari government. Those who have been captured and converted to work for the king, often do so as spies and assassins working to keep the noble families in line during this time of crisis.

Sorcerer: The vindari have no records or accounts of sorcerers being born amongst their kind before settling the lands of Vathak. Many believe those born with the gift of magic either have romni ancestors or the taint of the Old Ones running in their veins. Vindari sorcerers often keep their powers a secret or disguise themselves as wizards.

Summoner: The art of summoning is magic stolen from the bhriota by the vindari, and its practice and learning are





fairly new. This specialized training is only received by the brightest and most devout vindari, as the Church believes that only pure faith in the One True God will allow the summoner to control their eidolon and not be tempted to the side of the Old Ones. Vindari summoners wear religious garments of stark white, and a solid white half-mask under their hooded cloaks.

Witch: Any form of witchcraft is considered blasphemy against the One True God. Before settling in Vathak, the vindari had all but eradicated witchcraft in their homelands during the Red Death Inquisitions. During that time it was believed that witches had brought a massive plague to the lands by angering the One True God, and to rectify the situation thousands were drowned, burnt alive, and beheaded. The vindari continued these practices when they discovered such a high rate of witchcraft amongst the romni. The few vindari witches there might exist in secret or far from the watchful eyes of the larger cities.

Wizard: The vindari believe that the art of wizardry falls into the same divine providence as the powers granted to clerics, but vindari wizards are not subjected to the rigorous teachings and prayers expected by the Church. Vindari wizards have even been encouraged to study the magics of other races in order to better equip themselves in the battle against the Old Ones.

Favored Class Options

The following options are available to all vindari who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Alchemist: Add one extract formula from the alchemist formula list to the character's formula book. This formula must be at least one level below the highest formula level the alchemist can create.

Barbarian: Add a +1/2 bonus to trap sense or +1/3 to the bonus from the superstitious rage power.

Bard: Add one spell known from the bard spell list. This spell must be at least one level below the highest spell level the bard can cast.

Cavalier: Add +1/4 to the cavalier's banner bonus.

Cleric: Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders.

Druid: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Fighter: Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.

Inquisitor: Add one spell known from the inquisitor spell list. This spell must be at least one level below the highest spell level the inquisitor can cast.

Monk: Add +1/4 point to the monk's ki pool.

Oracle: Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

Paladin: Add +1 to the paladin's energy resistance to one kind of energy (maximum +10).

Ranger: Add +1 hit point or +1 skill rank to the ranger's animal companion. If the ranger ever replaces his companion, the new companion gains these bonus hit points or skill ranks.

Rogue: The rogue gains +1/6 of a new rogue talent.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must be at least one level below the highest spell level the sorcerer can cast.

Summoner: Add +1 hit point or +1 skill rank to the summoner's eidolon.

Witch: Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Wizard: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.



Other Races of Vathak

Once the lands of Vathak were filled with an abundance of the common races. Elven kingdoms, dwarven mines, and even savage tribes of orc roamed these primal lands. However, time was not kind to these humanoid civilizations as the vindari spread across the land “cleansing” all that stood in their way, or wouldn’t convert to the One True God.

If they managed to escape the vindari expansion, they were forced to live in hiding, many finding refuge in the subterranean Filth Reaches. This sanctuary didn’t last, as the emergence of the Old Ones and their horrific spawn would tear through the remaining races. Faced with fleeing Vathak or becoming food for the Old Ones, the lands were soon no longer home to many of the founding races.

Dwarves

Dwarves from Vathak are almost non-existent, and the ones who have remained in the tainted lands have paid the price of madness. When the Old Ones rose from their slumber beneath the black earth, the dwarven clans were the first to encounter them. Quickly the spawn of the Old Ones ravaged the great dwarven halls. Many of the great clans grew thin of blood and twisted of body from the foul taint of the Old Ones. It is rare that a dwarf was born without visible deformities such as hunched backs, limbs of mismatched sizes, protuberant eyes, and other physical oddities. These marks were unsightly but rarely an impediment to health or physical capabilities. Still, the deformities marked Vathak dwarves as different from other dwarves, hindering their attempts to blend in with other communities and forcing them to accept life as a cambion. While many died, and many more were permanently altered in mind and body, some managed to make their way to the surface. These fortunate few quickly pledged allegiance to the human races and sought sanctuary in their great cities.

Adventuring: Vathak dwarves often leave home to find a better life for themselves or their families. With their communities destroyed and facing treatment as inferior to humans, adventurous dwarves set out to find a more hospitable locations to which they can relocate and rebuild their clans. Sadly, many of these adventuring dwarves abandon their families entirely once they are out in the world and do their best to disguise their own madness in an effort to appear ‘normal.’ A Vathak dwarf may eventually join up with a band of adventurers, hoping his strength and skills

will help his new colleagues overlook his insane ramblings of dark caverns and unspeakable horrors.

Elves

Elves of distant lands are noted for their joyful demeanor and general good humor, but they are no longer so jovial in the tainted lands. Vathak elves have dedicated their lives to the persecution and destruction of the vindari who drove them from their once-sacred homes. These elves each hold a specific grievance dearly, such as their clan home being destroyed, a soul-mate murdered, a family lost, and the pure disgrace their race has suffered. The many atrocities performed by the humans during the “Great Cleansing” period managed to drive thousands of the Vathak elves into the dark domain of hatred. Those who survived have dedicated all the skill and power acquired through their profession to one end only: punishing those responsible for bringing about their suffering.

Adventuring: Vathak elves rarely join multiracial parties, especially if they include a member of one of the human races that attempted genocide on their kind. However, their resentment does not blind them to clever tactics, and they may swallow their desire for retribution if they can reach a more important goal by cooperating. These higher goals always include hurting the interests of vindari humans. Taciturn and always suspicious of his companions’ motives, the elf does not last long in a party if he cannot put aside his distrust, for his attitude is clear and obvious.


Gnomes

Vathak gnomes are disguised as human children. In fact, they have lived in secret as street urchins and orphans in Vathak for a long time, barely noticed by the other races. Many are criminals making good use of the disguise, as a child is ignored or underestimated by most people and can get away with crimes impossible for an adult. Vathak gnomes are serious and focused beneath their juvenile demeanor; they may play at being children, but they are far from innocent.

The purpose of this clandestine existence in Vathak is known only to gnomes. It might be simply a survival tactic to avoid the fate of other races in the tainted lands, or a more devious plot being unfolded as everyone focuses on the threat of the Old Ones.

Adventuring: Vathak gnome adventurers are rare; appearing to be a child might be useful when fooling people, but to most monsters, a child is just particularly tender meat with conveniently short legs. Some gnomes who failed or feared their true identity would be discovered take to the adventuring life, abandoning their disguise except when they need to use it once again. Any group whose activities include numerous undercover missions or clandestine intrigues may benefit from the unique skills of the Vathak





gnome. Most gnomes are initially trained as either rogues or bards, to master the skills of disguise and performance, but after that, they tend to pursue whatever methods of combat will be most surprising when coming from a child.

Halflings

Vathak halflings were all enslaved as punishment for the crimes of the preceding generation against the humans during the great ‘cleansing’ of the land. The punishment was the same for all the halfling survivors – the children were enslaved by the great kingdoms and sold to the highest bidder. The years of harsh labor and brutal punishment shaped their bodies, making them stronger and more resilient than their forefathers, but the Vathak halflings have all but lost any ties to their long heritage. With the rise of the Old Ones it has become too costly to keep and maintain halfling slaves, so many were released and allowed to make whatever life they could. Stronger in some ways than foreign halflings, but much weaker in others, they constantly struggle to adapt to their new found freedom.

Adventuring: Vathak halflings are strong, tough and generally good at taking orders, which means they are quite well cut out for adventuring. The adventuring lifestyle also lets them escape from human culture for a while, giving them a chance to explore their freedom without violating social conventions and landing themselves in even more hot water. Because adventurers tend to be a bit more rough and tumble than the typical human noble, Vathak halflings are also given more latitude in their personal interactions with their partners, who may be willing to help them re-discover halfling history and culture.

Even more importantly, adventuring is a good way to increase wealth and personal ability, two things highly prized by all halflings. In order to achieve a state of grace in the human cities, Vathak halflings will need enough money to rebuild the shattered clans of their families and enough power to cement their hold over whatever territory they choose to take as their own. Though it will be a long and difficult road, adventuring offers the shortest path to redeeming the Vathak Halfling culture.

Half-orcs

Orcs are not native to the lands of Vathak, and thus half-orcs would be considered an abomination to most human races. The other races of Vathak might have had contact with creatures like these in the past, or at least have heard legends. On the best days, typical humans might mistake a half-orc for another race of Vathak. On a bad day, the half-orc might be feared as a spawn of the Old Ones and slaughtered by villagers.

Additional Races

Presented here are a selection of additional races that fit the theme of Vathak and some brief details on how they can be brought into your campaign. With careful planning, it’s easy to integrate a variety of additional races into Vathak that fit your taste and style of play. Always consult your Game Master before choosing a race not detailed as a Core Race for Shadows over Vathak.

Drow: Drow are a dark and sinister version of elves that live below the surface of Vathak in the Filth Reaches. It is assumed these creatures perished with the other subterranean races when the Spawn of the Old Ones first appeared. A select few might have fled their underground home and assimilated themselves in vindari society for survival, much like the svirfneblin.

Fetchlings: Fetchlings fill the same role as their history describes, but in Vathak they might be acting as emissaries, spies, or even serving the needs of a variety of aberrations.

Ratfolk: These small, ratlike humanoids are clannish and nomadic masters of trade. In lands filled with sprawling cities and ancient tombs, ratfolk could easily be found amongst the empires of the vindari and the lands of the romni.

Changelings: With the dwindling number of hags in the realm, changelings could represent a plan for the hags to increase their power in Vathak. Always female, changelings could infiltrate romni society with very little notice.

Nagaji: These snake like humanoids would be an ancient race and a possible ally to the bhriota. Since the insurgence of the vindari and rise of the Old Ones, the nagaji would of most likely gone into hiding, possibly even leaving the mainland for one of the smaller islands in the south.

Strix: Strix in Vathak have an affinity towards crows and ravens, and follow similar patterns as these birds. Found in the high reaches of Vathak mountains, they are worshipped by bhriota tribes, and feared by vindari and romni farmers as they often perform nighttime raids for food.



Random Starting Ages

RACE	ADULTHOOD	SIMPLE	MODERATE	COMPLEX
Vindari	16 years	+1d4	+1d6	+2d4
Romni	16 years	+1d4	+1d6	+2d6
Bhriota	15 years	+1d4	+1d6	+2d6
Svirfneblin	35 years	+4d8	+6d8	+9d8
Dhampir	22 years	+1d4	+1d6	+2d6
Cambion	15 years	+1d4	+1d6	+2d4

Aging Effects

RACE	MIDDLE AGE	OLD	VENERABLE	MAXIMUM AGE
Vindari	40 years	60 years	80 years	+2d20 years
Romni	35 years	50 years	70 years	+2d20 years
Bhriota	45 years	60 years	90 years	+1d10 years
Svirfneblin	105 years	160 years	220 years	+3d10 years
Dhampir	65 years	80 years	120 years	+3d10 years
Cambion	20 years	35 years	50 years	+2d10 years

At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

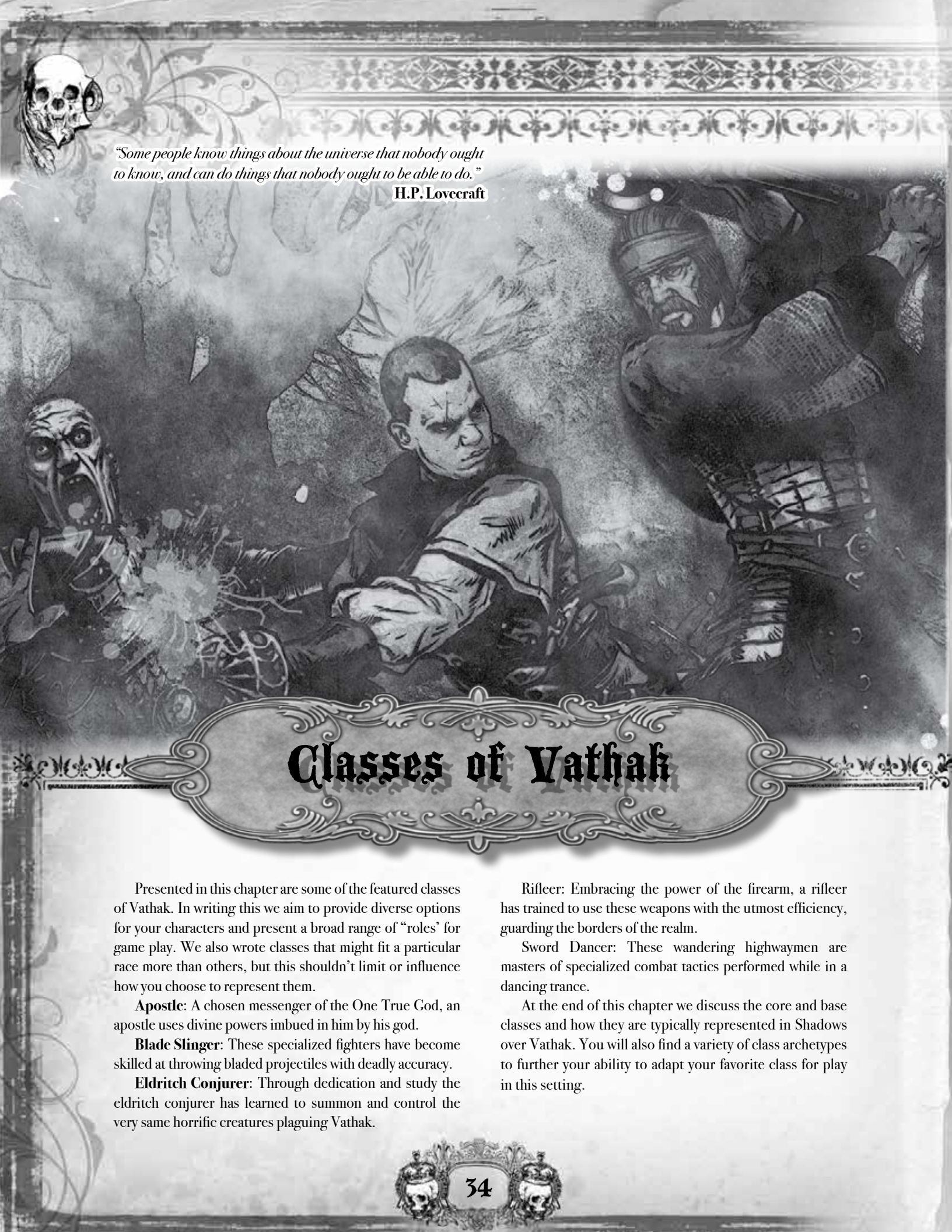
At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

GENDER	BASE HEIGHT	HEIGHT MOD	BASE WEIGHT	WEIGHT MOD
Vindari Male	4' 10"	+2d10	120 lb.	X(2d4) lb.
Vindari Female	4' 5"	+2d10	85 lb.	□ (1d6) lb.
Romni Male	4' 10"	+2d10	120 lb.	□ (2d4) lb.
Romni Female	4' 5"	+2d10	85 lb.	□ (1d6) lb.
Bhriota Male	5' 6"	+2d10	145 lb.	□ (2d4) lb.
Bhriota Female	5' 6"	+2d10	135 lb.	□ (2d4) lb.
Svirfneblin Male	3' 0"	+3d4	35 lb.	□ (1) lb.
Svirfneblin Female	2' 10"	+3d4	30 lb.	□ (1) lb.
Dhampir Male	5' 9"	+3d4	170 lb.	□ (2d4) lb.
Dhampir Female	4' 5"	+2d10	85 lb.	□ (2d4) lb.
Cambion Male	4' 6"	+2d4"	85 lb.	□ (2d4) lb.
Cambion Female	4' 3"	+2d4"	75 lb.	□ (2d4) lb.





"Some people know things about the universe that nobody ought to know, and can do things that nobody ought to be able to do."

H.P. Lovecraft



Classes of Vathak

Presented in this chapter are some of the featured classes of Vathak. In writing this we aim to provide diverse options for your characters and present a broad range of "roles" for game play. We also wrote classes that might fit a particular race more than others, but this shouldn't limit or influence how you choose to represent them.

Apostle: A chosen messenger of the One True God, an apostle uses divine powers imbued in him by his god.

Blade Slinger: These specialized fighters have become skilled at throwing bladed projectiles with deadly accuracy.

Eldritch Conjurer: Through dedication and study the eldritch conjurer has learned to summon and control the very same horrific creatures plaguing Vathak.

Rifleer: Embracing the power of the firearm, a rifleer has trained to use these weapons with the utmost efficiency, guarding the borders of the realm.

Sword Dancer: These wandering highwaymen are masters of specialized combat tactics performed while in a dancing trance.

At the end of this chapter we discuss the core and base classes and how they are typically represented in Shadows over Vathak. You will also find a variety of class archetypes to further your ability to adapt your favorite class for play in this setting.



APOSTLE

To the common people it is often a mystery as to how God works through mortal agents. The apostle is a member of the clergy who has been gifted miraculous powers by The One True God. In turn he has been deemed one of the chosen servants of God within the lands of Vathak by the leaders of the great church. Unlike most holy men that struggle through a lifetime of trials to understand the meaning of their faith, the apostle did not choose to follow God; instead, God has chosen him to be a messenger in these dark times. These divine agents are granted their abilities without choice, selected by The One True God to wield an inner fire that even they do not fully understand. Unlike a cleric, who draws divine magic through a lifetime of devotion, apostles garner strength and power directly from a deity which has selected them to serve as a worthy vessel for their power.

Role: Apostles within Vathak are delivered their divine powers to combat a rising darkness which threatens to engulf all things. As mentioned above, those chosen to receive these divine gifts are far from deserving. These individuals are typically no more than common thieves, murderers, or worse. When asked of how they discovered the presence of their powers, these individuals often recall that they were struck down by The One True God before they were able to commit a sin which would have labeled them as lost souls by the doctrines of God. During this time they describe being afflicted with intense visions of eldritch horrors rising from the broken earth to consume and warp flesh, creatures whose sole goal was to destroy all that remains of the light. It was, as many say, a chance for redemption that could not be refused.

Alignment: Lawful Good

Hit Dice: d8

CLASS SKILLS

The apostle's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the Apostle.

Weapon and Armor Proficiency: Apostles are proficient with all simple and martial weapons, light armor, medium armor and shields (except tower shields).

Spells: An apostle casts divine spells which are drawn from the inquisitor spell list. His alignment, however, may restrict him from casting certain spells opposed to his moral or ethical beliefs. An apostle must choose and prepare his spells in advance. To prepare or cast a spell, an apostle must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an apostle's spell is 10 + the spell level + the apostle's Wisdom modifier. Like other spellcasters, an apostle can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the *Apostle Spells Per Day Table*. In addition, he receives additional bonus spells per day if he has a high Wisdom score.

Domains: All apostles within the setting of Shadows over Vathak follow the church of the One True God and must adhere to the stringent restriction of the imposed alignment of Lawful Neutral. The following rules regarding the choice of alternate domains can be used if a game master wishes to use the apostle character class within a game outside of Shadows over Vathak. An apostle's deity influences his alignment, what magic he can perform, his values, and how others see him. An apostle chooses one domain from among those belonging to his deity. An apostle can select an alignment domain (Chaos, Evil, Good, or Lawful) only if his alignment matches that domain. The domain grants a number of domain powers, dependent upon the level of the apostle, as well as a number of bonus spells. An apostle gains one domain spell slot for each level of apostle spell he can cast, from 1st on up. Each day, an apostle can prepare one of the spells from his domain in that slot. Domain spells cannot be used to cast spells spontaneously. In addition, an apostle gains the listed powers from his domain, if he is of a high enough level. Unless otherwise noted, using a domain power is a standard action.

Orisons: Apostles can prepare a number of orisons, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Prayers: Each apostle draws upon a divine being to grant his powers. At first level the apostle gains the ability to use prayers. Like his divine spells an apostle must choose and prepare his prayers in advance. An apostle gains the use of one lesser prayer upon taking his first level and again each level indicated. Unlike most spell-like-abilities prayers have only a verbal component and so cannot be used if the Apostle is unable to speak for any reason. There are four types of prayers (*Lesser, Moderate, Greater, and True Prayer*), an apostle may not make use of prayers from a given type until



THE APOSTLE

SPELLS PER DAY

Level	BAB	Fort	Ref	Will	Special	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Divine Hymn Lesser Prayer 1/day	4	2+1	—	—	—	—	—
2nd	+1	+3	+0	+3	Healing Hymn	5	3+1	—	—	—	—	—
3rd	+2	+3	+1	+3	Lesser Prayer 2/day	6	4+1	—	—	—	—	—
4th	+3	+4	+1	+4	Hymn of Sermon	6	4+1	2+1	—	—	—	—
5th	+3	+4	+1	+4	Lesser Prayer 3/day	6	4+1	3+1	—	—	—	—
4th	+4	+5	+2	+5	Hymn of Sanctuary	6	4+1	4+1	—	—	—	—
7th	+5	+5	+2	+5	Moderate Prayer 1/day	6	5+1	4+1	2+1	—	—	—
8th	+6/+1	+6	+2	+6	Vengeful Hymn	6	5+1	4+1	3+1	—	—	—
9th	+6/+1	+6	+3	+6	Moderate Prayer 2/day	6	5+1	4+1	4+1	—	—	—
10th	+7/+2	+7	+3	+7	Commune	6	5+1	5+1	4+1	2+1	—	—
11th	+8/+3	+7	+3	+7	Moderate Prayer 3/day	6	6+1	5+1	4+1	3+1	—	—
12th	+9/+4	+8	+4	+8	Holy Incantation	6	6+1	5+1	4+1	4+1	—	—
13th	+9/+4	+8	+4	+8	Greater Prayer 1/day	6	6+1	5+1	5+1	4+1	2+1	—
14th	+10/+5	+9	+4	+9	Hymn of Revelation	6	6+1	6+1	5+1	4+1	3+1	—
15th	+11/+6/+1	+9	+5	+9	Greater Prayer 2/day	6	6+1	6+1	5+1	4+1	4+1	—
16th	+12/+7/+2	+10	+5	+10	Consuming Hymn	6	6+1	6+1	5+1	5+1	4+1	2+1
17th	+12/+7/+2	+10	+5	+10	Greater Prayer 3/day	6	6+1	6+1	6+1	5+1	4+1	3+1
18th	+13/+8/+3	+11	+6	+11	Cause of Righteousness	6	6+1	6+1	6+1	5+1	4+1	4+1
19th	+14/+9/+4	+11	+6	+11	True Prayer 1/day	6	6+1	6+1	6+1	5+1	5+1	4+1
20th	+15/+10/+5	+12	+6	+12	Revelation of Heaven	6	6+1	6+1	6+1	6+1	5+1	5+1

Note: “+1” represents the domain spell slot

he acquires the appropriate level. The DC for any prayer is a Will save (DC 10 + 1/2 the Apostle's level + the Apostle's Cha modifier). The number listed beside each prayer are the total number of times that an apostle may make use of that particular prayer type per day. While the apostle gains access to any prayer of a type he may make use of, he must choose and prepare his prayers in advance. Like his cleric spells, an apostle must have a full nights rest to regain his uses of the prayer ability.

Hymns (Su): The apostle can use this ability to help companions and allies, or to use the word of the One True God as a weapon to hinder his enemies. It is through these verbal proclamations of faith that his god grants boons and power to his chosen servant and any who lend an ear to his messages. Divine Hymns create magical effects on those around him, including himself if desired. The apostle gains the ability to use hymns a number of rounds equal to

3 + his Charisma modifier. At each level after 1st an apostle can use Divine Hymn for an additional 1 round per day. Each round, the apostle can produce any one of the types of Divine Hymn that he knows, as indicated by his level. Starting a Divine Hymn is a standard action, but it can be maintained each round as a free action. Changing a Divine Hymn from one effect to another requires the apostle to stop the previous Hymn and start a new one as a standard action. A Divine Hymn ends immediately if the apostle is killed, paralyzed, stunned, knocked unconscious, unable to speak or otherwise prevented from taking a free action to maintain it each round. An apostle cannot have more than one hymn in effect at one time.

Divine Hymn (Sp): A 1st-level apostle can inspire his allies through his devotion, bolstering them in combat for a cause deemed worthy by the will of his god. To be affected, an ally must be within 30ft of the apostle and be able to able


to hear the apostle's hymn. An affected ally receives a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every five apostle levels thereafter, this bonus increases by +1, to a maximum of +5 at 20th level. Divine hymn is a mind-affecting ability.

Healing Hymn (Sp): An apostle's prayers are devout and through his unyielding faith, he is able to modify the effects of any one item, spell, or spell-like-ability that restores hit points. In addition to the healing offered by the above mentioned source, the effects of the healing are increased by +1 point per apostle level.

Hymn of Sermon (Su): Upon reaching 4th level the apostle gains the ability to deliver a verbal message, speech, or sermon that any creature will hear in their own native language (the apostle gains the effects of a *Tongues* spell). Only creatures within 90 feet, able to see and hear the apostle are affected by this hymn. For every three levels the apostle has attained beyond 1st, he can target one additional creature with this hymn. Each creature within range receives a Will save (DC 10 + 1/2 the apostle's level + the apostle's Cha modifier) to negate the effect. If a creature's saving throw succeeds, that creature become immune to the apostle's sermon ability for 24 hours. If its saving throw fails, the creature stops its actions and become held in place by the conviction of the apostle's words for as long as the apostle continues to maintain the sermon it and becomes fascinated. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks and is flatfooted until the sermon ends. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target automatically breaks the effect. Sermon is an enchantment (compulsion), mind affecting ability. Sermon relies on audible and visual components in order to function.

Hymn of Sanctuary (Su): An apostle of 7th level is able to use the word of his god to produce a divine barrier of protection against the attacks of his enemies. When activating this ability the apostle may choose to bestow its benefits onto multiple targets or a single creature. When used on multiple creatures the apostle may select a number of targets equal to his Charisma modifier and replicate the effects of a *Sanctuary* spell. When used in this way it requires the apostle to use a move action to maintain the effects of this hymn. The saving throw to overcome the *Sanctuary* effect is a Will save (DC 10 + 1/2 the Apostle's level + the Apostle's Cha modifier). If bestowed onto a single creature it creates a glowing light and replicates the effects of a *Sanctuary*





spell save that hostile actions by the warded creature do not break the effects of the *Sanctuary*. When used in this manner this hymn expends 3 uses of the apostle's hymns per day per round it is maintained.

Vengeful Hymn (Su): An apostle of 8th level or higher can use the power of his god's word to inspire or to foster a sense of growing dread in his wicked enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to hear the apostle's Hymn. Each round the target creature receives a Will save (DC 10 + 1/2 the Apostle's level + the Apostle's Cha modifier) to negate the effect of the divine hymn. If a creature's saving throw succeeds, that creature becomes immune to the apostle's Vengeful Hymn ability for 24 hours. If its saving throw fails the target becomes shaken for a number of rounds equal to 1d4 + the apostle's Charisma modifier. A second failed save will cause the shaken creature to become frightened. Finally, a third failed save results in bestowing the panicked condition. The condition persists for the duration of the effect. Vengeful Hymn is a mind-affecting fear effect, and it relies on audible and visual components.

Commune (Su): At 9th level the apostle becomes able to ask his god for guidance. Once per day the apostle gains the use of *Commune* as a spell like ability. Unlike the direct casting of the spell, the apostle need not use material components or a divine focus required in the casting. The answers provided always prove truthful as relayed from the deity's point of view. An apostle that chooses to abandon his god loses access to this ability until he atones.

Hymn of Holy Incantation (Su): Through long study, an apostle has committed powerful holy incantations to memory. By expending 3 uses of his daily allotment of hymns, he may replicate any divine spell of 4th level or lower. In order for this hymn's abilities to have the desired effect he must also "lose" a prepared spell that is not an orison or domain spell in order to cast the desired spell. All other requirements of casting the desired spell (such as components and/or any divine focus) must also be met.

Hymn of Revelation (Su): At 14th level, an apostle can use this divine hymn to compel creatures that are in hiding to reveal themselves. All enemies within 30 feet must make a Will save (DC 10 + 1/2 the Apostles level + the Apostle's Cha modifier). If they fail, they must cease using Stealth, unlock and open doors between themselves and the apostle, and dismiss, suppress, or dispel if necessary any magical effects that grant invisibility or any other form of concealment from the apostle. As long as they can hear the

hymn, affected creatures may not attack or flee until they have eliminated every such effect, though they are freed from this compulsion immediately if attacked. Creatures in the area must make this save each round the apostle continues his hymn. This ability is language-dependent and requires audible components.

Consuming Hymn (Su): At 16th level, an apostle can use this divine hymn to cause creatures he deems evil to burst into a conflagration of divine fire. By expending 3 uses of the apostle's hymns the apostle forces a target enemy of a single chosen type (the creature types are: Aberration, Animal, Construct, Dragon, Humanoid, Fey, Monstrous Humanoid, Magical Beast, Ooze, Outsider, Plant and Undead) within 30 feet to make a Fortitude save (DC 10 + 1/2 the Apostle's level + the Apostle's Cha modifier). Those which failed the saving throw suffer 1d6 damage per two apostle levels as holy sheets of white fire burst from their forms consuming them. Half the damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. Creatures which pass the Fortitude save suffer 3/4 damage (rounded down) from the attack but cannot be the target of the same apostle's Consuming Hymn for another 24 hours. Creatures of the chosen type which failed their saves and remain in the area must make a new save each round the apostle continues this hymn. This ability is language-dependent and requires audible components.

Cause of Righteousness (Ex): At 18th level, the apostle can lift a crowd's emotions and turn them toward a common purpose. The apostle must first start by using his Sermon Hymn before a crowd which he wishes to lead. He must continue using the Sermon Hymn for a minimum of 15 rounds without interruption, at which time he fills them with purpose. Fascinated creatures must make Will saves (DC 10 + 1/2 the Apostle's level + the Apostle's Charisma modifier) to resist. Those who fail are affected by *Mass Suggestion* of a plausible idea that lingers with them for one day. Typical uses of this ability are to spark rebellion, overthrow a wicked noble, build a beneficial structure such as an orphanage or donate money to a cause.

Revelation of Heaven (Ex): At 20th level, an apostle is gifted a secret of the heavens by his deity. The apostle may choose any one **Oracle Final Revelation**. The apostle does not gain any of the other effects associated with the Oracle mystery, but gains all benefits of the Final Revelation.



APOSTLE PRAYERS

LESSER PRAYERS

ARMOR OF CONVICTION

Casting Time: 1 Standard Action

Range: Personal

Duration: 1 hour/level

Saving Throw: none

Spell Resistance: n/a

Once activated this prayer adds a +2 sacred bonus to AC. This prayer's protection increases as the apostle grows in power and providing an additional +1 bonus for every six levels the apostle has gained (maximum +5 sacred bonus at 18th level).

SKIN OF BRONZE

Casting Time: 1 Immediate Action

Range: Close (25 ft. + 5 ft./ 2 levels)

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: yes (harmless)

With this Prayer a single target is granted damage reduction 10/-. The protection lasts only a few fleeting moments, but is long enough to protect the target of this prayer from a single attack. This power must be used before the roll for damage against the target is made.

TONGUES

Casting Time: 1 Standard Action

Range: Personal

Duration: 10 minutes / level

Saving Throw: n/a

Spell Resistance: n/a

The apostle can understand all written and spoken languages as per the *Tongues* spell.

DIVINE SHIELDING

Components: V

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft./ 2 levels)

Duration: 10 minutes / level

Saving Throw: Will negates (harmless)

Spell Resistance: yes (harmless)

Activation of this Prayer grants a single target resistance 5 to one energy type of the apostle's choice. This prayer's protection increases as the apostle grows in power

providing an additional 5 points of resistance for every 5 levels (maximum resistance 20 at 20th level).

DIVINE KNOWLEDGE

Components: V

Casting Time: 1 Standard Action

Range: Personal

Duration: 10 minutes/ level

Saving Throw: None

Spell Resistance: No

Once activated, the apostle may add his Charisma bonus to all Knowledge skill checks.

DIVINE RETRIBUTION

Components: V

Casting Time: 1 Standard Action

Range: Personal

Duration: 1 round/ level

Saving Throw: None

Spell Resistance: No

Once activated the apostle may add his Charisma bonus to all weapon damage rolls.

MARK OF DISFAVOR

Components: V

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Targeted creature

Duration: 1 round / level

Saving Throw: Will partial

Spell Resistance: Yes

With this prayer the apostle marks one of his opponents to receive the disfavor of his god. On a failed save the target takes a penalty equal to the apostle's Charisma score bonus to all attack rolls, saving throws, skill checks, and ability checks. On a successful saving throw this penalty is reduced to a -1 to these checks.

SAVING GRACE

Components: V

Casting Time: 1 Immediate Action

Range: Close (25 ft. + 5 ft./ 2 levels)


Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: yes (harmless)

With this prayer the apostle grants himself or his allies the ability to reroll a failed saving throw with a bonus equal to his Charisma modifier. This ability must be used before





the negative effects resulting in the failed saving throw are revealed. The target of this prayer must take the results of the second roll, even if it is worse.

HEALING HANDS

Casting Time: 1 Swift Action

Range: Personal

Duration: 1 minute/ level

Saving Throw: none

Spell Resistance: no

The apostle gains a +1 per apostle level bonus to all Heal and Diplomacy skill checks.

REST OF THE FAITHFUL

Components: V

Casting Time: 1 Standard Action

Range: Touch

Duration: 8 hours

Saving Throw: Will negates (harmless)

Spell Resistance: yes (harmless)

The apostle places his hand on the target and mutters a short prayer, placing an enhancement upon them. When the target next sleeps a full night's rest (8 hours) he regains hit points as if he had taken 2 days of full bed rest under the effects of Long Term Care (see the Heal skill) and heals a total of 4 hit points per level and 4 ability score points.

SUSTENANCE

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: touched creature

Duration: 24 hours

Saving Throw: Fort negates

Spell Resistance: Yes

The apostle is able to use divine energy to suppress the need for food and water. The apostle may grant the benefits of this prayer to a number of creatures equal to one-half his apostle level. For the next 24 hours these selected creatures no longer need to eat or drink and are immune to the effects of starvation and thirst. In addition the creatures affected by this prayer gain the benefits of the Endurance feat for the duration of the prayer.

MODERATE PRAYERS

LIFE UNWORTHY

Components: V

Casting Time: 1 Standard Action

Range: Touch

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

An apostle takes life from those who are unworthy before the eyes of their god and grants the stolen energy to those in need. The apostle charges his hand with divine energies and makes a single melee touch attack that causes a living creature 1d8 damage per apostle level (maximum 10d8). Following a successful use of this prayer the apostle may cause either himself or one of his allies to heal an amount of hit points equal to the damage dealt. Healing himself is a swift action, healing another willing target is a move action (with a range of touch). The healing provided by this prayer cannot be used to cause damage to undead creatures.

BREAKING DEATH'S GRASP

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

If the target of this prayer has any negative levels that have the potential to result in level loss, he may immediately make a Fortitude save (with a bonus equal to the apostle's Charisma modifier) to remove a number of negative levels from the touched creature equal to the apostle's Charisma modifier. The DC of the Fortitude save to benefit from this prayer is the same as the DC to avoid level loss. If the save succeeds, the target loses a number of negative levels equal to 1/2 the apostle's level. If the save fails, the target keeps the negative level and cannot benefit from this prayer again for 24 hours.

RESTORATIVE TOUCH

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: creature touched

Duration: Instantaneous



Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

If the target of this prayer has suffered from ability damage they may make a Fortitude save (with a bonus equal to the Apostle's Charisma modifier) to remove a number points of ability damage equal to the apostle's Charisma modifier. The DC of the Fortitude save to benefit from this prayer is the same as the DC to avoid the effect which caused the initial ability damage. If the save fails, the target keeps the ability damage and cannot again benefit from this prayer again for 24 hours.

CLEANSING

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: creature touched

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

If the target of this prayer is affected by any of the following conditions: disease (magical or otherwise), poison, paralysis, petrification, polymorph, curse, charm, dominate, or compulsion, he may immediately make a new save (with a bonus equal to the apostle's Charisma modifier) to remove these effects. If the save succeeds the listed effects end immediately. Failure of the saving throw yields no effect and the target cannot benefit from this prayer again for 24 hours. The DC and type of the save is the same as was used to cause the initial effect. The apostle may, if he chooses to, substitute a Heal check in place of the new save. If used to remove a curse, any special requirement listed in the curses description must be met before it can be removed.

HALO OF PROTECTION

Casting Time: 1 Swift Action

Range: Self

Duration: Special

Saving Throw: None

Spell Resistance: No

Once activated the apostle gains the effects of a *Stone Skin* spell using the Apostle's level as the caster level to determine the effects of the spell. Once enough damage has been absorbed to end the effects of the *Stone Skin* spell, the halo shatters into dust and the prayer ends.

TOUCH OF THE CHOSEN

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: creature touched

Duration: 1hr/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of the prayer receives a +2 sacred bonus to one ability score of the apostle's choosing. This bonus improves by +1 as the apostle attains 12th level and each four levels beyond 12th (to a maximum of +5 at 20th level). No creature may benefit from this prayer more than once in any 24 hour period.

GREATER PRAYERS

DIVINE INTERVENTION

Components: V

Casting Time: 1 Immediate Action

Range: Close (25 ft. + 5 ft./2 levels)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An apostle may call upon this prayer just as he or one of his allies are struck by an attack or spell. Calling on the celestial power of his God to spare the victim from the wounds suffered, all the inflicted damage of the attack or spell (the total damage including all modifiers) is halved (this is applied before any damage reduction or resistance is applied). This Prayer may be invoked after any attack or spell penetration roll conformation.

FAITH'S FREEDOM

Components: V

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Targeted creature

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This prayer grants the target the effects of a *Freedom of Movement* spell.





SPELL RESISTANCE

Components: V

Casting Time: 1 Standard Action

Range: Touch

Effect: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

Once activated this prayer grants the target a Spell Resistance of 10 + the apostle's level.

TRUE PRAYERS

CALM THE STORM

Components: V

Casting Time: 1 Immediate Action.

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 spell or attack.

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Using the power of his god, the apostle is able to completely negate all damage from a single attack or spell. For area effect spells the damage is stopped at its source and so negates the damage for every target. Any secondary effects that require the target to fail a save are also ignored. This prayer has no effect on any attack or spell that cannot deal damage. Because this prayer requires calling on the power of the gods directly it cannot be used more than once per round. This prayer must be used before any save or damage roll but may be invoked after any attack or spell penetration roll confirmation.

DIVINE VIGOR

Components: V

Casting Time: 1 Swift Action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: 1 willing ally

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

With this prayer the apostle wills either himself or an ally to act. The target of this prayer may immediately take a standard action. For example, an apostle could use this prayer to interrupt an enemy spell caster by granting an ally

an action that is then used to attack the spell caster, if the attack is successful it would then force the caster to make a caster check or lose the spell. Once affected by this prayer the target cannot be affected again until after 24 hours have passed.

RAISE DEAD

Components: V

Casting Time: 1 minute

Range: Touch

Effect: Dead creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

With this prayer the apostle is able to bring the dead back to life. The apostle can raise a creature that has been dead for no longer than one minute per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw. Coming back from the dead is an ordeal. The subject of the spell loses one level (or 1 Hit Die) when it is raised, just as if it had lost a level or a Hit Die to an energy-draining creature. If the subject is 1st level, it loses 2 points of Constitution instead (if this would reduce its Con to 0 or less, it can't be raised). This level/HD loss or Constitution loss cannot be repaired by any means. A raised creature has a number of hit points equal to its current Hit Dice. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of raising the subject, but magical diseases and curses are not undone. While the spell closes mortal wounds and repairs lethal damage of most kinds, the body of the creature to be raised must be whole. Otherwise, missing parts are still missing when the creature is brought back to life. None of the dead creature's equipment or possessions is affected in any way by this spell. A creature that has been turned into an undead creature or killed by a death effect can't be raised by this spell. Constructs, elementals, outsiders, and undead creatures can't be raised. The spell cannot bring back a creature that has died of old age. Once affected by this prayer the target cannot be affected again until after 24 hours have passed.



Blade Slinger

Blade slingers have forged name for themselves within the lands of Vathak as deadly warriors. Far more than the mere thugs or paltry acts they are often thought to be, these skilled warriors reveal the true deadliness of their craft by turning thrown weapons into implements of death. Skilled at throwing bladed weapons such as knives, daggers and even longswords, they have earned respect among the various peoples of Vathak. Many of the romni are taught these skills from a very young age, and through others who have befriended such people that this combat style has adapted to other cultures.

Role: The blade slinger excels at close ranged combat. While their expertise with specific weapons and methods may seem limiting, they are able to inflict a great deal of damage to foes, and are mobile enough to position themselves in advantageous locations amid the field of battle. Their abilities grant them a wide variety of tactics, and few can match their speed in combat. A blade slinger adventures for a number of reasons. They make excellent mercenaries and are not opposed to hiring out their skills to the highest bidder. Some simply wish to make a name for themselves in the lands of Vathak.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The blade slinger's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the blade slinger.

Weapon and Armor Proficiency: Blade slingers are proficient with all simple and martial weapons and with shuriken. They are proficient with light and medium armor, but not with shields.

Guile (Ex): At 1st level, the blade slinger may add his Charisma or Intelligence modifier (whichever is higher)

as a dodge bonus to his AC and all initiative checks. This ability functions only while the blade slinger wears light armor or no armor and is unencumbered.

Flick of the Wrist (Ex): At 1st level, a blade slinger gains the Quickdraw feat. In addition, the blade slinger ignores the penalties associated with throwing a weapon or object which isn't listed as a thrown weapon under its entry (although he still suffers the penalty for throwing weapons that are not sized for him). He uses his Strength or Dexterity (whichever is higher) to determine the damage modifier with any thrown weapon or item.

Bonus Feats: At 2nd level, and at every 5 levels thereafter, a blade slinger gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, sometimes also called "fighter bonus feats."

Evasion (Ex): At 3rd level, a blade slinger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the blade slinger is wearing light armor or no armor. A helpless blade slinger does not gain the benefit of evasion.

Guarded Throw (Ex): A blade slinger's reflexes and skill increase his ability to fight effectively with his ranged thrown weapons while in close quarters. Starting at 4th level, the blade slinger no longer provokes attacks of opportunity for using thrown ranged weapons.

Thrower Adept (Ex): At 5th level, the blade slinger gains the ability to throw multiple weapons with his first attack. When making a full attack and using small thrown weapons (light weapons, darts, shuriken, and possibly other small weapons subject to the Game Master's approval), he may throw two such weapons when making his first attack. If the attack hits, all of the thrown weapons of this attack hit. Apply precision-based damage (such as sneak attack) only once for this attack. If the attack is a critical hit, only damage from the first weapon is multiplied. Damage bonuses from a high Strength or Dexterity score apply to each weapon. Damage reduction and resistances apply separately to each weapon.

Striking Stand (Ex): A blade slinger who has been knocked prone can, as part of the move action used to stand, make an attack against a single target. If this attack hits, the blade slinger doesn't provoke an attack of opportunity from the target of this attack when he stands. This ability works only if the blade slinger wears light armor or no armor and is unencumbered.



THE BLADE SLINGER

Level	BAB	Fort	Ref	Will	Special
1st	+1	+0	+2	+0	Guile, Flick of the Wrist
2nd	+2	+0	+3	+0	Bonus Feat
3rd	+3	+1	+3	+1	Evasion
4th	+4	+1	+3	+1	Guarded Throw
5th	+5	+1	+4	+1	Thrower Adept
6th	+6/+1	+1	+4	+1	Striking Stand
7th	+7/+2	+2	+5	+2	Bonus Feat, Skilled Strike
8th	+8/+3	+2	+5	+2	Precise Strike
9th	+9/+4	+2	+6	+2	Improved Evasion
10th	+10/+5	+3	+6	+3	Greater Thrower
11th	+11/+6/+1	+3	+7	+3	Far Throw
12th	+12/+7/+2	+4	+8	+4	Bonus Feat
13th	+13/+8/+3	+4	+8	+4	Dead Eye
14th	+14/+9/+4	+4	+9	+4	Piercing Wound
15th	+15/+10/+5	+5	+9	+5	Master Thrower
16th	+16/+11/+6/+1	+5	+10	+5	Threatening Focus
17th	+17/+12/+7/+2	+5	+10	+5	Bonus Feat
18th	+18/+13/+8/+3	+6	+11	+6	Increased Blade
19th	+19/+14/+9/+4	+6	+11	+6	Honed Throw
20th	+20/+15/+10/+5	+6	+12	+6	Supreme Thrower

Skilled Strike (Ex): At 7th level, the blade slinger becomes quite skilled in the art of throwing weapons and other items. When determining the damage dealt by a thrown weapon, the blade slinger adds 1-1/2 times his Strength or Dexterity modifier (whichever is higher).

Precise Strike (Ex): When attacking an opponent no more than one size category smaller than himself, a blade slinger of 8th level may make a ranged touch attack rather than a normal ranged attack. At 13th level, this ability allows the blade slinger to make ranged touch attacks against creatures up to two size categories smaller than himself. At 18th level, a blade slinger may target any creature, regardless of its size category, as a ranged touch attack.

Improved Evasion (Ex): At 9th level, a blade slinger's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. Improved Evasion can be used only if the blade slinger is

wearing light armor or no armor. A helpless blade slinger does not gain the benefit of improved evasion.

Greater Throw (Ex): At 10th level, the blade slinger gains the ability to throw three small thrown weapons when making a full attack action. This ability functions like the blade slinger's thrower adept ability with the exception of throwing three small-sized weapons rather than two.

Far Throw (Ex): At 11th level, the range increment of the blade slinger's thrown weapons increases by 10 ft. At 15th level, the range increment increases by 15 ft., and at 19th level, it increases by 20 ft.

Dead Eye (Ex): The blade slinger becomes adept at striking vital points. At 13th level, the critical multiplier for any ranged weapon thrown by the blade slinger increases by 1 (i.e., a hand axe becomes x3 instead of x2).

Piercing Wound (Ex): At 14th level, the blade slinger gains the ability to cause his thrown weapons to become deeply lodged into the flesh of living creatures, causing

them to suffer bleed damage. This attack causes the target an additional amount of bleed damage equal to the weapon's base damage (e.g. 1d4 points of bleed from a dagger). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Alternatively, the target of this attack may elect to use a move action to remove the weapon and stop the bleed damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess. A blade slinger can use this ability a number of times per day equal to 3 + his Dexterity modifier.

Master Thrower (Ex): At 15th level, the blade slinger gains the ability to throw four small thrown weapons on the first attack when making a full attack. This ability functions like the blade slinger's Thrower Adept ability with the exception of throwing four small sized weapons rather than two.

Threatening Focus (Ex): At 16th level, the blade slinger's prowess with thrown weapons has grown so great that he gains the benefits of the Critical Focus feat with any thrown weapons for which he has Weapon Focus.

Honed Throw (Ex): The blade slinger has perfected his ability to inflict damage with thrown piercing weapons. Whenever the blade slinger deals damage with a piercing weapon, the damage die is increased by one step (e.g. a medium dagger would deal 1d6 damage instead of 1d4).

Supreme Throw (Ex): At 20th level the blade slinger gains the ability to throw five thrown

weapons when making a full attack action. This ability functions like the blade slinger's Thrower Adept ability, with the exception of throwing five small sized weapons rather than two.





ELDRITCH CONJUROR

While many who dabble in the arcane become adept at beckoning monsters from the farthest reaches of the planes, none are more skilled at commanding the dark powers which haunt the lands of Vathak than the eldritch conjuror. This practitioner of the forbidden arts is skilled at summoning the maddening forms of these unspeakable creatures. At later levels an eldritch conjuror is sent a servitor from beyond the stars, this creature gains power as the eldritch conjuror learns more of the secrets of the beyond. As the eldritch conjuror's mind erodes, his spells and abilities grow, and he begins the process of transformation into one of the outsiders from which he draws his powers.

Role: Eldritch conjurors spend much of their time exploring the forbidden summoning and dark arcane arts. While part of their power comes from boons of the entities which plague these lands, they also gain power from arcane study much like a wizard. Gaining spells through the study of dusty tomes and forgotten places of power, they are as hungry to gain power as the Old Ones are to consume the lands of Vathak.

Alignment: Any non-good

Hit Die: d6.

CLASS SKILLS

The eldritch Conjuror's class skills are Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the eldritch conjuror.

Weapon and Armor Proficiency: Eldritch conjurors are proficient with all simple weapons. Eldritch conjurors are also proficient with light armor. An eldritch conjuror can cast spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an eldritch conjuror wearing medium or heavy armor, or using a shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A

multiclass eldritch conjuror still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells (Su): An eldritch conjuror casts arcane spells drawn primarily from the summoner spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, an eldritch conjuror must have an Intelligence score equal to at least 10 + the spells level. The Difficulty Class for a saving throw against an eldritch conjuror's spell is 10 + the spell level + the eldritch conjuror's Intelligence modifier. Like other spellcasters, an eldritch conjuror can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the eldritch conjuror **Spells per Day Table**. In addition, the conjuror receives bonus spells per day if he has a high Intelligence score. An eldritch conjuror's selection of spells is extremely limited.

An eldritch conjuror begins play knowing four 0-level spells and two 1st-level spells of his choice. The eldritch conjuror also gains the *Summon Monster* spell as a free known spell at each level it becomes available. At each new eldritch conjuror level, he gains one or more new spells, as indicated on the eldritch conjuror **spells known table**. (Unlike spells per day, the number of spells an eldritch conjuror knows is not affected by his Intelligence score; the numbers of spells known are fixed).

These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the eldritch conjuror has gained some understanding of through study. Upon reaching 4th level, and at every even-numbered level (6th, 8th, and so on), an eldritch conjuror can choose to learn a new spell in place of one he already knows. In effect, the eldritch conjuror loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. An eldritch conjuror may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level. Like a sorcerer, the eldritch conjuror need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Spontaneous Summoning (Su): An eldritch conjuror can channel stored spell energy into summoning spells that he hasn't prepared ahead of time. He can "lose" a prepared spell in order to cast any summon monster spell of the same level or lower of the lost spell.



THE ELDRITCH CONJUROR

SPELLS PER DAY

Level	BAB	Fort	Ref	Will	Special	0	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Glimpse of Beyond, Eldritch Summons	3	2	-	-	-	-	-
2nd	+1	+0	+0	+3	Resist Insanity's Embrace	4	2	-	-	-	-	-
3rd	+2	+1	+1	+3	Profane Idol	4	2	2	-	-	-	-
4th	+3	+1	+1	+4	Blasphemous Pact	4	3	2	-	-	-	-
5th	+3	+1	+1	+4	Forbidden Knowledge	5	3	2	2	-	-	-
6th	+4	+2	+2	+5		5	3	3	2	-	-	-
7th	+5	+2	+2	+5	Insane clarity	5	4	3	2	2	-	-
8th	+6/+1	+2	+2	+6	Aura of Madness	5	4	3	3	2	-	-
9th	+6/+1	+3	+3	+6	Mad Certainty	5	4	4	3	2	2	-
10th	+7/+2	+3	+3	+7	Forbidden Knowledge	5	5	4	3	3	2	-
11th	+8/+3	+3	+3	+7	Madness Empathy	5	5	4	4	3	2	2
12th	+9/+4	+4	+4	+8		5	5	5	4	3	3	2
13th	+9/+4	+4	+4	+8	Aberrant Anatomy	5	5	5	4	4	3	2
14th	+10/+5	+4	+4	+9	Fractured Mind	5	5	5	5	4	3	3
15th	+11/+6/+1	+5	+5	+9	Forbidden Knowledge	5	5	5	5	4	4	3
16th	+12/+7/+2	+5	+5	+10	Aberrant Form	5	5	5	5	5	4	4
17th	+12/+7/+2	+5	+5	+10		5	5	5	5	5	4	4
18th	+13/+8/+3	+6	+6	+11	Insane Certainty	5	5	5	5	5	5	5
19th	+14/+9/+4	+6	+6	+11		5	5	5	5	5	5	5
20th	+15/+10/+5	+6	+6	+12	Transcendence	5	5	5	5	5	5	5

Eldritch Summons (Su): When an eldritch conjuror casts any summon monster spell, he summons an “aberrant” version of the creature chosen from the appropriate list. For example, by casting summon monster V, he could summon an pseudonatural dire lion. This adds the “pseudonatural” template. If the selected creature would normally be celestial or fiendish, the pseudonatural template replaces that template.

Glimpse of Beyond (Ex): At first level the eldritch conjuror is cursed with a glimpse of the madness that is the far realm, and gains a +2 bonus on Knowledge (planes) and another Knowledge of his or her choice. Furthermore, the eldritch conjuror gains this bonus on all Diplomacy checks when dealing with aberrations and outsiders (this bonus is also applied to all the eldritch conjuror's Empathy of Madness rolls.)

Insanity's Embrace (Ex): Starting at 2nd level, an eldritch conjuror gains a +2 bonus on all saving throws

against the spell-like and supernatural abilities of outsiders or aberrations.

Profane Idol (Sp): At 3rd level, the eldritch conjuror forms a powerful bond with an object delivered to him by the Old Ones. This bond takes the form of a graven idol that is delivered by a servant of the Old Ones to the eldritch conjuror during a powerful dream. This dream occurs during the first full night's rest the eldritch conjuror receives after reaching 3rd level. Upon waking from the dream the idol is firmly clutched in his hands. Once obtained in this fashion, the idol grants the eldritch conjuror abilities based on the chosen idol type chosen from the following list. In addition to its granted powers a profane idol can be used once per day to cast any one spell that the eldritch conjuror is capable of casting. The profane idol is made of a sickly colored stone and cannot be destroyed by any means short of a Limited Wish, or Miracle spell.

Blasphemous Pact (Ex): At 4th level, an eldritch conjuror enters into a pact with the elder powers of chaos





to call a creature to serve him. This ability functions like the druid animal companion ability, except that the eldritch conjuror's effective druid level is equal to his eldritch conjuror level - 3. An eldritch conjuror may gain any of the animals listed on the druids Animal Companions section. In addition to the abilities granted by this class feature the animal companion also gains the pseudonatural template. This creature is a bound servant summoned from beyond the realm of space and time that serves the eldritch conjuror's every command. Unlike a druid, the eldritch conjuror cannot willingly release the creature from service and may only gain a new servant if the creature is destroyed. Gaining a new servant requires the eldritch conjuror to perform a dark ceremony requiring 24 uninterrupted hours of prayer and a sacrifice to appease the Old Ones. This sacrifice requires the killing of an intelligent creature (typically a humanoid) whose hit dice are equal to or greater than the hit dice of the newly summoned pseudonatural animal companion's. This dark ritual must be performed in an area under the effect of a *Desecration* spell.

Forbidden Knowledge (Ex): At 5th, 10th, and 15th level, an eldritch conjuror gains a bonus feat. At each such opportunity, he can choose a Metamagic feat, or an Item Creation feat. The eldritch conjuror must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels.

Insane Clarity (Ex): As a servant of strange and maddening gods, the eldritch conjuror is a bit unhinged and in times of stress may call upon his insanity to great effect. As an immediate action the eldritch conjuror may gain an insight bonus to a single attack roll, saving throw, or skill check equal to their intelligence modifier. At 6th level, he can use this ability once per day.

At 11th level, he can use this ability twice per day. At 17th level, he can use this ability three times per day.

Mad Certainty (Ex): At 7th level, the eldritch conjuror's belief in the power of entities beyond the reach of normal space and time lends him an unnatural understanding of the horrors which he now controls. This understanding takes the form of a +2 bonus to his Intelligence score. This madness is not without



THE ELDRITCH CONJUROR SPELLS KNOWN

Level	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	-	-	-	-	-
2nd	5	2	-	-	-	-	-
3rd	5	3	-	-	-	-	-
4th	6	3	1	-	-	-	-
5th	6	4	2	-	-	-	-
6th	7	4	2	1	-	-	-
7th	7	5	3	2	-	-	-
8th	8	5	3	2	1	-	-
9th	9	5	4	3	2	-	-
10th	9	5	4	3	2	1	-
11th	9	5	5	4	3	2	-
12th	9	5	5	4	3	2	1
13th	9	5	5	4	4	3	2
14th	9	5	5	4	4	3	2
15th	9	5	5	4	4	4	3
16th	9	5	5	4	4	4	3
17th	9	5	5	4	4	4	3
18th	9	5	5	4	4	4	3
19th	9	5	5	4	4	4	3
20th	9	5	5	4	4	4	3

cost, as the eldritch conjuror must also select one of his other statistics in which to apply a -2 penalty. However, constantly dwelling on such things is mentally corrosive, and the eldritch conjuror's mind begins to fracture. He develops a phobia against a specified kind of creature type other than Aberration or Outsider. To determine the creature type the eldritch conjuror must roll a d10 to determine the creature type from the following table. When dealing with the chosen creature type he suffers a -2 penalty to all saving throws, attack rolls, and Charisma-based skill and ability checks in regards to those creatures.

Aura of Madness (Su): At 8th level, an eldritch conjuror can emit a 30-foot aura of madness for a number of rounds per day equal to the eldritch conjuror's level. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. These rounds do not need to be consecutive.

Madness Empathy (Ex): Through the eldritch conjuror's dark studies, he has begun to understand the nature of the creatures of the far realm and can attempt to influence their actions. Using the forbidden knowledge of the elder gods, he can command aberrant creatures and outsiders, making them into his servants. As a standard action he can expend a 3rd level spell slot to attempt to enslave an aberration within 30 feet. This creature receives a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 his caster level + his Intelligence modifier. An aberration that fails its save falls under his control, obeying commands to the best of its ability, as if under the effects of Control Aberration spell. The aberration receives a new saving throw each day to resist this effect. He can control any number of aberrations, so long as their total Hit Dice do not exceed his eldritch conjuror level.

Fractured Mind (Su): Close contact with creatures of the Far Realm has left their foul mark upon the sanity of





rdio	Mad Certainty Phobia
1	Animal
2	Construct
3	Dragon
4	Humanoids
5	Fey
6	Monstrous Humanoids
7	Magical Beasts
8	Ooze
9	Plant
10	Undead

* When rolling to determine the second phobia granted by the Insane Certainty class feature reroll any results that would indicate a phobia of the same creature type.

the eldritch conjuror. Whenever the eldritch conjuror is required to make a will saving throw he may instead make two will saving throws and take the better of the results. At 12th level, he can use this ability once per day. At 16th level, he can use this ability twice per day. At 20th level, he can use this ability three times per day.

Aberrant Anatomy (Ex): An eldritch conjuror's body becomes truly unnatural. His proximity to the aberrant creatures which grant him power has begun a process of his transformation from humanoid into something else. He has a 25% chance to ignore any critical threat. In addition, he gains blindsight with a range of 60 feet and damage reduction 5/-.

Aberrant Form (Ex): An eldritch conjuror's body becomes a truly unnatural thing, and takes on further aspects of the horrors which he controls. He now has a 50% chance to ignore any critical threat against him. In addition, he is under the constant effect of a See Invisibility spell and has his damage reduction increased to 10/-.

Insane Certainty (Ex): At 14th level, the eldritch conjuror's connection with the sane world undergoes another radical shift as his madness grows. The eldritch conjuror gains another +2 to his intelligence score. The eldritch conjuror must again also select another statistic in which to apply a -2 penalty. The eldritch conjuror also rolls an additional creature type to which he develops a phobia (see Mad Certainty). When dealing with the chosen creature types the eldritch conjuror suffers a -4 penalty to all saving throws, attack rolls, and Charisma based skills and ability checks.

Aberrant Transcendence (Su): At 20th level the eldritch conjuror, though long association with alien entities and intensive study of insane secrets, transcends his mortal form and becomes an aberration altogether. His type changes to "outsider", which means (among other things) that he is no longer affected by spells that specifically target humanoids. Upon achieving transcendence, the eldritch conjuror's appearance undergoes a radical physical change, usually growing a mass of tentacles, extra eyes, or other strange additions or substitutions. The Eldritch Conjuror's gains full immunity to critical hits, the benefit of being under the effects of a True Seeing spell and his damage reduction increases to 15/-.

Profane Idols

Worshiped by the savage bhriota cults, these gods are venerated and worshiped through human sacrifice and other disturbing rites. These idols are images of the beings which the bhriota believe are currently imprisoned within the deep and forgotten places of the earth, eagerly awaiting the time of their release.

Each idol grants the eldritch conjuror the bonus feat, skill bonuses, and spell-like-ability listed under the chosen idol entries. In addition, whenever he casts a conjuration (summoning) spell, he increases the duration by a number of rounds equal to 1/2 his eldritch conjuror level (minimum 1). At 20th level, he can change the duration of summon monster spells to permanent. He can have no more than one summon monster spell made permanent in this way at one time. If he designates another summon monster spell as permanent, the previous spell immediately ends. An eldritch conjuror must hold the profane idol when attempting to use the spell-like-ability granted, but otherwise need only have it on his person to gain the other benefits granted by the idol. If an eldritch conjuror ever has his profane idol stolen from him, a curse is delivered onto him by the blasphemous powers that he worships. Until he recovers the idol an eldritch conjuror suffers the effects of a Doom spell.

IDOL OF TEL'ECOTH

This foul black stone idol is webbed with gray veins of silver. The image upon its form features an alien treelike creature whose trunk is crowned with a swarming mass of tentacles ending in toothy maws and a great many rows of milky dead eyes.

Bonus Feat: Toughness

Skill Bonus: +4 profane bonus to all Survival Skill checks.





Granted Power

Damning Touch (Sp): The eldritch conjuror can cause a creature to become shaken as a melee touch attack. This effect persists for a number of rounds equal to $\frac{1}{2}$ the eldritch conjuror level (minimum 1). Creatures shaken by this ability radiate an aura of evil, as if they were an evil outsider (see detect evil). At 8th level this causes the target to instead become frightened, at 13th level it causes the target to become panicked instead. Multiple touches do not stack, but they do add to the duration. The eldritch conjuror can use this ability a number of times per day equal to 3 + his Intelligence modifier.

IDOL OF KA'SOCROTHA

Revered as the worm of disease this blue stone idol takes the form of a mass of coiled, writhing tentacles and alien appendages cannibalizing themselves. It is a hard thing to discern, yet in the center of the sculpture you can almost make out what looks to be the form of a humanoid face.

Bonus Feat: Great Fortitude

Skill Bonus: Gain a gain a +2 bonus on Knowledge (dungeoneering) and Survival checks made while underground.

Granted Power

Ray of Putrefaction (Sp): The eldritch conjuror can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. The ray deals 1d6 points of acid damage/per every two eldritch conjuror levels he possesses. The target of this attack must also make a Fortitude saving throw DC (10 + $\frac{1}{2}$ the eldritch conjuror level) or become nauseated for 1 round. He can use this ability a number of times per day equal to 3 + his Intelligence modifier.

IDOL OF ORTHU'MECH

This dark red idol is feared by those who journey across the vast oceans of these lands. A twisting, ropy-tentacle mass studded with misshapen human appendages rises from an unfolding maw. Rather than teeth, each fleshy fold is filled with the images of human tongues lapping in the center of the slimy squirming disk.

Bonus Feat: Improved Initiative

Skill Bonus: The eldritch conjuror gains a +4 bonus on Swim checks and Aquan as a bonus language.

Granted Power

Call of the Deep (Ex): The eldritch conjuror gains a swim speed of 30 feet. At 9th level, he gains the amphibious special quality and develops a fatty layer that grants a +2

natural armor bonus and resist cold 5. When immersed in water, he gains a blindsense of 30 feet. At 15th level, he gains a swim speed of 60 feet and blindsense of 60 feet in water.

IDOL OF YECH'NITHS

Known as the faceless one, this midnight hued idol smells of sulfur and smoke. The image of a gaunt bat-winged, armless toad with tentacles instead of a face anoints this stone. It's skin appears to be rotting and in places along its facade, seemingly tearing their way out from within its stomach and spilling the forms of large maggots covered in human faces.

Bonus Feat: Lighting Reflexes

Skill Bonus: The eldritch conjuror gains a +4 bonus on Fly checks and Auran as a bonus language.

Granted Power

Profane Ascendant (Ex): The eldritch conjuror gains energy resistance 5 Lightning. At 9th level, his energy resistance increases to 10. At 15th level, he gains a Fly speed of 60 ft.





RIFLEER

As shadows spread throughout the lands, the rifleer emerged as the first line of defense against the ancient evils that awoke. Technology such as the long rifle is uncommon to all but the wealthiest in Vathak. Yet many of the barons and lords that control the fiefdoms which comprise their holdings see the wisdom in embracing the power of firearms as weapons for the standing armies that serve them. With the arrival of the Spawn of the Old Ones, many of the lords have turned to these trained individuals to serve as guardsmen for their lands and borders. These mercenaries act as agents for such wealthy lords, serve as couriers for important messages and undertake other tasks in these dangerous times.

Role: The rifleer's combat skills allow him to inflict substantial damage to a specific enemy, taking full advantage of any opportunities opened by his fellows that might allow him to make full use of his exacting shot and other abilities. Rifleers are rampant wherever there is an abundance of technology. Their weapons make them able to support or work in any sort of group, or even alone if needed. A rifleer works best when there's someone on the front lines, holding their opponents at bay. Dexterity is an important attribute for a rifleer, improving both his accuracy and defenses. Wisdom is also an important statistic for the rifleer, as it determines the number of times per day that a rifleer can make use of his trick shots. Any race can take up arms and fight as a rifleer, though races with a natural affinity for ranged combat are most often drawn to this path.

Alignment: Any.

Hit Dice: d10

CLASS SKILLS

The rifleer class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the rifleer.

Weapon and Armor Proficiency: Rifleer are proficient with all simple and martial weapons, and with all firearms. They are proficient with light and medium armor, but not with shields.

Gunsmith: At 1st level, a rifleer gains a vindari long rifle as his starting weapon. His starting weapon is battered, and only he knows how to use it properly. All other creatures treat his gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The rifleer also gains Gunsmithing as a bonus feat.

Exacting Shot (Ex): Rifleer are trained to be able to strike their enemies from unexpected angles, even in the chaos of a melee. If a rifleer can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital area for extra damage. The rifleer's attack deals extra damage anytime his target is considered flat-footed or would be denied a Dexterity bonus to their AC. This extra damage is 1d6 at 1st level, and increases by 1d6 every three rifleer levels thereafter. Should the rifleer score a critical hit with an exacting shot attack, this extra damage is not multiplied. This attack can count as an exacting shot attack only if the target is within 50 feet.

Favored Target (Ex): Through his encounters with the various enemies of his kingdom, the rifleer has unmatched experience in combating these creatures and has an extensive understanding of their anatomies and behaviors. At 1st level, a rifleer selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A rifleer may make Knowledge skill checks untrained when attempting to identify these creatures. At 6th level and every six levels thereafter (12th and 18th level), the rifleer may select an additional favored target. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2. If the rifleer chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the ranger's favored enemy table. If a specific creature falls into more than one category of favored enemy, the rifleer's bonuses do not stack; he simply uses whichever bonus is higher.



THE RIFLEER

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+2	+0	Exacting Shot +1d6, Favored Target, Gunsmith
2nd	+1	+0	+3	+0	Unshakable, Trick Shot
3rd	+2	+1	+3	+1	Watchful Eye
4th	+3	+1	+3	+1	Exacting Shot +2d6
5th	+3	+1	+4	+1	Deceptive Shot, Trick Shot
6th	+4	+1	+4	+1	Long Rifle Training, Favored Target
7th	+5	+2	+5	+2	Close Fire, Exacting Shot +3d6,
8th	+6/+1	+2	+5	+2	Lighting Reload, Trick Shot
9th	+6/+1	+2	+6	+2	Flanking Fire
10th	+7/+2	+3	+6	+3	Exacting Shot +4d6
11th	+8/+3	+3	+7	+3	Trick Shot
12th	+9/+4	+4	+8	+4	Covering Fire, Favored Target
13th	+9/+4	+4	+8	+4	Exacting Shot +5d6,
14th	+10/+5	+4	+9	+4	Trick Shot
15th	+11/+6/+1	+5	+9	+5	Improved Long Rifle Training
16th	+12/+7/+2	+5	+10	+5	Exacting Shot +6d6
17th	+12/+7/+2	+5	+10	+5	Trick Shot
18th	+13/+8/+3	+6	+11	+6	Piercing Shot, Favored Target
19th	+14/+9/+4	+6	+11	+6	Exacting Shot +7d6
20th	+15/+10/+5	+6	+12	+6	Long Rifle Mastery, Trick Shot

Unshakable (Ex): Having seen the rise of the darkness nearly consume their kingdoms, these warriors are nearly unshakable in their resolve at repelling the creatures of madness. At 2nd level, a rifleer gains a bonus equal his Constitution modifier on all Will saving throws made to resist fear and mind-affecting effects.


Trick Shots (Ex): Starting at 2nd level, the rifleer may make use of a variety of ranged combat abilities called trick shots. At 2nd level, a rifleer may select two trick shots of his choice. Every 3 levels thereafter, the rifleer gains knowledge of an additional trick shot. Upon reaching 8th level, and every three levels thereafter, a rifleer may also replace one trick shot that he knows with another for which he qualifies, losing the old trick shot in exchange for the new one. If a rifleer is damaged while activating a trick shot, he must succeed on a Concentration check with a DC of 10 + damage dealt (using his Wisdom modifier as his effective casting ability)

or lose the effect of the trick shot and waste the use of this ability. No more than one attack per round can be declared a trick shot. Any activation listed as “swift” may be included as any one attack during a standard or full round attack action. Whenever a trick shot allows for a saving throw to reduce or negate the effect, the DC of this saving throw is 10 + 1/2 the rifleer’s level + his Wisdom modifier. A rifleer can make a number of trick shots per day equal to half his rifleer level plus his Wisdom modifier.

Watchful Eye (Ex): A rifleer’s battlefield training to locate targets has heightened his ability to perceive other things as well. When he reaches 4th level, the rifleer adds half his class level to all perception checks.

Deceptive Shot (Ex): Upon reaching 5th level, rifleer can take advantage of their ability to quickly target foes, catching them off guard and flat-footed. The rifleer may use the feint action to deny a target its Dexterity bonus to AC





against the rifleer's next ranged attack, provided the rifleer is within 50 feet of the target. The rifleer can feint with a firearm as move action. If the rifleer has Improved Feint, they may make the feint attempt as a swift action instead of a move action. At 11th level, the rifleer may make a feint attempt with this ability as a swift action (or a free action if he possesses the Improved Feint feat).

Long Rifle Training (Ex): At 4th level, a rifleer gains the benefits of the Weapon Specialization fighter feat when using a firearm. This bonus applies to all of the rifleer's ranged firearm attacks and to any melee attacks made with butt or handle of his firearm.

Close Fire (Ex): A rifleer's reflexes and skill increase his ability to fight effectively with his ranged weapon even while at close quarters. Starting at 7th level, he no longer provokes attacks of opportunity for using ranged weapons in melee.

Lightning Reload (Ex): Through expert training and skill, the rifleer is able to reload his firearm with lightning speed. At 8th level, the rifleer is able to reload his weapon as a move action rather than a standard action. This ability acts as the Rapid Reload feat. If the rifleer also possess the Rapid Reload feat, he is instead able to reload his weapon as a free action.

Flanking Fire (Ex): Rifleer are able to coordinate their attacks to take advantage of the chaos upon the battlefield. At 9th level, a rifleer's ranged attacks count as melee attacks for the purposes of determining flanking bonuses with allies.

Covering Fire (Ex): At 12th level, a rifleer can use a full-round action to gain a +2 dodge bonus to Armor Class until the start of his next turn. Until the beginning of his next turn, the rifleer threatens an area within 30 feet. During this time, the rifleer may make a ranged attack of opportunity against any target within 30 feet which takes an action that would provoke an attack of opportunity. If the rifleer becomes flat-footed or is denied his dexterity bonus to AC against a creature (such as from being the target of a successful feint attempt), he no longer threatens that creature.

Improved Long Rifle Training (Ex): A rifleer of 15th level gains the benefit of the Greater Weapon Focus and Improved Critical feats when using a firearm. These bonuses apply to all of the rifleer's ranged firearm attacks and to any melee attacks made with butt or handle of his firearm.

Piercing Shot (Ex): A rifleer's proficiency with his weapon makes him a threat to multiple targets upon the field of battle. At 18th level, if the rifleer's ranged attack reduces a creature to fewer than 0 hit points, the round continues forward to strike another creature directly behind the initial target. This effect is treated as a line attack; the rifleer may

immediately make a second attack roll against an opponent directly behind the first target with a -5 penalty to hit. If this attack hits, it deals the standard long rifle damage to the new target. This secondary attack does not gain any of the benefits or extra damage of the rifleer's exacting shot or trick shot.

Long Rifle Mastery (Ex): A rifleer's skill with his long rifle is unmatched. At 20th level, the rifleer no longer suffers a penalty for range and can make use of his exacting shot from long range. His critical threat range with his long rifle increases to a range of 17-20.

TRICK SHOTS

BARRAGE OF FIRE

Activation Time: 1 full round action

As a full round action, the rifleer can make any number of ranged attacks (up to the maximum number of attacks granted to him by his base attack bonus and/or any extra attacks granted to him by spell effects such as haste) against separate targets, all at his highest attack bonus. During this attack, he may reload his weapon as a free action. No two of the targeted creatures may be more than 15 feet apart. A rifleer must be at least 8th level before selecting this trick shot.

BLINDING SHOT

Activation Time: 1 standard action

If this attack hits, the struck foe must succeed on a Reflex save or become blinded for 1d4 rounds. A creature with more than two eyes might not be notably affected until a significant number of its eyes are damaged, subject to the game master's discretion. A rifleer must be at least 5th level to select this ability.

BULL SHOT

Activation Time: 1 swift action

If this attack hits, the struck foe is subjected to a bull rush attempt, using the rifleer's class level + his Dexterity modifier in place of his normal CMB.

CONCUSSION SHOT

Activation Time: 1 standard action

If this attack hits, the struck foe must succeed on a Fortitude save or take 1d4 points of temporary Charisma, Intelligence, and Wisdom damage. Damage inflicted by this ability is restored after one hour of rest, or eight hours after applied, whichever comes first. A rifleer must be at least 8th level before selecting this ability.

CRIPPLING SHOT

Activation Time: 1 swift action

If this attack hits, the struck foe must succeed on a Reflex save or be crippled until it receives sufficient healing (whether natural or magical) to completely heal the damage the attack dealt. While crippled, all of a creature's forms of movement

that are not derived wholly from a magical effect are halved, the creature loses the benefit of Evasion or similar class features, and it is treated as flat-footed until healed (a creature with Improved Evasion is treated as having Evasion while crippled).

DAZING CRITICAL

Activation Time: 1 standard action

The target struck by this attack must succeed on a Fortitude save or be dazed for $1d_4+1$ rounds. A rifleer must be at least 14th level before selecting this ability.

DAZING SHOT

Activation Time: 1 standard action

If this attack hits, the struck foe must succeed on a Fortitude save or be dazed for one round. A rifleer must be at least 5th level before selecting this ability.

DEFLECTING SHOT

Activation Time: 1 immediate action

The rifleer may use this trick shot whenever he would be subject to a non-magical ranged attack. He may immediately make an opposed attack roll with a ranged weapon against the incoming attack. If his attack roll surpasses the attack directed at him, it is deflected harmlessly aside. The rifleer cannot deflect projectiles sized for creatures more than two size categories larger than himself with this ability. The rifleer must be at least 11th level before selecting this ability.

HEAD SHOT

Activation Time: 1 standard action

If this attack hits, the struck foe must succeed on a Fortitude save or take $1d_6$ points of Intelligence damage. A rifleer must be at least 8th level before selecting this ability.

HEART SHOT

Activation Time: 1 standard action

If this attack hits, the struck foe must succeed on a Fortitude save or take $1d_6$ points of Constitution damage. A rifleer must be at least 8th level before selecting this ability.

MAIMING SHOT

Activation Time: 1 swift action

If this attack hits, it inflicts an additional $6d_6$ points of damage. A rifleer must be at least 14th level before selecting this ability.

PRECISION SHOT

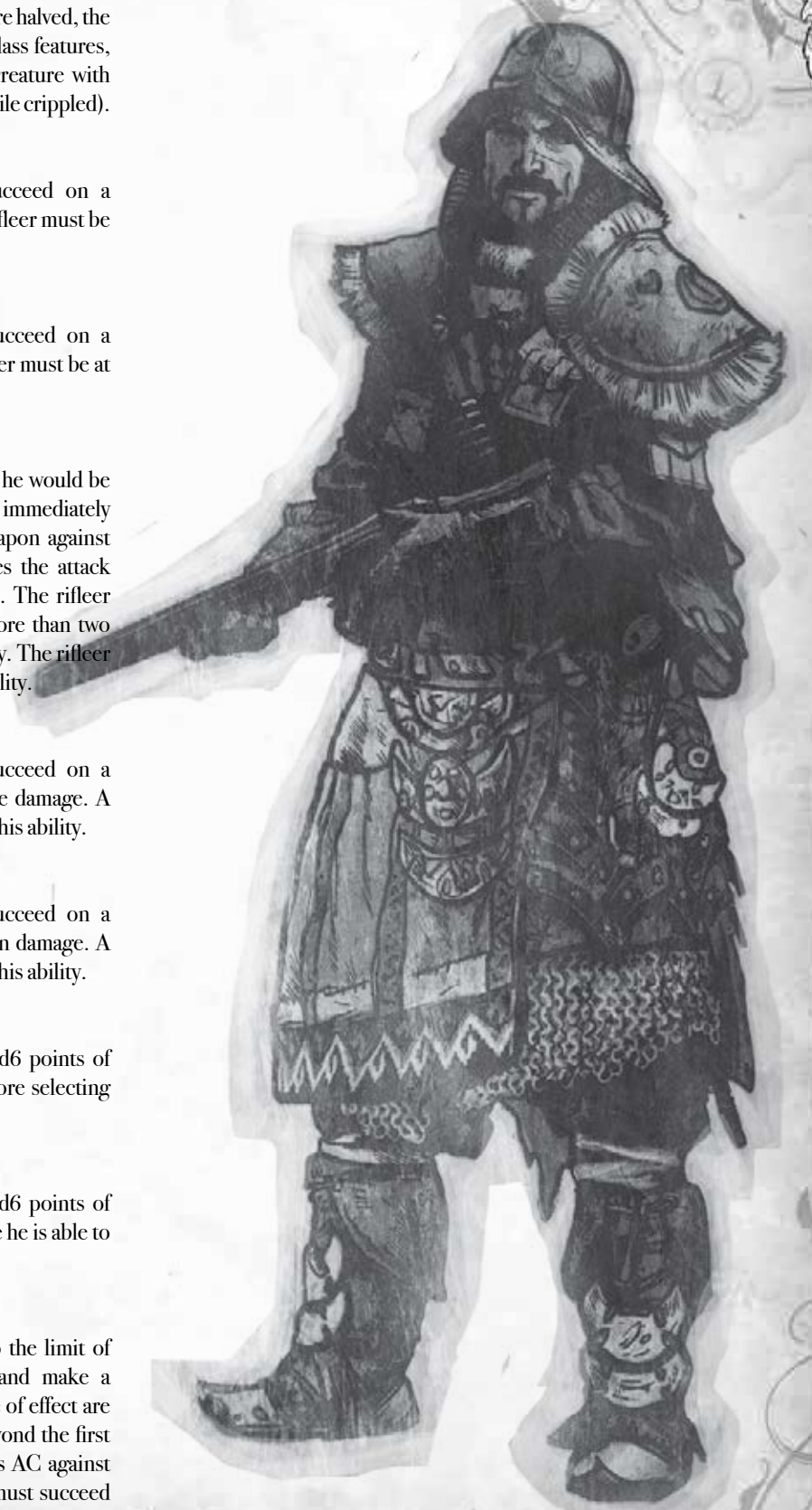
Activation Time: 1 swift action

If this attack hits, it inflicts an additional $3d_6$ points of damage. A rifleer must be at least 8th level before he is able to select this ability.

PUNCTURING SHOT

Activation Time: 1 standard action

As part of this trick shot, draw a line up to the limit of the rifleer's weapon's first range increment and make a single attack and damage roll. All foes in the line of effect are subjected to your attack, though each target beyond the first gains a cumulative +2 circumstance bonus to its AC against this attack. Each creature struck by this attack must succeed





The Academy of Arms

Though the nation of Grigoria functions as a spiritual center for the Church of the One True God, it is also the center of an industrial revolution. The great foundries of Dragomir are the oldest and greatest factories in Vathak to produce black powder weapons and heavy war machines. With the rise of the Old Ones, this steel city now works throughout the year to try and produce enough new weapons to combat the unearthly creatures that the nation now faces. It is here that the fame of the Rifleer has been forged.

The Academy of Arms has been responsible for some of Grigoria's most stunning advancements in the fields of weapon development and tactical warfare. The Academy's founder was the legendary gunsmith and forge-master Dragomir Delthsmith. The weapons produced by his engineers range from the deadly Hellmouth Cannon to the Cavalry Carbine.

Each year only a handful of hopeful students are accepted to attend this prestigious school, most selected by vindari generals from amongst the bravest of his soldiers. Students at the school come from a wealthy or noble backgrounds, for the price of training can cost thousands of gold pieces. This creates a high demand for their services with only a limited number of available instructors at any one time.

The soldiers that display an interest and talent for mathematics, metal crafting or an exceptional skill in the use of firearms may be given a scholarship. Once the intense month long course is over, any exceptional students are personally extended an offer to remain enrolled for further studies or returning home. For those who leave after the basic instruction, they are then deployed to one the numerous vindari outposts throughout Vathak. Once there they become a Sargent of Arms, and will go on to lead a small group of soldiers. Those who accept the additional term of study are given advanced instruction gain access to a host of new trickshots, academy based feats and new tactics.

on a Reflex save or gain the bleed condition, taking damage at the start of each of their turns equal to the rifleer's Dexterity modifier. This bleeding continues until a bleeding foe receives magical healing or benefits from a Heal check (DC 20 + the rifleer's Dexterity modifier) to stop the bleeding. A rifleer must be at least 17th level before selecting this ability.

RENDING SHOT

Activation Time: 1 swift action

If this attack hits, it inflicts an additional 4d6 points of damage. A rifleer must be at least 11th level to select this ability.

RICOCHET SHOT

Activation Time: 1 standard action

When using this trick shot, the rifleer makes a single ranged attack roll. Regardless of whether the attack succeeds or not, the attack ricochets to a second target within one range increment of the original target, with a -2 penalty to the attack roll. This second target must be within a 90-degree angle of the original target relative to yourself. The rifleer may use this trick shot to reflect attacks around corners by targeting walls or other obstacles, though a target benefits from total concealment if you cannot see them in some way.

SAVAGE SHOT

Activation Time: 1 swift action

If this attack hits, it inflicts an additional 8d6 points of damage. A rifleer must be 17th level before selecting this ability.

STEADY SHOT

Activation Time: 1 swift action

If this attack hits, it inflicts an additional 2d6 points of damage.

STUNNING CRITICAL

Activation Time: 1 standard action

If this attack hits, the target must succeed on a Fortitude save or be stunned for one round. If the attack results in a critical threat, the rifleer may forgo confirming the threat to extend the duration of the stun to 1d4 rounds. A rifleer must be at least 17th level before selecting this ability.

STUNNING SHOT

Activation Time: 1 standard action

If this attack hits, the target must succeed on a Fortitude save or be stunned for one round. A rifleer must be at least 14th level before selecting this ability.

SURE SHOT

Activation Time: 1 standard action

Funneling every ounce of concentration into a single perfect shot, the rifleer sights and fires. The rifleer makes a single ranged attack, which deals double damage and ignores one form of AC bonus of his choice (armor, dexterity, dodge, natural armor, etc). If the attack hits, the struck foe must succeed on a Fortitude save or be or be slain instantly. A rifleer must be 20th level before selecting this ability.



SWORD DANCER

For some within Vathak, there is faith that the rising evil will be destroyed once and for all the balance of the lands will once again be restored. With each passing day many of these people watch as the will of the corrupted Church of the One True God taints everything it touch, while the lands are taken by darkness and the will to survive is crushed from the common people who fight against their cursed existence. The sword dancers are outcasts, nomads within all societies and they consider themselves above the imposed laws of any kingdom and for many years have activity and openly opposed the vindari. Many of these lone wanderers are outlaws of the vindari kingdoms who have had a bounty placed upon their heads, claiming they are of the romni decedents descendents of the fallen romni houses, fighting against tyrannical vindari rule. It is only now, in this most desperate of times have these warriors put away their ancient grudges and taken up arms to fight against the spreading shadows.

Sword dancers possess a secret knowledge of battle, special techniques which are taught to them by others of their profession. Through this knowledge, they are taught the methods of battle which allow them to enter into a trance-like state called a sword dance. While in this trance they are granted the ability to perform amazing combat feats in the name of their cause.

Role: Sword Dancers excel in a form of mobile combat which allows them to strike a foe and move like a reaping wind. At higher levels they gain the ability to become an unstoppable force while within a sword dance, turning the speed of their strikes into different stances which can deflect arrows, weapon strikes and even reflect spells onto casters.

Alignment: Any non-lawful.

Hit Die: d10

CLASS SKILLS

The sword dancer's class skills are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis) and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the sword dancer.

Weapon and Armor Proficiency: Sword dancer are proficient with all simple and martial weapons. They are proficient with all light and medium armors but not with any type of shields.

Sword Dance (Ex): A sword dancer can call upon their strength and focus to allow them to enter into a battle dance which grants them powerful combat abilities. Starting at 1st level, a sword dancer can enter this dance for a number of rounds per day equal to 3 + their Wisdom modifier. At each level after 1st, he can increase the duration of this dance for 2 additional rounds. A sword dancer can enter a dance as a move action. The total number of rounds that the sword dancer can dance per day is renewed after resting for 8 consecutive hours.

While in a dance, a sword dancer gains a +2 bonus to Dexterity, as well as a +2 morale bonus on mind-affecting Will saves. While in a dance, a sword dancer cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Intimidate, and Ride) or any ability that requires concentration. The sword dancer only gains the use of this ability (and its bonuses and access to sword dance powers) while he wears light or medium armor and is unencumbered. A sword dancer can end the dance as a free action and is fatigued afterward for a number of rounds equal to twice the number of rounds spent in the dance. A sword dancer cannot enter a new dance while fatigued or exhausted but can otherwise enter a dance multiple times during a single encounter or combat. If a sword dancer falls unconscious, the dance, as well as any gained benefits immediately ends.

Sword Dance Powers: As a sword dancer gains levels, and the level of their skills grows, they gain new understandings and combat techniques in which to incorporate into their dances. Starting at 2nd level, a sword dancer gains a sword dance power. The sword dancer gains another dance power for every two levels of sword dancer attained after 2nd level. A sword dancer gains the benefits of these powers only while in a sword dance, and some of these powers require the sword dancer to take a listed action first. Unless otherwise noted in the power's description, the sword dancer may gain the benefits of a known power and incorporate it into a chosen attack. Unless otherwise noted, a sword dancer cannot select an individual power more than once.

Sword Mastery (Ex): A sword dancer always treats long swords as light weapons whenever it would be more beneficial to do so (including calculating the penalties for Two Weapon Fighting). At first level a sword dancer gains



THE SWORD DANCER

Level	BAB	Fort	Ref	Will	Special Abilities
1st	+1	+0	+2	+0	Sword Dance, Sword Mastery
2nd	+2	+0	+3	+0	Sword Dance Power, Momentum 1
3rd	+3	+1	+3	+1	
4th	+4	+1	+4	+1	Sword Dance Power, Whirlwind
5th	+5	+1	+4	+1	Mobile Strike 1
6th	+6/+1	+2	+5	+2	Sword Dance Power, Momentum 2
7th	+7/+2	+2	+5	+2	
8th	+8/+3	+2	+6	+2	Sword Dance Power
9th	+9/+4	+3	+6	+3	Spinning Charge, Mobile Strike 2
10th	+10/+5	+3	+7	+3	Sword Dance Power, Momentum 3
11th	+11/+6/+1	+3	+7	+3	Improved Whirlwind
12th	+12/+7/+2	+4	+8	+4	Sword Dance Power
13th	+13/+8/+3	+4	+8	+4	Speed of the Wind, Mobile Strike 3
14th	+14/+9/+4	+4	+9	+4	Sword Dance Power, Momentum 4
15th	+15/+10/+5	+5	+9	+5	Unstoppable
16th	+16/+11/+6/+1	+5	+10	+5	Sword Dance Power
17th	+17/+12/+7/+2	+5	+11	+5	Steel Onslaught, Mobile Strike 5
18th	+18/+13/+8/+3	+6	+11	+6	Sword Dance Power, Momentum 5
19th	+19/+14/+9/+4	+6	+12	+6	Bounding Assault
20th	+20/+15/+10/+5	+6	+12	+6	Sword Dance Power, Steel Wind

Two Weapon Fighting as a bonus feat. The sword dancer may make use of this feat even if he does not meet the prerequisites.

Momentum (Ex): At 2nd level, a sword dancer gains a +1 bonus on saving throws made against effects that cause him to become paralyzed, slowed, or entangled. This bonus increases by +1 for every four levels beyond 2nd.

Whirlwind Strike (Ex): At 4th level a sword dancer gains Whirlwind Attack as a bonus feat even if they don't meet the prerequisites.

Mobile Assault (Ex): At 5th level, when a sword dancer moves at least 5 feet prior to attacking, he gains a +1 bonus on all attack and damage rolls. This bonus increases by +1 for every four levels beyond 5th.

Spinning Charge (Ex): At 9th level a sword dancer gains the ability to leap at an opponent while spinning and twirling his deadly blades. After charging an enemy the sword dancer may use the Whirlwind Attack feat in lieu of making a single attack against that opponent. If he does so, he adds the +2 bonus for charging to his attack rolls against every opponent he attacks with that feat.

Improved Whirlwind (Ex): At 11th level, the sword dancer's skill improves to the point where he may use the Whirlwind Attack feat as a standard action rather than as a full attack action. This ability may only be used if the sword dancer is wearing light or medium armor, and only while he wields a long sword.

Speed of the Wind (Ex): At 13th level, the sword dancer's speed increases by 10 feet. He may take a 10 on Acrobatics checks even while distracted or threatened.

Unstoppable (Su): At 15th level, a sword dancer can move through magical and physical impediments as though he was under a Freedom of Movement spell. Activating this ability is a swift action which lasts until the beginning of the sword dancer's next round. A sword dancer can use this ability a number of times per day equal to his Wisdom modifier (minimum of once per day).

Steel Onslaught (Ex): At 17th level, a sword dancer can make a full-attack action as a standard action.

Bounding Assault (Ex): At 19th level, the sword dancer can unleash a whirlwind of blows while performing a battle dance. As a full-round action, the sword dancer can take a single move action and unleash a single attack at his highest bonus against each target within his reach during any point of his move, up to a maximum number of attacks equal to the



sword dancer's character level. No single target may suffer more than one of these attacks and this movement provokes attacks of opportunity as normal.

Steel Wind (Ex): While in a sword dance, the sword dancer may enter into a deadly attack form that transforms him into a living storm of steel. As a full round action, the sword dancer forgoes his standard attacks and begins spinning his blades so quickly that he replicates some of the abilities of a Blade Barrier spell (CL 20th). This effect creates a 5 ft. sphere centered on the sword dancer and moves as the character does. While in this form the sword dancer gains a +4 cover bonus to AC, and a +2 to all reflex saving throws against all attacks made through the wall. Once enacted the sword dancer may maintain the Steel wind as a standard action. Each creature which moves into (or is forced into by the sword dancer's movement) suffers the effects of a Blade Barrier spell. Creatures which are forced into the Steel Wind may make a Reflex saving throw equal to $10 + \frac{1}{2}$ the sword dancers hit dice + the sword dancer's Dexterity modifier for one-half damage. The sword dancer gains the use of this ability a number of rounds equal to $3 +$ the sword dancer's Wisdom score bonus. These rounds need not be consecutive.

Sword Dance Powers

Accelerated Dance (Ex): The sword dancer gains a 5-foot enhancement bonus to his speed. This increase is always active while the sword dancer is in a sword dance. A sword dancer can select this sword dance power multiple times. Its effects stack.

Bleeding Wounds (Ex): At the expense of accuracy, the sword dancer has learned how to turn his blade to produce deep weeping wounds. When a sword dancer uses this power, he suffers a -2 to all his attacks during the round. Each attack the sword dancer hits with also deals one point of bleed damage. This bleed damage bypasses all damage reduction and stacks. A sword dancer must be at least 8th level before selecting this sword dance power.

Crippling Strike (Ex): While in a sword dance, the sword dancer can forgo the normal bonus to damage granted to him by his Mobile Assault class ability and instead deals 2 points of ability damage to the target's Strength or Dexterity score per bonus damage granted by the mobile assault the sword dancer has attained. The target can attempt a Fortitude saving throw (DC $10 + \frac{1}{2}$ the sword dancer's level + the sword dancer's Strength modifier) to halve this ability damage. A sword dancer must be at least 9th level before selecting this sword dance power.

Culling Strike (Ex): While in a sword dance, the sword dancer can forgo the normal bonus to damage granted to him

by his Mobile Assault class ability and instead deals 2 points of ability damage to the target's Intelligence and Wisdom score per bonus damage granted by the mobile assault the sword dancer has attained. The target can attempt a Fortitude saving throw (DC $10 + \frac{1}{2}$ the sword dancer's level + the sword dancer's Strength modifier) to halve this ability damage. A sword dancer must be at least 9th level before selecting this sword dance power.

Deflective Dodge (Ex): While using his Deflective Stance power, the sword dancer may apply a bonus to his Reflex saving throws equal to his Wisdom modifier (minimum 1) for the duration of the stance. A sword dancer must have the Deflective Stance power and be at least 8th level before selecting this power.

Deflective Blades (Ex): While using his Spinning Steel power, the sword dancer may apply a shield bonus to his Armor Class equal to his Dexterity modifier (minimum 1) for the duration of the power. A sword dancer must have the Spinning Steel and Evading Step power and be at least 16th level before selecting this power.


Deflective Stance (Ex): The sword dancer begins to swing his weapons in tight circles knocking away the strikes of his opponent's weapons. The sword dancer gains partial concealment (20% miss chance) against melee attacks for a number of rounds equal to the sword dancer's Wisdom modifier (minimum 1). This bonus increases to 50% once the sword dancer attains 18th level. Activating this ability is a move action that does not provoke an attack of opportunity. The sword dancer must be at least 6th level before selecting this power.

Evading Step (Ex): As an immediate action which expends a round of their dance, the sword dancer may add his level to his Combat Maneuver Defense when an opponent attempts a maneuver against him.

Focus of Battle (Ex): The sword dancer becomes locked into his sword dance and is able to drive away enchantment based effects and spells meant to denture them from driving their enemies before their blades. Once per day, the sword dancer may reroll a failed Will save. This power is used as an immediate action that expends two rounds of his dance, the sword dancer receives a bonus equal to one-half his level on the new saving throw attempt. The sword dancer must take the second result, even if it is worse. A sword dancer must be at least 6th level before selecting this power.

Fury of Steel (Ex): While in a sword dance, the sword dancer gains an extra weapon attack. This power can only be used as part of a full attack action; the attack is made at the sword dancer's full base attack bonus -2 and inflicts the weapons standard damage plus the sword dancer's full Strength





modifier. At 13th level the sword dancer may automatically include this dance power for free when he uses another sword dance power during a full attack action.

Essence Strike (Su): While in a sword dance, the sword dancer deals normal damage to incorporeal creatures even while using non-magical weapons. He also gains a bonus to touch AC equal to the saving throw bonus granted to him by his spiritual guidance power. A sword dancer must have

the Spiritual Guidance power and be at least 6th level before selecting this power.

Hindering Blades (Ex): The speed of the sword dancer's whirling blades makes it almost impossible to engage (or withdraw from) melee combat without suffering the strike of a blade. As swift action, which expends an additional use of his dance per round in which he maintains this power, the sword dancer may treat all squares in which he threatens as difficult terrain. A sword dancer must be at least 7th level before selecting this power.

Intimidating Prowess (Ex): The sword dancer's dance unnerves those who have never fought against such a warrior. While in a sword dance, the sword dancer may expend a round of their dance to gain the ability to make an intimidate check to demoralize opponents as a free action. The sword dancer adds a bonus equal to his Strength bonus (minimum 1) to these checks. Only enemies who are within 30 feet and who both can see and hear the sword dancer can be affected by this power. A sword dancer must be at least 5th level before selecting this power.

Lethal Strike (Ex): When using the unexpected strike power, the target of this power is considered flatfooted for the attack. In addition, the sword dancer's critical multiplier is increased by 1 (a $\times 2$ multiplier becomes $\times 3$; a 19–20/ $\times 2$ multiplier becomes 19–20/ $\times 3$, and so on). A sword dancer must have the Unexpected Strike and Vicious Cuts sword dance powers and be 16th level before selecting this power.

Momentum Strike (Ex): The momentum of the sword dancer's movement drives his blades deep into the enemy and carries them along the path of the attacks directed force. The sword dancer gains a +2 bonus on a single damage roll if he has moved at least 15 ft before attacking a target. The sword dancer may also initiate a Bull Rush attempt which does not provoke an attack of opportunity from the intended target. The sword dancer receives a bonus to his CMB roll equal to the extra damage gained from the use of this power.

Mark of the Faithful (Su): The sword dancer has been marked by the spirits to fulfill some divine will, as is evidenced by a brand or tattoo which has been gifted to him for his feats of combat and service to his order. Once per round, as a swift action that consumes 2 rounds of his sword dance allotment, the sword dancer can call upon these spirits' to grant him favor in combat. Using mark of the faithful grants a +1/2 the sword



dancer's level bonus on one d20 roll he has just made. This power may only be used once per day.

Prayers of the Faithful (Ex): Praying to the divine, the sword dancer is granted renewed vigor to destroy his enemies and cast aside damage sustained in service to his cause. As a standard action, the sword dancer heals 1d6 points of damage + his Wisdom modifier. For every four levels the sword dancer has attained above 4th. This amount of damage healed increases by 1d6, to a maximum of 5d6 at 20th level. A sword dancer must be at least 4th level before selecting this power. This power can be used once at 4th level and an additional time for every 4 levels thereafter (8th, 12th, 16th and 20th.)

Righteous Vigor (Ex): When using his Prayer of the Faithful power the amount of healing provided by the power increases the dice rolled to d8's (instead of d6's), in addition the sword dancer also adds twice his Wisdom bonus to the roll. A sword dancer must have the Prayer of the Faithful power and be at least 8th level before selecting this power.

Reflecting Strike (Su): Once per day and while in a sword dance, the sword dancer can attempt to reflect a ranged touch spell effect which targets them by succeeding at a combat maneuver check. The sword dancer must make a combat maneuver check against a CMD of 15 + the effect's caster level. If successful, the sword dancer reflects the spells effect. A sword dancer who fails to reflect the spell suffers a -2 to any saves imposed by the spells effects. Once reflected, the sword dancer may select a new target for the reflected spell within the spells remaining range that automatically hits. If no new targets are within the spells range the spell simply fails.
Example: A spell which has a close range and is cast by a 10th level caster has a range of 75 ft (25 ft. +5/caster level). At the time of the original targeting, the sword dancer is 35ft. from the caster. If the spell is reflected the sword dancer may target any creature within 40 ft. (the remaining range of the spell.) A sword dancer must have the Deflective Stance and Reflective Swing power and be at least 10th level before selecting this power.

Reflective Swing (Ex): While in a sword dance, the sword dancer can make one additional attack of opportunity per round.

Renewed Fury (Ex): Realizing the necessity of their combat abilities in a dire situation, the sword dancer can push himself into a battle dance once more. The sword dancer may enter a sword dance even if fatigued. While in a sword dance after using this ability, the sword dancer is immune to the fatigued condition. Once this sword dance ends, the sword dancer becomes exhausted for 10 minutes per round spent in the dance.

Spinning Leap (Ex): As a swift action which expends a use of his dance, the sword dancer may add his level to all Acrobatic skill checks made while jumping this round. When making a jump in this way, the sword dancer is always considered to have a running start. Movement made in this fashion grants the sword dancer a +4 dodge bonus to armor class to all attacks of opportunity they may suffer while moving through a threatened squares.

Spiritual Guidance (Ex): The sword dancer gains a +1 bonus on saving throws made to resist spells, supernatural abilities, and the spell-like abilities of his enemies. This bonus increases by +1 for every 4 levels the sword dancer has attained beyond forth level.

Shield of Spinning Steel (Ex): The sword dancer enters into a combat stance spinning his blades in tight circles, blades angled to deflect away arrows and other ranged attacks from those who are too weak and cowardly to fight him in close combat. The sword dancer gains concealment (20% miss chance) against all ranged attacks. This bonus increases to 50% miss chance once the sword dancer attains 12th level.


Terrifying Display (Ex): Through dispatching his foes, the sword dancer fills his enemies with an over powering dread that they will be the next one to feel the bite of his steel. Once the sword dancer scores a killing strike on an opponent while in a sword dance (the attack must kill the opponent, not simply disable or place them in the dying status) all enemies within 30 feet must make a Will save (DC equal to 10 + 1/2 the sword dancer's level + the sword dancer's Strength modifier) or become panicked for 1d3 rounds. Once an enemy has made a save versus the terrifying display (successful or not), it becomes immune to this power for 24 hours. A sword dancer must have the Intimidating Prowess power to select this sword dance power. A sword dancer must be at least 12th level before selecting this power.

Unstoppable Ideal (Ex): While using the Focus of Battle dance power, the sword dancer can roll twice for any miss chance or Will saving throws to disbelieve illusions, taking the better result. A sword dancer must have the Focus of Battle power before selecting this power.

Unexpected Strike (Ex): As an immediate action, the sword dancer can expend a use of his dance to make an attack of opportunity against a foe that moves into any square he threatens, regardless of whether or not that movement would normally provoke an attack of opportunity. A sword dancer must be at least 5th level before selecting this power.

Vicious Cuts (Ex): Once per day as a free action, the sword dancer can automatically confirm all critical hits for the duration of the current round. A sword dancer must be at least 13th level before selecting this power.





Standard Classes and Archetypes

Alchemist

Spanning the rift between traditional and applied sciences and the study of arcane magic, the alchemists of Vathak have gained a cautiously respected place among all of the cultures of this damned land. Whether practicing their craft within the dangerous wilds as maddened hermits or plying their skills in the foundries of the vindarian cities, the alchemist is regarded as being an unpredictable and dangerous individual. While lesser forms of alchemy can be commonly found within the more civilized and cultured areas of the lands, the most widely utilized forms of this talent have been harnessed by the vindari for war. Often gaining a reputation for their dangerous actions and reckless behavior, the alchemist's mind is always at risk of becoming ultimately consumed with the quest to gain new materials and knowledge to aid him in the never ending goals of perfecting his experiments. With the arrival of the Old Ones, some of these alchemists became obsessed with the notion of deriving new extracts and infusions from the alien substances of these aberrant creatures. Many of these insane individuals have either been killed or driven to sanity's edge in the foolish attempt to obtain samples from these unnameable beasts. Worse still are those who have suffered the unpredictable results of using these tainted auras upon their own bodies, as these foul experiments often end in tragedy due to the utterly alien nature of the mutagen thus produced.

War Medic (*Alchemist Archetype*)

In the lands of Vathak, the life of a soldier fighting along the front lines of the war is never far from death's grasp. It is in the chaos of these horrific battles which the War Medic can be found. The figures of these fearless individuals can be seen sprinting into the madness of violence and bloodshed to find their wounded companions, their skills bringing relief from pain—one way or another. These War Medics are an elite sect of soldiers who stride through these war-torn places, offering aid to those who will recover, and a swift

death to those who would die a slow agonizing death without their charitable acts of mercy killing.

Through training, they have mastered the arts of poultices and salves, and are able to administer many forms of healing with their alchemical mixtures. Many a soldier owes his life to these individuals and the hard choices that they often make, and have given thanks for the swift end they bring to the mortally wounded. Foregoing arcane explosions and labs filled with precise ingredients, he makes due with sour-smelling poultices and sturdy jars filled with leeches. War Medics in employ of the military are typically confined to sweeping the battlefields searching for survivors—saving those they can and putting down those they cannot. As a precautionary measure, they are often charged with binding, or destroying the bodies of the fallen in order to prevent their rise as undead. War Medics are sent into the fray of battles, using their instinct and limited resources to decide which of their companions survive the assault.

Injection (Su) The War Medic gains the ability to heal himself and his allies with specially prepared injections. This ability heals 1d6 points of damage per two alchemist levels (maximum 10d6) plus the war medic's Intelligence modifier. The war medic must touch his target for the healing to take effect. This healing does no damage to undead. The war medic can use this ability a number of times per day equal to his class level + his Intelligence modifier. This ability replaces the bombs class feature. Any feat or class ability which increases the number of bombs available to the alchemist per day will also increase the number of injections that a war medic has available as well.

Fearless (Ex): Starting at 2nd level, a war medic gains a +2 bonus on Will saves against fear. This bonus increases to a +4 at 5th level. At 8th level this bonus increases to a +6. At 10th level the war medic becomes immune to the effects of fear. This ability replaces the poison resistance class feature.

Curative Injection (Ex) At 2nd level, whenever the War Medic prepares extracts of cure spells, they may choose to have them act as injections instead. These must be determined at the time of creation and once chosen to become an injection; they no longer function for the war medic who created them. When a War Medic prepares his extracts, he may choose to render any or all of his injected curatives inert and prepare other extracts to replace them (unlike infusions, which continue to occupy the War Medic's daily extract slots until consumed or used). This ability replaces the poison use class feature.



Anesthetic (Ex) At 6th level, a War Medic learns how to supplement uses of the Heal skill with pain-killing drugs. He gains Skill Focus (Heal) as a bonus feat. Any use of the Heal skill that has a risk of harming the patient (such as extracting a barb) only deals the minimum damage when performed by a War Medic. This ability replaces the swift poisoning class feature.

New Formulas

At 2nd level, a war medic adds deathwatch to his formula book as a 1st-level extract. At 10th level, a war medic adds breath of life to his formula book as a 4th-level extract. His infused curative ability applies to this extract.

New Discoveries

The following new discoveries are available to the war medic:

Lesser Injected Booster: When the war medic heals himself or others with his Injection, he may choose to heal one of the following effects: Fatigued, Shaken, or Sickened. A war medic may only use one booster per injection.

Injected Booster: When the War Medic heals himself or others with his Injection, he may choose to heal one of the following effects: Dazed, Diseased, or Staggered. A war medic may only use one booster per injection. A war medic must be at least 6th level to take this discovery.

Improved Injected Booster: When the war medic heals himself or others with his Injection, he may choose to heal one of the following effects: Cursed, Exhausted, Frightened, Nauseated, or Poisoned. A War Medic may only use one booster per injection. A War Medic must be at least 10th level to take this discovery.

Greater Injected Booster: When the War Medic heals himself or others with his Injection, he may choose to heal one of the following effects: Blinded, Deafened, Paralyzed, or Stunned. A War Medic may only use one booster per injection. A War Medic must be at least 12th level to take this discovery.

Apostle


Held to a higher standard by a calling from their god, the apostle is thrust into the tradition of his religion, using his newly found powers to forge a path through the madness of violence and bloodshed. Driven by visions and a zealous devotion to the One True God, they act as heralds bringing the news of salvation to their allies and messengers of death and destruction to their enemies. Although ordained as divine champions through circumstances beyond their control, they are known to all as the “true” servants of the

One True God through the awesome display of his divine power.

Doomsayer (Apostle Archetype)

Some apostles are pulled from the horror of their lives and delivered a message of profound divinity. In but a few fleeting moments they are shown the truth of all things. With these revelations come the lasting visions of a terrifying consequence to the world, a foretold doom for all of





mankind, should they fail in their new calling. While most apostles recover from this vision and find true purpose, there are others who cannot shake the visions of their dying world. Blessed with divine might, the Doomsayer's mind is wracked not with visions of a perfect world, but of the dying world around him. These individuals walk the lands of Vathak, proclaiming its ultimate fate and destruction, all the while trying to forestall the dreaded prophecy they speak through their actions.

Prophetic Doom

The Doomsayer's hopes are for a better world despite the knowledge which he has been granted. The dark visions of the events that will eventually come to pass gnaws upon his every waking thought, making each hymn sung a distorted and warped version of what he considers to be true salvation – oblivion.

Prophetic Doom (Su) A 1st-level Doomsayer can tell of the end times shown to him through his apocalyptic visions, causing fear and instilling a sense of growing dread with each truthful word spoken. To be affected, an enemy must be able to see and hear the apostle. The Doomsayer may affect a number of creatures up to the Doomsayer's Charisma modifier. An affected creature may choose to suffer a -2 penalty on all attack and weapon damage rolls or make a Will saving throw to avoid the hymn's effect. Those who attempt to make a saving throw must succeed a Will Saving throw equal to $(10 + \frac{1}{2} \text{ the apostle's class level} + \text{Charisma modifier})$ or become shaken for a number of rounds equal to $\frac{1}{2}$ the apostle's hit dice +3. At 5th level and every 6 levels thereafter the penalty increases by a further -1 (-3 at 5th, -4 at 11th, -5 at 17th). A failed save results in physical illness, as the target of a hymn of Prophetic Doom begins to believe and accept the truth at all hope is lost. At 5th level a failed save results in a creature becoming frightened. At 10th level they become panicked, at 15th level they become staggered and at 20th level nauseated. Prophetic Doom is a mind-affecting ability. This ability replaces the apostle Divine Hymn, Healing Hymn and Hymn of Sermon class features.

The Face of Fear (Ex) Being gifted the terrible visions of the world's end; the Doomsayer's mind has grown abstract in his thoughts. At 3rd level, a Doomsayer gains immunity to all fear effects. At 5th the Doomsayer gains a +2 to all Will saving throws made to avoid mind-affecting effects. Once the Doomsayer reaches 10th level, he gains immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). This ability replaces the apostle's

Divine Health, Divine Grace and Holy Incantation class features.

Apocalyptic Visions (Su) At 9th level the apostle becomes riddled with the visions of his dying world. It is through this madness that he is reviled truth. Once per day as a swift action, the apostle gains the use of True Seeing as a spell-like ability. This ability replaces the apostle's Commune class feature.

Move to Madness (Ex) At 18th level, the Doomsayer's can cause a crowd to panic by the weight of his dark truth. By his words alone, the Doomsayer can turn a group of people into a raging crowd of frenzied individuals who have been given preview to the end of days and driven into rage induced madness. To use Move to Madness the Doomsayer must expend 2 uses of his hymn ability per size category of the group which are available to effect with this ability. Gaining the Mob template, a mob gathered with this ability also gains the following special attacks in addition to its traits:

Surge of Madness (Ex) The horror of the mob's violence causes any creature which takes damage from the mob to make a Will save ($DC 10 + \text{the mob's Hit Dice} + \text{the Doomsayer's Charisma modifier}$) or suffer 1d6 points of Wisdom damage.

Leading the Mob: Once assembled, the Doomsayer must continue to expend a use of his hymn each round to maintain the mob. Directing the actions of the mob requires the Doomsayer to expend a move action and succeed on a DC 15 Charisma check. Failure of this check results in the mob acting as if they are under the effect of a confusion spell until the Doomsayer once again regains control. Acting until either the Doomsayer runs out of hymns, chooses to end the effect, or are dealt enough damage to dissipate. The mob continues to fight for a number of rounds equal to 3+ the Doomsayer's Charisma bonus, during which it is under the effects of confusion. See the mob template in the **Creatures of Vathak** chapter. This ability replaces the Cause of Righteousness class features.

Barbarians

With the rise of the consuming shadows, many of the less civilized races within Vathak's borders have been drawn into a battle for survival unlike any other they have yet faced. Known as barbarians, these varied people of the wilds know little in the way of proper militaristic training, wartime preparation, or the rules of conflict; for them, only the will to survive exists. Those primal instincts, paired with the opposition of the supernatural foes that stand before them, have filled these individuals with an



unquenchable rage. These warriors rise from all walks of life, both civilized and savage, and conflict is all these brutal souls know. A majority of the barbarians who reside within Vathak belong to the bhriota people, whose life is a daily struggle against a great number of enemies.

A tempered existence throughout several major calamities and the brutal changes imposed on these dark lands by the vindari have forced these warriors and their clans to recognize their need for a strong supply of hunters, warriors, and protectors. Other barbarians might be the lone remnants of one of the non-human races murdered and driven from the land. These barbarians are mountain men and hermits, always staying clear of largely populated areas.

Insane Assailant (*Barbarian Archetype*)

The darkness that spans the lands of Vathak touches everything with a hint of madness. Those already prone to bouts of instability find themselves even more susceptible to the unbalancing influences that permeate this cursed realm. Some few, however, have learned to control this insanity and rather than fight it, use it as both a weapon and tool of self-preservation. Those unhinged take the form of survivalists and are found most often in the bhrotian barbarians of Vathak's lands. Filtering their rage through these shrouds that surround the land, they have become human terrors, killing anything which dare claim to take away the lands which they once owned.

Rage Powers

The following rage powers compliment the insane assailant: Animal Fury, Increased Damage Reduction, No Escape, Powerful Blow, and Reckless Abandon.

Rage of Madness (Ex) At second level, whenever an Insane Assailant takes damage, he may choose to enter a reactive rage as a free action. However, doing so causes the Insane Assailant to become confused as per the spell confusion. Granting the Insane Assailant all the benefits gained from his normal rage ability, this condition persists until he ends a round in which he neither dealt nor received damage. The rounds of rage granted by this ability do not count against the number of daily rounds of the Insane Assailant's rage. When a rage of madness ends the Insane Assailant becomes fatigued for a number of rounds equal to twice the number of rounds that he was confused. An Insane Assailant may not use the Moment of Clarity rage power while in a Rage of Madness. This ability replaces the Fast Movement class feature.

Dulled Senses (Ex) While under the effects of confusion (regardless of the source), an Insane Assailant of 3rd level gains DR 1/-. This damage reduction increases by one point for each 3 levels they gain thereafter (6th, 9th, 12th, 15th, and 18th level), to a maximum of DR 6/- at 18th level. Damage reduction gained from this ability stacks with the damage reduction granted by the barbarian class, but not with damage reduction from any other source. This ability replaces the Trap Sense class feature.

Vision of Madness (Ex) While under the effects of confusion, an Insane Assailant of 5th level gains a +1d6 circumstance bonus to each of his damage rolls. At 12th level, this damage bonus increases to an extra +1d8. At 19th level, this bonus increases to an extra +1d10 to all damage rolls. This ability replaces the Uncanny Dodge and Improved Uncanny Dodge class feature.

Bards


Vathak is an ancient land filled with untold horrors and eldritch secrets. Taking the form of musicians, traveling story-tellers, and various other entertainers, the bards of Vathak travel these bleak realms in an attempt to unravel the mysteries of the land. Typically masters of many forms of artistry, persuasion, and manipulation, these individuals possess a talent for collecting information. Full of information gathered throughout their dangerous journeys, the bards of Vathak seem to always have the uncanny ability to know more than they ever should about the various cults, signs, symbols, and aberrant creatures, and use this information to help keep themselves and their allies one step ahead of ruin.

Found amongst all the races and cultures of Vathak, a bard acts as both an entertainer and messenger. Often welcomed to any city or settlement, they spread the music of melancholy, news of vindari battles and the horrific events of distant places to any settlement they visit. A favored class of the romni, such bards are among the only professionals of this oppressed minority openly tolerated by the vindari, who have a need and love for cheap entertainment during wartime.

Rabble Rouser (*Bard Archetype*)

If the despair of the fell rumors of The Old Ones is not enough, there are those that see profit in the misery of others. These wandering souls speak of foul deeds, wicked secrets, and the perverse desires of those held in the highest regard. He can weave a tapestry of lies so fine that even the most discriminating ear quivers in rage upon hearing his words.





They are the Rabble Rousers. Manipulative and cunning folk, these bards excel at working their words upon the frightened hearts and tormented souls of the fools that would listen to their lies and rumor mongering. Spreading the seeds of dissidence wherever they go, these individuals use their talents of character assassination and insubordination of the law of both church and state to benefit their carefully hidden agendas.

Alignment: The name of Rabble Rouser conjurors to mind a serpent tongued lair; however, there are actually members of this particular archetype that work for the cause of good. These characters use their abilities to calm frightened people, inspire the spark of hope, and use their abilities to benefit all. Rabble Rousers can be of any non-lawful alignment.

Expert Liar (Ex) Taking pride in their unparalleled skills of deception, the Rabble Rouser can easily pass falsehood for truth and discern the lies of others. Whenever a Rabble Rouser uses the Bluff, Diplomacy, Sense Motive, Disguise, or Linguistics skill attempting to deceive someone, they gain a bonus equal to their Rabble Rouser level. This ability replaces the 1st level Bardic Knowledge class feature.

Well Informed (Ex) The Rabble Rouser specializes in the gathering of information to use against those who they consider their enemies. At 2nd level the Rabble Rouser picks any three knowledge skills in which he knows. When using any of the selected skills he may add a bonus equal to ½ his level to the check. The Rabble Rouser can select an additional knowledge skill every four levels beyond 2nd (6th, 10th, 14th, and 18th). Once a skill is selected, it cannot be changed. This ability replaces the Well Versed class feature.

Master of Lies (Ex) At 5th level, the Rabble Rouser becomes a master of untruth and can take 10 on any of the following skill checks: Bluff, Diplomacy, Sense Motive, and Disguise. A Rabble Rouser can choose not to take 10 and can instead roll normally. In addition, once per day, the Rabble Rouser can take 20 on any one of these skills as a standard action. When using the Diplomacy skill, the time required to perform the skill is reduced by half. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level. This ability replaces the 5th level Lore Master class feature.

Unreadable (Ex) At 9th level, any attempts to discern the Rabble Rouser's alignment become almost impossible. The Rabble Rouser gains immunity from spells which reveal information about him. Spells such as: Analyze Dweomer, Detect Alignment, Detect Thoughts, Vision, and Zone of

Truth only effect the Rabble Rouser if they so choose to allow it. When targeted by such a spell, the Rabble Rouser becomes aware of the spell and its intentions and may, as an immediate action, make an opposed bluff check (DC 15 + ½ the spell casters level + the spells level) to "trick" the spell and its caster into believing that he has succumb to its magic. The Rabble Rouser may then feed whatever answers or facts he so chooses to the caster of the spell who then believe them as absolute truth. At 13th level, spells which affect creatures with specific alignments still effect the Rabble Rouser, but if a spell has differing effects depending on the alignment of its target, the Rabble Rouser is able to choose which effects are applied to them. At 15th level the Rabble Rouser gains immunity to all scrying effects. This ability replaces the 9th level Inspire Greatness class feature.

Blade Slinger

The guile, quick reflexes, and deadly aim required to survive in the lands of Vathak are all skills which the blade slinger possesses. Members of this fighting style are tacticians and masters of thrown weapons. No two blade slingers are the same. While one may be a shining example of a hero fighting for freedom, the next may be a bloodthirsty murderer. Once only class found among the romni, the skills and tricks establish by these individuals have spread among the other races of Vathak and the acknowledgment of the skill required to be counted among their ranks have overshadowed many cultural differences. Such demonstrations of these skills can be found among the few traveling fairs, circuses or at celebrations, where they use their abilities to entertain. Some blade slingers find service as personal protectors of the wealthy or powerful vindari lords and barons.

Bhriota Axe Hurler (*Blade Slinger Archetype*)

Brutish monsters and always incredibly strong, the Bhriota Axe Hurler belongs to the insane savages who enjoy killing their foes with thrown bladed weapons, particularly axes. It is quite a shocking sight to see one of these warriors hurling a massive axe, and once encountered there can be no doubt that the Bhriota Axe Hurler makes for a fearsome enemy.

Prerequisite: Bhriota

Intimidating: Instead of their Charisma score bonus, the Bhriota War Hurler adds their Strength score bonus to all Intimidate skill checks. This ability replaces the Guile class feature.



Axe Hurler : A Bhriota Axe Hurler gains the Throw Anything feat as a bonus feat. This replaces Flick of the Wrist.

Catch: A Bhriota Axe Hurler gains the Snatch Arrows feat even if he does not meet the prerequisites. He may catch weapons of his size or smaller (and hurl them back at the attacker immediately if he chooses). This replaces the 2nd level bonus feat.

Distance Throw(Ex) The range increment of a thrown weapon wielded by a Bhriota Axe Hurler is increased by 10ft. This range increases by another 10ft. At 11th level and 18th level. This replaces Guarded Throw.

Powerful Thrower(Ex) The Bhriota Axe Hurler gains the ability to apply the benefit of the Power Attack feat to his thrown weapon attack during his round. This replaces Striking Stand.

Deep Impact(Ex) At 5th level, the Bhriota Axe Hurler gains the ability to throw large weapons. In addition, whenever he hits an opponent with a large or huge sized weapon, he also deals an extra 1d6 damage. Every five level thereafter (10th, 15th, 20th), this bonus and damage increases by another +1d6. Should the Bhriota Axe Hurler score a critical hit, this extra damage is not multiplied. At 15th level the Bhriota Axe Hurler gains the ability to throw Huge weapons. This ability replaces the Thrower Adept, Greater Thrower and Master Thrower class features.

Knockdown Strike(Ex) As a standard action, the Axe Hurler may designate one of his strikes as a knockdown strike. If the Bhriota Axe Hurler's attack hits and does damage to any creature of Medium or smaller size, the target is sent flying 10ft in a direction of the Hurler's choice and falls prone. The Hurler can only push the opponent in a straight line, and the opponent can't move closer to the Axe Hurler than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle. This replaces Far Thrower.

Cavalier

Warriors within the lands of Vathak take a myriad of different forms. From the heavily armored vindarian shock troops clad in full plate and tower shields to the massively built barbarians of the bhriota tribes wielding deadly axes, none have yet to gain the prestige of the romni cavaliers. Mounted atop the graceful steeds which were brought to the shores of Vathak upon their arrival, these decedents of the fallen romni houses of the Dequiroa and Krunedorf clans still fight for their liberation and survival. Well known

to the vindari as renegades and radicals, these highly skilled warriors excel in the art of fighting from horseback and upholding their sworn oaths to once again reclaim the lands which had been stripped away from them so long ago. The banners which they swear these oaths to are not simple emblems, but are instead ancient pieces of cloth hundreds of years old and some of the few remaining flags that were once so proudly flown from the spires of their ruined cities. It is only since the arrival of the Old Ones that the ancient grudges and hatred of their long-time enemies has been set aside, as the romni know that if the plague of evil spreading across Vathak is not destroyed, then there will be nothing left to reclaim. It is for this reason alone that they have begun the training of other races in the art of the cavalier.

Order of the Broken Oath (*Cavalier Archetype*)


The tide of abominations advancing upon the kingdoms of the vindari has brought a sense of desperation throughout all of Vathak. Through years of forced attrition, military service, lip service and taxation the vindari commoners beyond the protective walls of the great cities have suffered. With each passing day, the news of terrible agony, death and unnamable horrors reach the ears of each vindarian. Dismissed as nothing more than a casualty of war, the Church of the One True God has issued a decree to abandon the outposts that once protected these people and their lands.

The knowledge of this impending doom has left many consumed with a soul-crushing sense of hopelessness. Despite the ever increasing reach of the shadow, there are those who strive to bring a glimmer of hope and strength to the common people of Vathak.

Acting against the church's laws, there are those who have abandoned the ranks of the armies and have stayed behind to protect the innocent. These cavaliers are among the select few who have dedicated themselves to the protection of the commoners who dwell outside of the walls of a protected city. These idealistic few have taken stewardship over the unfortunate people who have been left to fend for themselves, fighting against the wake of a war that they cannot hope to win. Gathered in small groups, they strike out against these horrors, wielding the strength of their ideals and convictions as a powerful weapon; one so potent that no enemy can stand against it.

Cavaliers who join the Order of the Broken Oath have dedicated their lives to upholding the code of chivalry and the ideal that all are equal of living a life unfettered by the oppression of the Church of The One True God. Cavaliers of this order swear to none but the commoners whom they





serve. Of all the vindarian orders within Vathak, the Order of the Broken Oath is one that is best received by the common folk, who hail them as protectors and heroes despite their one time affiliation with the faith which cared nothing for their lives.

Edicts: The cavalier must show courage in the face of any danger, and to protect the common man from both evil beast and man alike. He must be just, honorable and at all times be willing to sacrifice his life in the protection of those whom his former faith discarded as expendable fodder.

Challenge: Whenever an order of the broken oath cavalier issues a challenge, he receives a +1 morale bonus on all his attack rolls as long the target is evil. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An Order of the Broken Oath cavalier adds Knowledge (nobility) (Int) and Knowledge (religion) (Int) to his list of class skills. Trained by the romni horse masters, these cavalier only suffer one-half (round down) of the standard armor check penalty when using the Ride skill.

Order Abilities

An Order of the Broken Oath cavalier receives the following abilities as he increases in level.

Healing Hands (Ex) Cavaliers of the Broken Oath have studied under clerics and paladins and have some knowledge of healing. At 2nd level he can add his Charisma modifier to all heal checks (in addition to Wisdom). When he successfully uses the heal skill to grant hit points, he can add an additional 1d4 points of healing for every four cavalier levels he posses.

Level the Field (Su) When fighting for the protection of those who have been wronged by their former faith, a cavalier of the Broken Oath can harness the power of his ideals and faith to gain the use of Smite Evil as the paladin ability upon reaching 8th level. He can do this a number of times equal to his Charisma modifier per day and gains an additional use of this power every four levels after 8th (i.e. 12th, 16th, and 20th).

Mounted Mastery (Ex) At 8th level, the cavalier receives a +2 dodge bonus to his AC whenever he is mounted. This bonus increases to +4 whenever he makes a charge action. This counts for attacks set against his charge or any opportunity attacks that he would suffer as a result of the movement required to reach his target. When making such an attack, he can add his mount's Strength modifier to the damage roll, in addition to his own. He also receives a bonus feat, chosen from the following list: Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, or Unseat. He must qualify for the selected feat.

Faithful Protector (Ex) At 15th level once per day, the cavalier may make a challenge when fighting evil creatures or enemies of the commoners under the order's protection. This functions like a normal challenge, and during which the Cavalier may add his Charisma bonus to all attack rolls and damage rolls made against the target of the challenge. Additionally, he receives a +4 circumstance bonus to attack rolls made to confirm critical hits against the target of the challenge. If the target of this challenge is also the target of a normal cavalier challenge, the effects stack.

Clerics

It is only through true faith that the powers of the divine will reveal themselves. It is from this view that the staunchly religious vindari seek the deliverance and miracles of the divine. Through the hatred, attempted eradication, and utter exclusion of any other religions, many vindari have found a "greater" purpose. Called into the service of a power beyond most mortal understanding, many of these clerics have a tendency to focus on becoming warriors for their god rather than caring for their congregations. Strictly devoted to the tenets of their religious philosophies, these ecclesiastic individuals quest in the name of their god to seek an end to the rising influence of evil within Vathak. These clerics are often found leading large units of soldiers or wanderers on the road questing to turn the heathens of Vathak to the true path of their religion.

The methods of each vindari cleric are varied, yet all who walk the path of the One True God walk with the utmost conviction and bear the power of the divine. Clerics exist within the other races, but are not nearly as disciplined and militant as the vindari. Romni clerics tend to look and dress much like a typical member of their culture and focus their efforts and energy as teachers and healers amongst their people. Bhrotian clerics are generally feared by the populace and treated as demons and the marked chosen of the Old Ones.

Handmaiden of the One True God (Cleric Archetype)

The Handmaidens of the One True God are perhaps the most convincing agents of conversion within the church, spreading the word and will of the One True God through their kindness, compassion, and unyielding dedication to the principles of righteousness. Though implacable in their defense of the faith and the faithful, the Handmaidens are perhaps most well-known for healing their mortally wounded enemies rather than killing them, preaching kindness and forgiveness through both deed and word. A Handmaiden of

the One True God must be female, of good alignment, and a worshiper of the One True God.

Feats: The following feats compliment the Handmaiden of the One True God archetype: Alignment Channel, Channel Smite, Dodge, Extra Channel, Fleet, and Selective Channeling.

Veil (Su) A handmaiden wears a thin, nearly-transparent veil over her eyes as a symbol that she does not judge those whom she heals. This veil serves as her divine focus and, while worn, grants a +1 sacred bonus on all saving throws. This bonus increases to a +2 at 5th level and again every five levels thereafter (10th, 15th, and 20th). The veil also allows the handmaiden to avert her eyes from a gaze attack (50% chance of being unaffected by the attack) without granting the attacker the benefit of concealment. These veils are made from a blessed cloth and hand woven by the handmaiden. Considered masterwork, each veil has a hardness of 5 and 10 hp. At later levels the handmaiden may enchanted her veil as if she possessed the Craft Wondrous Item feat.

If a handmaiden ever has loses her veil (destroyed, stolen, ect.), the handmaiden must create another, a process which takes 1 week and specialized ritual of prayer to bless the cloth that costs 50 gp per handmaiden level. This prayer ritual takes 8 hours to complete. While a handmaiden is without her veil, she loses access to the use of her Healing Hands class feature. This ability replaces the cleric's medium armor and shield proficiency class features.

Handmaiden Domains

As one of her domain choices, the handmaiden automatically gains the healing domain. The handmaiden my choose her second domain from any other belonging to her deity and which follows the standard rules of domain selection. The healing domain of the handmaiden becomes altered in the following ways:


Blessed Healer (Ex) While casting spells or using spell-like abilities which heal a creature, a handmaiden does not provoke attacks of opportunity from enemies which threaten her. In addition, whenever a handmaiden uses a spell or spell-like ability which heals a target for the maximum amount allowed, the recipient gains the benefit of a bless spell (Cl equal to the handmaiden's class level). This ability replaces the Rebuke Death domain power.

Healing Hands (Su) At 3rd level the handmaiden can soothe the wounds of those she touches. As a swift action with a range of touch, the handmaiden may produce the effects of a cure moderate wounds upon a willing creature. At 8th level, this functions as cure serious wounds. At 13th

level, this functions as cure serious wounds. At 18th level, this functions as heal. The handmaiden may use this ability a number of times per day equal to 3 + their Wisdom modifier. Once a creature has benefited from this ability, it cannot benefit from another use of the healing hands ability (even from a different source) until 24 hours have passed. This ability replaces the Healer's Blessing domain power.

Domain Spells: 1st—*cure light wounds*, 2nd—*cure moderate wounds*, 3rd—*cure serious wounds*, 4th—*cure critical wounds*, 5th—*breath of life*, 6th—*heal*, 7th—*regenerate*, 8th—*mass cure critical wounds*, 9th—*mass heal*.





Druids

The druids of Vathak function on many different levels. Acting as the keepers of these cursed lands, these individuals serve as powerful protectors of the wild striving to shield their lands from the growing taint which threatens them. These druids draw their power from the quickly fading balance of nature and the surrounding environment. With each passing day, this fragile power fractures further, and as the corruption of the Old Ones spreads to infect the natural creatures that live there, the druids of Vathak find themselves fighting the very things which they have long sworn to protect. Like nature itself,

Vathak druids display a power that can be as terrifying as the newly risen horrors which they battle against. Undeniable and unequalled, these individuals call upon a primal magic that few of their kind can fully control or understand. Standing as an ally to the natural beasts and spirits remaining within the dark landscape, these unyielding and misunderstood servants of the wild strive to once again bring balance to the world. Druids never stand alone in this battle against the Old Ones and are rewarded for their affinity and devotion to nature. These boons take the form of incredible shape-shifting abilities, the guardianship of mightiest of beasts, and the power to call upon nature's wrath. Among their ranks, primal druids can be found within Vathak. These are often the last remaining members of the lesser races that were driven from the lands long ago. Druids among the romni are rare, and are practically unheard of among the ranks of the Vindari. A common class found among the bhriota, these druids typically bond with the ancient evil of the Old Ones and focus on fulfilling the will of their alien masters, using their powers to shape the world in accordance to the twisted desires of the Old Ones.

Druid of the Transcendent (*Druid Archetype*)

Druids of the Transcendent are members of a secret cult dedicated to channeling the smallest of nature's children—disease and bacterias. Gathering as an unholy mass during significant druidic holidays and great storms, these lonesome fiends plot against any who they have deemed unworthy enough to live.

Plauge-Born Bond (Ex) At 1st level, a Druid of the Transcendent forms a bond with the blighted land and its inhabitants. This bond can take one of two forms. The first is a close tie to the sickness of Vathak's dying wilds, granting the druid access to the cleric's Plant (Decay) domain and

subdomain. When determining the powers and bonus spells granted by this domain, the druid's effective cleric level is equal to her druid level +2. A druid that selects this option also receives additional domain spell slots, just like a cleric. He must prepare the spell from his domain in this slot and this spell cannot be used to cast a spell spontaneously.

The second option is to form a close bond with an animal companion. A druid of the transcendent gains the service of a diseased version of this creature. In addition to the standing abilities of the animal companion, the creature gains:

Diseased Carrier (Ex) The flesh of your animal companion weeps with open sores and boils. It gains the ability to inflict disease with its bite attack. The saving throw of this disease is $10 + \frac{1}{2}$ its Hit Dice + Constitution modifier. You may select one from the following diseases: Filth Fever, Red Ache, Rabies, Devil Chills, or Blinding Sickness.

Diseased Host (Ex) Starting at 2nd level, a Druid of the Transcendent gains a +2 bonus on all saving throws against disease. This bonus increases to +4 at 7th level. At 14th level, a Druid of the Transcendent becomes completely immune to all diseases (including magical diseases). A Druid of the Transcendent is still affected by the cosmetic symptoms of diseases such as boils, pockmarks, watery eyes, blackened skin, hair loss, foul smell, and so on. This ability replaces the trackless step class feature.

Spreading Sickness (Su) At 9th level a Druid of the Transcendent can punish those who would despoil the wilderness by infecting them with a mild illness. Calling upon the powers of the despoiled lands, the druid can transform the stored energy of a spell they have prepared and use it to weaken their enemies. As a standard action which provokes attacks of opportunity, the druid may sacrifice a prepared spell to cause all enemies within 30 feet to succeed on a Fortitude save (DC $10 + \frac{1}{2}$ your class level + your Cha modifier) or become sickened for a number of rounds equal to the level of the spell sacrificed. This ability replaces the Venom Immunity class feature.

Plagueblooded (Ex) At 13th level, as a touch attack, the Druid of the Transcendent can touch a creature and deliver the effects a Contagion spell. The creature touched may attempt a Fortitude saving throw DC $10 + \frac{1}{2}$ your class level + Wisdom modifier to avoid the effects. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This ability replaces the A Thousand Faces class feature.

Epidemic Plague (Su) At 15th level, a Druid of the Transcendent gains the ability to cause wide sweeping disease to spread over large areas. This ability functions as



a *Cloudkill* spell. Any Creatures which suffer Constitution damage from this effect are forced to make an additional Fortitude saving throw or also suffer the effects of a Epidemic spell. The Fortified save for both these effects is DC 10 + 1/2 your class level + Wisdom modifier. The druid can use this ability once at 15th level. At 17th, and 20th level the druid gains an additional use of this ability. This ability replaces the Timeless Body class feature.

Eldritch Conjurer

Dealing with alien powers and terrifying entities from the ancient past when the world was new, these spell casters walk the fine line of temptation, madness and power. The eldritch conjuror discovers secrets which offer them the glimpse of mind boggling power over dimension, distance and death. With knowledge and determination, they pierce the barrier of sanity itself. The unspeakable beings which they worship whisper their terrifying secrets to those who dare to listen to their damning call.

Bone Collector (*Eldritch Conjurer Archetype*)

As the darkness in Vathak has spread, there have emerged those who seek knowledge best left forgotten. It is in the relics of antiquity; the worm eaten tomes, forgotten monoliths, and profane idols that they have sought to find the keys to a realm most mortals only ever glimpse in their most nightmarish dreams.

It is the power over death they seek. Those seeking to master the dead arts often lose themselves in their goals, and what starts as a simple thirst for knowledge often turns into a maddening obsession. As the Old Ones stir restlessly in their earthly prisons, they have found a way to reach these individuals in the form of fevered dreams and maddened visions, granting them an influx of insane possibilities. It is through this dark blessing that they are given the knowledge they have sought all of their lives and now have begun to unravel the mysteries of death. Binding it to their will, they use the profane energy into their necromantic rituals, enabling them to pull upon a dangerous power that only exists in nightmares.

Considering themselves necromancers of the purist form, Bone Collectors have gained a foothold over the very essence of death and have mastered powerful magics long thought lost. They beckon the remains of Vathak's ancient dead, skeletal minions called from the forgotten depths of the earth to serve their dark will.

Master of Bones: When using any of the base class features of the Eldritch Conjurer, the Bone Collector replaces

any use of the keywords "Aberration" or "Aberrant" with "Skeleton" or "Skeletal". A bone collector cannot gain a phobia of undead when rolling on the fractured mind phobia chart. Any result of undead should be treated as "aberrant" for the creature type.

Skeletal Summons (Su) When a bone collector casts any version of the spell summon monster, he summons a skeletal version of the creature chosen from the appropriate list. This adds the "skeleton" template. If the creature would normally be celestial or fiendish, the bone collector may instead choose to have the creature gain either the Bloody Skeleton or Burning Skeleton templates instead. For example, by casting summon monster V, he could summon a skeletal dire lion. This replaces the Eldritch Summons class feature.

Idol of Bones: Rather than gain the choice of a Profane Idol, the bone collector instead fashions together a foul idol of bones, flesh and twine. This twisted fetish grants him the same summoning boons as the standard profane idol. In addition, the Bone Collector is granted the following powers:

Bonus Feat: Dichard


Skill Bonus: Gain a gain a +2 bonus on Knowledge (religion) and Survival checks made to resist the effects of starvation and thirst.

Granted Power

Grave Touch (Sp): Starting at 1st level, you can make a melee touch attack as a standard action that causes a living creature to become shaken for a number of rounds equal to 1/2 your bone collector level (round down). If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than your sorcerer level. He can use this ability a number of times per day equal to 3 + his Intelligence modifier. This ability replaces the Profane Idol class feature.

Skeletal Pact (Ex) At 4th level, a bone collector enters into a pact with unknown undead powers to call a creature to serve him. This ability functions like the druid animal companion ability; except that the bone collector's effective druid level is equal to his eldritch conjuror level. A bone collector may gain the service of a skeletal version of his choice offered on the Animal Companions list. The skeletal companion acts as a summon creature with regard to any bonuses granted to them by the abilities of the bone master in which they serve. Unlike a druid, the bone collector cannot willingly release the creature from service and may only gain a new servant if the creature is destroyed. Gaining a new servant requires the bone collector to perform a dark ceremony requiring 24 uninterrupted hours of prayer and a sacrifice to appease his unknown undead benefactors.





This sacrifice requires the collecting of double the amount of bones of a creature whose hit dice are equal to or greater than the hit dice of the newly summoned skeletal animal companion. This dark ritual must be performed in a graveyard under the effects of an unhallowed spell. This replaces the Blasphemous Pact and Fractured Mind class features.

Old Bones (Ex) Starting at 5th level, the skeletal creatures which the bone collector summons gains an additional point of damage reduction. At 9th level, and every three bone collector levels thereafter (12th, 15th, and 18th level), this damage reduction increases by 1 point. At 12th level the skeletons which he summons replace “DR/bludgeoning” with “DR/cold iron”. At 15th this improves to “DR/adamantine”, and at 18th level becomes “DR/-”. This replaces Forbidden Knowledge class feature.

Skeletal Pact (Ex) At 4th level, a bone collector enters into a pact with unknown undead powers to call a creature to serve him. This ability functions like the druid animal companion ability; except that the bone collector’s effective druid level is equal to his eldritch conjuror level. A bone collector may gain the service of a skeletal version of his choice offered on the Animal Companions list. The skeletal companion acts as a summon creature with regard to any bonuses granted to them by the abilities of the bone master in which they serve. Unlike a druid, the bone collector cannot willingly release the creature from service and may only gain a new servant if the creature is destroyed. Gaining a new servant requires the bone collector to perform a dark ceremony requiring 24 uninterrupted hours of prayer and in a graveyard under the effects of an unhallowed spell. This replaces the Blasphemous Pact and Fractured Mind.

Transcendence of Unlife (Ex) Starting at 13th level, your form begins to rot (the appearance of this decay is up to you) and you began to claim of undeath as your own. The bone collector gains a +4 bonus to all saving throws versus mind-affecting spells, Resist Cold 10, and DR 5/-. At 16th level the process continues as the bone collector’s flesh continues to rot away and he gains immunity to cold, nonlethal damage, paralysis, sleep and his damage resistance increases to DR 10/-. At 20th level the bone collector’s flesh falls away completely and he becomes one of the undead. He gains Undead Traits. Rather than using his Charisma score in place of the lost Constitution score, the bone collector uses his Intelligence instead to calculate hit points, Fortitude saves, or any other special ability that relies on Constitution. This ability replaces the Aberrant Anatomy, Aberrant Form and Transcendence class features.

Fighters

These everyday heroes are found among all the races. Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves, to protect others, or because they know nothing else. The lands of Vathak have proven themselves to be extremely dangerous and the path of the warrior is one that many of the common ilk of these lands gravitate to naturally. From the brawlers found in the many taverns across these bleak lands to the legendary military leaders within the ranks of the cruel vindari, and from poor farmers tending to blighted crops to the keen-witted romni swordsmen of the fallen houses, fighters of Vathak all share in the ideal and devotion of survival through perfecting the art of combat.

Cambion Bodyguard (*Fighter Archetype*)

The cambion race is universally scorned by society at large, but especially by the vindari. These scarred and misshapen creatures are usually killed at birth, discarded as nothing more than a by product of the evil which plagues Vathak’s lands. It is through this treatment and abuse, that once a cambion does find a friend, they become incredibly loyal.

Prerequisite: Cambion

Indomitable (Ex) You are intractable when it comes to taking care of your friends. You cannot be swayed from your course. You are stubborn, tenacious, and downright bull headed and nothing will keep you from taking care of them. The cambion gains the Toughness and Iron Will feats as bonus feats at 1st level. This replaces the 1st level Bonus Feat fighter class feature.

Duck (Ex) Once a round as an immediate action, when a melee or ranged weapon would successfully strike an adjacent ally, the Cambion Bodyguard can choose to have the weapon strike him instead of the intended target. The attack automatically hits the cambion bodyguard; regardless his AC or any miss chance in effect. The cambion then suffers the consequences of this attack but gains DR 1/- from the damage dealt by this attack. This damage reduction by +1 for every four levels beyond 2nd and is only applied to the damage suffered from this ability. This replaces the Bravery fighter class feature.

Interposing Movement (Ex) As a move action the cambion may trade positions with a trusted ally. The movement created by Interposing Movement only works on an a willing ally and acts as a 5 ft. step (doesn’t provoke



an attack of opportunity), as the ally is “shunted” into an adjacent square chosen by the cambion body guard. The new position selected by the cambion bodyguard cannot move the willing ally into a threatened square or dangerous obstacle/terrain. If no such square is available the movement created by this ability fails. At 13th level the cambion bodyguard may use this as part of a standard move action rather than a move action. At 19th level the cambion body guard may use this as an immediate action on any willing ally to which he is adjacent. This ability replaces the fighter’s Armor Training and Armor Mastery class features.

Take the Abuse (Ex) Willing to suffer for the continued safety and wellbeing of your friends, the cambion willingly acts as a shield for the lives of those which they protect. As an immediate action, whenever an adjacent ally suffers the effects of spell or ability (Area, Line of Effect or Ray), the cambion body guard may willingly choose to suffer half the effect created by the spell. The cambion body guard may attempt a saving throw if the spell allows for one, but otherwise suffers half of any numerical effects (damage and/or duration) associated to the effects of the spell. In the case of area and line of effect spells such as fireball or lightning bolt, the cambion body guard makes two saving throws; one for him and another to avoid half the effects intended to the target of this ability. Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever the cambion bodyguard makes a saving throw in this way he gains a +2 circumstance bonus to avoid the effects of the spell intended upon his ally. This bonus increases every four levels thereafter (9th, 13th and 17th).

At 13th level the cambion bodyguard may add Touch Spells to the list of spells in which he may use his abilities on. At 17th level the cambion bodyguard may instead choose to become the target of a harmful spell whose intended target is an adjacent ally. This ability replaces the fighter Weapon Training and Weapon Mastery class features.

Gunslinger


Amid the chaos of battle, the sound of gunfire can be a comforting thing. Much different than the typical warriors of Vathak, these trained few have mastered the art of the gun and forgo the use of traditional steel. Using the thunderous roar of gunfire as their calling card, those who call themselves gunslingers are as varied in technique as any fighter. Many revere the vindari firearms

brought to Vathak’s lands as the only true form of progressive combat. Treating these dangerous devices as a secret power, the gunslinger knows that these weapons are but a deafening herald of a new wave of technology.

Triggerman (*Gunslinger Archetype*)

Sometimes you need a gunfighter with a special set of skills, one that can handle a pistol in whatever circumstances





come your way. The Triggerman is just that person. A criminal and gun-for-hire of the most specialized kind, ones who choose to specialize in one-handed firearms exclusively.

Weapon Proficiency

A Triggerman only gains proficiency with one-handed firearms. He must take Exotic Weapon Proficiency (firearm) to gain proficiency with two-handed firearms and firearm siege engines.

Gunsmith

A Triggerman must take a pistol when he chooses a battered firearm at 1st level.

Deeds

A Triggerman swaps these deeds for the following.

Up Close and Deadly (Ex) At 1st level, when the Triggerman hits a target with a one-handed firearm that is not making a scatter shot, he can spend 1 grit point to deal 1d6 points of extra damage on a hit. If he misses with the attack, he grazes the target, dealing half the extra damage anyway. He must choose to spend the grit point before he makes the attack roll. This is precision damage and is not multiplied if the attack is a critical hit. This precision damage increases to 2d6 at 5th level, to 3d6 at 10th level, to 4d6 at 15th level, and to 5d6 at 20th level. This precision damage stacks with sneak attack and other forms of precision damage. This deed replaces the Deadeye deed.

Focused Aim (Ex) At 1st level, as a swift action, the Triggerman can spend 1 grit point to gain a bonus on all firearm damage rolls equal to her Charisma modifier (minimum 1) with all firearm attacks she makes until the end of her turn. At 7th level, when she uses the Dead Shot deed, she multiplies this bonus by the number of hits she made while rolling the Dead Shot attack. This deed replaces the Quick Clear deed.

Liquid Courage (Ex) At 2nd level, a Triggerman gains the ability to fortify his grit with strong drink. The act of drinking is a standard action that provokes attacks of opportunity and each drink provides 1 grog point. Grog points can be used in place of grit points to fuel deeds or grit feats (including those requiring a minimum of 1 grit point to use). The Triggerman can gain a maximum number of grog points each day equal to his Constitution modifier (minimum 1), and they last for 1 hour or until used, whichever comes first. He gains a morale bonus on saves against fear and a dodge bonus to AC against attacks of opportunity equal to his current grog point total. This ability replaces the Nimble ability.

Pistol Training (Ex) Starting at 5th level, a Triggerman increases his skill with one-handed firearms. He gains a bonus on damage rolls equal to his Dexterity modifier, and when he misfires with a one-handed firearm, the misfire value increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the bonus on damage rolls increases by +1. At 13th level, a Triggerman never misfires with a one-handed firearm.

Deadeye (Ex) At 7th level, the Triggerman gains the Deadeye deed, which is normally a 1st-level Gunslinger deed. This deed replaces the Startling Shot deed.

Belly Shot (Ex) At 9th level, a Triggerman can press his firearm directly against a vulnerable location of an adjacent target, dealing additional damage. When the Triggerman successfully hits an adjacent target with a ranged firearm attack, he deals +1d6 points of damage. This damage increases to +2d6 at 13th level and to +3d6 at 17th level. Creatures immune to precision damage, critical hits, or sneak attacks do not take this additional damage. This ability replaces the Gun Training ability gained at 9th, 13th, and 17th level.

Clipping Shot (Ex) At 11th level, when the Triggerman misses with a firearm attack, he can spend 1 grit point to deal half the damage that attack would have dealt if it were a hit (roll damage normally). He can decide to use this deed and spend the grit point after making the attack. This deed has no effect if the attack used the Dead Shot deed. The cost of using this deed cannot be reduced with the Signature Deed feat, the True Grit class feature, or any similar effects.

Inquisitors

There have long been forces that have plotted and schemed against the whole of humanity. These dark cults are dedicated to the destructive cause of the Old Ones. With the awakening of these alien beings, the dark and disturbed minds forming these nameless cults saw that the time of their masters' reign was close at hand and have been working towards the fulfillment of each and every profane prophecy to hasten their victory. Typically of vindarian origin, the inquisitors of Vathak are specially trained individuals who root out these cults and their fanatical followers, intent and wholly focused on destroying such enemies. While many inquisitors, especially vindari, dedicate themselves to and draw power from a deity, they are granted special forgiveness and favors by the churches that they follow, and as such are not subject to many of the commandments and conventions of the church. It is common that these men of "faithful duty"



are excluded from the laws of many of Vathak's cities and towns.

The appearance of an inquisitor within a settlement brings great worry and concern to its residents. Knowing that these grim-faced and far-too-serious individuals seek to root out and destroy evil, these commoners are forced to recognize that something sinister has taken up residence within their towns. Often exacting their own sense of justice, these shadowed characters take extreme measures to meet their goals and discover the threats that they face.

Order of the Watchful Eye (*Inquisitor Archetype*)

These dedicated individuals have become fully invested in the ideals of the church and seek to make the lands of Vathak safe from all forms of evil. Often using extensive torture techniques to reach their goals, they dress in long black robes with hoods covering their faces and often act as final judge, jury, and executioners against those who stand in way of their goals.

Servant of Divine Destruction: A member of this order must worship the One True God and must select the destruction domain (or one of its associated subdomains, if available). Whenever the inquisitor makes use of one of his domain powers, he does so at a +1 caster level.

Judgment: A member of this order gains the following judgment instead of the smiting judgment.

Penetrating Strike (Ex) The inquisitor channels the power of the One True God into his weapon attacks to destroy his enemies. When dealing weapon damage to an opponent, he treats the target's damage reduction as 3 lower than normal (minimum 0). At 6th level, he treats the target's damage reduction as 5 lower than normal, 7 lower than normal at 11th level, and 10 lower than normal at 16th level.

Vicious Zeal (Su) At 5th level, as a swift action, an inquisitor can imbue one of his weapons with the vicious weapon special ability. While imbued, any creature struck by a critical attack from this weapon must make a Fortitude save ($10 + \frac{1}{2}$ the inquisitor's level + the inquisitor's Wisdom modifier) or become temporally fatigued for a number of rounds equal to $\frac{1}{2}$ the inquisitor's level. This special ability only functions while the inquisitor wields the weapon. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive. At 12th level, this ability gives the inquisitor's weapon gains the wounding weapon special ability instead. This ability replaces the bane and greater bane class features.


Judgment of the One True God (Su) At 20th level, a Watchful Eye can call upon his deity and bring judgment down upon a foe during combat. Whenever a watchful eye inquisitor uses his judgment ability, he can invoke a Judgment of the One True God on a foe as a swift action. Once declared, this inquisitor can make a single melee (or ranged, if the foe is within 30 feet) attack against the target. If the attack hits, the target must also make a successful Fortitude saving throw or suffer as if affected by a Destruction spell (spell resistance still applies). The DC of this save is equal to $10 + \frac{1}{2}$ the inquisitor's level + the inquisitor's Wisdom modifier. Regardless of whether the save is successful, the target creature is immune to the inquisitor's cleansing judgment ability for 24 hours. Creatures killed in this manner are consumed in a burst of divine flame, dealing 5d8 points of fire damage to every creature within 10 feet (Reflex save for half damage, DC $10 + \frac{1}{2}$ the inquisitor's level + the inquisitor's Wisdom modifier). The inquisitor is not subject to this damage. Once this ability has been used, it cannot be used again for 1d4 rounds. This ability modifies and functions as true judgment.

Magus

The alien horrors of Vathak have proven themselves to be highly adaptable and resistant to many of the weapons and lesser forms of arcana used against them in battle. It was with this understanding that those who chose to become defenders of Vathak's shadowed lands began to develop a fighting form which blended both martial prowess and magical might into a seamless combat style. Pouring over ancient tomes and forbidden manuscripts intent upon uncovering the hidden powers of magic and perfecting their use of an individual weapon, the magi became masters without equal.

Growing in his power, a magus learns secrets of the arcane that allow him to hone his talents further, and at the zenith of his art, the magus becomes a nightmare of merged steel and magic, a force that few foes can stand against. Most of the magi within Vathak spend their time traveling the lands intent on learning new martial techniques and arcane secrets to aid them in their causes. Borderline obsessive in their desire to learn new sword fighting techniques, a magus will expend a great amount of energy to follow rumors and seek out others who possess skills they desire. Once a suitable teacher has been found, they will spend a great deal of time learning new fighting techniques from a master warrior, while simultaneously undertaking missions to explore recently uncovered crypts in search of ancient lore.





The magi of Vathak are individuals who have spent a majority of their lives blending their learned magical abilities and dedicated martial training into a discipline of spell and steel that are used to devastating effect against their enemies. While some of these magi use their power to aid in the defense of Vathak against the rising evil, there are some who have found the temptations of the power offered to them by the Old Ones overwhelming, and have embraced their offers to become servants of chaos and destruction.

Svirfneblin Warcaster (*Magus Archetype*)

Although many Svirfneblin have managed to survive the rise of the Old Ones by hiding and making the exodus to the surface, others have been training to take back their homelands by relying on their inherent magical abilities to guide them in their quest.

Prerequisite: Svirfneblin

Bonus Feats (Ex) At 1st level, the Warcaster gains Combat Expertise and Dodge as bonus feats, even if he doesn't meet the prerequisites. The Warcaster is not proficient in any kind of armor or shield. The Warcaster does not have the Magus' ability to ignore arcane spell failure from armor; however, if the Warcaster becomes proficient in light armor, he automatically gains the Magus's ability to ignore the arcane spell failure chance of light armor. If he becomes proficient in medium armor, at 7th level he ignores medium armor's chance of arcane spell failure. This replaces the Magus's normal armor proficiencies.

Channeled Spell (Sp) Once per day as a move action, the Warcaster can channel any touch spell that they have prepared through their weapon starting at 3rd level. This uses up the spell slot and the spell is used up regardless of whether the attack hits or not. At 6th level the Warcaster can use this ability twice per day and the ability increases by one time per day for every three Warcaster levels the character gains thereafter.

Perfect Strike (Ex) At 4th level, when a Warcaster hits with his chosen weapon, he can spend 1 point from his arcane pool in order to maximize his weapon damage. Don't roll for damage—the weapon deals maximum damage. This affects only the weapon's base damage dice, not additional damage from sneak attack, magical weapon properties, spellstrike, or critical hits. If the Warcaster confirms a critical hit, he can instead spend 2 points from his arcane pool to increase his weapon's critical multiplier by 1. This ability replaces Spell Recall.

Superior Reflexes (Ex) At 11th level, Warcaster can make a number of attacks of opportunity in a round equal to his Intelligence modifier (minimum 1). This effect stacks with the Combat Reflexes feat. This ability replaces Improved Spell Recall.

Warcaster Focus (Ex) At 13th level, a Warcaster may always act and may draw his weapon as a swift action during a surprise round, though he is considered flat-footed until he acts. During a surprise round or when attacking a flat-footed opponent, he adds his Intelligence modifier on damage with his chosen weapon (minimum 0). This ability replaces Heavy Armor.

Warcaster Master (Ex) At 19th level, a Warcaster's initiative roll is automatically a natural 20 and he is never surprised. This ability replaces Greater Spell Access.

Magus Arcana: The following Magus arcana complement the Warcaster archetype: Arcane Cloak, Bane Blade, Close Range, Critical Strike, Ghost Blade, Reflection, and Silent Magic

Monks

Monks of all types have existed within the lands of Vathak. It is only through mediation, discipline, and the achievement of spiritual enlightenment that these warrior mystics achieve an understanding about the true nature of themselves and the reality in which they exist. The origins of such knowledge and techniques are often closely guarded secrets passed down for thousands of years as a tool of guidance, leading towards the path of enlightenment. Often finding this guidance through the power of visions and dreams, the meditative path of these enlightened individuals, no matter their race, has become threatened with the awaking of the Old Ones. Contacting them through dreams and interposing maddening visions of terror and death among them, nothing has proven safe from corruption, not even the keenly attuned minds of those seeking inner peace. The contact made between these monks and the chaos-infused intellect of these demons has left a majority of these minds fractured and insane.

As the shadow and influence of these alien entities lengthened and consumed Vathak, entire orders of monks began to pay heed to these messages. Aside from a small number of orders not driven to insanity, the only true monasteries which remain are held by the vindari and have been adopted by the church of the One True God. These elite warriors are exclusively found in vindari monasteries, training in martial maneuvers to aid in the fight against the rise of the Old Ones.



Paragon of Humanity (*Monk Archetype*)

There exists a sect of monks dedicated to protecting Vathak from the influences of The Old Ones, the hunger of the undead, and the abominations that roam the lands. Becoming warriors against the dark forces that threaten all of humanity in whatever forms they may take, these outsiders have found a true purpose in the battles for Vathak's future. While others view the events taking place within Vathak as nothing more than a curse, these few understand the true implications of what losing this battle means – the beginning of the end of all things. Sacrificing their lives for this ideal, they become hunters of these horrors and stand as a beacon of light in an otherwise dark world.

Class Skills: The paragon of humanity adds Knowledge (all) and Survival to her list of class skills.

Divine Strike (Ex) At 1st level, a Paragon of Humanity monk gains Divine Strike as a bonus feat, even if he does not meet the prerequisites. At 5th level, and every five levels thereafter, the Paragon of Humanity increases the damage of his Divine Strike by 1d6 (2d6 at 5th level, 3d6 at 10th level, and so on). At 10th level, he may choose to forgo the extra damage dealt by this attack to heal his own wounds, healing an amount of damage equal to the bonus damage rolled rather than inflicting this damage on his target. At 15th level, the Paragon of Humanity may choose to both deal damage to an opponent and heal himself when using this ability. This ability replaces Stunning Fist.

Bonus Feats: A paragon of humanity replaces the normal monk bonus feats with the following: Blind-Fight, Bodyguard, Improved Grapple, Iron Will, Power Attack, Toughness and Weapon Focus (unarmed strike). At 6th level, the following feats are also available: Disruptive, Greater Grapple, Improved Blind-Fight, Improved Iron Will, and In Harm's Way. At 10th level, the following feats are added: Dichard, Greater Blind-Fight, and Spellbreaker.

Protection from Chaos (Sp) At 3rd level, a Paragon of Humanity may use protection from chaos on himself at will, as per the spell. A paragon of humanity's caster level is equal to his class level. This is a Wisdom-based ability. This ability replaces Still Mind.

Ki Pool (Su) At 4th level, in addition to the normal abilities of his ki pool, a Paragon of Humanity may spend 1 point from his ki pool to give his unarmed strike the ghost touch weapon property for 1 round.

Favored Enemy (Ex) At 4th level, a paragon of humanity selects a creature type from the paragon of humanity's favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival

checks against creatures of his selected type. Likewise, he gets a +2 bonus on attack and damage rolls against them. A paragon of humanity may make Knowledge skill checks untrained when attempting to identify these creatures.

At 12th level and 20th level, the paragon of humanity may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2. This ability replaces Maneuver Training.

Paragon of Humanity (Favored Enemies)

Type (Subtype)

Aberration

Fey

Humanoid (shape-changer)

Outsider (chaotic)

Outsider (evil)

Outsider (native)

Magical Beast

Monstrous Humanoid

Undead

Piercing Stare (Su) At 7th level, a Paragon of Humanity can spend a point from his ki pool to gain the benefits of a true seeing spell for a number of rounds equal to his monk level. This ability replaces wholeness of body.

Hunter of Horrors (Ex) At 20th level, a paragon of humanity becomes the bane of the darkness of the night. When attacking a favored enemy, his unarmed strikes are treated as having the bane weapon quality and automatically confirm any critical threats against his favored enemies. In addition, he gains immunity to all mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns). This ability replaces Perfect Self.


Divine Strike (Combat)

You empower your strike with positive energy.

Prerequisites: Con 13, Wis 13, Improved Unarmed Strike, base attack bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). On a successful hit, the attack deals damage normally +1d6 points of positive energy damage. Evil creatures which are struck with a Divine Strike become sickened unless they succeed on a Fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier). You may attempt a divine strike attack once per day for every four





levels you have attained (but see Special), and no more than once per round.

Special: A paragon of humanity monk receives Divine Strike as a bonus feat at 1st level, even if she does not meet the prerequisites. A monk may attempt a Divine Strike attack a number of times per day equal to her monk level, plus one more time per day for every four levels she has in classes other than monk.

Oracles

Often thought to be the mad emissaries of the Old Ones, the mysterious and eccentric individuals that become oracles are a rare thing to find within the lands Vathak. Viewed as heretics and demon-spawn, these mortal vessels are granted access to incredible power at the behest of potent forces beyond the scope of mortal comprehension. It is in these dark times that it has become common to see the powers gifted to the oracle as a curse, as the chaotic visions and prophecy lead to shape the life of those chosen in tragic and unforeseen ways. Branded as heretics by the vindari church, oracles do not associate with any one church or temple. These individuals often flee this persecution and prefer to

strike out on their own, or with a small group of like-minded individuals who respect their ideals and will help them along their path.

Mystery of the Vampire Lords (Oracle Archetype)

It has long been speculated that the Romni once served the ancient lords of underneath. It is through the willful darkening of the oracle's soul do they allow themselves to become open to the power of an evil which cannot die.

Class Skills: An oracle with the vampire lords mystery adds Disguise, Intimidate, Knowledge (arcana), and Stealth to their list of class skills.

Bonus Spells: *ray of enfeeblement* (2nd), *dust of twilight* (4th), *vampiric touch* (6th), *enervation* (8th), *dominate person* (10th), *shadow walk* (12th), *finger of death* (14th), *horrid wilting* (16th), *energy drain* (18th).

Curses: At 1st level, rather than selecting a curse, an oracle who selects the vampire lords mystery gains the curse of Dark Sight.

Dark Sight (Ex) Bright light (including the effects of daylight or similar spells) causes over stimulation of the oracle's eyes and disorientation. An oracle with this curse takes a -1 penalty on attack rolls and a -4 penalty to sight-based Perception checks while they remain in these conditions. At night your eyes grow with an eerie dark light allowing you to see as if you had darkvision 30 ft. At 5th level, this distance increases to 60 feet. At 10th level, you gain darkvision out to a range of 90 feet. At 15th level, you also gain lifesense out to a range of 60 feet.

Revelations: An oracle with the vampire lords mystery can choose from any of the following revelations.

Aura of Shadows (Su) As a swift action, you can cause waves of negativity charged shadows to swarm from your body. This animated darkness deals 1d4 points of cold damage per two oracle levels (minimum 1d4) to all creatures within 10 feet. A Fortitude save halves the damage. In addition, your form darkens and dims, granting you 20% concealment until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Cloak of Darkness (Su) You conjure a cloak of shadowy darkness that grants you a +4 armor bonus and a +2 circumstance bonus on Stealth checks. At 7th level, and every four levels thereafter, these bonuses increase by +2. You can use this cloak for 1 hour per day per oracle level. The duration does not need to be consecutive, but it must be spent in 1-hour increments.





Dark Thoughts (Su) You can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage for every two oracle levels you possess. After successfully attacking with this ability, you may use a full-round action to sort through the jumble of stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in your mind for a number of rounds equal to your Charisma modifier. Treat the knowledge gained as if you had used detect thoughts. This is a mind-affecting effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every five levels beyond 5th.

Fangs of the Forefathers (Ex) You gain a natural bite attack which deals damage based upon the oracle's size. At 7th level, the damage dealt with the oracle's bite attack is treated as if the oracle was two sizes categories larger. At 15th level, the oracle can suck blood from a grappled opponent. If the oracle establishes or maintains a pin, they drains blood, dealing 1d3 points of Constitution damage. The oracle heals 5 hit points or gains 5 temporary hit points (the oracles choice) for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Near Death (Su) You gain a +2 insight bonus on saves against diseases, mind-affecting effects, and poisons. At 7th level, this bonus also applies on saves against death effects, sleep effects, and stunning. At 11th level, the bonus increases to +4.

Shade (Su) As a swift action, you take the form of a pale shadow can manifest and gain a fly speed of 60 feet with perfect maneuverability. You can use this ability for a number of rounds equal to 3+ your oracle level per day. At 15th level, the oracle gains the effects of a Shadow Walk spell each round in which they make use of this ability. In addition, the oracle make instead use this ability to cast the spell Shadow Walk spell once per day. Used in this way, the ability lasts for up to 1 hour per level, and counts as your total use of this ability for the day. You must be at least 7th level to select this revelation.

Soul Siphon (Su) As a ranged touch attack, you can unleash a ray that causes a target to gain one negative level. The ray has a range of 30 feet. This negative level lasts for a number of minutes equal to your Charisma modifier. Whenever this ability gives a target a negative level, you heal

a number of hit points equal to your oracle level. You can use this ability once per day, plus one additional time at 11th level and every four levels thereafter. You must be at least 7th level to select this revelation.

The Dark Masquerade (Su) As an immediate action, you may chose to be treated as an undead creature when you are targeted by a positive or negative energy effect. You are not subject to *Turn Undead* or *Command Undead* (or any other effect that specifically targets undead), unless you choose to be or are actually an undead creature. You can use this ability once per day, plus one additional time at 5th level and every four levels thereafter.

Touch of Darkness (Su) As a standard action, you can perform a melee touch attack that deals 1d6 points of cold damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a Ghost Touch weapon.

Unnatural Speed (Ex) Once per day, you can move up to your speed as an immediate action. You can use this ability one additional time per day at 7th level and 15th level.


Withering Touch (Su) Your touch ages living creatures. As a melee touch attack, you can deal 1 point of Constitution damage for every three oracle levels (minimum 1 point) you possess to living creatures. For each point drained the oracle gains 5 temporary hit points for 1 hour (up to a maximum number of hit points equal to the oracle's maximum hit points). You can use this ability once per day, and one additional time per day at 8th level and 17th level.

Final Revelation: Upon reaching 20th level you gain traits as if you were undead. Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Paladins

Gaining power with each passing day, the forces of darkness within Vathak have few who can make a stand against their horrors. Holy warriors and defenders of their various faiths, the paladins of Vathak have long striven against these common enemies of reality. Beings





born of utter insanity and chaos, the appearance of the Old Ones represents a quickly rising tide, the beginnings of a war between the people of Vathak and a seemingly endless horde of cosmic horrors that could eventually threaten the entire world if not stopped. While paladins of any faith can be found in Vathak, the vindari utilize these divine champions as the generals and officers of their armies.

Vindari paladins are fanatical worshipers of the One True God and gladly give their lives in the service of his divine light and justice. These overzealous warrior servants wage a constant war to root out and cleanse the obvious and hidden evils of the world to the best of their ability. These holy warriors make up the bulk of the vindari army. It is a rare sight to see these warriors of the One True God wandering Vathak alone. As leaders of regiments, they typically have a strict deployment schedule, and their orders are given directly by the high hands of the church itself.

No one chooses to be a vindari paladin; they are selected by their superiors based entirely upon their faith, purity and dedication to the faith. Members are typically of vindari nobility, but as the war with the Old Ones grows more dangerous, the ranks of paladins are thinning due to the high casualties of battle.

Aberration Scourge (*Paladin Archetype*)

Unleashed upon the world, the hordes of horrors which now plague Vathak threaten all who dwell there. The appearance of these alien creatures has not only brought a battle for survival, but has caused the formation of a specially trained group of holy warriors who have sworn to destroy them. Servants of the One True God, they have dedicated their lives to striking against the spreading madness and death brought by these creatures. While many powers within the faith have spread themselves too thin in an effort to bring the entire land under their dominion, the aberration scourge recognizes that the land must be cleansed of the Old Ones and their influence before true worship can blossom.

The following are the class features of the aberration scourge:

Know Thy Enemy: The aberration scourge adds the Knowledge (planes) and the Knowledge (dungeoneering) to the list of his class skills.

Hidden Hunter (Su) The aberration scourge gains the ability to magically conceal his presence from the horrors he hunts. As a spell-like ability, the aberration scourge gains the benefits of a Hide from Aberrations spell. This spell

functions exactly as the Hide from Undead spell, using the scourge's paladin level as their effective caster level. All of the instances of the word "undead" are instead replaced with the word "aberration". The aberration hunter may use this ability a number of times per day equal to 3 + his Charisma modifier. This ability replaces the paladin's Detect Evil class feature.

Touch of Reason (Su) Beginning at 2nd level, an aberration scourge gains the Lay on Hands class feature. This functions exactly as the standard paladin ability except that he can use his Lay on Hands healing power to deal damage to aberrations and outsiders, dealing 1d6 points of damage for every two levels the paladin possesses. Using Lay on Hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Aberrations and outsiders do not receive a saving throw against this damage.

Smite Aberration (Su) This class feature functions as the paladin's Smite Evil ability; except, it replaces the "evil" keyword with "aberration/outsider". While his Smite Aberration ability is active, if the first attack made by the aberration scourge strikes his target, the aberration scourge deals 2 points of damage per level instead of the normal damage dealt by this ability. This ability otherwise functions as and replaces the paladin's Smite Evil class feature.

Aura of Sanity (Su) At 8th level, an aberration scourge becomes immune to the effects of the confused condition. In addition, the aberration scourge and each of his allies who begin their turns within 10ft. of him gain a +2 morale bonus to Will saving throws to resist the effects of mind-affecting spells and effects created by aberrations and outsiders. At 11th level this bonus increases to a +3 modifier. At 14th level it becomes a +4 and at 17th level it increases to a +5. This ability functions only while the aberration scourge is conscious, not if he is unconscious, or dead. This ability replaces the paladin's Aura of Resolve class feature.

Champion of the One True God (Su) At 20th level, an aberration scourge becomes a conduit for the power the One True God in the fight against the evil and madness of the Old Ones. When fighting against aberrations and outsiders with the chaotic or evil subtypes he gains DR 10/- against each of their attacks. In addition, whenever he confirms a critical hit against an aberration or outsider that is the subject of his Smite Aberration ability, the creature must make a Will save (DC 10 + 1/2 the paladin's level + the paladin's Charisma modifier) or be slain outright. In addition, whenever the aberration scourge channels positive energy to deal damage to an aberration or outsider, he deals the maximum possible



amount. This ability replaces the paladin's Holy Champion class feature.

Feats: The following feats compliment the aberration scourge archetype: Extra Lay on Hands, Extra Mercy, Power Attack, and Spell Penetration.

Rangers

Warriors of the wild, there are those few who view life as nothing more than a game of survival. It is they who acknowledge that within all aspects of life there are only two types of roles to play: predators and their prey. Always striving to achieve the role of the predator, the rangers of Vathak have adapted to a great many changes as the Old Ones began to awaken from their aeon long slumbers. A common class among the romni and bhriotia, their nomadic and natural distrust of outsiders lends itself well to the mindset needed to survive in these dark times. Often used as scouts, trail masters, and trackers, these individuals focus on overcoming and traveling the harsh and dangerous landscapes of Vathak, using their honed skills to aid in the survival of their people.

Intimately knowledgeable on aberrant creatures and newly risen horrors, the reports of rangers were among the first to tell of the presence of these unnatural creatures, but were largely ignored by the vindari. It was the dismissal of these early warnings that lead to the destruction of many frontier towns and settlements in the early years of the war. Since that time, the vindari have begun utilizing this class in warfare, mainly as scouts observing new territories and as trackers hunting the spawn of the Old Ones. Members of this class, regardless of their race, are usually grim minded individuals who have personally battled against these horrors, and from such experiences have been changed forever. Their strength, keen senses, adaptive nature and hopeful vision of a land restored often betrays their hidden fears and unspoken awareness of what they know to be true: that across the whole of Vathak, there no longer exists a place that is safe.

Filth Reaches Scout (*Ranger Archetype*)

These scouts have learned the ways of maneuvering and surviving in the lightless depths of the massive underground caverns known as the Dorna'groth. Called the "filth reaches" by the savage bhriotia, it is the underworld of Vathak. While most of the other races avoid this unearthly place, a small number of highly skilled rangers travel these dangerous tunnels. These rangers have learned to move undetected, mastering a mixture of stealth and mastery over

the earthbound terrain. They take the lead as underground guides to others who are in need of their skills.

Scout's Focus (Ex) At 1st level, once per day, the Filth Reaches Scout can focus on a single enemy within line of sight as a swift action. That creature remains the scout's focus until it is reduced to 0 or fewer hit points or surrenders, or until the Filth Reaches Scout designates a new focus, whichever occurs first. The scout gains a +2 bonus on attack and damage rolls against the target of his focus. At 5th level, and every five levels thereafter, this bonus increases by +2. At 4th level, and every 3 levels thereafter, the scout can use this ability one additional time per day. This ability replaces the favored enemy class feature.

Combat Style Feat (Ex) At 2nd level, when the ranger loses the ability to select a combat style and instead gains the Skirmish combat style. This combat style focuses on mobility and manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from this selected combat style, even if he does not have the normal prerequisites.


The ranger can choose from the following list whenever he gains a combat style feat: Dodge, Mobility, Nimble Moves and Spring Attack. At 6th level, he adds Wind Stance and Acrobatic Steps to the list. At 10th level, he adds Artful Dodge and Lightning Stance to the list.

Deep Knowledge (Ex) At 3rd level, a Filth Reaches Scout gains a +2 bonus on initiative checks and Knowledge (dungeoneering), Perception, Stealth, and Survival skill checks while underground (in caves and dungeons). Every 5 levels thereafter, the scout gains an additional +3 on each of those checks while underground (to a maximum of +11 at 18th level). This ability replaces favored terrain class feature.

Terrain Bond (Ex) At 4th level, the Filth Reaches Scout forms a bond with the land itself, enabling him to direct others in such terrain. While in an underground terrain, the scout grants all allies within line of sight and that can hear him a +2 bonus on initiative checks and all Perception, Stealth, and Survival skill checks. Also, as long as they travel with him, the scout's allies leave no trail and can't be tracked. The Filth Reaches Scout can choose for the group to leave a trail, or even specific members of the group to leave a trail if he so desires. This ability replaces the hunter's bond class feature.

Adaptable Skilled (Ex) At 7th level, a Filth Reaches Scout instinctively grasps for the most stable surfaces and holds on tighter while moving over underground rock and stone. The scout gains a +5 bonus on all Acrobatics and Climb checks made to traverse underground terrain.





Furthermore, the Filth Reaches Scout ignores the penalties incurred from accelerated climbing or moving at normal speed while making a stealth check. This ability replaces the woodland stride class feature.

Survivalist (Ex) At 11th level, the Filth Reaches Scout can have an inspired moment once per day as a free action. The scout gains the following benefits until the end of his next turn. His speed increases by 10 feet. He can take an extra move or swift action on his turn. He gains a +4 bonus to AC and on attack rolls, skill checks, or ability checks. Finally, he automatically confirms any critical threat he scores. He can use this ability one additional time per day at 19th level. This ability replaces quarry and improved quarry.

Rifleer

The rifleer is the undisputed marksmen of the vindari military, a true master of his weapon. All rifleer begin their career as members of a military or private servant of a wealthy noble who has access to the vindari manufactured long rifles from which they gain their name. A majority of these specialized warriors learn their trade from a vindari academy of war, but with the amount of lost lives and weapons in the fields of battle, there are also some few self-taught rifleer who have acquired their signature long rifles from the dead. These individuals often act as loners, traveling across Vathak, making a living as bodyguards and mercenaries for hire.

Undead Sharpshooter (*Rifleer Archetype*)

Whether taking aim from the freshly emptied grave of his quarry or chasing shadows through the ruins of ancient cities, the Undead Sharpshooter keeps the restless undead in his sights. Armed with knowledge of undead physiology developed through the practical application of experience and new technology, the Sharpshooter will stalk and harry an undead opponent for as long as it takes to line up that one perfect shot.

Whether motivated by profit, a desire to protect, or a genuine hatred of the walking dead, an Undead Sharpshooter concerns himself with but one thing: killing undead. Using whatever means are available to him to accomplish these goals, these rifleers prefer a tactical approach when dealing with these dangerous creatures. With their skills and a patience that rivals the dead, these sharpshooters are highly valued by groups that must face these wretched creatures.

Hatred of the Dead: At 1st level the Sharpshooter must select Undead as his Favored Target.

Sense the Dead (Su) Through the heightened senses of a hunter, the Undead Sharpshooter gains the ability to detect the approach of their hated enemy. This ability works like the paladin class feature ability to detect evil, except as detect undead instead of detect evil. This ability replaces the Unshakable class feature.

Back to the Grave (Ex) At 5th level, the Undead Sharpshooter has better learned the weakness of his undead enemies. Mastering these special combat techniques for fighting this chosen foe, he gains a +1 bonus to all attack rolls and a +1d6 bonus to damage against creatures of the undead type. At 11th level, this bonus increases by an additional



+1 to attack and +3d6 to damage. This ability replaces the Deceptive Shot class feature.

Trail of Death (Ex) The Undead Sharpshooter adds his class level to any Survival checks made to follow the tracks of creatures of the undead type. This ability replaces the Watchful Eye class feature.

Undead Slayer (Ex) At 18th level, the Undead Sharpshooter is a master of his craft, capable of slaying powerful undead with a single shot. Whenever he successfully hits an undead who is flat-footed, the undead must succeed on a Will saving throw (DC 10 + 1/2 the Undead Sharpshooter's level + his Wisdom modifier) or be destroyed. Even undead creatures who succeed on their saving throws suffer damage as though the attack were a critical hit. This ability replaces the Piercing Shot class feature.

Rogues

As life within Vathak has become fraught with constant danger, from both the nightmarish spawn of the Old Ones and the open hostilities between nations, it seems that the prospect of survival dramatically increases for an adventurer who can live by their wits. Ever just one step ahead of danger, rogues bank on their cunning, skill, and adaptability to influence fate to their favor. Never knowing what to expect, they prepare for everything, becoming masters of a wide variety of skills, training themselves to be adept manipulators, agile acrobats, shadowy stalkers, or masters of any of dozens of other professions or talents. Like fighters, rogues can be found amongst all the races. From bustling cities to small hamlets, if there is something to steal, a person to be killed, or a place to break into, you'll find a rogue.

Escape Artist (*Rogue Archetype*)

There are some who were never destined to be caged. Having faced the unjust laws of the vindari time and time again, the Escape Artist has mastered the abilities of escape from a number of prison cells, manacles and restraints. Often the byproduct of a life of crime and rebellion, these individuals have the uncanny ability to disable any lock with nothing more than a mixture of skill and sheer luck. Slipping from the prisons and devices made to hold them, these rogues always seem to find themselves in binding situations.

Mechanical Aptitude (Ex) Every day the escape artist gains a pool of aptitude points equal to his one-half his rogue level + his Dexterity modifier. These points refresh at the start of each day. Before making a disable device check, he may choose to put any number of these points into the

roll, gaining a bonus on disable device checks equal to the number of points he puts into the roll. This ability replaces the trapfinding class feature.

Favored Device (Ex) At 3rd level, an escape artist may select a category of devices in which he was taught the skills of bypass and disabling. The choices are mechanical, magical traps or hazards. While dealing with traps or devices of his chosen nature, the escape artist gains a +2 bonus on all disable device and escape artist skill checks made to disable, bypass or escape from these obstacles. These bonuses rise to +4 when the rogue reaches 6th level, to +6 when he reaches 11th level, to +8 when he reaches 16th level, to +10 at 20th. This class feature replaces the rogues trapsense class feature.

Rogue Talents: The following rogue talents complement the acrobat archetype: Deft Palm, Fast Picks, Fast Fingers

Advanced Rogue Talents: The following advanced rogue talents complement the acrobat archetype: Skill Mastery, Delay Activation*, Quick Key*

New Advanced Rogue Talents


Delay Activation (Ex) This talent may be used once an escape artist has successfully bypassed a trap, device, or hazard. The escape artist may cause the obstacle to automatically activate at a time of his choosing within 10 minutes/level per rogue level. This time must be determined at the moment this talent is used.

Quick Key (Ex) Many devices, such as locks or mechanical traps, stand no chance against the escape artist's knowledge of how to disarm them before they function. As an immediate action, after the escape artist has a failed disable device attempt, they may make a second attempt at the roll. This second attempt occurs directly after the failure, allowing the escape artist the chance to reroll the check before the activation of any traps or negative effects associated with the failure of the original check. The escape artist must be at least 14th select this talent.

Sorcerers

As scions of innately magical bloodlines, the intermixed spawn of monsters, and of those infused with the growing taint spreading across Vathak, sorcerers harness their gifted powers and draw forth a might few common mortals can imagine. The choices that a sorcerer makes can lead him to use his innate talents to defend the nations of Vathak or become consumed with a selfish desire for power. The later has led many on this path to seek forbidden knowledge and





make pacts with the alien gods festering beneath the earth. With every breath, these magic-touched souls endlessly indulge in and refine their mysterious abilities.

This class is found among the romni more than any other race. Many romni clans trace the lineage of their now fallen houses to the bloodlines of their kind, families that have had several children with natural inclinations toward magic. Many of the vindari see the presence of these innate abilities as curse or sign of wicked dealings with dark powers. It is from this fear that many who possess such gifts keep them a closely guarded secret, knowing that if it were ever discovered, they would face a lifetime of persecution, torture, and imprisonment, or would simply become another victim of the great cleansing.

Romni Noble Houses of the Six Bloodline (Sorcerer Archetype)

Your ancestors look down upon you every day and have chosen to grant you the gifts of your ancient heritage. You honor them by embracing tradition and bringing honor to your family.

Class Skill: Knowledge (history).

Bonus Spells: obscuring mist (3rd), false life (5th), speak with dead (7th), globe of invulnerability (9th), contact other plane (11th), shadow walk (13th), banishment (15th), moment of prescience (17th), foresight (19th).

Bonus Feats: Alertness, Arcane Strike, Dodge, Lightning Reflexes, Silent Spell, Skill Focus: Knowledge (history), Skill Focus: Knowledge (planes), Toughness.

Bloodline Family: Noble Houses of the Six Romni Ancestral Bloodline assumes you are a descendant from one of the Houses of the Six. Choose one of the houses and receive a unique gift from those ancestors. This gift replaces the Bloodline Arcana feature of the sorcerer Bloodline class feature.

Dequiroa Clan: Whenever you cast an evocation spell, targets that fail their saves are dazzled by tiny sparkling starlights for 1 round per level of the spell.

Talaittha Clan: Whenever you take damage in battle, your effective caster level increases by 1 during your next turn. This effect does not apply more than once per round.

Delhain Clan: Whenever you cast a spell with a verbal component and no somatic or material component, you treat your caster level as if it were one higher.

Brova Clan: Whenever you cast a spell with a range of “personal,” you gain a luck bonus equal to the spell’s level on all your saving throws for 1 round.

Krunedorf Clan: Whenever you cast a spell with the [darkness] descriptor or the shadow subschool, you gain a circumstance bonus on Stealth checks equal to the spell’s level for 1d4 rounds.

Ravca Clan: Whenever you target a single creature with a spell, you gain an insight bonus equal to half the spell’s level (minimum +1) for 1 round to your AC and saving throws against any spell or attack made by that creature.

Bloodline Powers

You have the power of your collective ancestors surrounding you, and the powers you gain manifest in part due to the heroic or dastardly deeds your family members have achieved before your time. You have been selected by these spirits to build upon your family’s greatness.

Touch of the Ancestors (Su) Starting at 1st level you may touch a creature as a standard action dealing 1d6 points of cold damage +1 for every two caster levels you possess. Creatures damaged by this attack become fatigued for 2 rounds. Once targeted by this touch, creatures are immune to its fatigue effect for 24 hours. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Rallying Cry (Su) At 3rd level, as a standard action once per day, you can shout a cry instilled with the noble sacrifices of your ancestors. You and any allies within 30 feet who can hear you gain a +1 morale bonus on attack and damage rolls for a number of rounds equal to half your sorcerer level (minimum +1). At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

Golden Eye (Su) At 9th level, the Romni can affix his gaze upon any one creature within 30 feet. The target must make a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or be staggered for 1 round for every 2 sorcerer levels you possess. You may use this ability once per day at 9th level. At 17th level, you can use this ability twice per day. At 20th level, you may use this ability three times per day.

Heroic Legends (Su) At 15th level, you may inspire greatness or inspire heroics as a bard of your sorcerer level by sacrificing a spell slot as a swift or move action. The effect lasts a number of rounds equal to the sacrificed spell’s level; this duration is doubled for romni recipients.

Chosen of the Six Houses (Ex) At 20th level, your ancestor’s blessing infuses your spirit. You become immune to death effects. Material components for spells and effects to bring you back to life (such as raise dead or resurrection) cost half as much as normal. Your body cannot be turned into an undead creature, as though you were affected by a permanent hallow effect (caster level equal to your sorcerer level).



Summoners

Summoners within Vathak are met with a great deal of superstition, fear, and hatred. Many of the common people link this form of arcane power with that of the Old Ones and the evil which plagues the lands. While it isn't uncommon that the participants of the arcane arts (even the vindari) use these powers to beckon monsters from the farthest reaches of the planes to fight on their behalf, a summoner refines this practice and forms a connection with one particular outsider. The eidolons summoned to Vathak take many strange shapes and can be as terrifying to behold as any minion which serves the Old Ones. A summoner often chooses to keep his powers a secret while dealing with others outside of his adventuring group, as far too often the sight of their eidolons has driven a town to violently object to the presence of such a creature.

Profane Evolutionist (*Summoner Archetype*)

The corruption of the Old Ones is akin to a spreading cancer which has laid claim to the lands of Vathak. While many have speculated to the extent of this evil's reach, none could truly understand the perverse changes upon the very fabric of magic more than the summoner. The very nature of the creatures summoned, and more alarmingly his eidolon, became infused with the insane influence of the Old Ones. Manifesting as a series of strange mutations, these creatures also draw upon a source of dark power which grant them a number of abilities. As a summoner progresses in levels, the influx of the taint which clings to his summons causes him to question his mastery of control over them.

Tentacled Horror: At 6th level, the profane evolutionist watches as his eidolon begins to change its form to take the appearance of a lesser horror. At 6th level the eidolon replaces each of its natural attacks from its base form with tentacle attacks which function exactly as the 1-point evolution of the same name. Each level thereafter, whenever the summoner gains a level and selects his evolutions


for that level, he must spend a number of points equal to the eidolon's maximum number of attacks on the 1-point evolution Tentacle. The eidolon gains the otherworldly mind ability:

Otherworldly Mind (Ex) Any creature attempting to contact eidolon's mind or cause it to suffer mind-affecting effects (such as charms or compulsions) must make a Will save (DC equal to 10 + 1/2 the eidolon's hit dice + the summoner's Charisma modifier) or be overwhelmed by the alien thoughts which poison the eidolon's thoughts. Those who fail take 1d6 points of nonlethal damage and are confused for 1d6 rounds, and their spell immediately ends. The save is Charisma-based. This ability replaces Maker's Call class feature.

Unsettling Form: At 10th level, the form of the eidolon has grown to resemble that of a nightmarish horror. The eidolon gains the unsettling appearance ability:

Unsettling Appearance (Su) The eidolon's horrific form causes those who view it to become sickened at the creature's sight, their minds sent reeling at the utter madness of its body's constantly changing form. Creatures other than the summoner and his allies, who can see the eidolon and are within 60 feet must succeed on a Will save (DC equal to 10 + 1/2 the





eidolon's hit dice + the summoner's Charisma modifier) or take a -2 penalty on attack rolls while the eidolon remains in their field of vision. Creatures may attempt to avert their eyes, as if trying to avoid a gaze attack to avoid this effect. The save is Charisma-based and is a mind-affecting phantasm. This ability replaces the Transposition class feature.

Otherworldly Might: At 12th level, the eidolon deals damage with its tentacles as if it were one size category larger. In addition the eidolon gains the touch of madness ability:

Touch of Madness (Sp) As a standard action, an eidolon makes a single attack. If this attack scores a hit it causes the creature struck to make a Will save (DC equal to 10 + 1/2 the eidolon's hit dice + the summoner's Charisma modifier) or become dazed for 1d3 rounds as its mind is clouded with abstract thoughts. The dazed subject is not stunned (so attackers get no special advantage against it). This is a mind-affecting enchantment. This ability replaces Greater Shield Ally class feature.

Sword Dancer

The lethal steps of these warriors have given rise to many tales as the unique fighting style, quickness, keen blades, and reckless abandon of the sword dancer are the subject of romni legend. Nearly all sword dancers belong to the nomadic romni cultures. These wanderers find a calling early in life and are guided by the ancient traditions of their people. Considered as lowly gypsies, these mysterious individuals keep to themselves and forge their own bonds as they move throughout the lands. A sword dancer learns the art of the sword dance as they grow up among others who also practice this strange art. It often falls upon the shoulders of these warriors to be sent on missions, or serve as the scouts when traveling in new lands. Some sword dancers are nothing more than romni renegades who seek vengeance against the vindari. A sword dancer found wandering the dangerous lands of Vathak alone is usually seeking new challenges to their deadly skills.

Great Blade (*Sword Dancer Archetype*)

Madness darkens the eyes of this warrior. Wielding a great sword with the ease that belies his slight frame, these warriors fight with a grace and speed that should not be possible with the large weapons they wield. The Great Blade excels in using their larger weapon within a martial discipline that promotes a mobile form of combat, allowing

them to strike a foe quickly and move like the wind. Their oversized weapon does not encumber them as it does others and becomes an extension of their body and will.

Weapons: Great Blades are proficient with all simple and martial weapons, but must choose a single, large, two-handed melee weapon in which to focus their combat training and abilities into.

Light as a Feather (Ex) A sword dancer always treats his chosen weapon as one size category smaller whenever it would be more beneficial for him to do so. At first level, a great blade gains Power Attack as a bonus feat. The sword dancer may make use of this feat even if he does not meet the prerequisites. This ability replaces Sword Mastery.

Hewn Strike (Ex) At 4th level, the Great Blade gains Cleave as a free feat. If the Great Blade already has Cleave, then they gain Great Cleave instead. This replaces Whirlwind Strike.

Heavy Hitter (Ex) At 9th level, the Great Blade may add 1/2 their class level as a bonus to all combat maneuvers checks, attempting to disarm, trip, or sunder an opponent. In addition, his skill with larger weapons has become such that he applies 2x times his Strength modifier as a bonus to all damage rolls when using his chosen weapon. This replaces Spinning Charge.

Butchering Blow (Ex) At 11th level, the Great Blade gains Great Cleave. If the Great Blade already has Great Cleave, then they gain Cleaving Finish. This takes the place of Improved Whirlwind.

Witches

Gaining power through communion with unknown forces, the witches of Vathak are outsiders. These hermits and reclusive individuals are always feared and mistrusted as they draw their magic from pacts made with otherworldly powers. While not all witches commune with the evil that threatens Vathak, many find the promise of such destructive power intoxicating. Most commonly found in the tribes of the bhriota, witches within that society openly flaunt their powers and use them for the best interests of the clans in which they act as leaders. While most of these strange individuals are content never knowing the extent of the powers which they have been granted, there are others who desire a better understanding of the mysterious forces that guide them. These witches tend to break away from their tribes and follow visions and potent signs to discover the origin of their gifts.



Bhriota Witch Doctor (*Witch Archetype*)

The bhriota witch doctor is an archetype of the witch class, available to bhriota witches.

The witch doctor draws power from her ability to endure pain and suffering. She mutilates her own flesh, inflicting horrific scars, in order to attract the attention of the Old Ones. Rather than call forth a familiar, she creates a repulsive fetish mask that she uses as a repository for her power.

Prerequisite: Bhriota

Constitution Dependent (Ex) A bhriota witch doctor uses Constitution instead of Intelligence when determining the highest level of spells she can cast, her spell save DCs, number of spells known at 1st level, and any effects of her hexes normally determined by her Intelligence.

Available Patron Spells: At 1st level, when a bhriota witch doctor gains her Fetish Mask, she must also select a patron from the following patrons: Death, Deception, Insanity, Occult, Plague, Shadow, or Vengeance.

Mark of Agony

Each bhriota witch doctor boasts one permanent and excruciatingly painful disfigurement to show their devotion to the Old Ones. This mark of agony is obtained in a special ritual known as "The Bearing" and each mark is specifically designed to inflict the maximum amount of pain while not impeding the bhriota witch doctor in her duty to spread agony wherever she may go. Some examples of marks of agony include: removing the skin entirely from a limb, the removal of nose, ears or lips, or even scarring the body with flame or acid.

A mark of agony always appears fresh, as if the wound was just inflicted, but due to the magical nature of the disfigurement it does not become infected, or continue to deteriorate. A mark of agony will not heal naturally. In addition, whenever a bhriota witch doctor learns a new hex, she must carve or brand a symbol in her flesh to represent this hex and compliment her mark of agony. She can disguise these scars with mundane or magical means, but they cannot be permanently removed.

Fetish Mask (Su): At 1st level, a bhriota witch doctor forms a bond with a wooden mask representing the visage of an Old One. As she gains power, her connection to this mask causes it to grow ever more hideous and grotesque as it absorbs the weight of the self-induced pain that underlies her magic. Her spells derive from the insights the Old Ones, granting her power while she inflicts cuts, burns, and other mutilations upon herself. Her fetish mask acts in all ways like a witch's familiar for the purpose of preparing and gaining spells. Rather than communing with a familiar to prepare

spells each day, a bhriota witch doctor stares into the horror of her mask as she contemplates the agony and madness in which it represents.

When wearing her fetish mask, a bhriota witch doctor gains a +2 circumstance bonus on Heal and Intimidate checks and a +2 bonus on all saving throws against affects that specifically cause pain or have the pain descriptor. If the mask is destroyed, the witch doctor can create another fetish mask (which almost immediately adopts the shocking appearance of the original) for the same price and time it takes a witch to replace a dead familiar.

At 5th level, the bhriota witch doctor gains the ability to add magical abilities to her mask as if she had the Craft Wondrous Item feat. This ability otherwise functions like and replaces the standard Witch Familiar class feature.

Hexes

At 1st level when selecting her first hex, a bhriota witch doctor must acquire Rending Pain as her first hex.

Rending Hex (Su) A bhriota witch doctor can cause wounds to worsen on those she touches. This acts as an inflict light wounds spell, using the witch's caster level. Once a creature has been targeted with the rending hex, it cannot be targeted again for 24 hours. At 5th level, this hex acts like inflict moderate wounds. This hex only works on those who are not at full health. This ability replaces the witch's 1st-level hex.

Major Hexes

Once reaching 10th level, a bhriota witch doctor must acquire Everlasting Pain as her first major hex.

Everlasting Pain (Su) You cause the wounds of a creature within 60 feet to open once more and bleed profusely. The target is allowed a Fortitude saving throw to negate the effect. If the target fails its save, it takes 2d6 bleed damage. The hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. Magical healing does not stop the bleeding, but a Heal check (DC 10 + 1/2 the witch's level + the witch's Intelligence modifier) will stop the bleeding. Whether or not the save is successful, the target cannot be affected by this hex again for 1 day.

Hex Selections

The following hexes complement the bhriota witch doctor archetype:

Hexes: Evil Eye, Nails, Scar, Unnerve Beasts.

Major Hexes: Agony, Cook People, Everlasting Pain, Infected Wounds, Nightmare.

Grand Hexes: Death Curse, Dire Prophecy, Natural Disaster.





Wizards

Beyond the veil of the mundane hide the secrets of absolute power. The works of beings beyond mortal comprehension, the legends of realms where dread gods slumber and ancient powers tread, the lore of these terrible creations call to those with the ambition to embrace such dangerous knowledge and use such forces to grasp true might. Such is the path of the wizard within the lands of Vathak. No matter the race, an individual who embraces the powers of the arcane seeks, collects, and covets esoteric knowledge of the rising shadows, drawing on mystic arts to fuel powers beyond the abilities, and often beyond the control, of mere mortals. In either case, wizards prove a cunning and potent lot, capable of smiting their foes, empowering their allies, and shaping the world to their

every desire. For the vindari, the art of wizardry is a fairly new concept which has only recently gained acceptance among their churches. Considered unholy if not performed by a clergyman, vindari wizards are devout members of the faith chosen to study arcane manuscripts from the ancient histories of foreign lands with the aim of mastering arcane abilities to aid in their fight against the Old Ones

Aberrant Mage (*Wizard Archetype*)

Aberrant Mage is a student of ancient arcane lore and a self-proclaimed scion of the Old Ones. Obsessed with gaining power at any cost, these wizards spend a majority of their careers seeking to discover a way in which to harness the dread powers of the old ones. Their ultimate goals lie in unlocking the secrets and formula of eldritch magic in a futile attempt to gain control over the creatures which grant them their awful power. Some Aberrant Mages seek to unlock the power of certain Old Ones to fight the machinations of other, deeper evils. Others explore the ancient ways hoping to find the secrets needed to restore the world to its former state, cleansed of the recent contamination brought by civilization. However, most Aberrant Mages simply want to watch the world twist and writhe.

Alignment: Due to the extreme nature of the dark studies in which the Aberrant Mage must take part in to satisfy his obsessions; these individuals are darker minded than most and must be of a non-good alignment.

Aberrant Bond (Ex) When an Aberrant Mage forms his arcane bond; he must select the familiar option. An Aberrant Mage's familiar gains the aberrant template and is considered an outsider rather than a magical beast. In all other respects, this ability functions as and replaces the standard wizard's arcane bond ability.

Dread Study

The secrets of the Old Ones' power transcend any modern notion of arcane schools or specialties. Rather than selecting an Arcane School at 1st level, an Aberrant Mage begins play with a foul tome from which he derives his knowledge of the Old Ones. As he progresses in level, the Aberrant Mage learns dread secrets which increase his spell casting power and grant him new abilities.

At 1st level, the Aberrant Mage gains the knowledge of a dread secret. These secrets represent his understanding of the dark powers of the creatures in draws power from. He gains another dread secret at 5th, 10th, 15th, and 20th. While he does not select any opposition schools,



any spells with the good descriptor are treated as a spell from a wizard's opposition school. An Aberrant Mage who prepares a spell with the good descriptor must use two spell slots of that spell's level to prepare the spell. In addition, the Aberrant Mage takes a -4 penalty on any skill checks made when crafting a magic item that has a spell with the good descriptor as a prerequisite.

Secret of Madness: At 1st level, the Aberrant Mage starts gaining comprehension of the evil and mind shattering forces he is dealing with. He gains a +2 bonus to all Knowledge skill checks from the dark knowledge gained from his tome. He also suffers a -2 to all Wisdom and Charisma based checks due to the constant dwelling upon this insane knowledge. In addition, he gains the following abilities:

Touch of Madness (Ex) An Aberrant Mage may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save (DC 10 +1/2 the Aberrant Mage's class level + his Intelligence modifier), its mind becomes clouded and gains the Staggered condition for a number rounds per 1/2 his caster level (Minimum 1). An Aberrant Mage may use this ability a number of times per day equal to 3 + his Intelligence modifier. This is a mind-affecting enchantment ability.

Secret of the Evil Dead: At 5th level, the Aberrant Mage learns the secret of the evil dead. Life is nothing more than a short transition in the cycle of madness. For after death, a corpse can then begin a transformation into a servant of horror imbued with the essence of the creatures of madness who once ruled over both the living and dead. The Aberrant Mage gains the ability to cast *Animate Dead* as a bonus spell once each day. In addition to its standard effects, each of the creatures animated by this ability must be zombies. Each of the zombies animated by the Aberrant Mage gains the Void Zombie creature template.

Void Zombie (CR +1)

A void zombie is a fast zombie that gains a secondary "tongue" attack that deals 1d6 points of damage. A void zombie also gains the following special attack.

Blood Drain (Ex) If a void zombie hits a living creature with its tongue attack, it drains blood, dealing 2 points of Strength damage before the tongue detaches.

Secret of Fractured Space: At 15th level, the Aberrant Mage learns the secret of fractured space and can move through dimension in ways other creatures cannot

comprehend. They may use greater teleport (self only) as a swift action. An Aberrant Mage can use this power anywhere, but its destination point must be adjacent to a fixed angle or corner in the physical environment; such as, a wall, floor, or ceiling (as determined by the GM). Temporary angles created by cloth, flesh, or small items are not sufficient. It cannot use these abilities to enter curved architecture or open outdoor environments. An Aberrant Mage may use this ability a number of times per day equal to 3 + his Intelligence modifier.

Secret of the Dark Consumption: At 20th level, the secrets of the dark earth open themselves to the Aberrant Mage. It is through profane resuscitation to dwellers of the tainted earth that the wizard offers them his physical being and soul. Performing this ritual requires 3 days, 50,000 gp worth of rare incense, sulfur, and powered gems, and the remains of 200 HD worth of intelligent creatures whose bodies are no more than three days old. When completed, the ritual summons a gathering horde of maggots. The Aberrant Mage then lies atop the pile of the dead and waits for them to consume his still living flesh. The Aberrant Mage gains the Worm That Walks template. This ability replaces arcane school, Scribe scroll, and the Wizard's bonus feats.

Call Aberration (Sp) At 8th level, an Aberrant Mage can call upon a creature to his location once per day. This functions as lesser planar ally, except that it can only call an aberration, ooze, or native outsider with the aberrant template. If calling a native outsider with the aberrant template, it is treated as one hit die higher than its actual hit dice for determining whether or not it can be called by this ability, and for determining the price for its services. This ability does not require a material component to cast, though it does require a suitable payment for the called creature. Most creatures called by this ability can be bargained with using sacrifices, valuing humanoid sacrifices at 100gp per hit die. Alternatively, a called creature may simply be released to continue its normal behavior; such a creature is prohibited from attacking the Aberrant Mage who called it for 24 hours. At 12th level, this ability functions as planar ally. At 16th level, this ability functions as greater planar ally.





*"I have harnessed the shadows that stride from world to world
to sow death and madness."*

H.P. Lovecraft



Feats of Vathak

Some abilities are not tied to your race, class, or skills—things like particularly quick reflexes that allow you to react to danger more swiftly, the ability to shrug off the effects of non-lethal damage, the savage nature of the bhriota who are trained to deliver vicious strikes with melee weapons, or the supreme talent of a dead-eye crack-shot who delivers more than his fair share of damage with each strike. These abilities are represented as feats.

While some feats are more useful to certain types of characters than others, and many of them have special prerequisites that must be met before they are selected,

as a general rule feats represent abilities outside of the normal scope of your character's race and class. Many of them alter or enhance class abilities or soften class restrictions, while others might apply bonuses to your statistics or grant you the ability to take actions otherwise prohibited to you.

By selecting these feats, you can customize and adapt your Vathak-based characters to be unique individuals equipped with the special edge needed for survival in these cursed lands.



Feat Name	Prerequisite	Description
Aberrant-Born Blood	Cambion	Use your Will save bonus in place of other saves.
Aberration Abolisher*	Vindari, Base Attack Bonus +1	Gain bonus to attack rolls against aberrations.
Acidic Bile	Cambion, Greater Mutation	The cambion gains an acid vomit attack.
Armored Cavalry*	Romni, Ride 3 ranks	Never suffer an armor check penalty while mounted.
Artful Dodge*	Base Attack Bonus +13, Dodge	Gain a second 5ft. step during a full round attack action.
Blasphemous Growth	Cambion, Greater Mutation	The cambion is able to call forth amazing feats of strength.
Blessed Strike	Wis 15+, Weapon Focus, Greater Weapon Focus, Base Attack Bonus +8	Take the higher of two rolls for attacks.
Bhriota Brawler*	Bhriota, Toughness	You gain DR against nonlethal damage.
Bolster	Vindari, Channel Energy	Channel energy ability grants bonuses to healed allies.
Bottoms Up	Base Attack Bonus +1	Drink a potion as a move action that doesn't provoke an attack of opportunity.
Brutal Deception	Cha 13+, Non-lawful Alignment	Score a critical hit on someone who considers you a friend.
Cleansing	Vindari, Channel Energy	Your channel energy grants a resistance bonus to allies.
Cloak Fighting*	Romni 5 ranks Perform (dance)	While fighting with a cloak you gain 20% concealment.
Create Opening*	Int 13+, Combat Expertise	Inflict a -5 circumstance penalty to your opponent's armor class.
Danger Sense	Improved Initiative	Once per day reroll an initiative check.
Doomspeak	Bardic music class feature, Intimidate 8 ranks, Perform 8 ranks	Curse opponents with your scathing words.
Dark Knowledge	Cha 13+, Ability to cast divine spells	You may prepare and cast spells with the evil descriptor.
Deadly Accuracy*	Dex 15+, Base Attack Bonus +6	You can reroll any result of minimal damage on your ranged weapon's damage dice.
Devastating Charge*	Bhriota, Str 13+, Power Attack	Gain bonus damage when you charge.
Distracting Wound*	Base Attack Bonus +6, Weapon Focus	Opponent struck cannot make an attack of opportunity.
Eccentric Specialist	Vindari, Int 13+	Choose any two non-class skills and gain insight bonuses to their use.
Enchanting Voice	Romni, Cha 13+	Gain a +4 bonus to all Charisma checks against subjects currently affected by an enchantments.
Extra Sword Dance Power	Sword Dance Class Feature	Gain one additional sword dance power.
Faithful Strike*	Base Attack Bonus +1, Wis 15+	Use your Wisdom modifier instead of your Strength modifier on attack rolls.
Force of Personality	Vindari, Cha 13+	Add your Charisma modifier to Will saves against mind-affecting spells and abilities.
Feign Death*	Con 13+, Bluff 5 ranks	You can attempt to appear dead to enemies.
Fortune	-	Once per day you may choose to re-roll the result of a single die roll.
From the Brink	Con 17+	You can be healed even after you're technically dead.
Greater Mutation	Cambion	Gain 3 extra hit points and allows a cambion to gain greater mutation feats.
Guarding Strike*	Combat Reflexes, Mobility	Attack an enemy that uses a 5ft step to attack allies.
Heinous Speech	Cambion, Greater Mutation	Gain a vestigial head that acts as a translator.
Holy Inspiration	Apostle, Cha 13+	You can speak an inspiring word your allies within 30 feet.
Hunter of Horrors*	-	Gain a +1 bonus to Bluff, Perception, Sense Motive, and Survival checks against aberrations.
Knife Trick*	Quick draw, Dex 13+	You can draw a light weapon and attack one target with it.
Lightning Step*	Mobility, Dodge, Dex 15+	You may ignore a single attack of opportunity while taking a move action.



Mob Fighting*	Base Attack Bonus +10, Mob Strike, Swarming Tackle	Allow others who threaten the target to make attacks of opportunity upon a successful strike.
Mob Strike*	Base Attack Bonus +1	Gain a +2 to hit enemies who are threatened by 2 or more of your allies.
Mounted Mobility*	Romni, Ride 5 ranks	While mounted you can make a single 90° turn while making the run action.
Natural Instinct	Bhriota	You get a +2 racial bonus on all Knowledge (nature) checks and Survival checks
Nightmarish Mind	Wis 15+	You are immune to all non-magical fear effects and receive a +2 bonus to saving throws versus other fear effects.
Overwhelming Faith	Apostle, Cha 15+	Reduce enemy damage reduction.
Perfect Parry*	Dex 13+, Dodge	When threatened by exactly one opponent you gain a +2 dodge bonus to AC against melee attacks.
Plague Bearer	Con 15+	You become immune to selected disease and may infect others.
Quick Load*	Weapon Proficiency(firearms)	Required for you to reload the chosen firearm is reduced to a move action.
Repositioning Dodge*	Int 13+, Combat Expertise, Mobility, Dodge, Base Attack Bonus +11	Forgo attack of opportunity to take a five foot step as an immediate action
Resolute	Iron Will	You suffer lesser effects and penalties from fear based effects.
Romni Tactics*	Romni, Stealth 5 ranks	You can form an ambush plan for combat that grants those involved bonuses.
Saddle Warrior*	Dex 13+, Mounted Combat, Ride-by Attack	When mounted you may make a full-attack action.
Scavenger*	Base Attack Bonus +1	You suffer half the normal non-proficiency penalty for using weapons and armor.
Shoulder to Shoulder* -		You threaten squares adjacent to chosen ally.
Social Intimidation	Vindari, Diplomacy 5 ranks	You can use Diplomacy to demoralize opponents.
Swarming Tackle*	Base Attack Bonus +3, Mob strike	You receive a +2 to CMB for each ally who threatens the target of your combat maneuver.
Tentacles	Cambion, Greater Mutation	The cambion gains a tentacle attack.
Throw and Charge*	Quick Draw, Run	You can throw a light or one-handed ranged weapon, draw another weapon and then charge.
Touch of Faith	Apostle, Wis 13+	As a swift action cause weapon damage to become holy.
Unbalance Opponent*	Int 13+, Combat Expertise	With a successful combat maneuver deny an opponent his Dexterity bonus to Reflex saves.
Vindari Diplomacy	Vindari	You get a +2 racial bonus on Diplomacy checks and choice of Bluff or Sense Motive.
Vicious*	Bhriota, Str 13+, Power Attack	You may choose to deal additional damage to yourself and opponent on a successful hit.
Weapon Juggle*	Dex 13+, Quick Draw, Sleight Of Hand 3 ranks	Gain free actions to exchange, sheath or draw weapons and items.

* This is a combat feat and can be selected as a fighter bonus feat



Aberrant-Born Blood

Through your tainted blood you have learned to adapt your anatomy to survive dangerous situations.

Prerequisite: Cambion

Benefit: You gain a +1 bonus to Will Saves. A number of times per day equal to 1 + your Wisdom modifier, you can use your Will save bonus in place of your Fortitude or Reflex save bonus by changing the nature of your aberrant anatomy.

Aberration Abolisher (Combat)

You have fought against the Old Ones and their Spawn since you could first hold a weapon.

Prerequisite: Vindari, Base Attack Bonus +1.

Benefit: You gain a +1 racial bonus to attack rolls against creatures of the aberration type.

Acidic Bile

The cambion is able to produce a noxious breath weapon of acidic vomit.

Prerequisite: Cambion, Greater Mutation.

Benefit: The cambion is able to spew forth an acidic bile onto foes a number of times per day equal to the cambion's constitution modifier. This attack takes the form of a 15 ft line of acid and deals 1d6 points of acid damage per three hit dice of the cambion. Creatures that succeed on a Reflex save (DC 10 + 1/2 the cambion's HD + the cambion's Con modifier) take only half damage.

Armored Cavalry (Combat)

Over the years of your combat training, you have grown accustomed to riding a horse while wearing armor.

Prerequisites: Romni, Ride 3 ranks.

Benefit: You never suffer the armor check penalty of your armor when making Ride checks while mounted. If you are riding a mount on which you do not take armor check penalties to your Ride checks (such as a cavalier's mount), your mount does not take any armor check penalties from wearing armor with which it is proficient, and you gain a +2 bonus on Ride checks made to negate damage to your mount.

Artful Dodge (Combat)

You quickly step beneath your opponent's blade to slash at them and step back again.

Prerequisite: Base Attack Bonus +13, Dodge.

Benefit: During a full-round action, you may make two 5-foot steps instead of one. You may make this movement at any time during your full round action and this movement does not provoke attacks of opportunity.

Normal: You may only take a single five foot step during a round in which you take a full round action

Blasphemous Growth

The cambion's form becomes swollen with tumor-like patches of muscular tissue.

Prerequisite: Cambion, Greater Mutation.

Benefit: The cambion is able to call forth amazing feats of strength a number of times per day equal to the cambion's constitution modifier. With these surges of strength the cambion can gain one of the following effects: +4 to a single melee or thrown weapon damage roll; +8 to a strength check made to break an object; or +4 to a single CMB roll. Calling on this sudden surge of strength is a swift action.

Blessed Strike

While in a sword dance, your prayers do not go unnoticed.

Prerequisites: Wis 15, Sword Dance class feature, Weapon Focus, Greater Weapon Focus, Base Attack Bonus +8.

Benefit: You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). You can roll your attack roll twice and take the higher result. If one of these rolls is a critical threat, the other roll is used as your confirmation roll (your choice if they are both critical threats). You may attempt a blessed strike once per day for every four levels of sword dancer you have attained and no more than once per round.

Bhriota Brawler (Combat)

You can shrug off non-lethal blows without effect.

Prerequisite: Bhriota, Toughness.

Benefit: You gain DR against nonlethal damage equal to your Constitution modifier.

Bolster

Your channeled energy boosts the bravery of your allies.

Prerequisite: Vindari, Channel Energy.

Benefit: Any creature healed by a use of your Channel Energy ability gains a +1 luck bonus on attack and damage rolls, as well as a sacred bonus to saves against fear equal to your Wisdom modifier (minimum +1). These bonuses last for one round per die of healing provided by your Channel Energy.

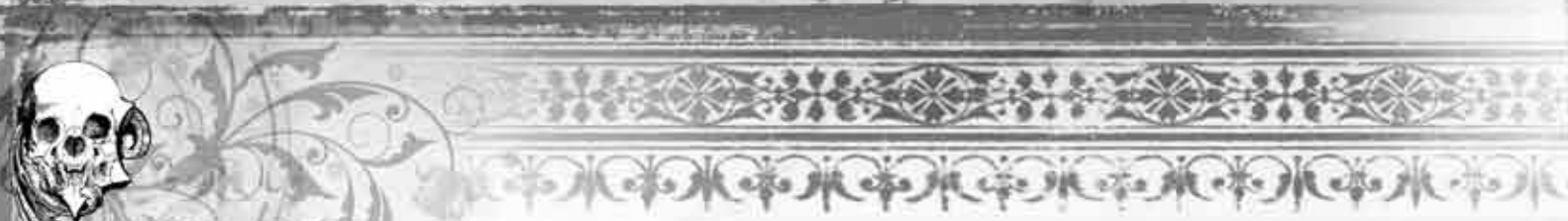
Bottoms Up

You have trained yourself to swallow liquids in one quick gulp.

Prerequisite: Base Attack Bonus +1.

Benefit: You can drink a potion or any other small volume of liquid as a move action that does not provoke attacks of opportunity.





Note: The Benefit of this feat does not include any actions needed to retrieve a potion from your inventory, only the action of consuming it.

Brutal Deception

You know that the best time to plant a dagger in someone is right after a friendly pat on the back.

Prerequisite: Cha 13, Non-lawful Alignment.

Benefit: You automatically score a critical hit when you successfully attack a target with a friendly attitude towards you (see the Diplomacy skill). Abilities dependent on critical hits, such as the vorpal weapon property, do not take effect.

Cleansing

Your channeled energy boosts the resilience of your allies.

Prerequisite: Vindari, Channel Energy.

Benefit: Any creature healed by a use of your Channel Energy ability gains a sacred bonus to Fortitude saves against poison or disease. The bonus is equal to your Wisdom modifier (minimum +1), and lasts for one round for each die of healing provided by your channel energy.

Cloak Fighting (Combat)

You can distract and confuse a foe with the whirls and snaps of a swirling cloak.

Prerequisites: Romni, Perform (dance) 5 ranks.

Benefit: When you have a cloak in one hand, as a move action you may make a Perform (dance) check opposed by one opponent's Perception or Sense Motive check (whichever is better for the opponent). If you win the opposed check, you gain concealment (20% miss chance) from that opponent until the beginning of your next turn.

Create Opening (Combat)

You hamper your opponent's ability to defend himself against a physical attack.

Prerequisite: Int 13, Combat Expertise.

Benefit: As a standard action, you can, with a successful combat maneuver made against the target's base CMD, impose a -5 circumstance penalty to your opponent's armor class. This penalty lasts until the beginning of the targets next round. Failure to overcome the opponent's CMD results in an attack of opportunity.

Danger Sense

Something doesn't seem right about the clearing ahead...

Prerequisite: Improved Initiative.

Benefit: Once per day, plus one additional time per day for every four levels you possess, you can reroll an initiative

check you have just made. You use the better of your two rolls. You must decide to reroll before the round starts.

Dark Knowledge

While the powers of the Old Ones bring death and decay, sometimes it is necessary to use the weapons of evil to defeat evil.

Prerequisite: Cha 13, ability to cast divine spells.

Benefit: You may prepare one evil spell as a bonus spell for each level of spell you can cast. You can cast this spell as normal, but doing so causes you to take 1d4 points of Charisma damage and 1d4 damage per spell level.

Deadly Accuracy (Combat)

Your aim is too good for your attacks to be shrugged off.

Prerequisites: Dex 15, Base Attack Bonus +6.

Benefit: You have deadly accuracy with your agility-based weapon attacks. When dealing damage with a weapon to which you add your Dexterity modifier to your attack rolls (all ranged weapon attacks, and melee weapon attacks made with Weapon Finesse), you can reroll any result of 1 on your weapon's damage dice. Only weapon attacks that require an attack roll benefit from this feat. You must keep the result of the reroll, even if it is another 1.

Devastating Charge (Combat)

A savage blood lust builds in you as you channel all of your might behind each of your blows when you run into combat.

Prerequisites: Bhriota, Str 13, Power Attack.

Benefits: When you are not mounted and you use the charge action, a successful attack deals an additional 2d4 points of damage. If you are using a 2-handed weapon, or a 1-handed weapon in 2 hands, you instead deal an additional 3d4 points of damage.

Distracting Wound (Combat)

Your blade finds a weak point in your foe's defenses and causes them to ignore all others except you.

Prerequisite: Base Attack Bonus +6, Weapon Focus.

Benefit: As a full round action, you may make a single attack against a creature you threaten. If that attack hits, the target of the attack cannot make attacks of opportunity until its next round.

Doomspeak

You can demoralize an enemy with horrible condemnations and grim portents of impending doom.

Prerequisites: Bardic Performance class feature, Intimidate 8 ranks, Perform 8 ranks.

Benefit: As a standard action, you can expend three rounds of your Bardic Performance to utter a string of



crass and appalling epithets and curses at one enemy within 120 feet. The intended target must be able to hear and comprehend your damning remarks. A target that fails a Will save (DC 10 + 1/2 your bard level + your Charisma modifier) is cursed with a -10 penalty on attack rolls, saves, ability checks, and skill checks for 1 round. This is a supernatural, necromantic effect.

Eccentric Specialist

You are focused in an unusual area of study for a member of your profession.

Prerequisite: Vindari, Int 13.

Benefit: Choose any two non-class skills. These skills are considered class skill for you, and you gain a +1 insight bonus on all checks made with these skills.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you select this feat, it applies to a new set of skills.

Enchanting Voice

Your voice magnifies the power of your enchantment spells.

Prerequisites: Romni, Cha 13.

Benefit: You gain a +4 bonus to all Charisma checks and Charisma-based skill checks made against subjects currently affected by an enchantment (charm) or enchantment (compulsion) spell you cast.

Extra Sword Dance Power

Your training and combat focus have led you to unlock new sword dance abilities.

Prerequisite: Sword Dance class feature.

Benefit: You gain one additional Sword Dance power. You must meet all of the prerequisites for this power.

Special: You may take this feat multiple times, gaining a new Sword Dance Power each time.

Faithful Strike (Combat)

You fight by faith more than brute strength.

Prerequisites: Base Attack Bonus +1, Wis 15.

Benefit: With a natural weapon, a simple weapon sized for you, or an unarmed strike, you may use your Wisdom modifier instead of your Strength modifier on attack rolls.

Feign Death (Combat)

You can appear to be dead to the untrained eye.

Prerequisite: Con 13, Bluff 5 ranks.

Benefit: You can attempt to appear dead, slowing your heart rate and breathing considerably, blocking out reactions to pinpricks and similar stimuli, and lowering your body temperature. Entering this trance-like state is a

standard action, and while maintaining it you are paralyzed (though you remain aware of your surroundings). In this trance you can hold your breath for one minute per point of Constitution score, which is also the maximum duration of your trance. You appear dead to all casual observers, and may make a Bluff check (opposed by an examiner's Heal or Perception check, whichever is higher) to appear dead even to a careful examination. If you ready an action to use this feat when you are next struck for damage, the attacker must make a Perception or Heal check opposed by your Bluff, or believe it has slain you.

Forceful Personality

You draw inner strength and willpower from your sense of self rather than from intuition or insight.

Prerequisite: Vindari, Cha 13.

Benefit: You use your Charisma modifier instead of your Wisdom modifier to determine your bonus on Will saves against mind-affecting spells and abilities.

Fortune

You have unusually good luck, a rare trait to have in such dark times.

Benefit: Once per day, you may choose to re-roll the result of a single die roll you have just made. You must use the result of the second roll even if it is lower than the first.

From the Brink

You know how to keep a near-death experience from becoming a death experience.

Prerequisite: Con 17, Base Attack Bonus +9.

Benefit: Your will to live is strong enough that you can be healed even after you're technically dead. For the first round after you die, plus one additional round per point of Constitution bonus you possess, you can still be healed, although it is harder to do so once you have reached this point. If you are restored to 1 or more hit points before this time ends, you become stable, but remain unconscious for 1d10 minutes. If you are restored to 0 or fewer, but your negative hit points are not enough for you to be dead, you are unconscious and dying. You cannot become stabilized until you are restored to at least 1 hit point, so unless you are magically healed you will continue taking damage each turn until you die again.

Greater Mutation

Your aberrant heritage takes the form of more powerful mutations.

Prerequisite: Cambion.





Benefit: This feat allows a cambion to gain greater mutation feats. In addition, the cambion gains 3 extra hit points.

Special: This feat must be selected at 1st level.

Guarding Strike (Combat)

Your swift strikes punish enemies who would threaten your allies.

Prerequisite: Combat Reflexes, Dodge, Mobility.

Benefit: When an adjacent enemy whom you threaten uses a five foot step to enter into an ally's threatened area, you may use an attack of opportunity to attack that creature.

Normal: Creatures who use a five foot step to leave a threatened area are not subject to attacks of opportunity.

Heinous Speech

The vestigial head of the cambion mimics the speech of others into a gruesomely understandable language.

Prerequisite: Cambion, Greater Mutation.

Benefit: The cambion grows a vestigial head that acts as a translator, repeating the words of others and of the cambion. This grants the cambion the effects of a continuous *comprehend languages* spell.

Holy Inspiration

Your faith and worship to a god has given you the words to inspire your allies.

Prerequisites: Cha 13, Apostle level 1.

Benefit: You can speak an inspiring word to your allies within 30 feet. Those allies receive a +2 divine bonus on attack rolls, skill checks, ability checks, and saving throws for one round. You can use this ability once per day.

Hunter of Horrors (Combat)

You have studied the legends of the strange monsters of the lands of Vathak and have learned the best ways to fight them.

Benefit: You gain a +1 bonus to Bluff, Perception, Sense Motive, and Survival checks against aberrations, as well as a +1 to weapon damage rolls against these creatures. At 10th level, these bonuses increase to +2.

Knife Trick (Combat)

You have learned to draw a weapon and attack a foe as one quick action.

Prerequisites: Dex 13, Quickdraw.

Benefit: As a standard action, you can draw a light weapon and attack one target with it. Rather than make a standard attack roll, make a Sleight of Hand check. If your skill check exceeds your target's AC, your attack hits. If your skill check also exceeds a DC of 10 + the target's base attack



bonus + the target's Wisdom modifier (or 10 + your target's Sense Motive bonus, whichever is higher), your target is considered flat-footed for this attack. Any given target may be the target of your Knife Trick only once per day.

Lightning Step (Combat)

Your training in mobility can allow you to bypass even the most threatening of an enemy's attacks.

Prerequisites: Dex 15, Dodge, Mobility.

Benefit: Once per round, you may ignore a single attack of opportunity while taking a move action.

Normal: Creatures who use a move action while threatened are subject to attacks of opportunity.

Mob Fighting (Combat, Teamwork)

Your fighting technique improves in brawls, and team members know how to take advantages of such chaos.

Prerequisite: Base Attack Bonus +10, Mob Strike, Swarming Tackle.

Benefit: As a full-round action, you may make a single attack against a creature you threaten. If that attack hits, each ally who has this feat and threatens the creature may make a single melee attack against the target of this attack.

Mob Strike (Combat)

You are skilled at striking foes distracted by others.

Prerequisite: Base Attack Bonus +1.

Benefit: You gain a +2 attack bonus to hit enemies who are threatened by 2 or more of your allies. This bonus stacks with those granted from flanking.

Mounted Mobility (Combat)

As an expert rider, you can execute dramatic turns at high speed, even reeling about at a full gallop.

Prerequisite: Romni, Ride 5 ranks.

Benefit: While mounted, you can make a single 90° turn while making the run action.

Special: You may take this feat multiple times; each time you do, you may make an additional 90° turn during your run action. You must move at least 10 feet between turns.

Natural Instinct

You have honed your natural instincts regarding nature and survival within these dark lands.

Prerequisite: Bhriota

Benefit: You get a +2 racial bonus on all Knowledge (nature) checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Nightmarish Mind

While in battle, you have come face-to-face with countless horrors, and you have become numb to their horrific appearance.

Prerequisite: Wis 15.

Benefit: You are immune to all non-magical fear effects and receive a +2 bonus to saving throws against magical fear effects and spells or abilities that cause madness or insanity.

Overwhelming Faith

The god of your faith shows his favor to you by granting you the power to cripple his ancient enemies.

Prerequisites: Apostle level 1.

Benefit: Once per day as a swift action, the apostle may select an enemy within 30 ft. that has damage reduction. This damage reduction is reduced by 1/2 of your apostle level (minimum 0). This effect lasts for one round per two apostle levels.

Perfect Parry (Combat)

It will take more than just one of these creatures to bypass your defenses.

Prerequisites: Dex 13, Dodge.

Benefit: When you are threatened by exactly one opponent in melee, you gain a +2 dodge bonus to AC against melee attacks.

Plague Bearer

Born of Ina'oth, you carry a highly contagious disease to which you are immune, spreading disease and pestilence wherever you travel.

Prerequisite: Con 15.

Benefit: When you take this feat, you may choose a disease from the following list: Devil Chills, Filth Fever, and Shakes. You are a carrier and are immune to this particular disease. You carry this disease and may infect others if you meet the infection requirements. Diseases requiring contact need touch to transmit them, injury requires a wound, and inhaled requires the victim to breathe your exhalations, etc.

Quick Load (Combat)


You are trained in loading a chosen firearm with lightning speed.

Prerequisite: Weapon Proficiency (firearm type chosen)

Benefit: The time required for you to reload the chosen firearm is reduced to a move action. Reloading a firearm still provokes an attack of opportunity.

Normal: Without this feat, loading a firearm requires a full-round action





Special: You can gain Quick Load multiple times. Each time you take the feat, it applies to a new type of firearm. A fighter may select Quick Load as one of his fighter bonus feats.

Repositioning Dodge (Combat)

Each missed attack allows you to dodge and weave beneath your opponent's blades and reposition yourself at the moment of his failure.

Prerequisites: Int 13, Combat Expertise, Combat Reflexes, Dodge, Mobility, Base Attack Bonus +11.

Benefit: Whenever your opponent misses you with a melee attack, you may forgo one of your remaining attacks of opportunity to take a five foot step as an immediate action. This movement only allows you to move into a space which the enemy still threatens. If the enemy scores a natural 1 on a d20, the movement granted by this ability may be used by the character to move into any space he may legally enter. This movement does not provoke an attack of opportunity.

Resolute

While not fearless, you stand fast in the face of even the most overwhelming mundane and mystic fears.

Prerequisites: Iron Will.

Benefit: Any time you would normally be cowering, frightened, or panicked, you reduce the effect by one degree of severity (frightened or cowering becomes shaken, panicked becomes frightened).

Romni Tactics (Combat)

Your people have fought against the vindari and other enemies using a variety of battle tactics. It is your superior ambush planning skills that have lead you and your allies to victory time and time again.

Prerequisite: Romni, Stealth 5 ranks.

Benefit: You can form an ambush plan for any combat area you have considerably accurate information about. You must have either observed the conditions of the prospective battlefield personally or received a detailed scouting report. Forming a plan takes one minute, but if the information you base it on is inaccurate (or changes before the battle) your plan grants no bonus.

Make a Stealth check and compare it to the table below. This determines what bonus your plan grants to you and any allies you have briefed on the plan. This bonus begins in the first round of combat, and is reduced by 1 at the end of your turns. The bonus applies to attack rolls, saving throws, and Stealth checks made by you and your allies. Only one ambush plan can be in place for a given set of allies in a battle.

Skill Check	Bonus
20 or less	+1
21-30	+2
31 or more	+3

Saddle Warrior (Combat)

You are greatly skilled at making melee attacks from the saddle.

Prerequisites: Dex 13, Mounted Combat, Ride-by Attack.

Benefit: When riding a moving steed, you may make a melee full-attack as long as your steed moves at least 10 feet between each of your attacks. The steed may move before and after each of your attacks, as long as its total movement does not exceed its speed, but must move at least 10 feet between every melee attack you make.

Normal: Normally, a character riding a moving mount may only make one melee attack each round.

Scavenger (Combat)

You are accustomed to picking over the remains of your foes and appropriating their gear for your own use.

Prerequisites: Base Attack Bonus +1.

Benefit: You suffer only half the normal non-proficiency penalty for using weapons and armor for which you do not have the appropriate proficiency feat. Your penalty when attacking with such weapons drops to -2. You suffer only half the armor check penalty to attack rolls and movement skills (such as Ride) when wearing such armor.

Normal: You take a -4 penalty on attack rolls made with an improvised weapon and a character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Shoulder to Shoulder (Combat)

Standing back-to-back, you and a chosen ally join together to form a guarded circle.

Benefit: On your turn, designate one adjacent ally whose square you threaten. As long as you are adjacent to that ally, you threaten squares adjacent to that ally.

Social Intimidation

Simply because you don't resort to shouting like a common barbarian doesn't mean you can't make your foes quake with a threatening word.

Prerequisite: Vindari, Diplomacy 5 ranks.

Benefit: You can use Diplomacy to demoralize opponents. This works exactly like using Intimidate to



demoralize your foes, except that the check requires 1 minute to make and the effects last for 1d4 days.

Swarming Tackle (Combat, Teamwork)

You fight in coordinated strikes with companions to bring the largest of foes to their knees.

Prerequisite: Base Attack Bonus +3, Mob Strike.

Benefit: You receive a +2 to your CMB for each ally with this feat who also threatens the target of your combat maneuver. The ally must be able to take attacks of opportunity (cannot be stunned, staggered, or paralyzed) at the time of your action to receive this bonus.

Tentacles

The body of the cambion is covered in long, flailing tentacles.

Prerequisite: Cambion, Greater Mutation, Base Attack Bonus +11.

Benefit: The cambion gains a secondary tentacle natural attack at his base attack bonus -5. The tentacles have 10ft. reach and deal 1d6 damage. If the cambion has the Improved Grapple feat, his tentacles also gain the grab special ability.

Throw and Charge (Combat)

You can hurl a thrown weapon while charging.

Prerequisite: Quick Draw, Run.

Benefit: As a full round action, you can throw a light or one-handed ranged weapon, draw another weapon, and then charge. Both attacks are made at your highest base attack bonus -2, and you sacrifice the +2 bonus on your charge attack to accomplish this. You cannot use this ability if your movement speed is reduced by armor or encumbrance.

Touch of Faith

Calling upon the god of your faith, he instills in you great power over your enemies.

Prerequisites: Apostle level 3, non-evil alignment.

Benefit: Holy light surrounds your melee, ranged, or natural weapon, causing half the damage inflicted to be holy damage and causing the weapon to be treated as good-aligned for bypassing damage reduction. Once per day as a swift action, the apostle may call upon the powers of this feat. This ability remains active for a number of rounds equal to 1/2 the apostle's class level.

Unbalance Opponent (Combat)

Through well-placed attacks you are able hamper your opponent's reflexes.

Prerequisite: Int 13, Combat Expertise.

Benefit: As a standard action, you can make a combat maneuver check against a single opponent. If you succeed,

the opponent is denied his Dexterity bonus to his Reflex save or takes a -2 circumstance penalty to his Reflex save (your choice) until the beginning of the target's next turn. Failure to overcome the opponent's CMD results in an attack of opportunity.

Vindari Diplomacy

Years of conquering the other races of Vathak have made you better at dealing with people and good at either reading them or lying to them.

Prerequisite: Vindari.

Benefit: You get a +2 racial bonus on Bluff, Diplomacy, and Sense Motive checks.

Vicious (Combat)

Spurred into great heights of violence, you are willing to harm yourself to destroy your enemies.

Prerequisite: Bhriota, Str 13, Power Attack.

Benefit: Whenever you make a successful melee attack, you may choose to deal an additional 2d4 points of damage. Whenever you do this, you also deal 1d6 points of damage to yourself. The damage you take from this feat bypasses all defenses, protections, DR, and any other effects that would reduce the damage you take.

Weapon Juggle (Combat)

You can freely move items between your hand and inventory.

Prerequisite: Dex 13, Quick Draw, Sleight of Hand 3 ranks.

Benefit: You can sheath a weapon, pick up an item from the ground, or trade weapons from one hand to another (even if both are holding something) as a free action and without provoking an attack of opportunity. You cannot use this feat to make an off-hand attack with the same weapon used to perform a primary hand attack in the same round or vice versa.


Weapon Trickery (Combat)

Your fighting style is built on misdirection, hiding your true skill, and constantly concealing your true target and style of attack.

Prerequisites: Cha 13, Bluff 3 ranks.

Benefit: With a light or one-handed martial weapon made for a creature of your size category, you may use your Charisma modifier instead of your Strength modifier on attack rolls.





"The sciences, each straining in its own direction, have hither to harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age."

H.P. Lovecraft



Equipment of Vathak



The following pages provide details on an assortment of equipment found in Vathak. Each character begins play with a number of gold pieces he can spend on weapons, armor and other equipment. As a character adventures, he accumulates more wealth that can be spent on better gear and magic items.

Starting Character Wealth

CLASS	STARTING WEALTH	AVERAGE
Apostle	5d6 x 10 gp	(175 gp)
Blade Slinger	4d6 x 10 gp	(140 gp)

Eldritch Conjuror	4d6 x 10 gp	(140 gp)
Rifleer	5d6 x 10 gp	(175 gp)
Sword Dancer	4d6 x 10 gp	(140 gp)

The most common coin in Vathak is the gold piece (gp). A gold piece is worth 10 silver pieces (sp). Each silver piece is worth 10 copper pieces (cp). In addition to copper, silver and gold coins, there are also platinum pieces (pp), which are each worth 10 gp.

The standard coin weighs about a third of an ounce (50 to the pound). Below is a chart showing the common exchange rate along with the vindari name for each coin in parenthesis.



EXCHANGE VALUE	CP	SP	GP	PP
Copper (Kreo)	1	1/10	1/100	1/1,000
Silver (Shiv)	10	1	1/10	1/100
Gold (Krown)	100	10	1	1/10
Platinum (Zargot)	1,000	100	10	1

Weapons

Weapons are grouped into several categories. These categories pertain to the training needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

Most weapons found in the *Pathfinder Roleplaying Game* can be used in Shadows over Vathak with no problem. To maintain the flavor of the setting, we provide a sample of weapons below for ease of use and to act as a guide when choosing weapons from other products.

Firearms

Firearms are divided into one-handed and two-handed firearms. As the category's name implies, one-handed firearms need only one hand to wield and shoot. Two-handed firearms work best when you use two-hands while shooting them. Two-handed firearms can be shot with one hand at a -4 penalty on the attack roll.

The vindari brought firearms to the lands of Vathak, and since then, the weapons have become fairly common to those who can afford them. All races have access to firearms, although certain military firearms may be restricted.

One-Handed Firearms

Pistol

Cheap to make and easy to maintain, this is the mainstay of those who seek firepower in Vathak but can't afford anything better. A pistol uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Pistol, Double-barreled

Popular amongst bodyguards and highwaymen in Vathak, this pistol has two parallel barrels. Each barrel can be fired independently as a separate action, or both can be shot at once

with the same action. If both barrels are shot at once, they must both target the same creature or object, and the pistol becomes wildly inaccurate, imparting a -4 penalty on each shot.

Each barrel of the double-barreled pistol uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Pocket Pistol

This tiny weapon can be reasonably well hidden within one's hand or pocket. Such pistols are a favorite weapon of last resort among rogues, gamblers and the nobility. You get a +2 bonus on Sleight of Hand checks made to conceal a pocket pistol on your body. A pocket pistol uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Military Pistol

Relatively expensive, typically only officers or elite units of the vindari army are allowed these superior makes of the common pistol. A military pistol uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Revolver

These weapons are typically carried by vindari marshals who find themselves in situations where they must deal with numerous criminals. This fact has also caused it to become a staple weapon for high-ranking criminals and those with money but poor accuracy. A revolver is a pistol with a revolving cylinder containing six chambers. Each chamber can hold a metal cartridge, and when one cartridge is shot, the cylinder automatically rotates (no extra hand or action required), readying the next chamber for firing. A revolver uses metal cartridges as ammunition.

Two-Handed Firearms

Cavalry Carbine

Shorter and lighter than a typical vindari military musket so that it may more easily be used by cavalry, the carbine may be fired one-handed with only a -1 attack penalty but with penalties for range increments then being -3 rather than -2. A cavalry carbine uses metal cartridges as ammunition.

Musket

This is a simple, effective musket. It is designed for easy maintenance and production. It does not excel in any respect, nor is it deficient in any way, thus its low cost and wide





Firearm	Cost	Dmg (S)	Dmg (M)	Critical	Range	Misfire	Capacity	Weight ¹	Type ²	Special
One-Handed Firearms										
Pistol	900 gp	1d6	1d8	x3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	—
Pistol (Double-barreled)	1750 gp	1d6	1d8	x4	20 ft.	1–2 (5 ft.)	2	5 lbs.	B and P	—
Pistol (pocket)	750 gp	1d3	1d4	x3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	—
Military Pistol	1000 gp	1d8	1d10	x3	20 ft.	1 (5 ft.)	1	4 lbs.	B and P	—
Revolver	4000 gp	1d6	1d8	x4	20 ft.	1	6	4 lbs.	B and P	—
Two-Handed Firearms										
Cavalry Carbine	1500 gp	1d8	1d10	x3	75 ft.	1–2 (10 ft.)	1	8 lbs.	B and P	—
Musket	1500 gp	1d10	1d12	x3	40 ft.	1–2 (5 ft.)	1	9 lbs.	B and P	—
Musket (Double-barreled)	2500 gp	1d10	1d12	x3	10 ft.	1–3 (5 ft.)	2	11 lbs.	B and P	—
Pistol (Hellfire)	4000 gp	2d6	2d8	x4	30 ft.	1–2 (10 ft.)	1	20 lbs.	B and P	scatter
Rifle (Military)	5000 gp	1d8	1d10	x4	80 ft.	1	1	12 lbs.	B and P	—
Shotgun (Romni)	5000 gp	1d6	1d8	x2	20 ft.	1–2	1	12 lbs.	B and P	scatter
Vindari Hand-cannon	2000 gp	1d6	1d8	x2	special	1–2 (10 ft.)	1	8 lbs.	B and P	scatter

¹- Weight figures are for Medium weapons. A Small weapon weighs half as much and a Large weapon weighs twice as much.
² - A weapon with two types is either type (wielder's choice) if the entry specifies "or."

availability across Vathak. A musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Musket, Double-barreled

This weapon is used by those who want to scare their victim more than actually kill or maim them, and often the wielder has little experience with firearms. Very popular with shopkeepers and tavern owners.

If both barrels are fired at once, they must both target the same creature or object, and the gun becomes wildly inaccurate, taking a –4 penalty on each shot. Each barrel of a double-barreled musket uses either a bullet and a single dose of black powder or an alchemical cartridge as ammunition.

Pistol, Hellfire

With the rise of the Old Ones, the vindari were in need of a firearm that could take down these abominations quickly. The hellfire pistol was one solution, getting its name from the immense amount of flaming gunpowder that spews from the widened muzzle. A hellfire pistol uses a bullet or pellets and a single dose of black powder or a single alchemical cartridge as ammunition.

Rifle, Military

This improvement on the musket, featuring grooved barrels, can shoot farther and with more accuracy than early smoothbore firearms. This firearm is typically issued to military scouts and snipers, although some officers choose this as a secondary weapon. A rifle uses metal cartridges as ammunition.

Shotgun, Romni

This version of the vindari hand-cannon is an improved design made by romni gunsmiths. It shoots in a 30-foot cone when firing pellets and has a 20-foot range increment when firing a bullet (often called a slug). A shotgun uses metal cartridges (loaded with either a bullet or pellets) as ammunition.

Vindari Hand-cannon

Based on a similar design as cannons, the vindari hand-cannon is a musket that makes up in damage what it loses in accuracy. The hand-cannon fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. A hand-cannon uses a bullet or pellets and a single dose of black powder or a single alchemical cartridge as ammunition.





Firearm Accessories

Cunsmith's Kit

This small kit has all the tools a person needs to create, repair and restore firearms, except for the necessary raw materials. Without such a kit, you cannot properly construct or provide upkeep for firearms.

Cost: 15 gp **Weight:** 2 lb.

Powder Horn

Typically crafted from animal horn, but increasingly crafted from metal in a wide variety of shapes, a powder horn can hold up to 10 doses of black powder. A powder horn protects black powder stored within in it from exposure to fire, electricity, firearm misfires and water.

Cost: 3 gp **Weight:** 1 lb.

Bandolier

A bandolier is a long belt, normally carried across the chest from shoulder to hip, with small pockets designed to carry rounds of alchemical cartridges or pre-measured loads of black powder and bullets. A bandolier can carry 100 rounds of ammunition. Because of the ease of access, loading a firearm with ammunition from a bandolier does not provoke an attack of opportunity.

Simple Weapons

Axe, Woodsman

This simple tool is owned by most peasants of Vathak and used primarily to chop wood. A common item, this axe can be wielded as a formidable weapon if a character is surprised without his sword in hand.

Bayonet

Bayonets are close combat weapons designed to fit into the grooves or muzzles of crossbows and firearms. Bayonets allow you to make melee attacks with these weapons but render them temporarily useless as ranged weapons. These are standard issue for the vindari army and the primary melee weapon for soldiers. Attaching or removing a bayonet is a move action.

Blowgun, Bhriota

Bhriota blowguns are made from hollowed human bones—typically, those found in the legs or arms of their victims. Blowguns are generally used to deliver debilitating (but rarely fatal) poisons from a distance. They are nearly silent when fired.





Simple Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
Unarmed Attacks								
Brass knuckles	1 gp	1d2	1d3	x2	—	1 lb.	B	see text
Talons	8 gp	1d4	1d6	x2	—	3 lbs	S or P	+2 climb
Light Melee Weapons								
Dagger, Romni	4 gp	1d4	1d6	19-20/x2	10 ft.	1 lb.	P or S	—
Sickle	3 gp	1d4	1d6	x2	—	2 lbs.	S	reach
Stake (wooden)	—	1d3	1d4	x2	10 ft.	1 lb.	P	—
One-Handed Melee Weapons								
Axe, woodsman	1 gp	1d4	1d6	x3	—	3 lb.	S	—
Two-Handed Melee Weapons								
Bayonet	5 gp	1d4	1d6	x2	—	1 lb.	P	—
Hoe, Garden	—	1d4/1d4	1d6/1d6	x2	—	4 lbs.	B	double
Pitchfork	—	1d6	1d8	x3	—	6 lbs.	P	brace
Scythe	6 gp	1d6	1d8	x2	—	2 lbs.	S	trip
Ranged Weapons								
Blowgun (Bhriota)	2 gp	1d2	1d4	x2	20 ft.	1 lb.	P	—
Ammunition								
Darts (Bhriota)	100 gp	—	—	—	—	0.1 lb.	—	—
Spine Darts (Bhriota)	5gp	1	1d3	x4	10ft	—	P	movement

1- Weight figures are for Medium weapons. A Small weapon weighs half as much and a Large weapon weights twice as much.

2 -A weapon with two types is either type (wielder's choice) if the entry specifies "or."

Brass Knuckles

These weapons are a favorite of the romni for their ability to pack extra damage into a punch, and the fact they are easily concealed. They allow you to deal lethal damage with unarmed attacks. You may hold, but not wield, a weapon or other object in a hand wearing brass knuckles. You may cast a spell with a somatic component while wearing brass knuckles if you make a concentration check (DC 10 + the level of the spell you're casting). Monks are proficient with brass knuckles.

Dagger, Romni

A romni dagger is a kriss-style blade with serrated grooves at the base of the blade. The blade is about 1 foot in length and very slender. You get a +2 bonus on Sleight of Hand skill checks made to conceal this dagger on your body.

Dart, Bhriota

These bone darts have small resin tips that break when the dart strike their targets. Inside can be placed a single dose

of poison. Those using poison darts do not risk poisoning themselves. The strange tip affects the dart's accuracy. Double the range penalties when using a Bhriota poison dart.

Hoe, Garden

A hoe is an ancient and versatile agricultural tool used to move small amounts of soil. It should be assumed that everyone in rural Vathak has this item laying around, or even several.

Pitchfork

A pitchfork is an agricultural tool with a long handle and long, thin, widely separated pointed tines (also called prongs) used to lift and pitch (throw) loose material, such as hay, leaves, dung or other agricultural materials. This common item is found in all rural homes of Vathak, and is one of the most common farm tools turned into a weapon to defend the family farm.





Scythe

A scythe is an agricultural hand tool for mowing grass or reaping crops. Farmers of Vathak use this long two-handed tool mainly during the harvest seasons.

Sickle

A sickle is a hand-held agricultural tool with a curved blade typically used for harvesting grain crops. This smaller version of the scythe is also common on the farms of Vathak.

Spine Darts, Bhriota

These thin lengths of black steel are covered in folded down spines and topped with a razor sharp needle. These darts are treated exactly as standard darts. Only when used to make sneak attacks against creatures can their true nature be appreciated. If such an attack hits, the victim's speed is reduced by 5ft per successful spine dart attack. This reduction in speed is only applied for each successful attack that also deals sneak attack damage. A creature may take a move action to remove a spine dart (one per sacrificed action). The listed price is for a clutch of five needles.

Stake, Wooden

This close combat weapon is just a sharpened piece of wood.

Note: Iron spikes used as weapons deal damage as wooden stakes.

Talons

A favorite weapon and tool amongst both the bhriota and romni, who both favor close combat, these metal claws are wielded in much the same way brass knuckles are. While worn the user not only can make slashing attacks, but also gains a +2 item bonus to all climb checks while climbing any material's surface in which the claws can be wedged or driven into as to aid in the character's ascent.

Martial Weapons

Bardiche

The most common polearm in Vathak, this is standard issue in the vindari military. The crescent axeblade of this polearm is attached to the haft at two points: the center of the blade attaches to a socket at the top of the haft, and the lower point of the blade attaches to a secondary mount point. The blade is often very long, sometimes almost as long as the haft. You gain a +2 bonus to your CMD to resist sunder attempts against a bardiche.

Blood Spigots, Vampire

Originally designed by the Vampire Lords of old, these insidious devices are used by ramming them into the flesh of a target and standing back. Their clever design forms a vacuum that sucks the blood and other fluids from the body of the target at an alarming rate. Stolen by their offspring, this is a favorite weapon amongst the dhampir. The spigot

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
Light Melee Weapons								
Blood Spigots, Vampire	100 gp	1d3	1d4	* x3	—	1 lb	P	—
One-Handed Melee Weapons								
Hellrazor (Vindari)	30 gp	1d6	1d8	19-20/x2	—	2 lb	S	deadly
Two-Handed Melee Weapons								
Needle Spear (Bhriota)	100 gp	1d6	1d8	x3	20 ft.	6 lbs.	P	brace
Lord's Hammer	15 gp	1d10	1d12	x2	—	12 lbs.	B or P	—
Crescent Sword (Romni)	80 gp	1d8	1d10	18-20/x2	—	7 lbs.	S	—
Bardiche	13 gp	1d8	1d10	19-20/x2	—	14 lbs.	S	brace
Ranged Weapons								
Crossbow, Sniper's	350 gp	1d6	1d8	19-20/x2	80 ft.	7 lbs.	P	—

1- Weight figures are for Medium weapons. A Small weapon weighs half as much and a Large weapon weighs twice as much.

2- A weapon with two types is either type (wielder's choice) if the entry specifies "or."

can be removed with a successful Strength check (DC 14). If the victim wishes to remove the spigot himself, he must make a successful Will save (DC 14) in order to build up the nerve to tear it out, but no such roll is necessary if the subject is willing to let someone else tear the weapon from his flesh. Removing the spigot causes 1d6 hit points of damage.

The Blood Spigot inflicts 1d4 hit points of damage on a successful strike. If it scores maximum damage or a critical hit, it is stuck in the body of the victim and begins siphoning his blood out at the rate of 1d4 hit points of additional damage per round. Note that this ability does not work on undead, plants, constructs or other creatures without a circulatory system.

Crescent Sword, Romni

The crescent sword is a peculiar looking weapon that takes a great deal of practice to use effectively. This is the most common sword found amongst the romni, and even women and children are taught to use it efficiently. You receive a +2 circumstance bonus to your CMD whenever a foe attempts to sunder your crescent sword due to its flexible metal. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier, even though it isn't a light weapon.

Crossbow, Sniper's

Specifically designed to boost the ability of a rogue to deliver a punishing sneak attack at long range, the sniper's

crossbow incorporates a stock-mounted telescope and simple targeting sight that allows a rogue to zero in on an opponent's vital points from a long distance. When using the sniper's crossbow, a rogue may make sneak attacks from up to 60 feet away from his target. A character without the required proficiency with this weapon may use it as a normal light crossbow, but gains no benefit from the scope.

Hellrazor, Vindari

A hellrazor is a thin, 4ft. long blade attached to a six-inch handle. This hellrazor is a favorite among the vindari and their standard issue military sword. Using specific blacksmithing techniques, the weapon is made with a strong, sharp blade but weighs only a small amount. When this weapon delivers a coup de grace, it gains +4 to damage when calculating the DC of the Fortitude saving throw to see whether the target of the coup de grace dies from the attack. The bonus is not added to the actual damage of the coup de grace attack.

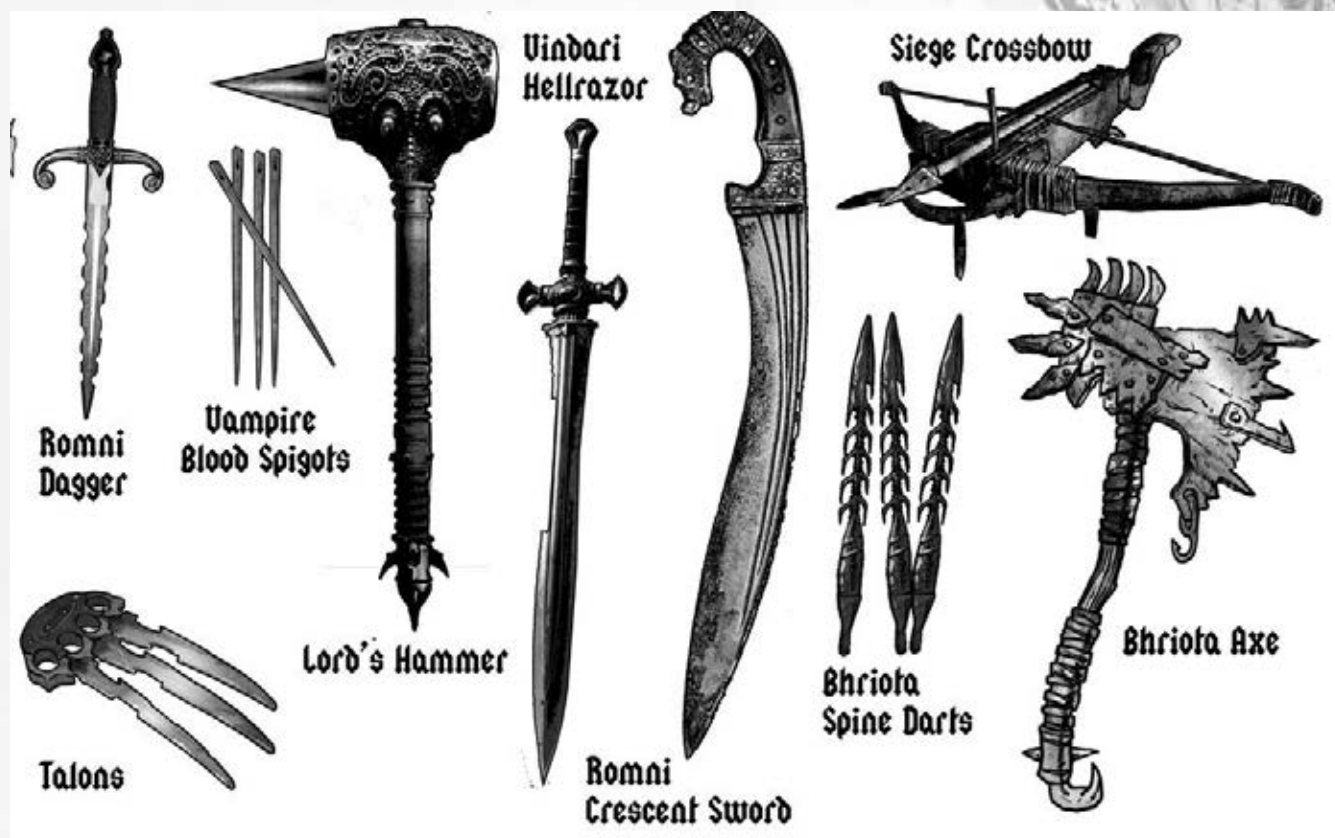
Lord's Hammer

This large war sledge is designed to bring any non-believer to their knees and is a favorite of the vindari clergy. One side of the head sports a large blunt edge, while the other side features a sharp, spiked point. The wielder may choose the type of damage they wish to inflict (bludgeoning or piercing) with each attack.

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight ¹	Type ²	Special
Light Melee Weapons								
Needles (Romni)	1 gp	1	1	x2	—	—	P	Bleed
One-Handed Melee Weapons								
Voltugrag	35 gp	1d6	1d8	19–20/x2	—	6 lbs.	S or P	—
Two-Handed Melee Weapons								
Axe (Bhriota)	20 gp	1d8	1d10	19–20/x2	—	15lb	S or P	bleed
Bec-de-Corbin	30 gp	2d4	x4	—	—	15 lb.	B or P	—
Cthuqua Lance	12 gp	1d6	1d8	x3	—	10lb	P	Reach
Ranged Weapons								
Bladed Net	50 gp	1d4	1d6*	—	10 ft.	10 lb	P	—
Crossbow, Siege	250 gp	2d6	2d8	19–20 / x2	150 ft.	24 lbs.	P	—

1- Weight figures are for Medium weapons. A Small weapon weighs half as much and a Large weapon weighs twice as much.

2- A weapon with two types is either type (wielder's choice) if the entry specifies "or."



Needle Spear, Bhriota

The thin blade of this bhriota weapon contains a tube or bore that connects to a hollow container just beneath the crosspiece. A successful hit with the spear injects the liquid contents of the container (typically poison) into the target. Refilling a syringe spear takes 1 minute.

Exotic Weapons

Axe, Bhriota

These weapons take the form of an oversized axe whose blade is adorned with jagged hooks of metal. Whenever the character hits with an axe attack, the wounded creature takes one point of bleed damage at the beginning of their next turn. This bleed damage does not stack with any other source of bleed damage. The bleeding can be stopped with the application of healing magic or by succeeding on a Heal check DC 15.

Bec-de-Corbin

The standard-issue weapon for vindari town guards and city militia, this weapon takes the form of a small polearm

with a small combined hammer and pick at its head. Swung with great force, the wielder is able to concentrate all the energy of his blows into the sharp pick end of the weapon, enabling him to cause a great deal of damage against the most heavily armored of enemies. The bec-de-corbin may be used as a piercing weapon with its pick head, or a bludgeoning weapon with its hammer. However, it may not be used as both within the same round.

Bladed Net

This bhriota improvement over the standard net incorporates dozens of jagged blades and sharpened bones to make an effective, dangerous capturing device. Individuals caught in the bladed net are wise not to struggle, as doing so can inflict very serious wounds.

The bladed net causes no damage until it has entangled a target. Entangled targets suffer 1d6 hit points of damage each round they remain entangled in the net, including rounds in which they attempt to escape. This weapon is otherwise treated as a normal net.



Crossbow, Siege

Often called the portable ballista, this massive crossbow is a weapon of awesome power. Impossible for a human to operate without resting it upon a solid surface or using the foldaway tripod on its underside, the siege crossbow is the weapon of choice to intimidate an enemy, for its massive bolts can make a mockery of the heaviest of armor. Loading a siege crossbow takes a full-round action, which provokes an attack of opportunity. Targets of a siege crossbow do not receive an armor or shield bonus to their Armor Class when attacked with this weapon.

Cthugua Lance

This lance is crafted of hewn coral from the deepest oceans and fashioned into the likeness of interwoven tentacles. These lances are only crafted and bestowed to the strongest and most fanatical of the bhriota.

Needles, Romni

These long, thin needles are hollow on the inside. When used as a weapon they create small wounds which, due to the hollow shaft, prevent the wound from closing. This causes one point of bleed damage per round until removed. The bleed damage from these weapons stack. A creature may take a move action to remove up to two needles per sacrificed action. These fragile weapons are destroyed once removed from an afflicted creature. Romni needles come in sets of 20.

Voltugrag

This short svirfneblin punch sword is used to make swift attacks in small, confined areas. It is notable for its horizontal handgrip, allowing the blade to sit above the wielder's knuckles. This unique design allows for a punching thrust at enemies or a wide swing.

Armor

For most, armor is the simplest way to protect oneself in a world of rampant threats and dangers. Many characters can wear only the simplest of armors, and only some can properly use shields. To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them.

Blackened Bone Armor

A bhriota version of splint mail, blackened bone armor is crafted from the arm bones, leg bones and rib cages of enemies and sacrifices. Molten iron and other metals are drizzled over the bones as the armor is created, which makes the armor both light and resilient. The largest problem with the armor is the clacking noises it makes during battle and while the wearer is moving at more than half their normal speed. Bone armor has the fragile armor quality.

Leather Armor, Night

Crafted by dhampir, night leather armor is ink-black and made with leathers and alchemically treated thread. The material seems to absorb light and, coupled with its suppleness, grants its wearer a +2 bonus to Stealth checks. This armor can be worn under other light and medium armor but this cancels the bonus to the skill checks.

Mummified Armor

Cambion favor this type of armor, which is crafted from the cured flesh of fallen vindari, slaughtered animals and discarded corpses. Though the armor looks little better than simple cloth robes, its appearance is quite horrific and provides the cambion with the sort of grim visage the legends of Vathak assign to them.

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed	Weight
Light armor							
Leather Armor/Night	60 gp	+2	+8	0	5%	30 ft./20 ft.	5 lbs.
Mummified Armor	90 gp	+4	+4	-3	20%	30 ft./20 ft.	25 lbs.
Heavy Armors							
Blackened Bone Armor	200 gp	+6	+0	-7	40%	20 ft./15 ft.	45 lbs.



Other Goods

Beyond armor and weapons, a character can carry a whole variety of gear, from rations (to sustain him on long travels) to rope (which is useful in countless circumstances).

Book of the Vindari

This heavy book is about 18" x 14" in size and bound in black leather. Over 200 pages inside give a detailed history of the vindari. By reading this book for three weeks, the reader gains a +2 circumstance bonus to all rolls involving the history and culture of the vindari.

Crown of the Old Ones

This heavy golden crown is topped with silver-colored spikes shaped like tentacles. An inscription along the inside of the crown reads "Iya Iya Cthulhu Fetagen! Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn" in an ancient bhriota tongue. Wearing the crown for any length of time is tiring and puts a great deal of strain on the wearer's neck. All Strength and Constitution checks suffer a -1 circumstance penalty when the crown is worn.

Romni Playing Cards

Contained in a small tin case almost black with tarnish, this heavily marked deck of playing cards is illustrated with fading symbols, stars, moons and gold pieces. The bent corners may appear to have been the result of a heavy play but are actually a means of marking the identity of each card. Anyone with the Profession (Gambler) skill can guess this just by looking at the deck (DC 10). Once the system is learned the gambler knows immediately which cards his opponents hold and can act accordingly, gaining a +5 knowledge bonus on any Profession (Gambler) checks to make a living with this deck in play.

Romni Fortune Telling Kit


While many types of divination can be performed without the aid of props or equipment, the best, most conclusive results are only achieved when the teller has access to proper accessories and equipment. This generic package includes all manner of common divinatory equipment, such as tarot cards, dice made of knuckle bones, astrological charts and texts, powders and potions, palmistry charts and the like. None of the knickknacks, trinkets, tools or charts are magical in any way; instead, they are perfectly serviceable but utterly mundane items.

Item	Cost	Weight
Bhriota Sacrificial Kit	45 gp	18 lbs.
Bhriota Skull Mask	12 gp	4 lbs.
Bhriota War Paint	150 gp	-
Book of the Vindari	315 gp	22 lbs.
Crown of the Old Ones	250 gp	23 lbs.
Darkfire Stick	25 gp	1/2 lb.
Dhampir Holy Candle	30 gp	1/2 lbs.
Dhampir Neck Guard	10 gp	1/4 lb.
Dhampir Shadowsilk Robe	35 gp	4 lbs.
Filth Bomb	1 gp	1/2 lb.
Romni Playing Cards	2 gp	-
Romni Fortune Telling Kit	30/150 gp	10 lbs.
Plaguemask	1 gp	2 lbs.
Potion Bandolier	15 gp	2 lbs.
Vampire Slayer's Kit	500 gp	8 lbs.

Masterwork: Should the character wish, he can invest in a set of masterwork accoutrements. While still non-magical, the accessories are superior in both quality and authenticity, providing a +2 circumstance bonus to all Knowledge (arcana) checks made for the purposes of non-magical fortune telling. Likewise, the extra authenticity is a great boon to those who use fortune telling for less honest purposes. The +2 circumstance bonus also applies to all Profession (fortune telling) skill checks. Keep in mind that these divination tools are not simply purchased en masse at the local grocer's. Instead, the cost listed here represents weeks, months, even years of intermittent time spent accumulating small items from wizard's fairs and curio shops, as well as investments of the character's time and personal resources researching and building fortune telling tools.

Bhriota Sacrificial Kit

Sacrificial equipment is used in the various bhriota rites and rituals. Items of this sort are rarely for sale, as most bhriota make their own. However, there are adventuring bhriota who lack the time and skills to craft these items and so must trade for them with others.



Blood Bowl: This stone bowl is used to catch the blood from sacrifices or to contain offerings to the Old Ones. Not having a stone bowl increases the DC of any Spellcraft or Knowledge (religion) checks relating to the sacrifice by +2.

Bronze Sickle: A bronze sickle is a ritually purified and blessed sickle – the metal for the blade is mined in the spring, forged in the summer, sharpened in the autumn and blooded in the winter.

Ceremonial Robes: Ceremonial robes differ for each ceremony. Robes for the spring sacrifice are white and decorated in red runes. The winter robes are heavy furs, marked with the heads and skulls of animals and humanoids. Having proper ceremonial robes gives a +2 sacred bonus to Knowledge (religion) checks.

Bhriota Horn: A bhriota horn is used to summon other bhriota to the sacred stone or ritual circle. By tradition, only the master of a circle may sound a bhriota horn. This means that the noise of a bhriota horn being blown out of season is a clear signal to any others within hearing that some terrible event has occurred. Some adventuring bhriota carry these horns for use in emergencies.

Sacrificial Dagger: A sacrificial dagger is a dagger with wickedly sharp and serrated barbs that widen any wounds inflicted by the blade. These daggers are not considered weapons by the bhriota, but if used as such function as a standard dagger.

Bhriota Skull Mask

Similar to a skull helmet, the skull has part of the cheekbones and the jawbone removed and part of the cranium scraped away so that the skull can fit over the wearer's face and he can look either through the skull's own eyeholes or a set perforated into the bone. Bhriota tribal motifs and designs adorn the skull mask, granting it an even more terrible appearance. The skull mask provides a +2 circumstance bonus to Intimidate checks.

Dhampir Holy Candle

Using a special type of wax that is capable of absorbing large amounts of holy water creates a holy candle. By mixing the liquid into the wax, the candle will then vaporize that liquid as it burns. A holy candle is a foot in height and three inches in diameter. It burns slowly (8 hours) as it releases the holy water absorbed in the wax. The holy mist disperses through the air, but it has a concentrated effect within a twenty-foot radius of the candle.

A holy candle releases a fine water vapor into the air about the candle. While the holy water is too dilute to cause

any significant damage, it is potent enough to aggravate a creature's skin, eyes and lungs. Any creature vulnerable to holy water entering the radius around a burning holy candle gains a –2 penalty to their attacks, AC, and any skill or ability requiring concentration.

Plaguemask

Vindari healers often use plaguemasks when battling outbreaks of disease, but others may also find them useful when breathing the foul air of plague or dealing with the rot pits of the Spawn of the Old Ones. A plaguemask is a close-fitting leather hood fitted with a long, conical "nose," making the wearer look like raven or crow. The wearer sees through large eyeholes covered in thick red glass. The plaguemask is stuffed with aromatic and medicinal herbs, which shield the wearer from contaminated vapors and foul smells. These fresh herbs must be replaced each day.

A plaguemask provides the wearer with a +4 circumstance bonus to Fortitude saves to resist inhaled diseases and poisons, as well as effects caused by foul odors (such as a ghastr's stench). The wearer suffers a –4 circumstance penalty to Perception checks and cannot use the Scent ability.

Potion Bandolier

For those who make extensive use of potions in combat, the potion bandolier is a simple invention that can quite literally save a life. A potion bandolier is a broad leather strap, worn over the shoulder and across the chest like a sash. It has 15 leather loops across the front of the strap, designed to accommodate an average-sized potion phial, though the loops can be tightened or loosened if need be.

Retrieving a potion from a potion bandolier is still a move equivalent action, just like retrieving a stored item. However, unlike retrieving a stored item, taking a potion from the band does not provoke an attack of opportunity.

Dhampir Neck Guard

Made from hardened leather reinforced with a band of metal, this collar protects the wearer against vampire bites when worn around the throat. It provides a +1 armor bonus to AC against vampire bites or similar attacks that specifically target the wearer's throat. Unlike most armor bonuses, the neck guard's +1 bonus stacks with the armor bonus of light or medium armor, but it provides no additional bonus when worn with heavy armor.



Dhampir Shadowsilk Robe

Stealth and spells can be a lethal combination. A sudden blast of flames in a dark room can catch a target unaware, bypassing defenses it would otherwise have active when expecting a fight. Since rattling scroll cases and pouches full of items are not especially quiet, shadowsilk robes are constructed to silence these little give-aways and allow stealthy dhampir to get the most from their skills. A shadowsilk robe is usually dyed black or dark gray and includes padded shoes and sound absorbing panels, providing a +2 circumstance bonus to stealth checks.

Darkfire Rod

These four-inch-long metal rods are manufactured by creatures that possess darkvision and live in lightless conditions. When lit, they extend the range of darkvision by 60 feet and the glow is visible to darkvision from as far away as 500 feet. Creatures with darkvision gain a +4 bonus on perception checks when a darkfire stick is burning nearby.

Bhriota War Paint

This war paint is a very rare item to find outside of a bhriota tribe, as the process to make this paint requires a mixture of herbs that only grows within deep swamps and bogs. Upon application, the wearer of this thick and smelly paint will first notice (aside from the reeking odor) a slight rush of blood to the head as this toxin is absorbed through the pores. For the next hour (or until the wearer washes the application away) the wearer of this strange paint will receive a +2 bonus to their strength score as the herbs reaction causes a constant surge in adrenaline.

The boost in strength comes with a price, as the wearer suffers a -2 wisdom for as long as the paint is worn and becomes fatigued once it is removed or the duration of its effect expires.

Filth Bomb

These fragile bladders contain a mixture of stagnant, foul-smelling water. Cambion often make these items as a defensive tool to confuse creatures that prey upon them deep underground or in the wilds. As the stench is so overwhelming, it negates the predators scent abilities and wards away creatures that have an acute sense of smell. This foul water has pieces of rotting meat, soured milk, spoiled eggs and any other type of filth the cambion can find to increase its potency.

When thrown or dropped, the flasks break on impact and the stench explodes into the air. Anyone within five feet of the area of impact must succeed at a Fortitude save (DC 16) or fall into fits of choking and nausea. Those who

pass the save are sickened for 1d3 rounds, while those which fail the Fortitude save become nauseated for 1d4 rounds. Creatures that are directly hit with a filth bomb receive a -2 to save against its effects.

Vampire Slayer's Kit

This small, latched wooden case contains numerous tools and devices used in hunting and slaying vampires. It contains 10 cloves of garlic, four masterwork wooden stakes, a hammer, a silvered mirror, 4 vials of holy water, 1 application of silversheen and a masterwork holy symbol. It also contains numerous reagents and powders used for treating wounds and making wards, salves and other concoctions. In addition to its general usefulness, when used, a vampire slayer's kit grants its owner a +2 bonus on all Charisma-based skill checks made to investigate or seek out vampires.

Romni Smoking Weed

A common vice of romni, smoking weed is a variety of herbs that grow wild all across Vathak. When dried, shredded, then ignited, they produce a thick, aromatic smoke that creates a variety of effects. These effects differ from each type of weed smoked and can range from a sense of well-being and relaxation, enhancing concentration, to causing extreme fits of rage and anger in the user. Running out of smoking weed can be a disaster, as the herbs are addictive. Long-term use of smoking weed can adversely affect one's health.

Dreamy Smoke

This weed can be found growing along the cliffs of low mountains. It takes the form of a stalk which bears bright purple seed pods. The pods are crushed or ground and smoked to produce a relaxing sense of well-being. Under the effects of dreamy smoke, the user need only rest for three hours. Resting while under the influence of dreamy smoke in this fashion counts as a full day's rest. Individuals using this herb cannot be roused by the sounds of combat or other loud noises. Waking a character from the slumber induced by dreamy smoke requires a full round action.

Type inhaled; **Addiction** minor, Fortitude DC 18;

Effects 1 hour; -2 penalty to initiative. If addicted, the user also gains a -2 penalty to initiative for as long as he is addicted.

Damage 1d2 Con damage

Price 20 gp





Hashish

Bhriota in the south cultivate this herb and grow fields of it in secret locations throughout dense valleys and sell it to romni merchants. It is a dry plant with small leaves that are shredded and smoked from long pipes called shigras. When smoked its effects become apparent as the motor skills of the user become impaired. The user also gains an alchemical bonus to any knowledge checks made while under its effects.

Type inhaled; **Addiction** moderate, Fortitude DC 16;

Effects 1 hour; +4 alchemical bonus to all Knowledge; staggered

Damage 1d2 Con and 1d2 Wis damage

Price 15 gp

Dwarf Skullcap

Found within old dwarven strongholds, this mushroom grows in places where water runoff mixes with rich deposits of metal ore. Its appearance can range between a dull gray to a deep black cap, taking on the coloration of the minerals that saturates its water supply. When eaten or smoked this herb provides the user with a boost to their immune systems, helping them to resist poisons.

Type inhaled, ingested; **Addiction** moderate, Fortitude DC 15;

Effects 1 hour; +1d6 temporary hit points, +2 alchemical bonus on Fortitude saves

Damage 1d4 Str and 1d4 Wis damage

Price 25 gp

White Wisdom

This flowering plant can be found growing on the steppes of high hills in the coldest of months. Its small petalled flowers weep a milky sap, which can be dried and crushed into a powder. This powder is then added to common tobacco and smoked from pipes or hookahs creating a fragrant smelling smoke. Many old romni swear by the herb, and it is believed that several clerics of the Church of the One True God are praise its amazing properties.

Type inhaled; **Addiction** moderate, Fortitude DC 16;

Effects 1 hour; +2 alchemical bonus to Wis

Damage 1d2 Con damage

Price 20 gp

Wormwood

This thick root commonly grows in places of the dead. Its twisting vines produce small red flowers that have a

sickly sweet odor. Found in cemeteries, old battlefields, and crypts, this plant can be harvested and used in a number of ways. The roots can be harvested to make a powerful liquor called Absinth, or chewed upon to relieve the user of fatigue. If dried, its roots can be smoked to produce a heightened sense of awareness. It can also be included as an additive to the casting of illusionary spells.

Type ingested or inhaled; **Addiction** moderate, Fortitude DC 16;

Effects (ingested) Removes fatigue, (inhaled) 1 hour; Gain a +2 to perception

Damage 1d2 Con damage

Special wormwood can be included in the casting of illusion spells with material components to add +1 to DC of the spell's saving throw.

Price 25 gp

Thulqua Stone Moss

Growing on the undersides of stones, this tangled mass of black moss is found deep in swampy regions. Wild boar and other swamp-dwelling creatures eat the chewy moss. Once consumed the user feels feverish and start to sweat uncontrollably. Within a few minutes, an upwelling of anger and rage begins to take hold. It's effect is thankfully brief and leaves the individual fatigued after its use. It is a common practice among romni to make use of this herb before battle.

Type inhaled; **Addiction** moderate, Fortitude DC 20;

Effects 1d4 rounds; *rage* as per the spell

Damage 1d2 Con damage

Price 50 gp

Opium

Opium is one of the most popular drugs available in Vathak. It is a refined substance, taken from poppies and carefully prepared. Over the years, romni opium dealers have turned the refining process into a science, and now the final product scarcely resembles the original organic compound.

Type inhaled, ingested, or injury; **Addiction** major, Fortitude DC 20

Effects 1 hour; +1d8 temporary hit points, +2 alchemical bonus on Fortitude saves, fatigue

Damage 1d4 Con and 1d4 Wis damage

Price 25 gp



Vehicles

In *Shadows over Vathak*, low-level characters do most of their traveling on their own two feet or upon horses or similar mounts. At higher levels, travel may involve a vehicle of some sort—the wagons of a caravan, a wind-tossed galley, or a vindari warmachine.

Romni Wagon

Large land vehicle

Squares 6 (10 ft. by 15 ft.; 5 feet high); **Cost** 75 gp

DEFENSE

AC 9; **Hardness** 5

hp 90 (44)

Base Save +1

OFFENSE

Maximum Speed twice the speed of the pulling creature(s);

Acceleration half the speed of the pulling creature(s)

CMB +1; **CMD** 11

Ramming Damage 1d8

DESCRIPTION

This four-wheeled vehicle is used to transport large amounts of goods between communities, and is often used as traveling homes by the romni. It can carry up to 2,000 pounds of cargo.

Propulsion muscle (pulled; 4 Medium creatures or 1 Large creature)

Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures pulling the vehicle)

Forward Facing toward the creatures pulling the vehicle

Driving Device reins

Driving Space the most forward square of the wagon

Deck 1

Vindari War Machines

The Shepherd

A shepherd must tend his flock... and at times, fight off the wolves.

Large land vehicle

Squares 6 (10 ft. by 15 ft.; 5 feet high)

Cost 2,000 gp

DEFENSE

AC 8; **Hardness** 5

hp 80 (44)

Base Save +1

OFFENSE

Max Speed twice the speed of the pulling creature(s);

Acceleration half the speed of the pulling creature(s)

CMB +2; **CMD** 12

Ramming Damage 1d8

DESCRIPTION

This two-wheeled vehicle is designed as a mobile transport for small troop units and for transporting the Hellmouth canon onto the battlefield.

Propulsion muscle (pulled; 6 Medium creatures or 2 Large creatures)

Driving Check Handle Animal or Profession (driver) (in the case of creatures with animal intelligence pulling the vehicle), Diplomacy or Intimidate (in the case of intelligent creatures)

Forward Facing toward the creatures pulling the vehicle

Driving Device reins

Driving Space the two most forward squares of the vehicle

Decks 1

WEAPONS

Firing the Hellmouth cannon requires a series of full-round actions. It takes four full-round actions to clean and load the Hellmouth, and a further two full-round actions to prepare the ammunition to be loaded. These actions can all be performed concurrently if the cannon has a large enough crew. The Hellmouth cannon is difficult to aim, so anyone firing the cannon takes a -4 penalty to hit. Unlike a catapult, the recoil from the cannon moves it to such a degree that it must be re-aimed every time it is fired. The Hellmouth cannon has a misfire range of 1 (20 feet), a hardness of 10 and 70 hit points. Cannon balls cost 30 gp each and weigh 25 pounds.

Damage	Critical	Range	Crew
6d8	19-20/x2	250 ft.	7





Wondrous Items

Strange and Unusual Items have been found across the lands of Vathak, and even more have been created by the twisted minds of those who inhabit the cursed realm.

Aberration Blood

Aura faint evocation [evil]; **CL** 5th

Slot none; **Price** 800 gp; **Weight** 1 lb.

DESCRIPTION

Gathered from the black, bubbling blood of otherworldly beings, a character who drinks a dose of this becomes nauseated for 1d6 rounds if he fails a DC 15 Fortitude save. He also gains an enhanced capacity to affect aberrations with his magical attacks for 1 hour—during this time, aberrations suffer a –2 penalty on their saving throws against the user’s spells and spell-like abilities, and the user gains a +2 bonus on caster level checks made to penetrate an aberration’s spell resistance. Aberration blood is somewhat addictive, and every day for a week after a user stops daily doses of the ichor, he must make a DC 15 Fortitude save to avoid taking 1 point of Wisdom damage and being sickened for the entire day.

CONSTRUCTION

Requirements Craft Wondrous Item, *desecrate*; **Cost** 400 gp

Bones of the Vampire Lord Ruthven

Aura faint enchantment; **CL** 4th

Slot none; **Price** 2,250 gp; **Weight** 0 to 1 lb. each (entire set weighs 8 lbs.)

DESCRIPTION

The bones of the Vampire Lord Ruthven are small, blackened bone fragments, most no more than an inch long, and that radiate a faint, unsettling chill. Each bone grants the bearer 1 temporary hit point. These temporary hit points stack with other temporary hit points gained from possessing multiple bones of the Vampire Lord Ruthven, but not with those from other sources. These temporary hit points return daily at dawn. There are a total of 32 bones that bear the power of the Vampire Lord.

In addition to granting temporary hit points, the bearer of one or more of these bones is always aware of the presence of other bones of the Vampire Lord Ruthven within 50 feet.

The bones also possess a mild drive to seek out their remaining pieces. Every time a character acquires a bone of the Vampire Lord Ruthven, he must make a Will save (DC 10 + the number of bones of in his possession). Failure causes the character to have a dream of the Vampire Lord Ruthven that encourages him to seek out the other bones. This dream

does not force the character to act, but suggests that seeking the remaining bones would be a benevolent act. Should all 32 bones of the Vampire Lord Ruthven ever be gathered together, they immediately crumble to dust and release Ruthven’s soul to the afterlife, losing all power.

CONSTRUCTION

Requirements Craft Wondrous Item, *aid*; **Cost** 1,125 gp

Death Candle

Aura moderate necromancy; **CL** 10th

Slot none; **Price** 5,500 gp; **Weight** 1 lb.

DESCRIPTION

Death candles are magical candles that draw forth spirits from the mortal remains of long-dead creatures, allowing the living to speak to them for a short period of time while the candle’s wick burns.

In order to function, a death candle must be placed amid the physical remains of the body to be spoken to. These remains can be partial, or even just a handful of ash or grave dust, but a totally destroyed body (as results from destruction or disintegrate) doesn’t leave enough material for a death candle to function. When it’s lit, the smoke rising from the candle grows thick, and a ghostly shape similar to the creature’s appearance in life manifests in the smoke.

At this point, the manifested spirit (which is as much an echo of the creature as it is the actual departed soul) can speak—a death candle does not impart any additional understanding of languages. In other respects, the conversation with the dead spirit adheres to the rules for *Speak with Dead*, save that the dead spirit receives a –4 penalty on its saving throw to resist the spell. Furthermore, a dead body can only be successfully subjected to a death candle once—the burning of the candle “burns out” the latent necromantic and spiritual energy left behind by the soul’s parting from the world (this does not harm the actual soul of the dead spirit).

CONSTRUCTION

Requirements Craft Wondrous Item, *Speak with Dead*; **Cost** 2,750 gp

Ghost Maiden’s Gloves

Aura moderate transmutation; **CL** 7th

Slot hands; **Price** 56,000 gp; **Weight** –

DESCRIPTION

These fine gloves were first developed by the famed ghosthunter known as the Gray Maiden and passed on to her students after her mysterious disappearance. These soft gray gloves are decorated with swirls of silver embroidery. When worn, they allow an unarmed strike to deal damage normally



against incorporeal creatures, negating their standard 50% chance of avoiding damage. However, the ghost maiden's gloves can also be picked up and used by an incorporeal creature; a ghost can use them against corporeal foes. The gloves count as either corporeal or incorporeal at any given time, whichever is more beneficial to the wearer, just as a weapon with the ghost touch ability.

CONSTRUCTION

Requirements Craft Wondrous Item, *ghost touch*;
Cost 28,000 gp.

Hangman's Shroud

Aura faint necromancy; **CL** 5th
Slot none; **Price** 6,000 gp; **Weight** 1 lb.

DESCRIPTION

This dirt-stained cloak was woven from the burial shroud of a condemned murderer hanged for his crimes. It prevents non-intelligent undead from detecting you, as per the *hide from undead* spell. Intelligent undead can perceive you if they succeed at a DC 11 Will save. The warding is ended if you touch an undead creature, channel energy against undead, or attack any creature. Once per day as a standard action you can silently call forth the shadows bound into the shroud, rendering you invisible for 5 minutes.

CONSTRUCTION

Requirements Craft Wondrous Item, *hide from undead*, *invisibility*; **Cost** 3,000 gp

King of Thieve's Cloak

Aura moderate abjuration and illusion; **CL** 12th
Slot: shoulders; **Price** 50,000 gp; **Weight** 1 lb.

DESCRIPTION

When this plain black cloak is worn with the hood drawn up around the head, the wearer gains a +2 competence bonus on Stealth checks when alone and this bonus increases by an additional +2 for every 5 people surrounding him (maximum of +10 in a crowd of 20 or more people). The cloak also protects the wearer from scrying and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (10 + caster level) against a DC of 19 (as if the wearer had cast *nondetection* on himself).

CONSTRUCTION

Requirements Craft Wonderous Items, *nondetection*, *invisibility*; **Cost** 12,000 gp

Mask of the Old Ones

Aura strong divination; **CL** 13th
Slot head; **Price** 27,000 gp; **Weight** 3 lbs.

DESCRIPTION

This horrific mask, carved from some unknown green stone, depicts a distorted octopod face with horribly twisted tentacles. The Mask of the Old Ones is a sacred relic of the bhriota, and rumors abound that several of the masks exist. The bearer of the mask can breathe water (as the *water breathing* spell) as long as it is worn. In addition, the bearer can cast *commune* once per week to contact one of the Old Ones. Each time the Mask of the Old Ones is used in this way, however, the bearer must make a DC 20 Will save or suffer *insanity* (as the spell) as his mind is opened to the horrors of beyond.

CONSTRUCTION

Requirements Craft Wondrous Item, *commune*, *water breathing*; **Cost** 14,000 gp

Mi-go Mist Projector

Aura moderate evocation; **CL** 10th
Slot none; **Price** 22,500 gp; **Weight** 8 lbs.

DESCRIPTION

This strange device appears to be a twisted rod crafted of some unknown alloy of metal and crystal. The device requires two hands to use. When activated, the mist projector discharges a 60-foot cone of supercooled mist. This functions as *cone of cold*, dealing 10d6 points of cold damage to all creatures in the area (DC 17 Reflex save for half). Once fired, a cloud of mist persists in the area of effect for 1d10 minutes or until dispersed, functioning as a *fog cloud*. A mi-go mist projector normally contains 27 charges. A mist projector is impossible to recharge without mi-go technology.

CONSTRUCTION

Requirements Craft Wondrous Item, *cone of cold*, *fog cloud*, 7 ranks in Spellcraft; **Cost** 11,250 gp


Murder Gloves

Aura strong necromancy; **CL** 13th
Slot hands; **Price** 52,000 gp (+1), 58,000 gp (+2), 68,000 gp (+3), 82,000 gp (+4), 100,000 gp (+5); **Weight** –

DESCRIPTION

The first pair of these gloves were said to belong to the romni serial killer, Joseph Vailen, many other pairs have been discovered over the years. While worn, these dark crimson gloves grant the wearer a +1 to +5 CMB bonus to pin an opponent successfully grappled in the prior round. The wearer must choose to strangle the pinned victim to obtain





this bonus. The gloves also grant the wearer immunity to bleed effects as well as gaining a natural bleed attack causing +1d4 bleed damage (per plus) to successful grapple attempts or unarmed attacks made with the hands. Both gloves must be worn for the magic to be effective, and both hands must be free to take advantage of the magic.

CONSTRUCTION

Requirements Craft Wondrous Item, *grasping hand*;
Cost 26,000 gp (+1), 29,000 gp (+2), 34,000 gp (+3), 41,000 gp (+4), 50,000 gp (+5).

Pestilence Box

Aura faint necromancy; **CL** 5th;
Slot none; **Price** 1,000 gp; **Weight** 5 lbs.

DESCRIPTION

Typically engraved with dancing skeletons, these small wooden coffers allow the safe transport of infectious substances of up to Tiny size. Closing the lid seals in the contents and holds them in stasis, rendering them immune to aging or any damage. In addition, any infectious material—such as the body of a creature that died of disease—is preserved for as long as the box is closed. A pestilence box can potentially hold several Tiny items, having dimensions of approximately 4 inches by 4 inches by 6 inches.

A pestilence box can spread infections between items. Any item placed into a box with a disease-ridden item (something capable of spreading a disease by contact) becomes infected with the same disease. For 1 week after being removed from the box, the newly infected item can spread the same affliction as the disease-ridden item to any creature that touches it. For example, a coin placed into a pestilence box with a rat infected with the shakes forces any creature that touches the coin to make a DC 13 Fortitude save or become infected with the shakes as well.

After a pestilence box is closed and then reopened, its magic dissipates, rendering the box completely mundane. Some pestilence boxes feature complex locking mechanisms, which require DC 20 Disable Device checks to open.

CONSTRUCTION

Requirements Craft Wondrous Item, *contagion*, *gentle repose*; **Cost** 500 gp

Plague Flask

Aura faint transmutation; **CL** 3rd
Slot none; **Price** 3,800 gp; **Weight** —

DESCRIPTION

This metal container looks like a hip flask for carrying alcoholic drinks except it is barely larger than a potion vial. The side of the flask depicts a sorrowful corpse reaching to the heavens, with the screw-on stopper bearing the mark of one

of the Noble Houses of the Six. Once per day, a character can drink from the plague flask and gain a +5 alchemical bonus on Fortitude saving throws against poison and a +5 competence bonus on Stealth checks for 1 hour.

If the owner of the plague flask is of romni decent, in addition to the above ability, once per day he may drink from the flask to gain a +5 competence bonus on Perception, Sleight of Hand, or Stealth checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *acid splash*, *resistance*, creator must have at least 5 ranks in Perception, Sleight of Hand, and Stealth; **Cost** 1,900 gp

Randolph Warren's Book of Cults

Aura faint conjuration (evil); **CL** 5th
Slot none; **Price** 1,500 gp; **Weight** 5 lbs.

DESCRIPTION

This strange leather-bound book contains erratic handwriting; the words within it appear to have been translated from elven into Common (and perhaps some other language before elven). It contains notations of strange cult practices, disturbing rants about ancient godlike beings, and confusing diagrams resembling summoning circles, with many parts crossed out or obliterated with ink or fire. You gain a +1 resistance bonus on Will saving throws while carrying the book.

If your patron is one of the Old Ones, you may hold the book in one hand to use it as a lesser extend metamagic rod but only for conjuration spells that summon or call an evil outsider.

CONSTRUCTION

Requirements Craft Wondrous Item, *Extend Spell*, *resistance*; **Cost** 750 gp

Ravca Coven Robes

Aura moderate abjuration; **CL** 7th
Slot body; **Price** 35,000 gp; **Weight** 1 lb.

DESCRIPTION

Spun from spider silk and burial garments of the deceased, the unusual robe bears a strong aura of witchcraft. These magical garments are highly sought after by ravca witches, for though anyone may wear the coven robes, only a witch may realize its full potential. The ravca coven robes grants its wearer a +2 resistance bonus on all saving throws and a +2 competence bonus on all Bluff, Diplomacy, and Intimidate skill checks. When worn by a witch, these bonuses double.

In addition, a witch may change the appearance and style of the gown to match her whims (as the glamered armor special ability) and adopt virtually any disguise, gaining a +10 bonus on Disguise checks that incorporate the robe's appearance. Only a *true seeing* spell or similar magic can pierce this effect.



Lastly, a witch may cast a single touch range spell of 4th level or lower into the robe. Thereafter, the robe holds the magic for up to 24 hours, functioning as a *spite* spell against the next foe to strike the witch with a successful melee attack or combat maneuver. The robe's *spite* spell counts as an active *spite* effect for the witch wearing the coven robes.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm person*, *disguise self*, *resistance*, *spite*; Cost 17,750 gp

Ring of Daywalking

Aura faint evocation [darkness]; **CL** 3rd

Slot ring; **Price** 18,000 gp; **Weight** -

DESCRIPTION

The wearer of this ring is granted the ability to ignore light blindness, light sensitivity, or vulnerability to sunlight. The wearer of the ring is kept within a thin shadowing as per the *protective penumbra* spell. The wearer is also granted a +2 bonus on saving throws against nonmagical hazards related to bright light, such as glare or sunburn.

CONSTRUCTION

Requirements Forge Ring, *protective penumbra*; Cost 9,000 gp.

Spectacles of Curse Revealing

Aura faint divination; **CL** 5th

Slot eyes; **Price** 16,250 gp; **Weight** -

DESCRIPTION

These circular glasses, surrounded by a wire frame, were developed by the vindari to help defend against romni curses. Three times per day, the wearer can activate the spectacles of curse revealing to reveal the presence and specific type of curse or curses on or within a creature or object. In addition, you learn what spells or actions are necessary to remove the curse or curses. Any spell effect or other effect caused by possessing a cursed item is also revealed to you.

CONSTRUCTION

Requirements Craft Wondrous Item, *reveal curse*; Cost 8,125 gp.

Spirit Box

Aura faint necromancy; **CL** 3rd

Slot none; **Price** 400 gp; **Weight** 1 lb.

DESCRIPTION

These glass boxes are held together by stylized cold-iron casings etched with strange runes, necromantic designs, or other eldritch markings. Within the boxes roils a small wisp of white vapor, churning as if caught in a miniature vortex of air.

To capture a haunt's energies within a spirit box, the character need only unlatch the metal casing to open the box in the same round that the haunt manifests (a standard action)—this can be before or after the haunt has acted. He must be within the haunt's area of influence to use a spirit box. When a character activates a spirit box, it deals 3d6 points of positive energy damage to a single haunt. If it deals enough damage to the haunt to reduce the haunt's hit points to 0, the mist inside the spirit box glows green—if it does not reduce the haunt to 0 hit points, the spirit box is still expended and becomes nonmagical. It may take multiple spirit boxes to destroy powerful haunts. A haunt that is neutralized by a spirit box takes a -5 penalty on its caster level check to manifest again after its reset time passes.

A spirit box that neutralizes a haunt can no longer be used to harm haunts, but it can be used as a grenade-like splash weapon that deals 1d6 points of negative energy damage with a direct hit. Every creature within 5 feet of the point where the spirit box hits takes 1 point of negative energy damage from the splash.

CONSTRUCTION

Requirements Craft Wondrous Item, *gentle repose*; Cost 200 gp

Vindari Raven Bracers

Aura moderate divination and transmutation; **CL** 9th

Slot hands; **Price** 16,600 gp; **Weight** 4 lbs.

DESCRIPTION

This pair of magnificent dark metal bracers were once prized by Dragomir "Cannon King" Delthsmith, several additional raven bracers were created to aid in defending vindari generals and maintaining communications throughout the war.

While worn, these bracers can be used as a swift action to grant the throwing and returning magic weapon qualities to any held melee weapon; these qualities persist for 1 round. This ability can be used three times a day.

In addition, the bracers may be removed and tossed into the air as a standard action, where they transform into a pair of identical black metallic ravens. These ravens obey the wearer, and may each bear a message as if affected by the *animal messenger* spell. The ravens can only take this shape once per week, retaining the form continuously for up to 24 hours.

Once both of these ravens have delivered their messages (or once the 24-hour limit is reached), they both vanish in a cloud of smoke and return unerringly to the owner's hands via teleportation. If the item's owner is no longer on the same plane as the bracers when this event occurs, they merely revert to bracer form and fall to the ground, awaiting a new owner to find and claim them for their own use.

CONSTRUCTION

Requirements Craft Wondrous Item; *animal messenger*, *animate objects*, *teleport object*, *telekinesis*; Cost 8,300 gp





"Disintegration is quite painless, I assure you."
H.P. Lovecraft



Magic of Vathak

From an apostle calling upon the power of The One True God, to an eldritch conjuror creating a twitching wall of alien flesh, the magic that flows throughout all of Vathak is a source of terrifying power. In this chapter, you will find a selection of new spells for all the classes. Included here, are the spell lists for the two new spellcaster classes presented in chapter two; the apostle and the eldritch conjuror.

While these new classes share a spell list with the inquisitor and the summoner, we haven't forgotten about

the others! Here you will find new spells for each of the base caster classes. At first glance, some of these spells may seem utterly evil in nature – they are!

The magic which has been discovered and unleashed in the cursed lands of Vathak is of an utterly alien nature. Created by creatures of insanity, and learned by the dangerous cultists and madmen which worship them, many of the mortals which have attempted to master this dangerous magic bear the scars of it's corruption.



Alchemist Spells

1st-Level Alchemist Spells

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

2nd-Level Alchemist Spells

Bastion of Health: Extract boosts resistance to disease and poison.

Pseudopod: Caster grows a tentacle capable of delivering touch spells or slam attacks.

3rd-Level Alchemist Spells

Blindsight: Caster gains blindsight 60 ft.

Bard Spells

0-Level Bard Spells

City Rumor I: The city whisper a rumor to caster; 50% chance of a true rumor.

1st-Level Bard Spells

City Rumor II: The city whisper a rumor to caster; 75% chance of a true rumor.

Deepen Shadow: Creates a darkening of shadows.

Unnatural Presence: Instills a maddening fear into an animal, causing it to violently lash out.

Vigorous Rest: Subject gain +2 to Con, plus endurance feat, after 8 hours of rest.

2nd-Level Bard Spells

City Rumor III: As city rumor 1, but 98% chance of a true rumor.

Death Chant: Deals 1 point of damage to all living creatures in the area of effect.

Scout's Trail: Targeted creature gains competence bonuses to nature wilderness related skills.

3rd-Level Bard Spells

Pseudopod: Caster grows a tentacle capable of delivering touch spells or slam attacks.

Vigorous Rest, Mass: As vigorous rest, except one creature/level affected.

Weapon of Nightmares: Weapon attacks inflict horrid visions on victim.

Weapon Storm: Create weapons of force to strike foes.

4th-Level Bard Spells

Visions of Beyond: Target in aura are gifted with an insane visions.

5th-Level Bard Spells

Wall of Horror: You cause a flat, vertical wall of alien flesh to spring into being.

6th-Level Bard Spells

Rain of Maggots: Summon a swarm of ravenous rot grubs.

Cleric Spells

0-Level Cleric Spells

City Rumor I: The city whisper a rumor to caster; 50% chance of a true rumor.

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

Wither: Touch delivers 1d6 damage to plant creatures.

1st-Level Cleric Spells

Bleeding Wounds: Accelerates injuries and makes inflicted wounds cause more damage.

City Rumor II: The city whisper a rumor to caster; 75% chance of a true rumor.

Courage: +1 deflection bonus to AC and temporary hit points.

Draw Upon Faith: Receive a surge of divine energy that grants you a competence bonuses.

Inflict Pain: Deals nonlethal damage and targeted creature suffers penalties.

Potent Weapon: Cause wielded weapons to deal additional damage to designated creature type.

Protection from Aberrations: Wards a creature from aberrant creatures.

Torturous Cure: Cures good aligned creatures and inflicts wounds upon the evil.

Vigorous Rest: Subject gain +2 to Con, plus endurance feat, after 8 hours of rest.

2nd-Level Cleric Spells

City Rumor III: As city rumor 1, but 98% chance of a true rumor.

Death Chant: Deals 1 point of damage to all living creatures in the area of effect.

Voice of God: The power of your deity bolstering your words.

3rd-Level Cleric Spells

Boil Skin: Touch delivers 1d6/level fire damage (max 10d6), plus penalty to Dex and Cha.

Bravery: Subject gains +2 to AC and temporary HP.

Crown of Terror: Conjure a fiery halo that causes fear effects.

Vigorous Rest, Mass: As vigorous rest, except one creature/level affected.

Visions of Beyond: Target in aura are gifted with an insane visions.

Weapons Storm: Create weapons of force to strike foes.

Weighty Bludgeon: Doubles bludgeoning weapon's threat range.

4th-Level Cleric Spells

Infuse Madness: Gain benefit when using holy symbol as a divine focus.

Infuse Sanity: Gain benefit when using holy symbol as a divine focus.

5th-Level Cleric Spells

Crushing Vice Of The Dark Earth: Target is swallowed by the ground and suffers crushing damage.

6th-Level Cleric Spells

Children of the Void: Summons a burst of Constitution draining tentacles.

Infestation of the Worm: affected creature begins to violently vomit worms.

7th-Level Cleric Spells

Dark Dreaming: Cause target to become trapped in nightmare-filled coma.

Ina'othian Death: Caster creates a super natural disease called the wasting death.

8th-Level Cleric Spells

Pestilence: As summon swarm, but victims also suffer from contagion.

9th-Level Cleric Spells

Breath of Orthu'mech: Summon a super natural storm of catastrophic proportions.

Terror Incarnate: Target takes 1d6 damage per level and believes that he dies a honorable death.

Druid Spells

0-Level Druid Spells

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

Wither: Touch delivers 1d6 damage to plant creatures.

1st-Level Druid Spells

Disguise Tracks: Caster masks his own tracks.

2nd-Level Druid Spells

Acidic Mote: Create dozens of tiny, flesh eating slimes to appear on target's skin.

Fearless Mount: Mount gains immunity to fear.

Scout's Trail: Targeted creature gains competence bonuses to nature wilderness related skills.

Voice of Madness: Voices compel target to listen to strange voices, making him unable to act.



3rd-Level Druid Spells

Accelerate Decay: Accelerates an undead creature's true death.

Blindsight: Caster gains blindsight 60 ft.

Invitation of the Flesh: Animates a powerful zombie creature from the beyond.

Nature's Might: Imbues caster with knowledge and combat bonuses against outsiders and aberrations.

4th-Level Druid Spells

Crushing Vice Of The Dark Earth: Target is swallowed by the ground and suffers crushing damage.

6th-Level Druid Spells

Children of the Void: Summons a burst of Constitution draining tentacles.

Ina'othian Death: Caster creates a super natural disease called the wasting death.

Rain of Maggots: Summon a swarm of ravenous rot grubs.

7th-Level Druid Spells

Pestilence: As summon swarm, but victims also suffer from contagion.

9th-Level Druid Spell

Breath of Orthu'mech: Summon a super natural storm of catastrophic proportions.

Apostle/Inquisitor Spells

0-Level Apostle/Inquisitor Spells

City Rumor I: The city whisper a rumor to caster; 50% chance of a true rumor.

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

1st-Level Apostle/Inquisitor Spells

Bleeding Wounds: Accelerates injuries and makes inflicted wounds cause more damage.

City Rumor II: The city whisper a rumor to caster; 75% chance of a true rumor.

Courage: + 1 deflection bonus to AC and temporary hit points.

Draw Upon Faith: Receive a surge of divine energy that grants you a competence bonuses.

Inflict Pain: Deals nonlethal damage and targeted creature suffers penalties.

Potent Weapon: Cause wielded weapons to deal additional damage to designated creature type.

Protection from Aberrations: Wards a creature from aberrant creatures.

2nd-Level Apostle/Inquisitor Spells

City Rumor III: As city rumor 1, but 98% chance of a true rumor.

Eyes of the Vigilant: +10 to Perception checks against Stealth checks plus 15 ft. blind-sense and tremor-sense.

Fearless Mount: Mount gains immunity to fear.

Infuse Madness: Gain benefit when using holy symbol as a divine focus.

Infuse Sanity: Gain benefit when using holy symbol as a divine focus.

3rd-Level Apostle/Inquisitor Spells

Bravery: Subject gains +2 to AC and temporary HP.

4th-Level Apostle/Inquisitor Spells

Infuse Madness: Gain benefit when using holy symbol as a divine focus.

Mind Crush: target's brain begins to swell uncontrollably.

Steady Hand: Next ranged attack roll made with a firearm or crossbow is consider a critical hit.

5th-Level Apostle/Inquisitor Spells

Faithful Determination: Ignore the dead, disabled, dying, staggered, and/or unconscious conditions.

Magus Spells

1st-Level Magus Spells

Inflict Pain: Deals nonlethal damage and targeted creature suffers penalties.

Torturous Cure: Cures good aligned creatures and inflicts wounds upon the evil.

2nd-Level Magus Spells

Acidic Mote: Create dozens of tiny, flesh eating slimes to appear on target's skin.

Pseudopod: Caster grows a tentacle capable of delivering touch spells or slam attacks.

3rd-Level Magus Spells

Weapon of Nightmares: Weapon attacks inflict horrid visions on victim.

6th-Level Magus Spells

Ina'othian Death: Caster creates a super natural disease called the wasting death.

Paladin Spells

1st-Level Paladin Spells

Courage: + 1 deflection bonus to AC and temporary hit points.

Draw Upon Faith: Receive a surge of divine energy that grants you a competence bonuses.

Potent Weapon: Cause wielded weapons to deal additional damage to designated creature type.

Protection from Aberrations: Wards a creature from aberrant creatures.

Torturous Cure: Cures good aligned creatures and inflicts wounds upon the evil.

Vigorous Rest: Subject gain +2 to Con, plus endurance feat, after 8 hours of rest.

2nd-Level Paladin Spells

Infuse Madness: Gain benefit when using holy symbol as a divine focus.

Infuse Sanity: Gain benefit when using holy symbol as a divine focus.

Voice of God: The power of your deity bolstering your words.

Weighty Bludgeon: Doubles bludgeoning weapon's threat range.

3rd-Level Paladin Spells

Bravery: Subject gains +2 to AC and temporary HP.

Crown of Terror: Conjure a fiery halo that causes fear effects.

Fearless Mount: Mount gains immunity to fear.

Vigorous Rest, Mass: As vigorous rest, except one creature/level affected.

4th-Level Paladin Spells

Faithful Determination: Ignore the dead, disabled, dying, staggered, and/or unconscious conditions.

Glory of the Faith: Gain a divine bonus to attack, damage, and AC.

Ranger Spells

1st-Level Ranger Spells

Deepen Shadow: Creates a darkening of shadows.

Disguise Tracks: Caster masks his own tracks.

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

Potent Weapon: Cause wielded weapons to deal additional damage to designated creature type.

Unnatural Presence: Instills a maddening fear into an animal, causing it to violently lash out.

2nd-Level Ranger Spells

Fearless Mount: Mount gains immunity to fear.

Nature's Might: Imbues caster with knowledge and combat bonuses against outsiders and aberrations.



Scout's Trail: Targeted creature gains competence bonuses to nature wilderness related skills.

3rd-Level Ranger Spells

Accelerate Decay: Accelerates an undead creature's true death.

Steady Hand: Next ranged attack roll made with a firearm or crossbow is consider a critical hit.

4th-Level Ranger Spells

Weapons Storm: Create weapons of force to strike foes.

Sorcerer/Wizard Spells

0-Level Sorcerer/Wizard Spells

City Rumor I: The city whisper a rumor to caster; 50% chance of a true rumor.

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

Shadow Cloak: You gain +4 to Stealth checks made to hide.

Wither: Touch delivers 1d6 damage to plant creatures.

1st-Level Sorcerer/Wizard Spells

City Rumor II: The city whisper a rumor to caster; 75% chance of a true rumor.

Deepen Shadow: Creates a darkening of shadows.

Inflict Pain: Deals nonlethal damage and targeted creature suffers penalties.

Unnatural Presence: Instills a maddening fear into an animal, causing it to violently lash out.

Vigorous Rest: Subject gain +2 to Con, plus endurance feat, after 8 hours of rest.

2nd-Level Sorcerer/Wizard Spells

Acidic Mote: Create dozens of tiny, flesh eating slimes to appear on target's skin.

Baleful Illusion: Target believes he is being attacked.

Bleeding Wounds: Accelerates injuries and makes inflicted wounds cause more damage.

City Rumor III: As city rumor 1, but 98% chance of a true rumor.

Death Chant: Deals 1 point of damage to all living creatures in the area of effect.

Festering Wound: Touch delivers 1d6+ 1 damage for 1 round/level -to existing wound.

Protection from Aberrations: Wards a creature from aberrant creatures.

Pseudopod: Caster grows a tentacle capable of delivering touch spells or slam attacks.

Scout's Trail: Targeted creature gains competence bonuses to nature wilderness related skills.

Voice of Madness: Voices compel target to listen to strange voices, making him unable to act.

3rd-Level Sorcerer/Wizard Spells

Boil Skin: Touch delivers 1d6/level fire damage (max 10d6), plus penalty to Dex and Cha.

Invitation of the Flesh: Animates a powerful zombie creature from the beyond.

Steady Hand: Next ranged attack roll made with a firearm or crossbow is consider a critical hit.

Vigorous Rest, Mass: As vigorous rest, except one creature/level affected.

Visions of Beyond: Target in aura are gifted with an insane visions.

Weapon of Nightmares: Weapon attacks inflict horrid visions on victim.

Weapons Storm: Create weapons of force to strike foes.

Weighty Bludgeon: Doubles bludgeoning weapon's threat range.

4th-Level Sorcerer/Wizard Spells

Mark of the Yellow King: Creates an aura emanating from caster where healing magic becomes difficult to use.

Writhing Tentacles: Writhing gray tentacles act as guardian of a targeted tome.

5th-Level Sorcerer/Wizard Spells

Crushing Vice Of The Dark Earth: Target is swallowed by the ground and suffers crushing damage.

Reality Twist: This spell causes parts of the target's body to rapidly shift, tearing it apart.

Wall of Horror: You cause a flat, vertical wall of alien flesh to spring into being.

6th-Level Sorcerer/Wizard Spells

Children of the Void: Summons a burst of Constitution draining tentacles.

Infestation of the Worm: affected creature begins to violently vomit worms.

Mind Crush: target's brain begins to swell uncontrollably.

Rain of Maggots: Summon a swarm of ravenous rot grubs.

7th-Level Sorcerer/Wizard Spells

Dark Dreaming: Cause target to become trapped in nightmare-filled coma.

8th-Level Sorcerer/Wizard Spells

Pestilence: As summon swarm, but victims also suffer from contagion.

9th-Level Sorcerer/Wizard Spells

Terror Incarnate: Target takes 1d6 damage per level and believes that he dies a honorable death.

Undo Existence: Target is slowly erased from existence.

Eldritch Conjurer/Summoner Spells

1st-Level Eldritch Conjurer/Summoner Spells

Protection from Aberrations: Wards a creature from aberrant creatures.

Pseudopod: Caster grows a tentacle capable of delivering touch spells or slam attacks.

2nd-Level Eldritch Conjurer/Summoner Spells

Fearless Mount: Mount gains immunity to fear.

3rd-Level Eldritch Conjurer/Summoner Spells

Invitation of the Flesh: Animates a powerful zombie creature from the beyond.

Writhing Tentacles: Writhing gray tentacles act as guardian of a targeted tome.

4th-Level Eldritch Conjurer/Summoner Spells

Reality Twist: This spell causes parts of the target's body to rapidly shift, tearing it apart.

5th-Level Eldritch Conjurer/Summoner Spells

Pestilence: As summon swarm, but victims also suffer from contagion.

Rain of Maggots: Summon a swarm of ravenous rot grubs.

Wall of Horror: You cause a flat, vertical wall of alien flesh to spring into being.

6th-Level Eldritch Conjurer/Summoner Spells

Children of the Void: Summons a burst of Constitution draining tentacles.

Infestation of the Worm: Touched creature begins to violently vomit worms.

Witch Spells

0-Level Witch Spells

Know Anatomy: +4 to Heal checks while treating humanoid creatures.

Shadow Cloak: You gain +4 to Stealth checks made to hide.


1st-Level Witch Spells

Bleeding Wounds: Accelerates injuries and makes inflicted wounds cause more damage.

Deepen Shadow: Creates a darkening of shadows.

Inflict Pain: Deals nonlethal damage and targeted creature suffers penalties.





Pseudopod: Caster grows a tentacle capable of delivering touch spells or slam attacks.

Unnatural Presence: Instills a maddening fear into an animal, causing it to violently lash out.

2nd-Level Witch Spells

Acidic Mote: Create dozens of tiny, flesh eating slimes to appear on target's skin.

Baleful Illusion: Target believes he is being attacked.

Death Chant: Deals 1 point of damage to all living creatures in the area of effect.

Festering Wound: Touch delivers 1d6+ 1 damage for 1 round/level -to existing wound.

Voice of Madness: Voices compel target to listen to strange voices, making him unable to act.

3rd-Level Witch Spells

Boil Skin: Touch delivers 1d6/level fire damage (max 10d6), plus penalty to Dex and Cha.

Invitation of the Flesh: Animates a powerful zombie creature from the beyond.

Visions of Beyond: Target in aura are gifted with an insane visions.

4th-Level Witch Spells

Mark of the Yellow King: Creates an aura emanating from caster where healing magic becomes difficult to use.

Mind Crush: target's brain begins to swell uncontrollably.

Steady Hand: Next ranged attack roll made with a firearm or crossbow is consider a critical hit.

Writhing Tentacles: Writhing gray tentacles act as guardian of a targeted tome.

5th-Level Witch Spells

Crushing Vice Of The Dark Earth: Target is swallowed by the ground and suffers crushing damage.

Wall of Horror: You cause a flat, vertical wall of alien flesh to spring into being.

6th-Level Witch Spells

Children of the Void: Summons a burst of Constitution draining tentacles.

Rain of Maggots: Summon a swarm of ravenous rot grubs.

7th-Level Witch Spells

Ina'othian Death: Caster creates a super natural disease called the wasting death.

Mind Crush: target's brain begins to swell uncontrollably.

8th-Level Witch Spells

Pestilence: As summon swarm, but victims also suffer from contagion.

9th-Level Witch Spells

Terror Incarnate: Target takes 1d6 damage per level and believes that he dies a honorable death.

ACCELERATE DECAY

School transmutation; **Level** druid 3, ranger 3

Casting Time 1 standard action

Components V, S

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

Target 1 creature/level

Duration instantaneous

Saving Throw Will Partial; **Spell Resistance** yes

This spell only affects corporeal undead creatures and creatures kept artificially young through magic. This spell accelerates the creature's rot back to where a body would be ruined. Undead creatures suffer 1d6 points of damage per level (maximum of 10d6). Particularly ancient creatures such as vampires take double damage. The ability to magically heal, including the fast healing possessed by the undead creature affected by this spell is suppressed for 24 hours. If an undead creature is reduced to 0 hit points, it crumbles into a pile of dust. A successful save results in half damage and negates all other effects.

The spell does not affect artificial constructs unless those constructs are made of corpses, like flesh golems. These creatures also get a Will save. If the construct is reduced to 0 hit points or less it falls apart and is destroyed.

ACIDIC MOTE

School necromancy[evil]; **Level** druid 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a maggot, alive or dead)

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

Targets one living creature

Duration 1 round/level

Saving Throw Fortitude partial; **Spell Resistance** yes

You create dozens of tiny, purple colored, cubes of slime to appear on the target of this spell's skin. The slime begins to devour the target's flesh rapidly, causing 1d4 points of acid damage per round. A creature may attempt a Fortitude save during each round to reduce the damage caused by the slime by half. The application of a flask of strong alcohol or an attack that deals at least 5 points of fire damage to the target negates any further damage from the spell.

BALEFUL ILLUSION

School illusion (phantasm) [fear, mind-affecting]; **level** sorcerer/wizard 2; witch 2

Casting Time 1 round

Components V, S

Range touch

Target creature touched

Duration 1 round/level



Saving Throw Will disbelief; **Spell Resistance** yes

The target is struck with fear and believes that a superior foe is attacking him relentlessly. If the target fails his Will save, he can only defend himself. For the duration of this spell the target takes the total defense action. Every round, the target receives a new saving throw with a +1 bonus, until either the spell ends or he successfully saves against the spells effects.

BASTION OF HEALTH

School transmutation; **Level** alchemist 2

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

With this extract an alchemist greatly boosts his resistance to disease and poison. Upon imbibing the fluid you gain a +4 bonus to all saves against disease (mundane or magical), poison and any effect that would cause you to become nauseated or sickened.

BLEEDING WOUNDS

School necromancy; **Level** antipaladin 1, cleric/oracle 1, apostle/inquisitor 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, F (a small bone saw)

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

Effect ray

Duration 2 rounds / level

Saving Throw none; **Spell Resistance** yes

This spell accelerates injuries with small amounts of negative energy. By infecting the target with a minute amount of negative energy, this spell accelerates injuries to living tissue and makes wounds more serious. Even a small knife wound can be made to bleed more heavily, the flesh around it turning septic as the spell works its dark magic. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray takes an additional 1d6 damage every time it takes damage from any weapon or non-energy damage source (so not from spells that deal energy damage, or breath weapons) for the duration of the spell. This spell has no effect on undead, constructs, plants, or oozes.

BLINDSIGHT

School transmutation; **Level** alchemist 3, druid 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level (D)

You gain the extraordinary ability to sense your surroundings without using your vision. Once this spell is active, your vision fails, meaning that you are effectively blind. However, in many ways, blindsight is much better than normal vision. Your blindsight extends out to 60ft.

BOIL SKIN

School evocation [evil, fire]; **Level** cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (DF) (flint and steel)

Range touch

Target living creature touched

Duration instantaneous; see text

Saving Throw Fortitude partial; **Spell Resistance** yes

Your fiery touch boils the skin of the target, leaving the skin charred and blistering. You must succeed at a melee touch attack which deals 1d6 points of fire damage per caster level (maximum 10d6). Furthermore, the target must make a Fortitude save or take a penalty to Charisma and Dexterity equal to 1d4+1. This effect lasts for 10 minutes per caster level, after which, the skin heals and is no longer marked by this spell.

BRAVERY

School abjuration; **Level** cleric 3, apostle/inquisitor 3, paladin 3

Casting Time 1 standard action

Components V, OF

Range close (25 ft. + 5 ft./2 level)

Target one creature

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell grants the target a +2 deflection bonus to AC and a number of temporary hit points equal to the casters level + 10 (maximum of 25). A creature may only receive the benefit of this spell once in any 24 hour period, regardless of the spells source. If *bravery* is cast on a creature which has already received its blessings, the spell simply fails and is wasted.

BREATH OF ORTHU'MECH

School transmutation [air]; **Level** cleric/oracle 9, druid 9

Casting Time 1 round

Components V, S





Range 1 mile/5 levels

Area radius of 1 mile/5 levels

Duration 10 minutes/level (D)

Saving Throw Fortitude negates (see text); **Spell**

Resistance no

You summon a vile storm such as is seen in nature only once a century. The supernaturally infused winds of this terrible storm quickly reach a fevered pitch; upon the completed casting of the spell, the winds increase in intensity by one step (from light to moderate, strong, severe, windstorm, hurricane, and then tornado) after the spell is cast. It is important to note you are not immune to the effects of these winds.

One round after tornado force winds, the wind conditions increase to a typhoon— sustained winds in excess of 300 mph in the entire area of the spell. This is treated as the conditions for a tornado, with the following modifications:

A creature suffers 1d10 points of lethal damage each round that it is caught out in the open or without shelter.

In addition to ranged attacks being impossible, melee attacks suffer a -4 penalty within the typhoon. Perception checks of any type are limited to a maximum of 10 feet.

Gargantuan creatures are unable to move forward against the force of the wind unless they make a DC 15 Strength check (if on the ground) or a DC 25 Fly check (if airborne) each round. Huge creatures are blown away unless they make a DC 20 Strength check (if on the ground) or a DC 30 Fly check (if airborne) each round.

Creatures blown away take 6d6 lethal damage, rather than the normal 2d6 nonlethal. Vehicles, buildings, large plants, and unsupported geologic features in the area take 8d6 damage every round (applying their hardness normally).

Although you can dismiss this spell, its effects do not end immediately. Each round after you dismiss a typhoon, the wind conditions in the spell's area are reduced by one step.

This destructive spell is only gifted to the most devout or powerful of Orthu'mech's followers. Recorded within a tome entitled *Dwellers of the Deep*, there rests a doomsday prophecy which speaks of a vast storm that is foretold to form once the Old One sunders his chains.

CHILDREN OF THE VOID

School conjuration (creation); **Level** cleric 6, druid 6, sorcerer/wizard 7, eldritch conjuror/summoner 5, witch 6

Casting Time 1 standard action

Components V, S, M (aberrant tentacle plus a small vial of poison)

Range medium (100 ft. + 10 ft./level)

Area 10 ft.-radius spread per 3 caster levels

Duration 1 round/level (D)

Saving Throw: Fortitude partial ; **Spell Resistance:** no

This spell causes a rupture in both time and space, causing the air to fill with writhing, pulposus larvae. Composed of thousands of spectral tentacles, the blanched, transparent flesh of these monstrosities appears filling every inch of the space and reaching for any creature in the area, including the caster.

This spell functions like *black tentacles*, except that the damage dealt by the spell increases to 2d6 +1 points of damage per caster level (maximum +10). At the start of each of your turns, those creatures who are grappled suffer 1d4 points of Constitution damage. A successful Fortitude saving throw halves this Constitution damage.

The swarming mass of polyps in the air and the weird way space seems to distort around them, the tentacles created by this spell blanket the entire area, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

CITY RUMOR I

School divination; **Level** bard 0, cleric 0, apostle/inquisitor 0, sorcerer/wizard 0

Casting Time 1 minute

Components V, S, M/DF (a pebble from the city)

Range personal

Target you

Duration instantaneous

When this spell is cast, the voice of the city whispers a rumor in the ears of the caster. This is a rumor that has been whispered or spoken to someone else within the last day or so and is true 50% of the times this spell is cast. These rumors can be just about anything and it is really up to the GM to decide what the specific details are. The caster must be within a city which can be as large as a metropolis or as small as a hamlet. The size of the place also helps to decide the complexity of the rumor.

CITY RUMOR II

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

This spell works exactly as city rumor I, but instead of there being 50% chance of a true rumor, the chance is now 75%.

CITY RUMOR III

School divination; **Level** bard 2, cleric 2, apostle/inquisitor 2, sorcerer/wizard 2



The chance of a true rumor is now 98%, but there may still be times when these rumors have half-truths hidden within them.

COURAGE

School abjuration; **Level** cleric 1, apostle/inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, DF

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

Target one creature

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell grants the target a +1 deflection bonus to AC and a number of temporary hit points equal to the caster's level + 5 (maximum of 15). A creature may only receive the benefit of this spell once in any 24-hour period, regardless of the spell's source. If *courage* is cast on a creature which has already received its blessings, the spell simply fails and is wasted.

CROWN OF TERROR

School conjuration (creation) [fear, mind-affecting]; **Level** antipaladin 3, cleric/oracle 3, paladin 3

Casting Time 1 standard action

Components V, S, DF

Range 60 ft.

Effect a fiery halo

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

You conjure a fiery halo that continually sends forth blood-red beams across the area around you. Whenever you charge, attack, or cast an offensive spell, all opponents within 60 feet who witness the action must succeed a Will save or become shaken (if they have the same or more Hit Dice than your caster level) or frightened (if they have fewer Hit Dice than your caster level).

CRUSHING VICE OF THE DARK EARTH

School evocation [earth]; **Level** cleric 5, druid 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, M/DF (a handful of dirt)

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

Target one corporeal creature touching the ground

Duration 1 round/2 levels

Saving Throw Fortitude negates; **Spell Resistance** yes

When this is cast beneath the feet of a target, the ground softens and the target sinks, rooting it to the ground. The

target takes 1d4 points of crushing damage in the first round, 2d4 the next round, and so on, up to 6d4 in the sixth round, and each round thereafter. The target is also considered helpless while under the effects of the spell. Every round, the target gets a Fortitude save, with a successful save preventing the damage and ending the spell's effect. Anyone who tries to pull the target from the earthen grasp must succeed at a Strength check DC 20. A successful check means that the target is free, but also that he takes 2d6 points of damage as he is pulled away.

DEATH CHANT

School necromancy; **Level** bard 2, cleric/oracle 2, sorcerer/wizard 2, witch 2

Casting Time 1 round

Components V, S, M (miniature knife)

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

Effect 30 ft.-radius spread

Duration concentration + 2 rounds (D); see text

Saving Throw Will negates, see text; **Spell Resistance** yes

Your chanting creates a wave of negative energy that spreads out from you, dealing 1 point of damage per two caster levels (maximum 5 points) each round to all living creatures in the area of effect. If a creature makes a successful save, it is immune to the effects of that particular casting of the spell (even if it leaves the effect but later enters it again). A creature that fails a save stops taking damage if it leaves the area, but resumes taking damage if it enters again later. Because undead are powered by negative energy, this spell cures such creatures of a like amount of damage, rather than harming them.

DARK DREAMING

School enchantment [fear, mind-affecting]; **Level** cleric/oracle 7, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S

Range touch

Target one living creature touched


Duration special (see text)

Saving Throw Will partial; see text; **Spell Resistance** yes

The next time the target creature falls into natural sleep, his mind and body become trapped in a coma-like state; his consciousness is pulled from this realm and into a dark realm of dreams shared by the Old Ones. While he suffers from these horrifying nightmares, he is unable to be roused by any means short of magical intervention.

If the target succeeds on his Will save, he is able to wake at the end of an 8-hour period, but the terrifying dreams leave him exhausted until he gets 8 hours of uninterrupted





rest. If he fails his Will save, he suffers a permanent loss of 1 point of Wisdom and does not wake, continuing to remain in a nightmare-filled sleep. He can make a new saving throw every 8 hours to wake up, but with each save he fails, he loses another point of Wisdom.

A successfully cast *remove curse*, *dispel magic*, or *greater dispel magic* will end the effects of the spell, but will not restore lost Wisdom. A *limited wish*, *miracle*, or *wish* will end the night terrors, restoring to the character any Wisdom lost to the horrors of these nightmares.

Regularly used as a sacrificial ritual to the Old Ones, cults dedicated to Yegh'niths make newly recruited members undergo the mental scarring caused by this dread spell as a rite of initiation. Those who do not pass this final test are forever lost, their minds eroded from the madness of their dreams. These unfortunate individuals are kept by these cults, locked away in dark chambers and hidden places, until they eventually die of starvation or thirst. In some rare cases, these victims are gifted with a ring of substance. It is only in the depths of such dark dreams, long after their minds have fully been taken from them, that these shattered beings begin to scream. Keeping them alive provides the masters of such cults the simple pleasure of hearing them beg for a release that will never come.

DEEPEN SHADOW

School illusion (glamor) [darkness]; **Level** bard 1, ranger 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Area 60 ft. radius

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

This spell creates a deepening and darkening of shadows in the area. This spell doesn't actually create shadows; it just makes existing shadows much larger and darker and enhances them so they even interfere with low-light vision and darkvision. The shadows affected by this spell provide one-quarter concealment to anyone within them (providing a 10% miss chance) or one-half concealment to anyone seeking the cover of the enhanced darkness (providing a 20% miss chance) as well as a +4 circumstance bonus on Stealth checks. If the spell is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Deepen Shadow is countered by any light spell of equal or greater level.

DISGUISE TRACKS

School illusion (pattern) [mind-affecting]; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 min./level (D)

Saving Throw Will disbelief; **Spell Resistance** no

With this spell the caster masks their own tracks making it difficult to distinguish them from others. For the duration, the caster's tracks now look like those left by any Medium-sized (or smaller) humanoid creature of the caster's choice. Anyone looking at these tracks is allowed a Will save to disbelief.

DRAW UPON FAITH

School conjuration (summoning); **Level** cleric/oracle 1, apostle/inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Effect surge of divine power

Duration until expended or 1 minute

Upon casting this spell, you receive a surge of divine energy that grants you a +1 competence bonus on any one attack roll, saving throw, or check you make in the next minute. You must decide if you will use the bonus before you make the die roll. For every 4 caster levels beyond 1st, you get an extra +1 bonus (+2 at 5th level, etc.) to a maximum of +5 at 17th level.

EYES OF THE VIGILANT

School divination; **Level** apostle/inquisitor 2

Casting Time 1 standard action

Components S, DF

Range personal

Target you

Duration 10 min./level (D)

For the duration of this spell, the inquisitor gains a +10 enchantment bonus to Perception checks, but only for the purposes of noticing creatures attempting to sneak towards, past or away from the inquisitor, his party or their campsite. This includes using the Stealth skill, visual and non-Visual clues of invisible opponents and even the vibrations caused by burrowing creatures. Also, for the duration of this spell the inquisitor gains blindsense and tremorsense.



FAITHFUL DETERMINATION

School abjuration; **Level** antipaladin/paladin 4, apostle/inquisitor 5

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 rd./per level

You ignore the dead, disabled, dying, staggered, and/or unconscious conditions. You are also immune to all healing spells and effects, such as: conjuration (healing) spells, fast healing, regeneration, and even temporary hit points. Increases to your Constitution score while this spell is in effect do not increase your hit points; at the end of this spell's duration, you suffer the effects of all the conditions you were ignoring.

FEARLESS MOUNT

School abjuration; **Level** druid 2, apostle/inquisitor 2, paladin 2, ranger 2, eldritch conjuror/summoner 2

Casting Time 1 minute

Components V, S, DF

Range touch

Target mount touched

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Your calming touch gives the mount immunity to fear. This calming effect also makes the mount easier to handle. For the duration, anyone who interacts with the fearless mount gains a +4 morale bonus to Ride and Handle Animal skill checks. For the purpose of this spell a mount is any creature that allows a rider.

FESTERING WOUNDS

School necromancy; **Level** sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a lump of dried blood)

Range touch

Target creature touched

Duration 1 round/level; see text

Saving Throw none; **Spell Resistance** yes

This spell must be targeted at an open wound and the caster must, succeed at a melee touch attack. When touched, the wound will begin to fester and rot, swelling with boils and running with a thick yellow pus. For one round per caster level (maximum 5) the wound deals an. additional 1d6+ 1 points of damage unless successfully healed. For the purpose of this spell an open wound is a wound that has been

created by a weapon, ranged or melee. A target can only be affected by a single festering wound spell at time, regardless of the source.

GLORY OF THE FAITH

School transmutation; **Level** paladin 4

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

You are infused with the power and glory of all those faithful to your god, both living and dead. You gain a divine bonus to attack, damage, and AC equal to your 1/2 your caster level.

INA'OTHIAN DEATH

School necromancy; **Level** antipaladin 4, cleric/oracle 7, druid 6, magus 6, witch 7

Casting Time 1 standard action

Components V, S

Range touch

Target one living creature touched

Duration 1 hour/level

Saving Throw Fortitude negates; see text; **Spell Resistance** yes

This spell creates a lesser version of the wasting death, a horrific disease that long ago spread among the population of Ina'oth's cities and towns. Once cast, and each hour after the initial damage, the target suffers 1 point of temporary Constitution drain. They must continue to make a saving throw for the spell's duration with each failed save resulting in the loss of another point of Constitution each hour. If the target of this spell passes the initial Fortitude save, the target is able to shrug off all ill effects of the spell.

Restoration will restore lost Constitution but will not end the spell's effects, as each hour results in more drain occurring. Only a *limited wish*, *wish*, *miracle*, *remove curse*, or *heal* can prematurely end the effects of this spell.

This spell replicates one of the many dark plagues that once swept throughout the region of Ina'oth. Feared by any who have seen its effects, it was the clerics of the One True God who developed this spell, using it as a weapon to keep the isolated lands of Ina'oth fearful that a resurgence of the illness had once again resurfaced.





INFESTATION OF THE WORM

School Necromancy [Death]; **Level** Cleric 6, sorcerer/wizard 6, eldritch conjuror/summoner 6

Casting Time 1 standard action

Components V, S, M/DF (a handful of dead flies and a pinch of grave dust)

Range touch

Target: One living creature

Duration 1 round + 1 round per three levels

Saving Throw Fortitude partial; **Spell Resistance** yes

The stomach of a touched victim begins to rapidly swell, and within their lower intestines, there begins to form thousands of worms. Each worm measures six inches long and is covered in tiny black barbs. On the following round the affected creature begins to violently vomit up these worms, along with blood and other intestinal tissues in an attempt to rid his gullet of the parasites within. At the beginning of each of their turns, the afflicted creatures suffer 1d10 +1 points of damage per caster level (maximum +20). Each round the touched creature also gains the nauseated condition unless it makes a successful Fortitude saving throw.

Any creature reduced to 0 or fewer hit points by this spell dies instantly as thousands of the writhing worms burst simultaneously from its flesh, ripping it apart and causing it to collapse into bloody heap. An affected creature's equipment is unaffected.

INFLECT PAIN

School necromancy [evil]; **Level** antipaladin 1, cleric/oracle 1, apostle/inquisitor 1, magus 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration special (see below)

Saving Throw Fortitude partial; **Spell Resistance** yes

Surrounding your hand with a dull red glow, this spell allows you to send blindingly hot pinpricks through your target's body. This deals 2d6 points of nonlethal damage, plus 1 point per caster level (maximum +5), and the target suffers a -1 penalty to attack rolls, skill checks, and ability checks for 1 minute. A successful saving throw results in half damage and negates the penalty.

INFUSE MADNESS

School transmutation [evil]; **Level** cleric/oracle 4, apostle/inquisitor 4, antipaladin/paladin 2

Casting Time 1 standard action

Components V, DF

Range personal

Target your unholy symbol

Duration 5 rounds

Saving Throw none; **Spell Resistance** no

Calling upon the power of the Old Ones, your unholy symbol becomes temporarily infused with a dark energy, and begins to emit a sickly yellow illumination. For the duration of the spell, all channel energy and lay on hands attempts used to deal damage are maximized; you also cast spells that require a divine focus as if you were one caster level higher. In addition, whenever you channel energy and a creature fails their Will save, they suffer the effects of *lesser confusion* spell until the end of their next turn.

INFUSE SANITY

School transmutation; **Level** cleric/oracle 4, apostle/inquisitor 4, paladin 2

Casting Time 1 standard action

Components V, DF

Range personal

Target your holy symbol

Duration 5 rounds

Saving Throw none; **Spell Resistance** no

Calling upon the power of the One True God, your holy symbol becomes temporarily infused with a divine energy, and begins to glow with an amber-hued light. For the duration of the spell, all channel energy and lay on hands attempts used to heal damage are maximized; you also cast spells that require a divine focus as if you were one caster level higher. In addition, whenever you channel energy and a creature is healed, they gain the benefits and effects of a *bless* spell until the end of their next turn.

INVITATION OF THE FLESH

School necromancy; **Level** druid 3, sorcerer/wizard 3, eldritch conjuror/summoner 3, witch 3

Casting time 1 rounds

Components V, S, F (piece of skin from an creature)

Range close (25 ft. + 5 ft./21levels)

Effect animates the flayed skin of a creature



Duration 1 round/level (D)

Saving Throw Fortitude partial (see text); **Spell Resistance** no

The caster of this spell uses an empty husk of a deceased creature's flesh, drawing an undead into the world as his servant. The skin does not need to be perfect, but must cover at least half of the creature's body. When animated, the skin is given life and the creature gains flesh and bones just like it had when it was alive. This spell cannot animate a creature with more HD than twice the caster's level. The creature is considered an intelligent outsider and undead, gains the zombie acquired template and uses the same statistics as the original creature from which the flesh was taken.

This twisted version of the original creature is obedient to the caster, and will obey his commands. These commands must be spoken out loud in a loud and clear voice. If the creature is not given any commands by the caster, it will take no actions and merely stand like a statue until the duration ends. When the spell ends or the creature is slain, it erupts into a black cloud of mist which travels back to the caster and envelopes them. The caster must succeed on a Fortitude save or suffer 1d4 points of temporary Constitution damage, a punishment for drawing upon such forbidden a power. All that remains of the summoned creature is the remains of its tattered and now useless skin.

KNOW ANATOMY

School necromancy.; **Level** alchemist 1, cleric 0, druid 0, apostle/inquisitor 0, ranger 1, sorcerer/wizard 0, witch 0

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 1 round/level

The caster gains insight into humanoid anatomy. She gains a +4 insight bonus to all Heal checks made while treating humanoid subjects.

MARK OF THE YELLOW KING

School necromancy [evil]; **Level** antipaladin 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Component V, S, M (rotting meat)

Range personal

Area a 60 ft.-radius spread centered on the caster

Duration 1 round/level (D)

Saving Throw none; see text; **Spell Resistance**. yes

This spell creates an aura, emanating from caster, where healing magic becomes difficult for enemies to use. Casters who try to cast spells from the subschool of healing must make a caster level check to succeed in casting their spells. Even people who just drink a healing potion must make a check. This spell will not influence the natural healing of creatures, or any special qualities such as a troll's regeneration power. The black ward does not in any way influence the caster.

Mark of the Yellow King can be made permanent with the *permanency* spell.

MIND CRUSH

School evocation [death]; **Level** antipaladin 4, apostle/inquisitor 4, sorcerer/wizard 6, witch 7

Casting Time 1 standard action

Components V, S, M (a small bit of brain matter)

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

Target one living creature

Duration concentration + 1 round/level (D)

Saving Throw Fortitude negates **Spell Resistance** yes

Once the caster invokes this horrific spell, the target's brain begins to swell uncontrollably. Extremely gruesome to witness, the physical effects of the spell cause the target to profusely bleed from their nose, ears, mouth, and eyes. Each round that this spell remains in effect, the target suffers 3d4 points of damage and the loss of 1 point of Intelligence. A successful Fortitude save negates the Intelligence damage dealt that round.

NATURE'S MIGHT

School divination; **Level** druid 3, ranger 2

Casting Time 1 standard action

Components V, S


Range personal

Target you

Duration 1 min./level

The spell imbues the caster with an extensive knowledge of the strengths and weaknesses of Outsider and Aberrations, improving his combat prowess against these adversaries. The spell grants him a +1 insight bonus to all attack rolls, AC, and saving throws whenever he fights against these creatures. This bonus increases to +2 at 10th level and to +3 at 15th level, reaching a maximum of +4 at 20th level. At





the time of casting, the recipient chooses one weapon which he possesses that acts as an aberration bane weapon for the spell's duration. If the weapon is a non-magical weapon, it also gains a +1 enhancement bonus.

PESTILENCE

School conjuration (summoning); **Level** cleric/oracle 8, druid 7, sorcerer/wizard 8, eldritch conjuror/summoner 5, witch 8

Duration 1 hour/level

As *summon swarm* but any creature damaged by the swarm is targeted by a *contagion* spell cast at your caster level.

POTENT WEAPON

School transmutation; **Level** cleric/oracle 1, apostle/inquisitor 1, paladin 1, ranger 1

Casting Time 1 standard action

Components V, S

When you cast this spell, you designate a foe by creature type (see bane special weapon property) and imbue a weapon you touch with the power to deal additional damage to that foe. The weapon gains a +1 enhancement bonus to attack rolls against the designated foe and deals an additional 1d6 points of damage when it hits those foes.

PROTECTION FROM ABERRATIONS

School abjuration; **Level** cleric/oracle 1, apostle/inquisitor 1, paladin 1, sorcerer/wizard 2, eldritch conjuror/summoner 1

Casting Time 1 standard action

Components V, S, M

Range touch

Target creature touched

Duration 1 min/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** no

This spell wards a creature from attacks by creatures with the aberration and pseudo-natural type. First, against attacks made by aberrations, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Next, the subject becomes immune to any effects caused by these creatures that can be removed by the spells *remove disease* or *remove curse*. Lastly, the subject immediately receives another save against any spells or ongoing effects originating from an aberration that attempts to gain mental control over the creature, with a +2 moral bonus.

PSEUDOPOD

School transmutation; **Level** alchemist 2, bard 3, magus 2, sorcerer/wizard 2, eldritch conjuror/summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute (D)

When you cast this spell, a tentacle-like pseudopod grows from your chest. This limb has a natural reach of 10 feet. You can make a slam attack and deliver touch spells with the pseudopod as if your BAB equals your caster level. The slam attack inflicts 1d6 points of damage plus 1-1/2 your Strength modifier.

RAIN OF MAGGOTS

School conjuration (summoning); **Level** bard 6, druid 6, sorcerer/wizard 6, eldritch conjuror/summoner 5, witch 6

Casting Time 1 round

Components V, S, F/DF (a single live maggot and a drop of tainted water)

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

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

Effect one swarm of rot grubs

Vile maggots rain down on the affected area and then pools on the floor viciously attacking all other living creatures therein. The caster of this spell becomes immune to all the effects of his summoned swarm, and he acts freely without threat so long as he maintains concentration to control the spell. Spell casting or concentrating on spells by others within the swarm is impossible.

This spell functions as *summon swarm*, except you summon a swarm of ravenous rot grubs. This swarm has the statistics of a rot grub swarm, except it gains the Fiendish Creature template and deals 1d6 damage/per two spell caster levels rather than using the base damage listed.

REALITY TWIST

School conjuration (teleportation); **Level** sorcerer/wizard 5, eldritch conjuror/summoner 4

Casting Time 1 standard action

Components V, S, F (a piece of warped glass)

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

Target one creature

Duration instantaneous

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

The summoner, using the same principles behind every teleportation spell, bends space and time in the same area occupied by his target, effectively causing a chain reaction of



teleporting to occur. This causes parts of the target's body to rapidly shift to other locations, thereby ripping and tearing them apart. This spell causes 1d8 points of damage per two caster levels (maximum 10d8).

In addition to damage, the target suffers horrible disfigurements, resulting in a -5 penalty to all Charisma-based skill checks except Intimidation. This penalty remains until the disfigurements are healed with a *lesser restoration* spell. A successful Fortitude save halves the damage and negates the disfigurements.

SCOUT'S TRAIL

School transmutation; **Level** bard 2, druid 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (dirt from a trail not listed on any map)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes

The target creature gains a +4 competence bonus to Knowledge (nature), Knowledge (geography), Perception, and Stealth checks made while in wilderness environments (Game Master's discretion) and increases its base land speed by 10 ft. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

SHADOW CLOAK

School illusion (shadow); **Level** antipaladin 1, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 min./level

A cloak of shadow covers your entire body revealing only the silhouette behind it. You gain a +4 circumstance bonus to Stealth checks made while trying to hide. This becomes a +2 circumstance bonus if the caster moves while affected by this spell.

STEADY HAND

School divination; **Level** apostle/inquisitor 4, ranger 3, sorcerer/wizard 3, witch 4

Casting Time 1 standard action

Components V, F (a small iron replica of a firearm or crossbow)

Range one creature touched

Target you

Duration see text

You gain a limited precognition that allows you to aim your attacks more precisely. Your next ranged attack roll made with a firearm or crossbow (if it is made before the end of the next round) automatically hits and is considered a critical threat. You must still make an attack roll to confirm the critical threat.

TERROR INCARNATE

School enchantment (evil,fear) [mind-affecting]; **Level** cleric 9, sorcerer/wizard 9, witch 9

Casting Time 1 round

Components V, S, M (the skull of intelligent creature who died in the grips of terror worth 50gp)

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

Target one living creature

Duration instantaneous; see text

Saving Throw Fortitude partial; see text; **Spell Resistance** no

A horrible spell that causes someone to experience the sensations of death simultaneously with the worst terror ever endured, this incantation is a weapon of powerful cruelty. Once cast the victim suffers 2d6 points of damage per caster level due to a simultaneous heart attack and stroke caused by the overwhelming fear. The Fortitude save does not reduce the amount of damage taken, but rather converts it to nonlethal damage.

A secondary effect is also suffered depending on the results of the saving throw. On a successful roll, the victim is fatigued and shaken; conditions that both last for 1d4 rounds. On a failed save the victim falls unconscious from terror for 1d4 rounds. Upon awakening he is shaken for one hour and suffers from exhaustion.

TORTUROUS CURE

School necromancy [good]; **Level** antipaladin/paladin 1, cleric/oracle 1, magus 1

Casting Time 1 standard action

Components V

Range touch


Target creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell received its name from a vindari priest torturer who would violently interrogate anyone he suspected to be evil. If they were in fact good, casting the spell would heal the wounds he'd inflicted. If they were evil, it was the world he





was curing. Torturous cure has different effects based on the alignment of the target. Good creatures touched are cured 1d8 hit points. Evil creatures touched are dealt 1d8 damage. It has no effect on neutral creatures.

UNDO EXISTENCE

School conjuration (creation); **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a flawless diamond worth 5,000 gp)

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

Effect ray

Duration 1 round/per 3 caster levels

Saving Throw Fort negates (see text); **Spell Resistance** yes

This devastating spell causes a ray of dark brown mist to lance towards any target in range. The caster must succeed at a ranged touch attack to strike the target with the ray. Any creature struck by the ray must make a Fortitude save or suffer the experience of being erased from the very fabric of reality.

When the spell is cast and at the beginning each of its turns, the victim of this spell gains 1d4+1 negative levels. A successful Fortitude saving throw reduces this total by half (minimum 1). Once the initial saving throw has been failed, the persistence of this spell's effects may only be stopped by the effects of a *Miracle*, *Limited Wish* or *Wish* spell. Once the target is reduced to zero or fewer hit points or his total level equals 0, he is erased from existence with a soundless explosion of brown smoke.

This ending is so final that all spell effects currently in effect from non-permanent spells cast by the victim are instantly and automatically dispelled. The cloud of brown smoke created by this spell persists for one round per level of the caster, and fills a radius spread of 30 ft. This cloud of thick smoke provides total concealment to everything within its area. Additionally, the smoke eats away at the knowledge, willpower, and personality of all sentient creatures which come into contact. At the start of each of their rounds, a creature which remains within the cloud must succeed a Fortitude saving throw or gain 1 negative level.

This magical cloud cannot be dispersed by any strength of wind, although it cannot form underwater. It can also be scoured away by effects which deal a significant amount of fire damage, such as that created by a fireball, a fire storm, or a fiery breath weapon.

A flawless diamond worth at least 5,000 gp must be used during the casting of this spell. Held by the caster, the ray issues from within the diamond, and turns the once valuable gem into a small pile of coarse brown sand.

UNNATURAL PRESENCE

School enchantment (compulsion) [mind-affecting];

Level bard 1, ranger 1, sorcerer/wizard 1, witch 1

Casting time 1 standard action

Components V, S

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

Target single animal of up to 4HD

Duration concentration +1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

This spell instills a maddening fear into an animal, causing it to violently lash out. The enraged animal will attack anyone within 30 ft. without thinking about its own safety. Furthermore, the animal gains a temporary +4 morale bonus to Strength and Constitution. A successful Handle Animal check (DC 20) gives the animal another saving throw with a +2 bonus. At the end of the duration the animal is fatigued for 1d4 rounds.

VIGOROUS REST, MASS

School transmutation; **Level** bard 3, cleric 3, paladin 3, sorcerer/wizard 3

Casting Time 10 minutes

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

Target one creature/level, no two of which can be more than 30 ft. apart.

This spell works like *vigorous rest*, except that it affects multiple targets.

VIGOROUS REST

School transmutation; **Level** bard 1, cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 minute

Components V, S

Range touch

Target creature touched

Duration 12 hours

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell is cast as the targeted creature goes to sleep. When she awakes from an 8 hours rest, this spell immediately takes effect. The target feels vigorous and full of life. They temporarily gain the use of the endurance feat and a +2 enhancement bonus to Constitution.



VISIONS OF THE BEYOND

School enchantment (compulsion) [mind-affecting];

Level bard 4, cleric 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (a broken mirror)

Range 20 ft. radius burst centered on the caster

Duration 1 round per caster level; see text

Saving Throw Will partial (see text); **Spell Resistance** yes

Opening a window into the beyond, enemies within the spell's radius are gifted with an insane vision of the spaces between time and the impossible creatures that dwell there. With these horrifying visions, all creatures within the aura suddenly become radically disoriented for the duration of the spell.

At the start of each creature's turn, it receives a Will save to attempt to break free from the nightmarish visions and cease the spell's effects. Creatures within this aura become unable to act and gain the staggered condition. The effect ends immediately when the creature leaves the area or the aura expires. This spell is ineffective against outsiders, creatures who are blind, or any target with an Intelligence score equal to or greater than 20.

VOICE OF GOD

School transmutation [language-dependent]; **Level**

cleric/oracle 2, paladin 2

Casting Time 1 standard action

Components V, DF

Range personal

Target you

Duration 1 round/level; see text

The volume and timbre of your voice increases, so that it sounds as if the power of your deity is bolstering your words. As long as you continue to speak encouraging words or sing a hymn of your god for the remainder of the spell's duration, all allies within a 50-foot radius of you become immune to fear. Enemies within the same area must make a Will save or be frightened (those succeeding on their saves will only be shaken). If you stop speaking or singing before the normal end of the spell's duration, then the spell's effects will linger for one more round.

VOICE OF MADNESS

School illusion (compulsion) [mind-affecting]; **Level** druid 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration 1 round/level (D)

Saving Throw Will disbelief; **Spell Resistance** yes

This spell calls phantasmal voices, their echoing, endless calls draw the spell's target to listen to their words. These sounds can be heard by all within 30 ft. of the target, but the spell only directly affects the target. The This effect functions as the fascinated condition, except that the effect is only broken once he suffers damage. If a target's ally attempts to "wake" him, he is allowed a Will save to attempt to break free from the spell. This spell cannot affect a deafened creature.

WALL OF HORROR

School Evocation [summoning]; **Level** bard 5, sorcerer/wizard 5, eldritch conjuror/summoner 5, witch 5

Casting Time 1 standard action

Components V, S, M/DF (a small strip of bloodied aberrant flesh)

Range medium (100 ft. + 10 ft./level)

Effect Fleшы wall whose area is up to one 10 ft. square/level or a ring of alien flesh with a radius of up to 5 ft./two levels; either form 20 ft. high


Duration concentration + 1 round/level

Saving Throw Fortitude (negates), see text ; **Spell Resistance** none

You cause a flat, vertical wall of alien flesh to spring into being. The wall cannot be conjured so that it occupies the same space as a creature or object. It must always be a flat plane, though you can shape its edges to fit the available space. The wall of eyes and twitching tentacles is 1 inch thick per two caster levels. Each 10-foot square of the wall has 5 hit points per inch of thickness and hardness 2 as it has the consistency of leather. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC required to break the fleshy section is 15 + caster level.

The wall of horror also has a programmed defense mechanism. Any creature, including the caster of this





spell, which moves within 10 feet of the wall, finds itself under attack by a maw that suddenly forms on the wall (and has 10-foot reach). When determining the maw's attack bonus, the maw uses the caster level as its base attack bonus.

A bite from the wall inflicts 1d8 +1 points of damage per caster level (maximum +20) and, unless a successful Fortitude save is made, those bitten suffer the effects of a *contagion* spell. The wall makes these attacks when it appears, and to all creatures within the area on your turn each round.

WEAPON OF NIGHTMARES

School illusion (phantasm) [fear, mind-affecting];

Level bard 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F (a weapon)

Range touch

Target weapon touched

Duration 1 round/level or until discharged

Saving Throw Will disbelief, then Fortitude partial; see text; **Spell Resistance** yes

You imbue a weapon with energy that visits horrid visions upon the victims of its strikes. With an eerie purple light, energy crackles through the weapon as the spell is cast. When you make a successful melee attack with the weapon, it deals damage normally and the target must make a successful Will saving throw or fall victim to horrible visions. If the target fails his Will save to disbelieve the horrible visions, he must then make a successful Fortitude save or suffer 1d8 points of nonlethal damage per caster level (maximum 10d8) and fall unconscious for 1d4 rounds. If the target's Fortitude save is successful, he suffers only half the spell's nonlethal damage and is not rendered unconscious. Upon a successful melee attack with this weapon, the spell is discharged.

WEAPONSTORM

School evocation [force]; **Level** bard 3, cleric/oracle 3, ranger 4, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, F (a weapon)

Range touch

Target weapon touched

Duration 1 round/level (see below)

Saving Throw none; **Spell Resistance** no

You touch one weapon and call forth the essence of its martial spirit. A duplicate weapon made of pure force is created for every 3 levels you possess (to a maximum of 5 weapons). For the duration of the spell, if the target weapon successfully strikes a target, the duplicates also cause damage as they attack the victim. The duplicate weapons deal only base damage; bonuses for Strength or other effects are not added. The spell is immediately dispelled if you no longer hold the weapon (such as if you are disarmed or you give the weapon to another person).

WEIGHTY BLUDGEON

School transmutation; **Level** cleric 3, paladin/antipaladin 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

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

Targets one weapon

Duration 10 min./level

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

This spell makes a bludgeoning weapon heavier at the moment of impact, improving its ability to deal serious blows. The critical threat range of the affected weapons doubles. A threat range of off 20 becomes 19-20, a threat range of 19-20 becomes 17-20. Multiple effects that increase a weapon's threat range such as the Improved Critical feat don't stack. You can't cast this spell on a natural weapon such as a fist.

WITHER

School necromancy; **Level** cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M/DF (a dried leaf)

Range touch

Target 1 cu. ft. of plant material, or 1 plant creature

Duration instantaneous

Saving Throw see text; **Spell Resistance** yes

As you touch the plants, they start to wither. You can use this spell to wither 1 cu. ft. of plant material or to deal 1d6 points of damage to a plant creature of Large size or smaller. Dealing damage requires a melee touch attack. Plant creatures of Large size get a Fortitude save for half damage.

WRITHING TENTACLES

School conjuration (creation); **Level** conjuration (creation); **Level** sorcerer/wizard 4, eldritch conjuror/summoner 3, witch 4

Casting Time 1 standard action

Components V, S

Range touch

Target one touched book

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

Whenever anyone but the caster touches or opens the protected book, writhing gray tentacles emerge from the ground in a 5 ft. radius centered on the book. The spell creates 1d4 tentacles, plus an additional tentacle per caster level up to a maximum of fifteen tentacles. For example, an 8th level wizard creates 1d4+8 tentacles. Each tentacle is 20 feet long (Huge) and has the same saves as the caster at the time of casting. It has an AC 16, 1 hit point/per caster level and an attack bonus of +1/per caster level. The tentacles also have construct traits. The tentacles attack as mindless creatures, randomly striking anything larger than a tiny object. On a successful hit, the tentacles deliver 1d4 points of damage, and also secrete thin, black mucous through their porous skin. Any creature struck by one of the tentacles must make a successful Reflex save DC16 or be blinded by the foul liquid for 1d6 rounds. The tentacles are immobile, and once summoned remain in existence for 1 round/per caster level or until slain, whichever occurs first.



"But some of us awake in the night with strange phantasms of enchanted hills and gardens, of fountains that sing in the sun, of golden cliffs overhanging murmuring seas, of plains that stretch down to sleeping cities of bronze and stone, and of shadowy companies of heroes that ride caparisoned white horses along the edges of thick forests."

H.P. Lovecraft



Lands of Vathak

Vathak's lands consist of frozen marshes, dense forests, and a rolling countryside littered with boulders and stones. Farming is difficult, and starvation is all too common during the harsh winter months.

The frigid northern plains are dominated by hard earth and great boulders left by ancient glaciers. It rains year-round; the sky consistently a medley of blues and grays. The winter season brings deep snow and an unrelenting darkness lasting months.

The western lands consist of woody brush and windswept prairies, broken by deep canyons formed by

melted snow and ice. The icy winds of the north keep the area bitterly cold for most of the year.

The mist-shrouded lands of the south are filled with twisting valleys and freezing swamps. Moss covered woodlands dot the area and fickle weather brings both torrential downpours and bouts of drought.

The Vathak lands to the east feature ancient trees of unnatural proportions, many rooting around the boulders scattered across the hilly countryside. Temperatures are chilly, but a lot less harsh than the northern lands. The untamed wilderness makes farming and colonization difficult amid the dense, thorny brush



Days of the Week

Sunday: Duminică (doo-mee-nec-ka)

Monday: Luni (loohn)

Tuesday: Marti (mahrtz)

Wednesday: Miercuri (myehr-coor)

Thursday: Joi (joy with the 'j' like the French "Bonjour")

Friday: Vineri (vee-nehr)

Saturday: Sâmbătă (suhm-buh-tuh)

Months of the Year

January: Ianuarie (ya-nooh-ah-rec-yeh)

February: Februarie (fe-bruh-ah-rec-yeh)

March: Martie (mahr-tee-yeh)

April: Aprilie (ah-pri-lee-yeh)

May: Mai (mai)

June: Iunie (yoo-nec-yeh)

July: Iulie (yoo-lee-yeh)

August: August (ow-goost)

September: Septembrie (schp-tehm-bree-yeh)

October: Octombrie (oc-tohm-bree-yeh)

November: Noiembrie (no-iehm-bree-yeh)

December: Decembrie (de-chehm-bree-yeh)

Holidays & Festivals

Blood Harvest

This takes place at the end of Octombrie and represents the final harvest. The Blood Harvest is the time to take stock of the herds and grain supplies, and decide which animals would need to be slaughtered in order for the people and livestock to survive the winter.

Winter Rite

Winter Rite is celebrated for three nights in the month of Ianuarie. During the festival, a fire is kept burning until the last night, where its extinguishing signals an end to the unhappiness of the previous year. During the ensuing feast, a space at the table is reserved for ghosts, mainly those of family and friends.

Festival of Trees

This festival is celebrated at the end of Martie and is held in honor of females and the coming of spring. Villagers gather hawthorn branches and flowers which they then use to decorate the outside of their houses, celebrating new growth and fertility.

Sun Solstice

Sun Solstice takes place in the middle of Iunie and is an all-day event. The traditions include: singing songs, dancing

until the sun sets, telling tales, searching to find the magic fern blossom at midnight, jumping over bonfires, greeting the rising midsummer sun, and washing the face with morning dew. Young girls float their flower garlands on the river waters and tell their fortunes from their movement. Nude public bathing is also practiced.

Resurrectvris Festival

This romni holiday is celebrated during the longest night of the year, inevitably coinciding with the *Winter Solstice*. It is a day for commemorating one's ancestors, reflecting on the past year, and praying for a safe coming year. Starting at sunrise, all lights and fires (and magical lights) of any kind are extinguished in homes and public buildings throughout romni lands, turning them into symbolic tombs. The people also "die" by covering their faces with ashes from the hearth and dressing in bone-white clothes. At nightfall the people leave their homes and gather in celebration of dance, drink and food.

The Fasting Times

The descendants of those who escaped the *Great Cataclysm* remember the month of Februarie as a time of great hardship and starvation faced by their ancestors. This is a solemn bhriota holiday season lasting for an entire month. During daylight hours neither food nor drink is consumed; the only meal is taken after sunset and consists of vegetable broth and plain bread. In addition, throughout the month all pleasures and vices must be foregone.

Scarborough's Eve

This holiday is named after the vindari poet Richard Scarborough and is associated with the *Winter Solstice*, a day when folklore says ravens go on a murderous frenzy. Peasants spend the day celebrating in large, boisterous crowds as a way of warding off the evil. The nobility, on the other hand, hold solemn and secretive ceremonies during the day. It's said that this evening is a time when spirits are active, and that the maddened behavior of ravens and crows on this day is a result of the weakening of the boundaries between the realms of the living and dead. The highlight of the day, if it can be called that, is the public executions. Criminals are hanged in town squares and left to be picked clean by carrion birds. Huge flocks of cawing ravens and crows soon converge on the corpses. These sacrifices appease the birds by sating their hunger, and also appease the spirits' thirst for revenge, spirits and undead.

However, the aristocracy—nobility and wealthy merchants—celebrate the day in a much more private and much less joyous manner. They spend their days in solemn prayer, honoring in private chapels lined with braziers burning incense for those who have died. The aristocracy fast as a way of cleansing themselves of sin, drinking only wine laced with human blood. Masks and black robes are worn. When night descends upon the world, the wealthy worshippers finally emerge from their chapels. They slip out of their townhouses and palaces to stalk the streets in search of victims. They believe that the spirits need far more graphic demonstrations of violence than that offered by the public executions in order to be appeased. Their answer is to murder riffraff and other undesirables.



Sileasia

Sileasia

Land of the Shattered Houses

Ruler: Baron Frahamer

Capital: Delhain



The Colonies

History

Sileasia is a land whose history is a tangled web of lies, hatred, bloodshed, and political scars which may never heal. It is here that the first settlements were made and in short time the small but flourishing nation of the romni began to take hold.

For many lean years, the settlers struggled to clear the lands and establish farmlands and towns. It was only after the passing of twelve winters that the romni laid the first foundations of the cities which became the Noble Houses of the Six. Since that time, borders of this western land have changed radically with the passage of time, both through the shattered bloodlines of the ancient houses, and with the arrival of the Vindari.

Unlike the nomadic romni of today, the members of the Six Houses held a great many settlements along the north banks of the Odra River and established other large towns as well. Rooted in mysticism and superstition, the romni people had great reservations in their dealing with the vindari. Deemed "the Nation of Iron," the vindari made the western journey past the Gray Peaks mountains and forced their way into these lands, establishing small towns and settlements within romni held lands.

The two nations lived in relative harmony for centuries, until the vindari, dissatisfied with allowing the "lesser people" to have the more desired holdings within Sileasia, began a campaign to claim territories which were rich in desired resources. Their great numbers, advanced technology levels, and the militaristic nature of this imposing kingdom led to the eventual conflicts which drove the entire area into a bitter war. Within the span of only ten years, the romni were killed by the thousands—their houses driven apart by the blades of vindari forces. The survivors of this conflict became nomads fleeing to the east in search of new homelands.

Cities

Delhain, Capital of Sileasia

CN Large city

Corruption +4; Crime +2; Economy +5; Law +3; Lore +4; Society +0

Qualities academic, notorious, prosperous, strategic location, tourist attraction

Danger +20

DEMOGRAPHICS

Government Overlord

Population 18,000 (14,000 Vindari; 2,000 Romni; 500 Bhriota; 1,500 other)

Notable NPCs

Captain of the Guard Jiranda Hollis (LN female romni fighter 5)

High Priest Fallor Pollux (LG male vindari cleric 10)

Lord Mayor Alton Ralderac (N male vindari aristocrat 4)

MARKETPLACE

Base Value 15,200 gp; **Purchase Limit** 100,000 gp;

Spellcasting 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

By far the largest of the populated regions, Delhain bears the title of this land's capital and has become the center of all of Silesian trade. This massive metropolis of cobbled streets and mismatched architecture once held over two hundred and twenty five thousand people within its walls. This large city was once the seat of power for the Dequirioa Clan of the romni until 150 years ago. It was during this time when a large army of vindari swept through the lands, forcing the subjection of all romni dwelling within Sileasia borders. Quickly becoming a haven for refugees fleeing from the east provinces, the city walls swelled with thousands left homeless and starving in the wake of the Vindari advancement. The



city now stands in partial ruin, its western sections engulfed long ago by a consuming fire started by vindari renegades during the height of a long and bitter siege which left Delhain under vindari control. This section of the city has become home to the under-privileged and forgotten of the society and is an ample breeding ground for various cults and criminal driven guilds found throughout Sileasia. The rule of this city has been given to a group composed of three elected representatives of vindaran rule who retain a large number of war ready soldiers under their personal control to discourage any local uprisings or other small scale rebellions which have become a common occurrence in the last three years.

Krunedorf

LN Small town

Corruption -3; **Crime** -5; **Economy** +0; **Law** +3;

Lore +1; **Society** +2

Qualities: holy site, superstitious

Danger +0; **Disadvantages** impoverished

DEMOGRAPHICS

Government Autocracy

Population 70 (63 Romni, 6 Bhriota, 1 Dhampir)

Noteable NPCs

Mayor Curso Talaitha (LG male romni expert 3)

Sheriff Ira Skeen (LN female romni fighter 1/ranger 3)

Soothsayer Kchohan Belthqu' (N male bhriota druid 2)

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp;

Spellcasting 4th

Minor Items 3d4 ÷ 2; **Medium Items** 1d6 ÷ 2; **Major Items** None

Towards the east beneath the shadows of Alder Forest, there lies the small town of Krunedorf. Founded long ago by the romni, this collection of stone and wooden thatched homes has been founded around a crumbling edifice of antiquity. Taking the form of an oddly shaped lion whose eyes shine with a golden light, this large green stone monolith was uncovered along the banks of the Erago River a little over fifty years ago. The people of this town are a strange lot and remain within the vicinity of the Alder Forest despite the many disappearances over the last hundred years, which has left a majority of the small hamlets and villages in these lands abandoned. The town is ruled by a one eyed man of romni descent called Curso Talaitha who tolerates very few who cannot trace their bloodline back to the original Six Houses which were stolen so long ago.

Sileasia Regional Traits

Regional traits are keyed to specific regions. In order to select a Sileasia regional trait, your character must have been born in Sileasia or lived in the region long enough to call it his homeland.

Child of the Noble Houses of the Six

Your ancestors are romni and stood strong against the vindari. You can trace your lineage to one of the Noble Houses of the Six.

Benefit: You have inherited their indomitable spirit, and you gain a +2 trait bonus on all saves against fear.

Born of the Dead Sprite Path

You grew up in the harsh region of the Dead Sprite Path, and the harsh land has toughened your body.

Benefit: You gain a +1 trait bonus on Fortitude saves.

Romni Revolutionist

You seek to return Sileasia to its heyday before the rise of the vindari. You have trained yourself to resist any questioning, or torture, should you ever be caught.

Benefit: You gain a +1 trait bonus on Will saves against mind-affecting effects and on Fortitude saves against drugs or poisons.

Brova

LG Large town

Corruption +0; **Crime** +0; **Economy** +2; **Law** -1;

Lore -2; **Society** +5

Qualities pious (One True God), prosperous, strategic location

Danger +5

DEMOGRAPHICS

Government Council

Population 2,500 (2,000 Romni; 400 Bhriota; 100 other)

Noteable NPCs

Council Leader Vinchello Dominus (LG male romni cleric 12)

Guildsmistress Velha Keldam (LN female romni aristocrat 3 / expert 3)

Militia Captain Karnag Thosk (NG male bhriota fighter 4)

MARKETPLACE


Base Value 2,800 gp; **Purchase Limit** 15,000 gp;

Spellcasting 6th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

The port city of Brova is a key to all trade within Sileasia. As one of the original founding villages, it





has gone through many transformations throughout its six hundred years of existence. One of the notable features of this place is the large black stones forming a near impassable ring around this city's border, making travel to its iron gates accessible by only a single road. Built along high cliffs, a series of pulleys and ropes allow the workers to haul large shipments from the tangled web of maze-like docks hundreds of feet below. The city of Brova remains free from the rule of the vindari, as Brova has begrudgingly offered the advancing nation a yearly tax to satisfy its expansive urges. Brova is governed by a court of aristocratic nobles who hold loyalty to their city and are not beyond making pacts with others, such as the savage bhriota, in order to keep it free from any but their own. Year after year, its population grows, and with each trade season thousands come from the surrounding town and cities to sell their goods. Brova has several open air markets, and its streets are always filled with exotic vendors from the other realms.

Ravca

CN Small city

Corruption +2; **Crime** +0; **Economy** +3; **Law** -4; **Lore** +3; **Society** +3

Qualities academic, notorious, racially intolerant (romni), superstitious

Danger +15; **Disadvantages:** impoverished

DEMOGRAPHICS

Government Secret Syndicate

Population 10,000 (6,000 Vindari; 2,500 Romni; 750 Bhriota; 750 other)

Noteable NPCs

Crimelord Deltorus Blackthorn (NE male romni fighter 2/rogue 6)

General Alexander Talais (N male vindari fighter 13)

Puppet Mayor Pavo Devarius (LE male vindari aristocrat 2)

MARKETPLACE

Base Value 3,200 gp; **Purchase Limit** 25,000 gp; **Spellcasting** 5th

Minor Items 4d4 ÷ 2; **Medium Items** 3d4 ÷ 2; **Major Items** 1d6 ÷ 2

There are many prejudices that have been associated with the romni since times of old, and some with good reason. The tales of innumerable atrocities that were committed by the Witches of Ravca held sway with all of Sileasia. Demon worship, dark pacts, and other rumors soon began to spread about in the vindari society soon after the nation established its rule. As a means to provide an example to other cities and towns which would refute their proclamation of rule, the vindari declared that the use of magic by the romni evil, and any among them found in possession of such power would be

labeled as a witch. As they were considered a direct threat to the true church and the newly established order, this resulted in many romni being taken into custody and tortured to great extents. It was only after the vindari hung no less than thirty of the proposed witches in a single month did the other people of this city submit to their enemies.

Novce

NE Hamlet

Corruption -1; **Crime** -2; **Economy** -2; **Law** -2; **Lore** +0; **Society** -6

Qualities academic

Danger -5; **Disadvantages** cursed

DEMOGRAPHICS

Government Autocracy

Population 23 (23 Romni)

Noteable NPCs

Patriarch Father Vistos (CE male romni ranger 3)

Village Idiot Chilfo Thulk (CN male romni barbarian 1)

Witch Mother Selma Nofarium (NE female romni adept 4)

MARKETPLACE

Base Value 200 gp; **Purchase Limit** 1,000 gp; **Spellcasting** 3rd

Minor Items 1d6; **Medium Items** None; **Major Items** None

Novce is a small village made up of a few farmers and herdsman. Most of the city is a ghost town and littered with the ruins of buildings long abandoned. Travelers to this region are often only interested in seeing the Black Spire, the last standing tower of a desolate keep.

Several miles deep into the forest, the trees taper into a swamp. A thin layer of brackish water lies over a deep sea of muck, choked with reeds and fallen trees. The swamp is nearly impassable, anything heavier than a branch sinks into the water never to be seen again. The Black Spire stands in the center of the bog surrounded by a deep pool of dark water. Its dark coloring comes from a fungus that clings to every stone. The ruins of a keep poke up from the marsh throughout the area. These broken fragments are so numerous that they make a passable walkway for those who can jump the gaps between them.

Pava

N Small city

Corruption +3; **Crime** +4; **Economy** +5; **Law** -6; **Lore** +4; **Society** +1

Qualities: academic, notorious, prosperous, tourist attraction

Danger +15



DEMOGRAPHICS

Government Secret Syndicate

Population 10,000 (6,000 Romni; 1,500 Vindari; 1,000 Cambion; 750 Svirfneblin; 750 other)

Noteable NPCs

Crimelord Shelia Bathula (CE female bhriota rogue 7)
Doctor Clarence Lichlyter (NE male vindari adept 13)
Guildmaster Chivax Tumbordorf (LN male romni aristocrat 4)

MARKETPLACE

Base Value 7,200 gp; **Purchase Limit** 50,000 gp;
Spellcasting 7th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

On the western coast of Sileasia, on a rocky cliff, stands a white-washed brick abode consisting of a tower and a two-storied main building. Once used as a lighthouse, it now houses Dr. Lichlyter, his students, and his subjects, patients of the Pava Asylum.

The asylum is the heart of Pava and fuels most of its industry. Dr. Lichlyter also maintains a small academy where students from all of Vathak come to learn his views on vindari medicine and surgical techniques. Shopkeepers and fishermen cater to the growing student body, as rumors of expanding the school are met with high expectations

Lands

Most of Sileasia is relatively flat until one reaches its eastern border, where the land becomes rolling hills which stretch to the base of the Gray Peak mountains. Its interior is broken by the Odra River, a swiftly moving waterway running from its northern seacoast and into the foothills of the southeastern peaks. Sileasia is a resource-rich and populous region. A great many mines can be found throughout the mountainous regions. These large scale vindari operations have yielded a vast sum of wealth throughout the years of their operations. With the vindari's use of blasting charges, the stripped land has produced: coal, silver, lead, gold, iron ore, limestone, marble, and basalt stone. There is also a thriving agricultural sector within its interior lands, which produces cereals (wheat, rye, barley, oats, and corn), potatoes, and other needed food crops to support the increasing number of people settling in this region.

Forest of Alder

To the southwest, a large rise of rocky hills gives way to the ancient Forest of Alder. This abandoned landscape was once filled with small hamlets that bordered along the forests edge. Long before the lands were filled with cities, the Forest of Alder stretched hundreds of miles in each direction. Once





King of Thieves

A Romni Game of Dice

Sometimes played in bars for drinks or by romni men around the campfire. Five d6 are used. Most games have a cost to play, where this amount (often a few copper, but could be more) is placed in a “pot” for the winner to collect at the end of the game. Some variations of the game allow for players to increase their bets after any turn is completed.

Play: Each player takes it in turn throwing the dice. In each turn a player has three throws of the dice and tries to roll and put to one side a 6 (the King of Thieves), a 5 (the Queen of Assassins), and 4 (the Black Wagon).

The 6, 5, and 4 may not be rolled out of order so if the first throw contains a 6 and 4, but not a 5, only the 6 is put aside and the rest of the dice, including the 4, are rolled again.

If a player fails to throw the 6, 5, and 4 after their three throws they score nothing. If after three throws a player has put aside the King, Queen and Wagon the remaining two dice (the Guild) are totalled to form the players score.

If all three in the sequence are rolled before the third and final throw then the remaining two dice (the Guild) are rolled in the remaining turn(s) to improve the total of the players score.

The player with the highest Guild total, wins the game.

In the case of an equally high total all players must play the round again.

Many romni take the game of *King of Thieves* very seriously and several tournaments are played across Vathak each year. For these veteran players, it's often not the skill of rolling the dice that keeps them playing but the challenge of finding new ways to cheat at the game in plain sight of others doing the same. Being caught cheating is automatic disqualification, but these disputes are more often handle in private then with a judge.

the vindari had established rule within Sileasia, the men systematically began to cut and burn the trees to make way for farms to produce food for their newly conquered cities. It was during this time that a great number of the vindari tradesmen simply vanished, their massive camps found in ruin. Tales told by the romni spoke of awakened spirits, creatures who acted as guardians to the ancient places of the lands, now returned to destroy any which disrespected the pacts made long ago. These tales were dismissed by the vindari and the disappearances blamed upon a group of romni thought yet to subject to the rule of the Iron Kings. It was only after a troop

of over a hundred soldiers, dispatched to find the proposed romni renegades, vanished that the legends of these haunted woods began to spread. Not long after, the remains of the Alder Forest became a place of rumor and myth, cautioning any who would approach its borders of the terrible fate of being consumed by the dark creatures dwelling there.

Raven's Wood

Skirting the foothills of the eastern mountains, the Raven's Wood is a spectral forest of gnarled and twisted oak trees thousands of years old. Deriving its name from the black birds which call the thick canopy home, the trees of this forest cast long, deep shadows that keep the woods in a continuous twilight. This forest exudes an aura of oppression and menace to all who enter. Wild tales of strange moving lights seen during the waning moon, combined with a darkness which is rumored to prevent the lighting a torch or lantern, have kept trespassers away from this place.

The Gray Peaks

Romni superstition speaks of these mountains in hushed tones. Having existed in the ancient days, legends describe races of elder beings which battled one another for control of Vathak's lands. In these fantastic tales, it was the gods of the sky who won. As the earth groaned, and the fabric of the planes stretched and shuddered, they cast down the powerful beings that opposed them, imprisoning them into the earth. Where these monstrosities fell, they gashed tremendous wounds in the world, creating mountain ranges that rose over these devastated regions, as the realm sought to devour these abominations in its earthen embrace. These mountains remain to this day, and while the beings entombed within them are long dead, their malevolent influence continues to shape the world.

Dead Sprite Path

The lands of the Dead Sprite Path are a blasted wasteland dominated by endless hills of slag and gaping pits in the earth. The land is devoid of any animal life except for the strange orbs of light reported by travelers. The earth of the Dead Sprite Path is devoid of any plants, leaving the land a permanent yellow due to rich sulfur deposits.

The Dead Sprite Path is permanently shrouded in an awful acidic stench, and the skies are always blackened with the fumes that belch from the gaping pits constantly forming and collapsing. Rainstorms are rare in the Dead Sprite Path, but rain often brings a flood of acrid water that corrodes metal and burns the rocks black.

The Colonies

The Harbor of Vathak

Ruler: Baron Hellheimer

Capital: Skalan



The Colonies

History

What is commonly known as The Colonies was once a single fishing village named Skalan. Skalan became a thriving city of clay, brick, gray timber, and ashen stone when open trade began with outside nations. Along the eastern edge of the island, the Dark Sea brings trade from foreign lands and distant shores. The harsh approaches to the island, and natural hostilities and prejudice from mainlanders make sea trade a desirable alternative. Ships come and go almost daily, making the Colonies the largest port destination in Vathak. All of these captains, ships' crews, scoundrels, and traders need a decent place to eat, sleep, and spend their coin. It wasn't long before the Colonies began to grow.

Yet, it was not until the time of the "Great Cleansing" that Skalan came into its own. The influx of non-human races and fringe religious groups (mostly followers of the Elder Gods) fleeing vindari expansion quickly created numerous small settlements around Skalan.

The Colonies are a place for pilgrims to seek refuge from vindari rule and to explore religious belief beyond the imposed One True God. It's the last place to rest and stock up before sailing to foreign lands, and it's the final stop for merchants and traders wishing to import or export their goods. As such, most cities have a well-constructed fort and a large garrison. Historically, even these provisions can't prevent the occasional pirate raids or foreign conflicts from getting out of control. Of all the Vathak provinces, none have suffered ransack, marauders, or burning as much, or even as often, as the Colonies. Still, bandits and marauders are not the most dangerous threat to colonists. With the emergence of the Old Ones, many of the ancient vampire

clans have found a need to find new hunting grounds and refuge from the plights sweeping the mainland.

Living in the cities, they fight to keep their dark secrets and hunt the outcropping farmlands when the taste for blood becomes uncontrollable. However, their numbers are rising, and it's getting harder to hide their trails, not to mention the increasing numbers of lycanthropes moving to the island for the same reasons as their vampire enemies.

Cities

Skalan: Capital of the Colonies

N Metropolis

Corruption +2; **Crime** +5; **Economy** +7; **Law** +1; **Lore** +4; **Society** +8

Qualities holy site, magically attuned, notorious, prosperous, strategic location, tourist attraction

Danger +20; **Disadvantages**

DEMOGRAPHICS

Government Council

Population 55,000 (31,000 Romni; 10,000 Vindari; 8,000 Bhriota; 2,000 Cambion; 1,000 Svifneblin; 3,000 other)

Noteable NPCs

Cordella Vanheart (LE female romni aristocrat 4/sorcerer 3)

Baron Hellheimer (NG male vindari aristocrat 9)

Entertainment Guildmaster Narcil Forthwright (CN male dhampir bard 6)

MARKETPLACE

Base Value 33,600 gp; **Purchase Limit** 220,000 gp; **Spellcasting** 9th

Minor Items Nearly All; **Medium Items** 4d4; **Major Items** 3d4

The largest of all the cities in the Colonies, Skalan extends outwards from the Bladling Cliffs, along the Coast of Saints. As the city is sectioned haphazardly into districts



by the remains of old walls once circling the city, before its growth required new fortifications, visitors can easily get lost in the maze of streets. Nearly all the shops here cater to the hundreds of travelers that frequent the area. There are plenty of inns, taverns, theaters, and gambling houses in Skalan. You'll also find the red light district of the Colonies here and all manner of pleasure can be purchased, for the right price. In addition to serving as a watering hole for weary sailors, Skalan is also home to warehouses, where trading houses and wealthy captains are able store goods pending their sale. Traders not so affluent can often rent space for a price.

Tomaini

CG Small town

Corruption -2; **Crime** +0; **Economy** +0; **Law** +1; **Lore** +2; **Society** -1

Qualities: insular, magically attuned

Danger +0

DEMOGRAPHICS

Government Magical

Population 1,300 (1,000 Romni; 100 Vindari; 100 Cambrian; 100 other)

Noteable NPCs

Baron Talandrel Tomaini (NG male romni wizard 14)

Hrak of the Crab Family (CG male cambion druid 4)

Madam Constance Delfrey (CN female romni rogue 7)

MARKETPLACE

Base Value 1,200 gp; **Purchase Limit** 6,000 gp;

Spellcasting 7th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** None

The city of Tomaini is named after its founding family, The Tomaini, of the Tomaini Traveling Side Show. This group of itinerant romni was once a popular circus, displaying oddities and performing amazing shows across Vathak. With the rise of the Old Ones, many people turned away from such frivolous entertainment, and the Tomaini family came to the Colonies for seclusion. Since then, many performers now make their home here. Tomaini is the home-base for a variety of show-folks, such as: Priscilla the Ape Girl, the Stone Man, the Crab family, and Dotty the Mule. In other places, these strange people would have met with some degree of social rejection, but in Tomaini they are treated as average folk bonded by the nomadic lifestyle of the traveling show. Visitors can see nightly performances from various residents at a handful of makeshift tent shows, and of course the crude theaters. Those with a more bizarre taste can visit the curiosity shops and pick up some arcane or grotesque items, or seek out one of the many fortune telling madams of the city.

Reifswald

CG Large town

Corruption +2; **Crime** +3; **Economy** +4; **Law** -10; **Lore** +0; **Society** +1

Qualities: pious (One True God), prosperous, strategic location

Danger +5; **Disadvantages** cursed

DEMOGRAPHICS

Government Secret Syndicate



Population 2,500 (2,000 Romni; 400 Vindari; 100 other)

Noteable NPCs

Father Balthazul Nefarion (LE male romni bard 10)
Mistress Felicia Thurgood (LN female vindari aristocrat 6/expert 6)
Dockmaster Karn Nyatho (NG male bhriota fighter 4)

MARKETPLACE

Base Value 2,800 gp; **Purchase Limit** 15,000 gp;
Spellcasting 6th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

This once dense coastal area was quickly cleared when the Church of the Unspeakable Masses came to the Colonies seeking refuge from the oppressive vindari. They constructed a huge temple to the Elder Gods out of the timber and stone gathered from clearing the land, followed by bunk houses and general gathering lodges. Over the years they have built mass temples across the island and have accumulated numerous followers from both Vathak citizens and the foreigners who frequent the island. Although many consider the Church of the Unspeakable Masses to be harmless, others are fearful of their presence and more so, their devout worship of the ancient deities. Rumors abound of dark rituals and secret meetings of the church and their quest to awaken these sleeping gods to fight the emerging Old Ones.

Reifswald also has a growing fishing industry with an organized fleet of the Fishing Guild controlling its waters. The bountiful seas are considered a blessing from the Elder Gods, and the Fishing Guild encourages membership in the Church of the Unspeakable Masses to continue this blessing.

Hunstanvania

N Large city

Corruption +0; **Crime** +2; **Economy** +5; **Law** +2;
Lore +5; **Society** +2

Qualities academic, holy site, prosperous, strategic location, tourist attraction

Danger +10

DEMOGRAPHICS

Government Autocracy

Population 18,000 (14,000 romni; 2,000 vindari; 500 foreigners; 1,500 other)

Noteable NPCs

Captain of the Guard Marko Tellbith
(LN male svirfneblin fighter 5)
High Priest Westerton Pollux (LG male vindari cleric 10)
Lord Mayor Hamon Le Strange (N male vindari aristocrat 4)

MARKETPLACE

The Colony Regional Traits

Regional traits are keyed to specific regions. In order to select a Colony regional trait, your character must have been born in the Colony or lived in the region long enough to call it his homeland.

Smuggler

You have moved contraband items and goods from the Colony for years and have learned some tricks.

Benefit: Choose one of the following skills: Appraise, Bluff, or Sleight of Hand.

You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Freedom Fighter

The Colony is a place of freedom from vindari rule, and you believe all people should have liberty. Even the Old Ones are not going to take that from you.

Benefit: You gain a +2 trait bonus to your CMB and your CMD when facing opponents who are at least two sizes larger than you.

Freed Slave

You spent a significant portion of your childhood as a slave, but were freed from slavery several years ago by a benevolent master who purchased you from a Skalan auction after your previous master's death. Yet, while the memories of your difficult childhood still haunt you, the hard life did toughen you.


Benefit: You gain a +1 trait bonus on Fortitude saves.

Base Value 12,800 gp; **Purchase Limit** 75,000 gp;
Spellcasting 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Initially known as New Huntsvania, to distinguish it from the adjacent village from which it took its name, this resort town long ago eclipsed its neighbor in size and population. Bordered by the River Hun, Old Huntsvania has its share of charms, including: cliff top walks past the Perkola lighthouse, the ruins of St. Vermain's Chapel, and Old Huntsvania Park, home to Blackwood Hall and the estate of its most famous resident, Heinrich Le Strange. It was Heinrich who had decided to develop the area south of Old Huntsvania into a sea-bathing resort. He persuaded a group of like-minded investors to fund the construction and build cobblestone streets to the nearby city of Skalan





for ease of travel. Once the money was secured, Heinrich sought out his friend Velheim Warwort, already a renowned architect, to help him bring his vision to life. Le Strange, who was himself an amateur architect and painter, prepared a layout for the resort showing shops, inns, and a church; then he consulted with Warwort who shared his passion for the 'Old Vathak' style. The first of their many buildings to be erected was The Royal Hotel, initially called Le Strange's Folly by some, since it sat alone on the rolling green slope for several years before the rest of the town was constructed. However, once it was joined by the first of many curio shops, luxury trades, and posh villas, the town quickly formed in and many began to flock to the resort. Le Strange's venture was a great success, and soon the Colonies witnessed an influx of nobility and gentry from the mainland. Le Strange, as the primary landowner, became the governing force of both Huntsvanias; but, sadly, he died the same year he realized his dreams. All of his properties were left to his son, Hamon, allowing him to reap the rewards of his father's hard work.

Germalboria

LN Hamlet

Corruption -2; Crime -3; Economy -2; Law +0; Lore -1; Society -6

Qualities insular

Danger -5; Disadvantages cursed

DEMOGRAPHICS

Government Autocracy

Population 76 (76 Vindari)

Noteable NPCs

Baron Voltagia (LN male vindari ranger 4)

City Watch Captain Felix Delthourux (CN male vindari fighter 6)

Merchant Thorum Blackfell (CE male vindari/werewolf ranger 8)

MARKETPLACE

Base Value 200 gp; Purchase Limit 1,000 gp;

Spellcasting 2nd

Minor Items 1d6; Medium Items None; Major Items None

Germalboria enjoys a continental climate, with a warm summer, mild winter, and spring and autumn marked by copious rainfall. The farmers generally grow more food than they can consume (in years past, Germalboria supported a much greater area than it does now), and have built up a healthy reserve over the years. Germalboria is a much safer city than many others, as the militia and guard keep the settled area of the land clear of most dangers. However, they do not venture into the swampy forests to the southeast, an area that has been plagued by lycanthropes.

Nearly all of Germalboria's inhabitants are serfs bound to the land of their lord, Baron Voltagia. They are skilled farmers and shepherds, and generally content with their

lot—compared to other places, they have it very well. Baron Voltagia is a fair ruler, and few serious threats exist in Germalboria to torment them.

Tiadore

N Small town

Corruption -2; Crime +1; Economy +0; Law -1; Lore +4; Society -2

Qualities notorious, racially intolerant (romni)

Danger +10

DEMOGRAPHICS

Government Magical

Population 1,300 (1,000 Vindari; 100 Romni; 100 lycanthropes; 100 other)

Noteable NPCs

Lord Vance Krynvalt (LE male vindari/werewolf ranger 14)

Hevestus Morgana (CG male romni gunslinger 4)

Mayor Bernard Tonburn (LN male vindari aristocrat 2)

MARKETPLACE

Base Value 1,300 gp; Purchase Limit 7,500 gp;

Spellcasting 5th

Minor Items 3d4; Medium Items 1d6; Major Items None

Tiadore is a civilized place, but just beyond the borders of the city grow ancient and unexplored forests and steep foreboding mountains. It is a poorly-kept secret that traveling across these woods alone or in small company is not very wise. Here live a great number of wild animals, especially warthogs, wolves, and bears. But, nobody knows that the woodland gives shelter for many lycanthropes as well, or that more than half of the villagers in Tiadore are lycanthropes. Near Tiadore, hunts a small, but vicious pack of werewolves led by onetime nobleman Vance Krynvalt. They mix the natural bestiality of their kind with a pathological hate for the romni, a prejudice sadly spreading among the region's inhabitants, human or not.

Lands

The island of the Colonies consists of dense overgrowth and heavy forests. Very few attempts to explore the impenetrable internal regions of the island have been attempted, with most towns and cities remaining on the island's coast. Although, hunting does occur here; fishing is the main source of sustenance for the populace with trade being second greatest avenue.

The Beaumont Statues

It is unknown who erected these statues or when these statues were erected, but their existence predates any



known inhabitants of the island. Discovered during one of the few expeditions into the island's interior, explorer Francis Beaumont came upon the two figures standing in a large unkempt field. They are an intricate, life-sized, and exquisitely rendered likeness of an eternally loving couple. The statue itself is a marvel to view—every tiny detail, every fold of fabric, and bulge of vein under skin is delicately and perfectly carved. If it were not for their slightly weathered state, you might expect them to take a breath or turn their eyes to you at any second, even in the bright sunshine.

The Kardathan Mountains

This small mountain chain can be seen from all points of the island. For such a small formation, the Kardathan ranges are extremely tall, with steep peaks and sharp outcroppings. Recent deposits of gold, silver, and iron have been discovered in the region which has led to a few brave souls attempting to set up camps and mine for the minerals. None, however, have returned sporting their wished for wealth. The Kardathan Mountains do have one permanent resident: Dr. Moradein. The good doctor had received a lot of notoriety, a few years back, when he was accused of a series of gruesome child murders in the province of Moorhaven. Only pieces of the corpses were found, but examination indicated a hand skilled in the dismemberment of bodies and an intimate medical knowledge of anatomy. Not enough evidence was found to convict Dr. Moradein, and rumors abound of his friends in high position. Regardless, he was ostracized by the community and eventually found his way to the Colonies. The last remnants of his fortune were spent building the small castle on the foot of the Kardathan Mountains.

The Heads of the Elder Gods

One of the strange practices of the Church of the Unspeakable Masses, a religious sect devoted to worship of the Elder Gods, is the creation and coastal placement of thousands of stone monuments depicting the busts of various Elder Gods. The individual looks of each head varies, but for many foreigners the sight of them is frightening. Deformed and tentacled, alien and horrific, these idols line the coast staring off into the Black Seas.

Telgotha Forest

Telgotha Forest is a dense mass of oak trees with twisted trunks and gangly roots breaking the topsoil. Massive rocks and boulders littered between them. Travel through the forests is limited, as becoming lost is far too easily accomplished.

Telgotha Forest also goes by another name: the Crying Baby Woods. A young slave woman from foreign lands had escaped her captors and was making a hasty retreat through the forest with her newborn baby. Lost, confused, and within hearing range of the slavers' hounds, the young woman did her best to silence the crying infant. Upon coming to a small stream, the woman did the unspeakable and drowned the baby in the stream, preventing it from giving away their location.

The slavers never did find the young woman, but they did discover the infant's body. Legend says that the cries of the child can still be heard during the night; the wails becoming so horrific, many travelers have lost all hope upon hearing them, ending their own lives to silence the eternal screams.

Lake Pethegas

When the bhriota first encountered the lake, they called it "Thu'ktulu," meaning "evil." Within the swampy lake, bogs gurgle with reddish water that the bhriota saw as the flesh and blood of their ancestors. Small streams around the Lake Pethegas occasionally turn red also, giving the appearance of flowing blood. At night, glowing swamp gas dance on the surface of the lake, and decaying stumps glow from phosphorescent mold. A deep moaning can often be heard throughout the area, and other sounds seem strangely muted.

Drowned Child

CR3

Type: obsessed

Notice Perception (DC 15) (to hear the sound of a child sobbing); hp 6

Trigger proximity within Telgotha Forest; Reset automatic (24 hours)

EFFECT

The haunted character suddenly becomes convinced that his mother wants to kill him, and that when she finds him, she will drown him. He has a vision of his mother screaming, covered in blood, with unblinking and hollow eyes. She keeps pushing the haunted character's head below icy water every time he screams out. The vision passes as fast as it occurs, at which point the haunted PC must make a (DC 14) Will save to avoid taking 1d4 points of Wisdom damage from the mind-numbing terror of the sight.



Sileasia

Ina'oth

Land of Plague

Ruler: Lord Kanaras

Capital: Auld

Grigoria

The Colonies

History

Long ago, this land was described by its poets as the closest one could get to the gates of paradise. None would refute such a claim when speaking of the times before the Ina'oth region became the target of a massive plague which almost decimated all who dwelt there.

The people of Ina'oth are descendants of the early bloodlines of the central dwelling bhriota. Many years have passed since these people's travels led them beyond the Black Sky Mountains, where they found a land whose soil was rich for farming and a plentiful resource of trade from the numerous lakes and rivers. It was in these years that the first of the major colonies began. Once these diligent people had tamed the wilds, and the foundation of this nation was complete, these new territories quickly became the site of frequent and long battles between the savage bhriota and the other neighboring country sovereigns. The loss of life linked to these fierce struggles was etched onto the history of this land for almost a hundred years.

The invasions, which were characterized by the massive extermination of populace, caused extended periods of famine. The ravaging hordes of bhriota arrived each year to pillage the Ina'oth territories of both its valuables and people. It was not until the battle of Kovan, along the eastern border some many years ago, that these invasions came to an end. It was then that the people of Ina'oth rallied beneath the banner of King Otelallo; and along with a collected force of over ten thousand warriors, they destroyed the savages during one of the Bhriotia's yearly raids. The victory over the enemy resulted in the Ina'oth Lords taking thousands of the captured invaders as slaves, whose forced labor contributed largely, not only in the development of cities, but also in the success of: the mining, road building, and overall task of improving trade throughout all of western Vathak.

It was only through the outbreak of a deadly plague during the vindari expansion that allowed Ina'oth to have been spared from the fate suffered by the other nations of Vathak. Called the Plague of Shadows, this wasting illness spread throughout the borders quickly, killing over a third of the population, within two years. Because of the spreading illness, the vindari wanted nothing from these diseased lands and took extreme measures to seal the nation's borders. The plague came to an end over thirteen years ago and has since left the nation of Ina'oth in an extremely weakened state. Sporadic resurgences of the plague have foreshadowed that another epidemic is on the verge of happening. Unable to properly defend their borders, the yearly attacks by the savage bhriota have renewed. Many speculate that if an awakening of the plague is to be seen, it shall soon be carried beyond Ina'oth's lands on the backs of these wild men.

Cities

Auld: Capital city of Ina'oth

NG Large city

Corruption +1; Crime -2; Economy +3; Law +1; Lore +2; Society +8

Qualities notorious, prosperous, racially intolerant (romni), rumormonger citizens, superstitious

Danger +20; Disadvantages impoverished

DEMOGRAPHICS

Government Council

Population 12,080 (11,800 Vindari, 175 Romni, 55 Bhriotia, 50 other)

NoteableNPCs

Lord Kanaras (NE male vindari aristocrat 9)

Merchant Sir Villus Fortuni (LN female romni bard 9)

Archbishop Vrindarius of the One True God (N male vindari cleric 8)

MARKETPLACE



Base Value 8,800 gp; **Purchase Limit** 75,000 gp;
Spellcasting 5th
Minor Items $4d4 \div 2$; **Medium Items** $3d4 \div 2$; **Major Items** $2d4 \div 2$

By far, the largest city in Ina'oth, with a population exceeding the other population of its other colonies, Auld was given the title of the capital. This was not because of its age, but rather because it was one of the only places left in the relative social order in the aftermath of the plague years. After Ursatur and Edhelion, Auld is Ina'oth's third oldest city. It is built along the shores of a great lake which shares its name. With a strategic location as an intersection of water based trade, it has become a major center and destination for any nation willing to risk the travel to these once diseased lands.

Edhelion

CE Large city
Corruption +1; **Crime** +3; **Economy** +5; **Law** -6;
Lore +1; **Society** +0
Qualities: academic, holy site, prosperous, strategic location, tourist attraction
Danger +10; **Disadvantages** plagued (Bubonic Plague)

DEMOGRAPHICS

Government Secret Syndicate


Population 15,640 (14,950 Romni, 570 Bhriota, 120 Vindari)

Noteable NPCs

Council Leader Ghultu Thlouque (CE male
bhriota aristocrat 3/ fighter 8)

Countess Carmilla Dontoya (LE female romni aristocrat 4/rogue 11)





Lord Mayor Anton Balderhorn (N male
dhampir aristocrat 4/fighter 15)

MARKETPLACE

Base Value 11,200 gp; **Purchase Limit** 75,000 gp;
Spellcasting 9th
Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Edhelion was the least affected city during the great plague. Holding a much smaller population than Auld, after the death suffered during what is referred to as “The Wasting,” Edhelion serves Ina’oth as the eastern most port of trade. While many within these lands hold allegiance to the lord of Auld, the people of Edhelion are not so loyal. During the last ten years, the barons of this city have actively sought to encourage the vindari to pursue colonization efforts within Ina’oth, and have openly invited them to use the city as a welcomed port. While the horrors of the vindari integration of Sileasia are still fresh in the minds of all who dwell in Vathak, the people of Edhelion believe that the vindari will bring about a time of stability within these haunted lands.



Ina’oth Regional Traits

Regional traits are keyed to specific regions. In order to select an Ina’oth regional trait, your character must have been born in Ina’oth or lived in the region long enough to call it his homeland.

Bhriota Orphan

You grew up in one of the many vindari orphanages that dot the northern borders of Ina’oth. Whether or not you took to their teachings, your strict indoctrination at the hands of the nuns of the One True God has toughened your spirit to punishment.

Benefit: You gain a +1 trait bonus on Will saves.

Ina’oth Cavalry Rider

From the moment you were old enough to walk, you learned how to ride the mighty warhorses of Ina’oth Cavalry Riders. Now you patrol the borders between Ina’oth and the vindari lands of Grigoria.

Benefit: You gain a +1 trait bonus on Ride checks, and Ride is always a class skill for you.

Plague Survivor

You grew up during a plague outbreak or have had some exposure to those who carry the plague. You’ve built up your immunity as a result.

Benefit: You gain a +1 trait bonus on Fortitude saves.

Ursatur

CN Large city

Corruption +5; **Crime** +3; **Economy** +0; **Law** -3;
Lore +3; **Society** +0

Qualities notorious, prosperous, racially intolerant (vindari), strategic location, superstitious

Danger +40; **Disadvantages:** anarchy, impoverished

DEMOGRAPHICS

Government Anarchy

Population 10,240 (9,650 Romni, 375 Bhriota, 175 Vindari, 40 other)

Noteable NPCs

Countess Veronika Nelbith (NG female romni aristocrat 3, bard 7)

Guildmaster Talos Felding (CG male romni rogue 4)

Militia Captain Zacharia Lerouge (NG male cambion fighter 9)

MARKETPLACE

Base Value 9,600 gp; **Purchase Limit** 75,000 gp;

Spellcasting 5th

Minor Items 4d4 ÷ 2; **Medium Items** 3d4 ÷ 2; **Major Items** 2d4 ÷ 2

The oldest city and the once chosen capital of Ina’oth, Ursatur has met with more than its fair share of tragedies at the hands of others. Over a hundred years ago, this city was a destination for the romni fleeing south from the “Great Cleansing,” but despite its great prosperity at the time, it was unable to compensate for the influx of refugees. It was during this time that all trade from the north dwindled, as the conflicts with the vindari increased and became more violent. This cessation of trade led many to face starvation and poverty. As this became a concern for citizen and refugee alike, the city descended into lawlessness for a number of years. It is only now, in the aftermath of such great loss, that this city is reclaiming its former glory through the rebuilding and re-establishment of trade.

Rhodaras

NE Hamlet

Corruption -1; **Crime** -10; **Economy** -4; **Law** +0;
Lore -3; **Society** -4

Qualities superstitious

Danger -5; **Disadvantages** plagued (Cackle Fever)

DEMOGRAPHICS

Government Overlord

Population 49 (23 Bhriota, 26 Romni)

Noteable NPCs

Patriarch Buregard Hanburg (CE male romni alchemist 13)

Dthul Frygan (LE male bhriota expert 6)

Shog Mutchul (N female bhriota barbarian 7)

MARKETPLACE



Base Value 160 gp; **Purchase Limit** 1,000 gp;
Spellcasting 0
Minor Items 1d6; **Medium Items** None; **Major Items** None

In ancient times, the bhriota people of Rhodaras practiced a despicable ritual involving the sacrifice of children and infants to an Old One whose name has been forgotten. These rituals were carried out in a valley just outside of Rhodaras where the children were burned alive. These rituals brought more than just misery to the families of the sacrificed children; they also brought forth a creature of evil that fed on the flames. When the sacrificial practices were abolished by the vindari, the creature went into hiding, but it is hungry. Every full moon, it strikes at a home in Rhodaras, burning the place unless appeased by the renewal of the rituals.

Dorhall

CN Large town

Corruption +1; **Crime** +3; **Economy** +3; **Law** -7;
Lore +2; **Society** +0

Qualities academic, notorious, racially intolerant (bhriota), tourist attraction

Danger +15; **Disadvantages** impoverished

DEMOGRAPHICS

Government Secret Syndicate

Population 3,620 (3,558 Vindari, 42 Bhriota, 15 Romni, 5 other)

Noteable NPCs

Crimelord Victoria Helmsbane (NE female vampire bard 13)
 Councilor Contessa Thrailkin (N female romni witch 6)
 Captain of the Guard, Drull Kth'ku (LE male bhriota ranger 7)

MARKETPLACE

Base Value 2,000 gp; **Purchase Limit** 10,000 gp;
Spellcasting 6th

Minor Items 3d4 ÷ 2; **Medium Items** 2d4 ÷ 2; **Major Items** 1d4 ÷ 2

Dorhall is a small city whose only claim to fame is the assassination location of a vindari baron, as well as the many spirits that still haunt the place. Baron Alexander Tukav was assassinated on the highways outside the city of Dorhall on a routine visit. The vindari government blamed all of the bhriota in the city for his death. The baron, who was loved by his people, coupled with the vindari's claims of bhriota responsibility, and religious fanaticism brought a year of massacres upon the bhriota people in Dorhall. A survivor of these massacres came to Dorhall, several years back, a sick and broken man. After he died, people began seeing him walk again in the city's graveyard and outlying

area. The poor soul, after surviving so many troubles, had become a ghost, unable to fully pass into death. Unable to fully die, meant to only mourn the past. So far no one has dared approach the spirit, and it continues to wander in the city's region; although, he never enters the city proper. The spirit is known to appear on days when someone in or near the city dies, or a funeral is conducted in the graveyard.

Other spirits, such as, those who were killed by the plague also haunt the city. However, these do not interfere with the living inhabitants, and some of them, mainly those who were bhriota in life have been known to converse with those who seek them.

Lands

Formed from the thick layers of this land's three large rivers, silt deposits allow the farmlands of Ina'oth to be some of the most fertile agricultural regions in all of Vathak. Ina'oth has a warm, moist climate, with long summers and short winters. With high average temperatures and many sunny days, these land's extended summers enable many required crops, like: rice, corn, wheat, and barley to thrive. Ina'oth is also rich in raw materials and was, before the plague, fairly developed from an economic standpoint. Before all of the nation's mines became abandoned from the plague, Ina'oth was the largest producer of silver and gold in all of Vathak, and it even minted its own coinage.

Agone & Lochlyn Rivers

Running from the central northern reaches of these lands, the Agone provides an important way to move goods between Ursatur and the capital city, Auld, along with the countless number of villages and hamlets along the banks of this wide river. At all times of the year, save for the depths of winter, large flatbed cargo boats loaded with trade can be found traveling along its length. The Agone flows southeast until it meets with a lake which shares its name and then continues cutting through the landscape of Ina'oth, where it runs into the southern seas. The Lochlyn River's waters travel west and provide the other nations a convenient route to the towns of Beruza and Jelsana. On average, both of these large rivers experience massive flooding during the spring season's heavy rains. During the last few years, the erosion caused by these floods has exposed strange and disturbing artifacts that were once buried deep in the earth. Among the most alarming of these are the ruins of a large city whose green stone columns are shaped in the likeness of deformed sea creatures entwined with the forms of men.





Plague of Shadows Slime

CR 4

XP 1,200

This Ina'oth hazard is a dangerous variety of normal slime believed to be infected with the plague. Plague of Shadows Slime devours flesh and organic materials on contact and is even capable of dissolving metal. Black, wet, and sticky, it clings to walls, floors, trees, and ceilings in patches, reproducing as it consumes organic matter. It drops from high places when it detects movement (and possible food) below.

A single 5-foot square of Plague of Shadows Slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off by a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of Plague of Shadows Slime. Against wood or metal, the slime deals 2d6 points of damage per round, ignoring metal's hardness, but not that of wood. It does not damage stone.

Black Sky Mountains

One of the main features of Ina'oth, aside from its many bodies of water, is the imposing dark forms of the Black Sky Mountains. This land mass forms a natural border to the vindari controlled lands beyond their eastern shadow. The large chain of crags rises to staggering heights; their uppermost peaks are buffeted by a violent and never ending storm where these mountains get their name. This area is rooted in myth of a strange temple devoted to the gods of old and located along one of the storm covered crowns. Legends say that any who ascends in search of the temple will fall prey to voices spoken by the wind, either to be driven to a dark madness, or compelled to climb ever higher. Proof that this may be more than myth can be found along the lower rises, as the brave or foolhardy enough to journey here claim to have seen ominous shapes amid the dark skies and massive runes cut into the ancient stones.

Kroven Barrens

This expanse of forest is avoided by almost all who dwell within Ina'oth, as they have gained a sinister reputation as being a place held under the power of otherworldly creatures. The event which led to this widespread belief happened during the height of the plague and was witnessed by a group of hundreds fleeing east to escape the spreading sickness. Those

present spoke of the strange rising of alien sounds on an unseen wind. Moments later, the tales describe a horrid illumination filling the night's sky. As the schism in the heavens grew larger, a hot wind raced between the pines, and the northern edge erupted with uncertain shapes made of rising flame. Many of the refugees were consumed by the spreading fire, and those who did escape the calamity bear the mental trauma of witnessing such an event.

Blackfield Hallows

The Blackfield Hallows is a sparse forest of small and sickly pines which rests along the southern tip of Ina'oth. The name refers to the odd black soil, differing from any found in all of Vathak. The trees are the only things to grow here, as the forest floor bears no trace of any undergrowth. It seems only the swarms of insects that writhe within the tainted soil call this place home; other wildlife avoids this forest at all costs. Ten years ago, a group of vindari explorers came to Ina'oth with the intent of mapping the reaches of the Hallows, despite receiving constant warnings from the local inhabitants of the region. Three days after the party of nine entered the cursed woods, only a single man returned claiming that an unearthly creature rose from the ground and caused the deaths of his companions. Once presented with enough pleading and gold, he was able to rouse the bravest of the small village rested along the outskirts of the Hallow to accompany him back onto the untrodden paths. The only thing that they reported finding was a ravaged campsite and the single body of a fellow explorer. It was unnaturally cold to the touch for the summer season. The corpse had its tongue and eyes torn out, the voids filled with black soil squirming with worms.

Ruins of Red Fort

This abandoned fort was once a vindari outpost and excavation site of a bhriota burial ground. Ancient statuettes of the Old Ones may be found amidst the Ruins of Red Fort, and although most are quite mundane, rumors persist that some are actually minor forms of golems or gargoyles. According to bhriota legend, during the reign of Chief Karnak Tchokia, a romni mystic came and settled in the area to further his mystic studies and gain knowledge from the bhriota on the Old Ones. The mystic, heir to an ancient bloodline dating back to the Houses of the Six, held a set of three tablets and three clay jars filled with rare spices and oils from distant lands. These are the instructions and ingredients in the reanimation and preservation of the dead. Although none today know of his secrets, all of the mystic's possessions were buried with him in his grave at Red Fort

Moorhaven

Land of Death

Ruler: Baroness Moorhaven

Capital: The Citadel



History

Moorhaven is a border state, and as such receives quite a bit of support for its military from Grigoria. Over three hundred land owning knights serve under the baroness, and Moorhaven regularly trains a thousand-man militia out of the local citizens. That number has been known to swell as high as five thousand when the need arises.

Because of its geographic placement and special relationship with the king, Moorhaven is rarely required to send knights abroad or even engage in the chivalric rites. The citizens of this nation live under the burden of heavy taxation and strict laws. Most are either directly involved with the military or support the baroness' legions through their trade (i.e. farmers must give up large portions of their crops to feed the troops, leather workers and smiths are kept busy fashioning armor and shoeing steeds, etc.). The population is now a mix of mercenaries, bandits, brigands, warlords, and craftsmen. Only those strong enough to survive still remain.

Although the baroness may have her own thoughts on issues that involve the entire kingdom of Vathak, only in the most extreme of circumstances will she act for or against her King. Based on mere descriptions of events, it is difficult to tell whether Moorhaven's lack of involvement in political decisions is due to the King's influence, or the indifference of the baroness. Most likely, it is elements of both. For that matter, Moorhaven has very little involvement with any of the other regions of Vathak, even its closest neighbors.

Since the first Baron of Moorhaven built his manor, the barony has stayed out of politics, remaining neutral on all decisions involving lesser lords than the King.

Moorhaven is a hilly and forested region heavily patrolled by a strong military structure. This focus on military is due to the increase in attacks from the Spawn of the Old Ones. These attacks have become so frequent and violent, even some of the more populated cities have experienced assaults from the vile creatures. These attacks have led to the baroness relocating to her new fortress, the Citadel, the single largest building in all of Moorhaven, serving as the capital city and military headquarters for the entire region. This foul place is a mammoth fortress built between three great lakes, and it is home to the officers, soldiers, and servants of the baroness's monarchy.

Cities

Citadel: Capital of Moorhaven

CE Large city

Corruption +4; Crime -1; Economy +5; Law +5;

Lore +3; Society +0

Qualities academic, insular, prosperous, strategic location, tourist attraction

Danger +10; Disadvantages impoverished

DEMOGRAPHICS

Government Overlord

Population 17,500 (14,000 Vindari; 1,000 Romni; 1000 Svifneblin; 750 Dhampir; 750 other)

Noteable NPCs

Baroness Moorhaven (CE female vampire fighter 10)

High Priest Fallor Pollux (LN male vindari cleric 5)

Guard Captain Alton Ralderac (LE male vindari fighter 4)

MARKETPLACE

Base Value 8,800 gp; **Purchase Limit** 50,000 gp;

Spellcasting 8th

Minor Items 4d4 ÷ 2; **Medium Items** 3d4 ÷ 2; **Major Items** 2d4 ÷ 2



The Citadel is the capital of Moorhaven and exists as a giant enclosed fortress. Within it, one finds numerous open areas serving as residential and business districts, closed in as if the sky was made of stone. Numerous tunnels and hallways dot the walls leading to various chambers and dwellings. In addition, the Citadel also encompasses a labyrinth of underground chambers, many with access to subterranean rivers that feed the lakes.

Large windows high in the Citadel walls allow sunlight in during daytime hours, but it's never enough to illuminate the mass of interior structures, and most citizens rely on a network of gas-fueled street lights and oil lamps.

Baroness Moorhaven makes her home high above the many markets, businesses, and citizens of the Citadel. Unknown to her subjects and military forces, the baroness

is the last of a long line of Vampire Lords of Vathak. The unique architecture of the Citadel offers her the ability to roam her city at any hour, fearless of the sun, and protected from the Old Ones who are hunting down and feasting on her kin.

Zanderhorn

LE Small city

**Corruption +3; Crime +3; Economy +5; Law -5;
Lore +1; Society +1**

Qualities: magically attuned, notorious, prosperous, strategic location

Danger +15; Disadvantages impoverished

DEMOGRAPHICS



Government: Secret Syndicate

Population: 80,000 (5,000 Vindari; 1,500 Romni; 750 Cambion; 500 Bhriota; 750 other)

Noteable NPCs

Crimelord Kamus Rix (NE male romni fighter 2/rogue 6)
Merchant Lord Alamandra Talais (N female vindari blade slinger 13)
Harbor Master Pavo Tumbor (LE male vindari expert 2)

MARKETPLACE

Base Value 5,600 gp; **Purchase Limit** 42,500 gp;

Spellcasting 8th

Minor Items 4d4 ÷ 2; **Medium Items** 3d4 ÷ 2; **Major Items** 1d6 ÷ 2

Home to the largest slave market in all of Vathak, Zanderhorn thrives on black market goods, seedy back alley deals, and political corruption. This scattered and desolate port city is ruled by the heads of the most prolific merchant houses and guided by greed and profit. The main merchandise of Zanderhorn, as has been since its founding, is the robust slave markets. Slave farms on the cities outskirts bring in slaves for a multitude of needs and desires. From companions and domestic slaves to manual laborers and gladiators, a slave for every occasion can be purchased at the city's various slave blocks. This area is quickly followed by a complex series of black markets selling numerous forbidden goods, from outlawed weapons, to arcane items of immense power. Zanderhorn is a city of violence and loose morals populated by thieves and murderers, and no place for the more fainthearted adventurer.

Kretoria

N Small city

Corruption -3; **Crime** -3; **Economy** +2; **Law** +3;

Lore +6; **Society** +1

Qualities academic, holy site, superstitious, tourist attraction

Danger +5

DEMOGRAPHICS

Government Magical

Population 6,500 (4,000 Vindari; 1,500 Romni; 20 Dhampir; 980 other)

Noteable NPCs

Keeper of Seals Hilda Weiss (LG female vindari apostle 7)
Tomb Warden Rolf Werner (NG male vindari expert 3)
Guide Narcil Vedt (CN male dhampir bard 6)

MARKETPLACE

Base Value 4,800 gp; **Purchase Limit** 25,000 gp;

Spellcasting 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

Known as the city of the dead, Kretoria began life as the Kretoria cemetery. The necropolis was originally a

military burial ground housing the many Vathak soldiers that have fallen in the line of duty over the years. Families would make the long journey to visit their departed, often staying for days and even weeks as they mourned. Eventually permanent settlements were established, and it wasn't long before the city and cemetery expanded both outward and upward. Currently, Kretoria is a melding of both cemetery and bustling city. Houses are constructed around graves, businesses exist in mausoleums, and tombs riddle the streets. It's common to see the dusty remains of long forgotten soldiers placed amongst the walls of homes or find skulls and bones littering the alleys, as graves protrude from the streets.

Hydranaburg

NG Large town

Corruption +0; **Crime** -5; **Economy** +0; **Law** +1;

Lore -1; **Society** +7

Qualities insular, racially intolerant (vindari), superstitious

Danger +5

DEMOGRAPHICS

Moorhaven Regional Traits

Regional traits are keyed to specific regions. In order to select a Moorhaven regional trait, your character must have been born in Moorhaven or lived in the region long enough to call it his homeland.

Drafted Soldier

You've been recruited to the Imperial Army of the vindari.

Benefit: Choose one of the following skills: Heal, Intimidate, or Ride. You gain a +1 trait bonus on that skill, and it is always a class skill for you.

Delvarian Miner

You were a slave working in the Delvarian Mines, and your nerves have hardened to horrors others can hardly fathom.

Benefit: You gain a +2 trait bonus on saving throws against fear effects.

Privileged Slave

You've spent most of your life as a slave and obeyed your masters dutifully, turning your back on comrades in order to find favor with your slavers—all the while plotting your escape.

Benefit: You gain a +1 trait bonus on Bluff checks, and Bluff becomes a class skill for you.





Government Council

Population 3,500 (1,800 Romni; 1,500 Bhriota; 200 other)

Noteable NPCs

Asylum Master Lucan Gry (LG male romni alchemist 12)

Council Elder Malia Mescro (N female romni oracle 6)

Militia Captain Zhekkar (NG male bhriota fighter 4)

MARKETPLACE

Base Value 2,000 gp; **Purchase Limit** 10,000 gp;

Spellcasting 3rd

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

This weather-beaten city lies on a rocky island of the coast of Moorhaven. The buildings are made of stone, often stretching many feet in the air forming large towers. Hydranaburg is a city of a proud people, descendants of both bhriota and romni. Because bhriota blood is now mixed with that of the romni, the people celebrate a mixture of traditions from both cultures, often with a more modern interpretation.

Also known in Hydranaburg is the Hospital of Eternal Forgiveness; this is presently an institution for the

confinement and treatment of the insane and mentally ill, most often from those suffering from the horrors of war. The Hospital is massive, overwhelming, and old. It hides many secrets and in its decrepitude, it instills fear on the mere visitors.

Vandalburg

NG Village

Corruption -1; **Crime** -2; **Economy** -1; **Law** +0; **Lore** +1; **Society** -5

Qualities insular, rumor mongering citizens

Danger +0; **Disadvantages** cursed

DEMOGRAPHICS

Government Autocracy

Population 180 (110 Vindari, 50 Romni, 20 Svirkneblin)

Noteable NPCs

Mayor Ollan Rill (LG male vindari ranger 3)

Town Gossip Jessika Alter (CN female vindari bard 1)

Coven Leader Ana (N female romni witch 4)

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp;

Spellcasting 3rd

Minor Items 2d4; **Medium Items** 1d4; **Major Items** None

The city lies in a small valley between the Grizuk Highlands and Vanturarita, the impenetrable forest, which has religious importance to the small romni community living in Vandalburg. On the Grizuk Highlands, over the ruins of an ancient temple, the romni secretly conduct their religious rituals to their ancestors. An ancient belief holds that participation in a romni ancestral ceremony can protect and drive out evil spirits. Over the centuries, a few have sought out the romni just for this purpose.

Near the city are the ruins of an old inn where travelers and caravans used to rest when traveling through Moorhaven. The inn is now in ruins, burned down, and abandoned. Not much is known as to what happened there, but if anybody ever mentions the inn, it is always in whispers and in obvious fear of the horrific occurrence. Such atrocities were committed in that inn that all of the city's inhabitants: vindari, romni, and svirkneblin, usually in discordance, joined together and burned the place down.

Lands

Covered by large rolling plains and small dense forests, Moorhaven is a sparse land fed by three dominant rivers. With a crisp winds and a chill in the air, farmers toil at the black earth in order to provide as much harvest as possible. Generally, coastal fishing is sparse, but necessary, and many of the daily needs are met by import from local nations.





Delvarian Mines

These 350 mines produce the majority of the wealth for Moorhaven in the form of silver and iron. Worked by over 10,000 slaves, this ore is extracted from deep vertical mine shafts, off which, narrow and cramped horizontal galleries extrude. The majority of these slaves are owned by wealthy families and hired out to the Mandaria Mining Company, owned and operated by a clan of svirfneblin. Many of the slaves are cambion, who are forced in the dangerous mines, while many others have chosen death rather than being conscripted to confront the horrors of the pits. Slaves are lowered daily, in iron cages, deep into the holes where they are released to work 12 hour shifts. Their life expectancy is short and they live and slog in conditions of indescribable squalor, fearful of attacks from the Old Ones spawn, and even more so of the disembodied voices of the deep pits—voices that drive men mad.

Grusive Islands

The Grusive Islands are a small cluster of islands off the coast of Moorhaven. The islands are heavily forested; the undergrowth is dense, broken only by a few clearings and numerous small streams. The only sign of human habitation is the large mansion which dominates the main island. The climate is extremely damp and cool, with rain falling almost daily in all seasons, occasionally turning to snow in winter months.

The Grusive Islands only known human inhabitant is Lord Dante De'Seval. The most visible inhabitants are the thousands of ravens that swarm the islands, generally clustered around the mansion, but ranging several miles out to sea as far as their whimsy takes them.

Kraklevak Forest

This vast forest is a name to whisper after dark. In bygone years, impoverished local inhabitants would bring those that could not feed themselves to the forest to die. The elderly and infirm, and the young and disturbed would have long, drawn-out demises starving to death, their unheeded cries stifled by the notorious denseness of the trees. Kraklevak is no long abandoned burial ground, existing only as a tangled memorial, because even today the newly dead swing from its twisted boughs or lie rotting in its blackened soil. Those wishing to end their lives, or even those poor travelers lost in more than just the forest, choose to hang themselves from the spidery branches of the pitch black trees rather than starve, or give in to the elements.

Vampire's Hunger

This curse is bestowed upon those who spend time within a vampire's nest or those exposed to the vampire's blood upon slaying the creature.

Type: curse Save Will (DC 25) negates

Frequency: 1/day

Effect: Each day the victim suffers 1d6 points of Wisdom and Charisma damage. While suffering from the curse, the victim gains no nutrition from ordinary food, no matter how much he eats. He must consume the blood of members of his own race to prevent starvation.

Zavor River

This river is considered cursed by locals, and the small village on its bank was abandoned long ago. At first, the water became red like blood, its edges stained and covered with fleshy membrane from the river like an open wound. The fish quickly died out, and animals drinking from the river would rapidly develop oozing boils across their bodies. Within the year, mosquitoes and lice infested the eyes, ears, and noses of farmers and livestock. Their eggs and larva were, in fact, so abundant that they could be seen from across the river banks. Currently, the curse shows no sign of spreading, but the land has become inhospitable and considered damned by those who once lived near it.

Stonewater Castle

In the center of Moorhaven, near the northern border, there was once a farmstead on the River Harth. It grew into the small town known as Kandar. Just beyond the dark hills, standing guard on a wooded spur and overlooking the rushing waters is Stonewater Castle. This imposing structure of stone was built upon stolen coins and broken backs of the slaves residing in Sucra by the corrupt Baron Moorhaven with the intent of it serving as a private residence. After a great many years of unpaid tribute to the Iron Lords of the vindari, Baron Moorhaven was charged with treason by way of theft and beheaded in a public display at the center of Kandar. The castle became without an owner. Without anyone to maintain it, Stonewater Castle decayed into a ruin that has become a center of rumor and myth. The recent disappearances of an alarming number of children from the surrounding villages, sightings of unspeakable creatures of the taint, and the near constant presence of dark clouds lead many to believe that this place now serves as host to those who venerate the dark forces.



Sileasia

Khrota

Land of Awakened Darkness

Ruler: General Frostaus

Capital: Urvind

Grigoria

The Colonies

History

Given the breadth, depth, and overall antiquity of the lands of Khrota, it comes as no surprise that the evil beneath the entire world would choose these lands in which to awaken. Homeland to the savage bhriota, there are few places one can travel among the rolling hills, expansive plains, high cresting peaks, and coastlines which do not bear the everlasting marks of this ancient and disturbing culture.

While many of the other cultures within Vathak have given up on the notion of taming these wilds for their own, the vindari are not so easily swayed. For many thousands of years, the undisputed ownership of Khrota has belonged to the bhriota; yet, the constant and unwavering persistence of the vindari people to attempt colonization has met with many failures. These failures take the form of the villages and townships which now stand silent and abandoned along the few untended roads which crisscross the landscape.

The vindari settlements which have survived the constant attacks by the savage barbarians have taken on the appearance and functionality of heavily guarded outposts. Extended overland travel is avoided at all cost, as it proves an expensive and dangerous endeavor in transporting goods unless accompanied by a numerous regiments of trained guards. No matter the precautions taken, each year many caravan masters along with their teams have simply vanished along these long treks.

Cities

Urvind: Capital of Khrota

N Large city

Corruption +4; Crime -1; Economy +3; Law +5;

Lore +5; Society +0

Qualities academic, insular, racially intolerant (bhriota), strategic location

Danger +10

DEMOGRAPHICS

Government Overlord

Population 17,000 (14,000 Vindari; 1,500 Cambion; 1,000 Romni; 500 other)

Notable NPCs

General Frostaus (LN female vindari fighter 12)

High Priest Fallor Pollux (LG male vindari cleric 10)

Ambassador Alton Ralderac (N male vindari aristocrat 4)

MARKETPLACE

Base Value 8,800 gp; **Purchase Limit** 50,000 gp;

Spellcasting 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Located in the northern plains of Khrota, the city of Urvind is the largest vindari settlement in all of eastern Vathak. Urvind's main purpose in Khrota is to offer protection to other vindari frontier villages, patrol, map the unclaimed wilds of the southern lands, and quell hostile threats in the area. Constructed from large blocks of mined limestone and shipped from the Delvarian mines, the entire city stands fortified by a massive thirty foot wall containing its three hundred and forty buildings. A large tract of the lands surrounding the city have been set aside for farming and agriculture. Covering more than 36,000 acres, these plots are owned by the wealthy and tended by slave labor, of which the hunched forms of the cambion fill the majority. Protection of these farmlands is often awarded to the highest bidder, and only the most well paying owners gain the services of the highly trained soldiers and sellswords from both Grigoria and Moorhaven.



Llangoed

CE Hamlet

Corruption +3; **Crime** +4; **Economy** -6; **Law** -9;

Lore -2; **Society** -10

Qualities notorious

Danger +25; **Disadvantages** anarchy, cursed

DEMOGRAPHICS

Government Anarchy

Population 44 (44 Bhriota)

Noteable NPCs

Warper Grishk'kel (CE male bhriota ranger 3)

Khiirla the Blind (CE male bhriota barbarian 1)

Caller Teeshik (NE female bhriota summoner 4)

MARKETPLACE

Base Value 260 gp; **Purchase Limit** 1,500 gp;

Spellcasting 2nd

Minor Items 1d6; **Medium Items** None; **Major Items** None

Located in the upper reaches of the Sovce peaks, rests the stone city of Llangoed. Entitled the "City of Chaos" by the few vindari expeditions which have returned, the entrance to this unholy place takes the form a series of oddly shaped stone stairs which trace a narrow path ascending into the peaks. The vindari who made this ascent, claim the dangerous journey measured about ten miles, before it emerged atop a hidden plateau. It was there that they beheld the fantastic and horrific vista of the city of Llangoed. A city carved from the mountain's face with spiraling towers made of broken stone that were sculpted into impossible angles and rose to staggering heights. Among the sights beheld in Llangoed, none stood in measure of the ominous statue. There, standing amid the center of the ancient ruins, waited a statue unlike any they had ever seen. A heinous thing to behold, the surrounding was littered with weapons, bloodstained armor, and trinkets numbering in the thousands. The sight of this profane monument struck such fear into the men they hastily fled Llangoed, retreating from the site before the shadow of night descended upon the dreaded place.

Árkos

NG Small town

Corruption +2; **Crime** -3; **Economy** +0; **Law** +3;

Lore +1; **Society** -1

Qualities insular, racially intolerant (bhriota)

Danger +0

DEMOGRAPHICS

Government Overlord

Population 1,250 (1250 Vindari)

Noteable NPCs

Khorta Regional Traits

Regional traits are keyed to specific regions. In order to select a Khorta regional trait, your character must have been born in Khorta or lived in the region long enough to call it his homeland.

Follower of the Old Ones

You are a servant of the horrors plaguing Vathak.

Benefit: You gain a +2 trait bonus on Diplomacy checks when dealing with creatures of the aberration type.

Mountains of Madness

You have been to the Sovce Mountains and heard the voices of the Old Ones. Since then, you have been touched by madness.

Benefit: This madness gives you a +2 trait bonus on saves against confusion, insanity, and fear effects.

Spirits of the Carnac Stones

You spent years studying the Carnac Stones and can hear the spirits of the dead bhriota.

Benefit: Whenever you're in ruins, you gain a +2 trait bonus on Initiative checks and a +1 trait bonus on saving throws against traps and natural hazards.

Interim Mayor Hans Schwartz (NG male vindari aristocrat 5)
Captain of the Guard Nills Baumburg (CG male vindari rifleer 4)
Emissary Jaden Nilcroft (CN female vindari rogue 7)

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 5,000 gp;

Spellcasting 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** None

As one journeys east along the broken road, the vindari settlement of Árkos will be the first place within Khorta that a traveler encounters. This small fort is ringed with a tall wall of mortared flag stones, guarding it from the dangers of the harsh landscape. Once a large town, Árkos was forced to abandon a large section of both its settlement's structures and inhabitants during a bhriotia raid which occurred thirteen years ago. For three days, the hundred or so vindari who barricaded themselves in the safety of the town's sole keep were forced to listen to the massacre of more than 8,000 of its people. After hearing the screaming wails of the dying and bearing witness to the savage acts of cannibalism inflicted by the bhriotia, the few survivors of this now desolate town are extremely suspicious of any who wander these lands.





Karka

LN Large town

Corruption +0; Crime +0; Economy +3; Law -1;

Lore -1; Society +4

Qualities prosperous, strategic location, tourist attraction

Danger +5

DEMOGRAPHICS

Government Council

Population 3,700 (3,100 Vindari; 400 Romni; 200 other)

Noteable NPCs

Council Spokesman Tommat Jung (NG male vindari sorcerer 12)

Head Accountant Ingrid Minne (LN female

vindari aristocrat 3/expert 3)

Rudolf Krieger, Admiral-for-Hire (N male vindari fighter 7)

MARKETPLACE

Base Value 3,200 gp; Purchase Limit 15,000 gp;

Spellcasting 5th

Minor Items 3d4; Medium Items 2d4; Major Items 1d4

This small settlement stands along the eastern coast and has strong ties to and support from the town of Germalboria located within the colonies. While this port town has little in the way of structured defenses, all who seek to ply their wares to the cities and towns of the colonies seek the shipyards here, bringing with them well-armed guards and soldiers. Through the exorbitant prices and taxes levied with each outgoing shipment, the town of Karka and its lords have lined their pockets with enough gold to continue to buy a host of freelance soldiers to defend the walls of their town throughout each passing season.





Del'derith

CN Village

Corruption +1; **Crime** -6; **Economy** -1; **Law** +3;

Lore +0; **Society** -5

Qualities magically attuned, superstitious

Danger +0; **Disadvantages** cursed

DEMOGRAPHICS

Government Overlord

Population 77 (63 Bhriota, 14 Cambion)

Noteable NPCs

Chief Greck'ka (CN male bhriota barbarian 3)

Oldfather Shiiyin'gir (CG male bhriota fighter 1/ranger 3)

The Laketalker (N female cambion druid 2)

MARKETPLACE

Base Value 600 gp; **Purchase Limit** 3,000 gp;

Spellcasting 3rd

Minor Items 2d4; **Medium Items** 1d4; **Major Items**

None

At the heart of Khorta, there rests an ancient lake and sunken city which both share the same name. It is told that in time immemorial, when the landscapes of Vathak were young, before even men came to these lands, a city stood beside the lake. The gray stone city of Del'derith, old as the lake itself and once populated by unsightly beings. It was written on the old stones found within the ruins that the beings of Del'derith worshipped strange creatures not wholly of this world. Ancient bhortia legends state that they descended one night from the moon in a mist; they, and the vast lake, and the gray stone city. The submerged remains of this fabled city can be seen in the forms of gray sculptured monoliths rising from the surface of the still lake's waters. In its full glory, they must have been to behold, since there is naught like them in all of Vathak or in the lands adjacent. One rare night in Octombrie, it is said that one can witness strange shadows descending from the gibbous moon into the lake and the rise of a damnable green mist from its waters.

Lands

Located throughout many of Khrota's landscapes are exceptionally large collections of odd shaped marker stones. These rocks are arranged in puzzling patterns and alignments forming massive runic signs across the face of Vathak's southeastern lands. Called the Carnac Stones, vindari scholars are unable to reason the construction or positioning of these weathered markers. While some of the curious symbols have been related to the ancient magics and rituals of old, it still remains unclear as to their true purpose or link to the rising evil plaguing all of Vathak.

The Broken Road

As the vindari started their exploration of Khrota, one of their first acts was to begin the construction of roads into what they believed would be their kingdom. The engineers of Eisin' Dorf were given responsibility over this project, and construction soon commenced. Using both mined material from other vindari controlled provinces and the Carnac Stones native to Khrota, these brave individuals worked tirelessly for the completion of their endeavor. It was during the harvesting of the Carnac Stones that the engineers made an alarming discovery: lying just beneath the earth at the base of each stone, they found the remains of thousands of skeletons. Vindari hold little respect for any dead but their own, and with little thought of anything else except finishing the task at hand, continued to uproot each of the massive stones for use in the road's construction. The events which led to the awakening of the Old Ones washed over the lands in a wave of malignancy which infused profane power into the miles of recently opened graves left in the engineer's wake. These once idle boneyards began to spew forth their buried contents from the disturbed earth. The lands shortly became infested with undead and the unfinished road was left abandoned. All that remains of these plans are the ruins of





Partially Eaten Vindari

CR 5

XP 1,600

Notice Perception (DC 25) (to notice the shape, turn to face the party); **hp** 10;

Trigger proximity; near the city of Arkos Reset automatic (24 hours)

EFFECT

A vindari man staggers out of the mist. His eyes are wild with fear, his clothes in tatters, and blood drips from several cuts on his exposed flesh. When he sees the PCs, he cries out, "THEY ARE COMING! THEY'RE GOING TO EAT YOU!" With that, the man flees back into the mist. All characters must make a (DC 20) Fortitude save to resist taking 6d6 points of nonlethal starvation damage from the sudden phantom hunger. Accompanying this ravenous sensation is the conviction that only the flesh of the other PCs can sate the hunger. Any character who took starvation damage must then make a (DC 20) Will save to resist taking 1d6 points of Wisdom drain as the cannibal urgings overwhelm the PC and drive him to the brink of madness.

the Broken Road, scattered paths of Carnac Stones winding through the lonesome woods and hills of the land, overgrown by vegetation and forgotten by time.

Undithfeld

Meaning "Fields of the Dead" in the bhrotia tongue, this large area of rolling hills is lined with the ancient monuments and tombs of the savage people. Tales tell that just below the surface of the earth are miles of tunnels, which once served as an entrance to the bhrotia underworld. Known as the Dorna'groth, this extensive collection of underground caverns runs along Vathak's entire underbelly. With openings appearing as far west as the Black Sky Mountains, they provide the bhriota with the ability to move unimpeded throughout any territory. While many of this culture are considered nomadic, there exists among them a group which has all but abandoned the surface world. Long ago, before the shadow of darkness fell, the fanatical worship of the Old Ones lead a sect of bhriota to descend into the Dorna'groth. While none know the truth of the matter, many vindari sages speculate that those which dwell in Dorna'groth's unlighted depths have become more creature than man. Stories of the horrors inflicted on those taken by the creatures have

become cautionary tales reinforcing the dangers of traveling alone or at night. The phrase "May Dorna'groth take you..." is commonly used as a curse or threat for misbehaving children.

Sovce Mountains

Running along the western coast of Khrota are the low peaks of the Sovce Mountains, or "Palace of Bones." The constant mist that shrouds these mountains gives this dreaded landmark a very unholy feel. The bhriota believe that atop these stones live ancient, winged creatures which descend from the empty spaces of the night sky in search of prey. Riddled with numerous caves along its upper climbs, these caverns are filled with strange skeletal remains from creatures unknown. With the awakening of the Old Ones, these tales have now passed from antiquity into reality, as the appearance of strange and alien creatures shadowed against the stars have driven those within these lands to seek shelter at the onset of dusk. When the moon is full, the sounds of a strange whistling can be heard on a foul wind. The rise and fall of these alien melodies stand as a warning to any who can hear their call, as they signal the approach of the dreaded and winged terrors in search of victims.

Malacis

Situated in the bottom of a steep-sided valley, Malacis is a stretch of desolate landscape along the western tract of the Sovce Mountains. It is here, during the warm summer nights, that an unholy gathering takes place. From as far away as Arkos, the sounds of drumming can be heard throughout the night. It is said that during these nights, all who hear the awful thrumming which echoes in the surrounding lands have sleepless nights filled with nightmares. Many travelers who have found themselves near the site speak of witnessing a great dance of unfathomably other creatures under the pale moonlight within a great circle of stones. Exploration to the site during the relative safety of daylight has uncovered nothing but a rise of barren and misshapen hills leading into the mountains.

Unknown of its relation, each time the drumming can be heard within Malacis, the Del'derith River turns sour. Rather than the fresh water, the river turns a brackish, peat stained color and carries with it a foul stench which can last for weeks. The appearance of the tainted water brings with it swarms of vicious, biting carrion flies. These horrid creatures attack any living thing, ravenously swarming over each inch of exposed skin, taking a toll of flesh and blood to any who draw too near the river's banks.



History

The largest nation in all of Vathak, the commonwealth of Grigoria, stands as an alliance of many small baronies and fiefdoms which all pay homage to the current ruler, King Greggor XVI. If there is a true "country" within Vathak, it is Grigoria, and it is ruled by a warrior king and the iron fist of a council dictatorship placed, so it is said, by the One True God. The nation of Grigoria is a fascinating and wondrous place, home to a culture which has been blessed by a renaissance of both technology and religious thought, despite the often heard outcry of its lesser population. It is within any of its cities and towns that one can see exotic sights of the massive cathedrals, purchase trade goods unavailable elsewhere, and find relative safety from the risen horrors that plague the rest of Vathak.

While a fairly new nation to Vathak, the vindari are part of a segmented group from a larger kingdom that set sail to explore new lands. Reasons for segmentation from the original kingdom remain obscure, and all documentation of the journey to these lands has been kept a closely guarded secret by the Church of the One True God. Whatever the cause, there were a great many uncertainties about the voyage west to establish rule in these new lands. Many tales of the savage bhriota, failed colonies, and the worship of strange creatures all weighed heavily. The vindari which were to form this new nation would not allow these tales to dissuade them and set sail upon the sea with over forty vessels filled with those eager to make a new home. All vindari society has a unified faith in a deity which they refer to as the One True God. The everyday role which faith plays in the life

of the average vindari can be attested to by the presence of grandiose churches even in the poorest of settlements.

Where this faith once served as an ideology and a guiding compass to the developing nation, it has now descended into the throes of corruption. Aside from the comforts which it brings, this faith seems now only to benefit the wealthy, as clerics and bishops are greatly despised among the lower classes that make up the backbone of Grigoria. Many of those that find their way into the ranks of the faithful are the socially elite, bending morals and issuing doctrines for direct personal gain. Despite such tarnishing, there are still a righteous few who cling to the foundations of the religion and chance being labeled a heretic in the attempt to spread the faith. With the rise of the Old Ones, the grand churches have undergone a radical transformation and now act as strongholds, only offering protection to those which have the means to pay.

The vindari have always been a militaristic culture, but only within the last thirty years is service now expected from each male member of the nation. This forced conscription is a doctrine enacted by the church and begins at a young age. The individual is expected to serve a minimum term, during which time they are taught the skills of a soldier. If service to king and country are unfulfilled, an offender is often apprehended and charged with treason—a crime which carries the penalty of death. While many of the individuals understand the requirements of protecting the lives of their family and kingdom, some find the idea of fighting to preserve such a corrupt government unappealing. These people flee their homesteads and become rogues, rangers, highwaymen, or worse and learn to survive by leaving their names and past behind them.



Many of the other cultures in Vathak have reasons to hate the vindari. This nation is single-handedly responsible for the murder of hundreds of thousands, the persecution and scattering of the romni, and the destruction of many major religious idols held sacred to the bhriota. They have destroyed the lands in which they dwell and have driven many other races from the borders of Vathak. The allies they have are solely out of a need for survival, and even that isn't enough to keep peace.

Cities

Eisin'Dorf

LN Metropolis

Corruption +2; **Crime** +4; **Economy** +2; **Law** +1;

Lore +6; **Society** +0

Qualities academic, holy site, pious (The One True God), racially intolerant (bhriota), strategic location,





tourist attraction

Danger +30; **Disadvantages** hunted

DEMOGRAPHICS

Government Autocracy

Population 134,550 (123,000 humans; 7,000 Romni; 2,000 Cambion; 1,000 Svirfneblin; 100 Dhampir; 1450 other)

Noteable NPCs

His Grace, King Greggor XVI (CG male vindari fighter 15/ aristocrat 3)

Former Bishop Klaus Werner (LG male vindari cleric 7)

Lady Commander Evori Kalt (NG female vindari paladin 12)

MARKETPLACE

Base Value 17,600 gp; **Purchase Limit** 100,000 gp;

Spellcasting 9th

Minor Items Nearly All; **Medium Items** 4d4; **Major Items** 3d4

Eisin'Dorf, home of the grand church and capital city, is located in the center of Grigoria and set among the shadow of the high peaks of the Eldritch Mountains. As the first true city built in the name of the lineage of the kings, it acts as the center of the vindari nation. Eisin'Dorf is one of the very few places in all of Vathak which does not lie close to a river, lake, or coast. The founding of Eisin'Dorf was by one of the charter members of the Church of the One True God. Holy Emperor Ludwig Grigoria, a man of devout faith, lead the vindari to the site of the city's founding. He claimed that he was divinely inspired by a vivid dream during the long ocean voyage to reach Vathak's shores. In the dream, he described a servant of God rising from turbulent storm-tossed-seas and showing him a place with "the radiance of gold" amid old dark stones. It was shortly after the vindari's landing that he began a pilgrimage into the wilds of the uncharted and hostile landscape. Each night the dream returned. The messenger guiding his expedition, and only after months wandering the hills and encountering the many stone circles, ancient idols, and other shrines dedicated to the horrors openly worshiped by the native bhriota, did he discover the place revealed to him in his vision. Resting in the crux of the ancient mountains, they found a blasphemous monument of black stone in the likeness of unnatural creatures and adorned with strange runes. As instructed to him, Ludwig led the vindari to destroy the massive monument and used the fallen stones as the foundation in the construction of his kingdom.

Today, Eisin'Dorf is a city under siege. Despite the protection by a vast army of soldiers, holy warriors, and faithful clerics, the constant battle against the rising horrors has left a strain upon the nation's resources.

Alten'Dorf

NG Hamlet

Corruption -2; **Crime** -2; **Economy** -2; **Law** -2; **Lore** +0; **Society** -2

Qualities rumor-mongering citizens

Danger -5; **Disadvantages**

DEMOGRAPHICS

Government Autocracy

Population 48 (46 Vindari, 2 Cambion)

Noteable NPCs

Spelunker Garret Krieg (CG male vindari rogue 3)

Failing Farmer Uri Klute (N male vindari expert 1)

Retired Merchant Greta Baumgartner (NG female vindari wizard 4)

MARKETPLACE

Base Value 200 gp; **Purchase Limit** 1,000 gp;

Spellcasting 2nd

Minor Items 1d6; **Medium Items** None; **Major Items** None

This small town rests along the edges of the Vathin fields and has suffered much during the last few years. The town stands at the edge of ruin as a majority of the buildings of this once great city have fallen into the crumbling earth.

Grigoria Regional Traits

Regional traits are keyed to specific regions. In order to select a Grigoria regional trait, your character must have been born in Grigoria or lived in the region long enough to call it his homeland.

Vindari Noble

You are a member of one of the noble houses of the vindari and are well versed in maneuvering though the cutthroat world of Vathak politics.

Benefit: You gain a +1 trait bonus on Knowledge (nobility) and Sense Motive checks.

Vindari Mercy

You never hesitate to strike a killing blow.


Benefit: You gain a +1 trait bonus on attack rolls to confirm critical hits.

Disciple of the One True God

From an early age, you were trained by clerics of the One True God. You are devoted both to the teachings of the vindari church and to spreading those teachings by force.

Benefit: You gain a +1 trait bonus on melee weapon damage when you cast a divine spell that affects weapons.





Death Ticks

XP 1,600

CR 5

Death Ticks are tiny, purple-colored insects that dwell on the bodies of the Spawn of the Old Ones. They can be noticed with a (DC 15) Perception check. Otherwise, a living creature poking about a Spawn's lair, in contact with a Spawn's corpse, or even around something slain by a Spawn of the Old One, inadvertently transfers one or more death ticks to its body. The ticks then search out a warm location on the creature, especially favoring the underarms, crotch, and any unprotected orifice. It takes 4d6 hours for the Death Tick to burrow beneath the skin and begin to devour the surrounding flesh. Upon the death of their host, the Death Ticks crawl out and seek a new host. Remove Disease kills any Death Ticks in or on a host. Death Ticks infesting a Spawn of the Old One never die from Death Tick infestations.

Infestations: Parasites such as Death Ticks cause infestations, a type of affliction similar to disease. Infestations can only be cured through specific means; no matter how many saving throws are made, the infestation continues to afflict the target. While a remove disease spell (or similar effect) instantly halts an infestation; immunity to disease offers no protection, as the infestation itself is caused by parasites.

Type infestation; Save Fortitude (DC 15)

Onset 4d6 hours; Frequency 1/hour

Effect 1d6 Con damage

With the spreading threat of the vast sinkholes simply swallowing the remaining structures, only a few diehard soldiers and individuals remain to tend the dying crops.

Hedathan

N Small town

Corruption -4; Crime -1; Economy +1; Law +1; Lore +2; Society +0

Qualities insular, strategic location

Danger +0; Disadvantages cursed

DEMOGRAPHICS

Government Autocracy

Population 1,400 (1,350 Vindari; 25 Cambion; 25 other)

Noteable NPCs

Fallen Champion Elden Rechts (LN male vindari fighter 11)

Military Strategist Hirsch Krauer (NE male vindari wizard 4)

The Taskmistress (N female cambion soldier 1/ expert 2)

MARKETPLACE

Base Value 1,100 gp; Purchase Limit 5,000 gp;

Spellcasting 4th

Minor Items 3d4; Medium Items 1d6; Major Items

None

Long ago, the site of this small town was once a large city founded by the romni who refused to be forced to leave the lands once the vindari expansion began. It was only after a single warning that the vindari sent a troop of soldiers to the city armed with cannons and other siege weapons. Once assembled, the soldiers massacred the romni without mercy. A terrible slaughter of these people took place; over the course of seven days the carnage went on, and at the end of which time scarcely any of the romni were left alive.

The vindari took possession of the houses and property of the dead. Each soldier had a right to that which he had first seized and placed his mark upon it. Today, this town serves as a point of trade and wayfaring station for the movement of troops along the large river sharing its name.

Eisenstrat

N Small city

Corruption +1; Crime +1; Economy +4; Law +1;

Lore +4; Society +1

Qualities academic, prosperous, strategic location, tourist attraction

Danger +5

DEMOGRAPHICS

Government Autocracy

Population 9,500 (8,750 Vindari; 500 Cambion; 250 other)

Noteable NPCs

"The Cannon King," Dragomir Delthsmith (LN male vindari rifleer 13)

Factory Foreman Anselm Kuhn (NG male vindari expert 4)

Royal Envoy Lara Hertz (NG female vindari aristocrat 2)

MARKETPLACE

Base Value 6,400 gp; Purchase Limit 37,500 gp;

Spellcasting 7th

Minor Items 4d4; Medium Items 3d4; Major Items 1d6

The city of EisenStrat was one of the first places the vindari launched metal based activities, building a pioneering steel foundry in Grigoria. It was founded by the eccentric engineer, Dragomir Delthsmith, known as, "the Cannon King," who convinced the church to invest heavily in new technology as a means to claim rule over all of Vathak, and its unfaithful. Acquiring a great many



resources and man power to fuel his discoveries, he gained control over all mines in northern Grigoria. With the church's blessing, the factory of Dragomir began production of siege weapons and firearms. At the height of the "Great Cleansing," over ten thousand people worked in making the advanced weapons. With the rise of the Old Ones, this steel city now works throughout the year to try and produce new heavy weapons to rival the horrific might of the unearthly creatures that the nation now faces. It is here that the fame of the Rifleer has been forged, as each troop chosen to wield one of the exotic weapons is trained at Dragomir's Academy.

übel

NG Hamlet

Corruption -2; **Crime** -2; **Economy** -2; **Law** -2; **Lore** -1; **Society** -1

Qualities pious (Church of the One True God)

Danger -5;

DEMOGRAPHICS

Government Autocracy

Population 53 (53 Vindari)

Noteable NPCs

Chaplain Thomas Gottlieb (LG male vindari cleric 3)
Quartermaster Jens Seiler (N male vindari fighter 2)
Morale Officer Margit Nagel (NG female vindari bard 4)

MARKETPLACE

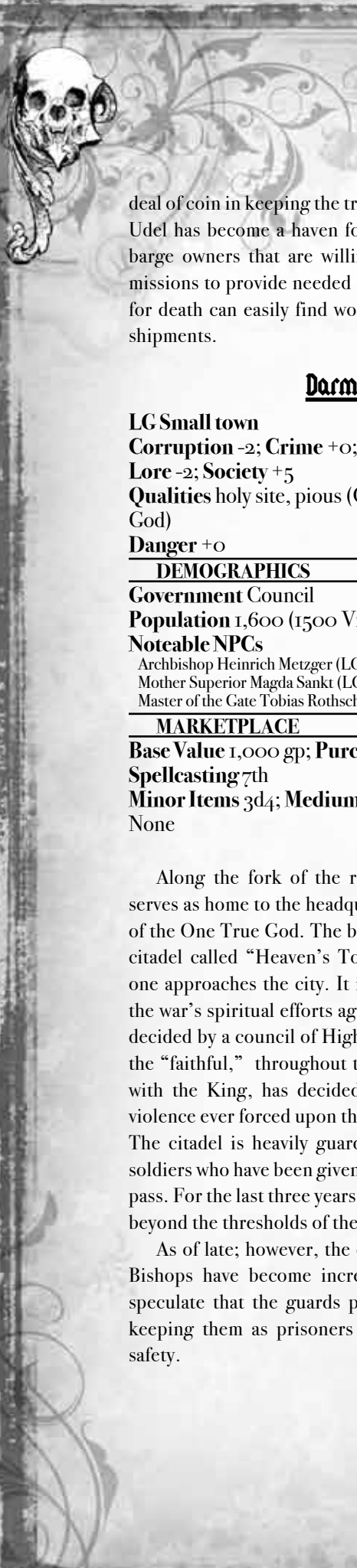
Base Value 200 gp; **Purchase Limit** 1,000 gp;

Spellcasting 3rd

Minor Items 1d6; **Medium Items** None; **Major Items** None

This small hamlet proves a useful way station for any of the goods shipped from Darmstadt or EisenStrat. Far enough removed from the terror of the events occurring in the Vathin Fields or Eisin'Dorf, the people of this town have been charged with the shipment of goods to any vindari force that is currently within the lands. The soldiers of the church are constantly in search of a way to break the hold of darkness, and they expend a great





deal of coin in keeping the troops well supplied. As such, Udel has become a haven for fearless caravan and river barge owners that are willing to undertake dangerous missions to provide needed supplies. Adventurers eager for death can easily find work in guarding one of these shipments.

Darmstadt

LG Small town

Corruption -2; **Crime** +0; **Economy** +0; **Law** -1;

Lore -2; **Society** +5

Qualities holy site, pious (Church of the One True God)

Danger +0

DEMOGRAPHICS

Government Council

Population 1,600 (1500 Vindari; 100 Cambion)

Noteable NPCs

Archbishop Heinrich Metzger (LG male vindari apostle 14)

Mother Superior Magda Sankt (LG female vindari Cleric 9)

Master of the Gate Tobias Rothschild (LN male vindari Paladin 7)

MARKETPLACE

Base Value 1,000 gp; **Purchase Limit** 5,000 gp;

Spellcasting 7th

Minor Items 3d4; **Medium Items** 1d6; **Major Items**

None

Along the fork of the river, the city of Darmstadt serves as home to the headquarters of the Grand Church of the One True God. The bronze domes of this massive citadel called “Heaven’s Tower” can easily be seen as one approaches the city. It is here that a majority of all the war’s spiritual efforts against the cosmic horrors are decided by a council of High Bishops. This gathering of the “faithful,” throughout the long years of rule, along with the King, has decided every act of attrition and violence ever forced upon the other cultures of this land. The citadel is heavily guarded by many highly trained soldiers who have been given the charge to suffer none to pass. For the last three years, none have seen the bishops beyond the thresholds of the church.

As of late; however, the decisions made by the High Bishops have become increasingly chaotic, and some speculate that the guards positioned at Darmstadt are keeping them as prisoners rather than guarding their safety.

Lands

The lands of Grigoria are a region of frozen marshes and rolling hills melded with ancient boulders and stones. The hard soil makes farming difficult, and the cold winter season brings starvation to many. During the coldest months, Grigoria is in a constant darkness not seeing dawn until the tides of spring.

Vathin Fields

It is in these fields that the kingdom of Grigoria once grew a majority of their crops. This area of land is rich with fertile soil, given life from yearly floods which overspill the river’s banks each spring season. Before the rising of the Old Ones, this place was filled with numerous farms and plantations. Aside from the occasional attack from roaming tribes of bhriota, it was kept safe by constant patrols issued from the grand church at the expense of its citizens. It was here that the effects of the rising evil were felt first. Thirty years ago, large cracks began to appear among the fields, each opening deep from the darkness of the earth and spilling into these lands, came a swarm of alien-like locusts. These creatures decimated the crops in a reign of terror which lasted months and resulted in famine throughout the kingdom for years following. The cracks continued to grow throughout the following years and have appeared in areas as far away as Delfshaven, Akros, and Ravca. These sinkholes, in truth, are caused by the movements of recently awakened worms beneath the earth, their tremendous bloated forms devouring anything in their unknown journey.

Marshes of Protova

The Marshes of Protova is an area of stinking swampland land that acts as a natural border and separates all of Grigoria from its diseased western neighbors of Ina’oth. Stretching from the north to the southernmost point of the Black Sky Mountains, It is flanked to the north by the Gray Peaks and is feed by a long branching tributary of Lochlyn River. The terrain of this horrible place is dominated by unnatural undergrowth which chokes the life from anything else which attempts to grow.

Within the bog there is precious little dry land to be traversed upon, making a journey into its borders a harrowing experience. The dying forms of withered ash and willow trees choke the region, giving the appearance of a flooded forest than an actual swamp. Low lying fog



is a constant occurrence, whether in the depths of winter or the height of Grigoria's short summer months. Even on the brightest and warmest of days the entire region is blanketed by a thin mist, making it a near impossible task to see beyond the rolling hills or of any great distance. Within this foul place many disease-carrying insects, patches of quicksand and relics of Vathak's past can be found.

Called the Lost colony, their once existed the first settlement erected by the vindari which explored these lands. A small keep and a town once existed here, a combination of the expanding swamp and the attacks of bhriota killed the garrison and the vindari subsequently forgot all about the place. It has been rumored that there exists some of the information pertaining to the reason and ideology behind the vindari's arrival in Vathak, a secret that has been closely guarded by the grand church and its bishops.

Moldoveana Forest

Called by many, "The Dark Winter Wood", Moldoveana Forest is located north of the city of Eisen'dorf. The forest has seen many historic battles, but is most famous for the war between the newly arrived vindari and the combined efforts of three separate tribes of wild elves. Upon reaching the area, the vindari scouted the region and upon finding the dense forest began logging, much to the dismay of the resident elves. Small raids by elven hunting parties against the logging operation turned into out-and-out conflict as the vindari brought their military forces to the region to end the quarrel.

This act by the vindari caused the elves to quickly align with each other and face the oncoming forces to protect their woodland home, the ensuing slaughter continued for three years until a final confrontation in the heart of the wood. During the final days of the battle, the great elven mother, Sairalindë Eluchlai summoned an immense earth elemental and the very essence of the Moldoveana Forest. Some believe this elemental was the last of its kind in Vathak, for that day it fell before the vindari war machines, twisting and crumbling, reaching for the sun. Its petrified form bringing horror and despair to the elven warriors, the low morale quickly started working in the vindari militaries favor. With the battle lost, legend says the druid Sairalindë took her heart and placed it into the tall tree made from the elemental's body in the center of the wood. With this final act of defiance,

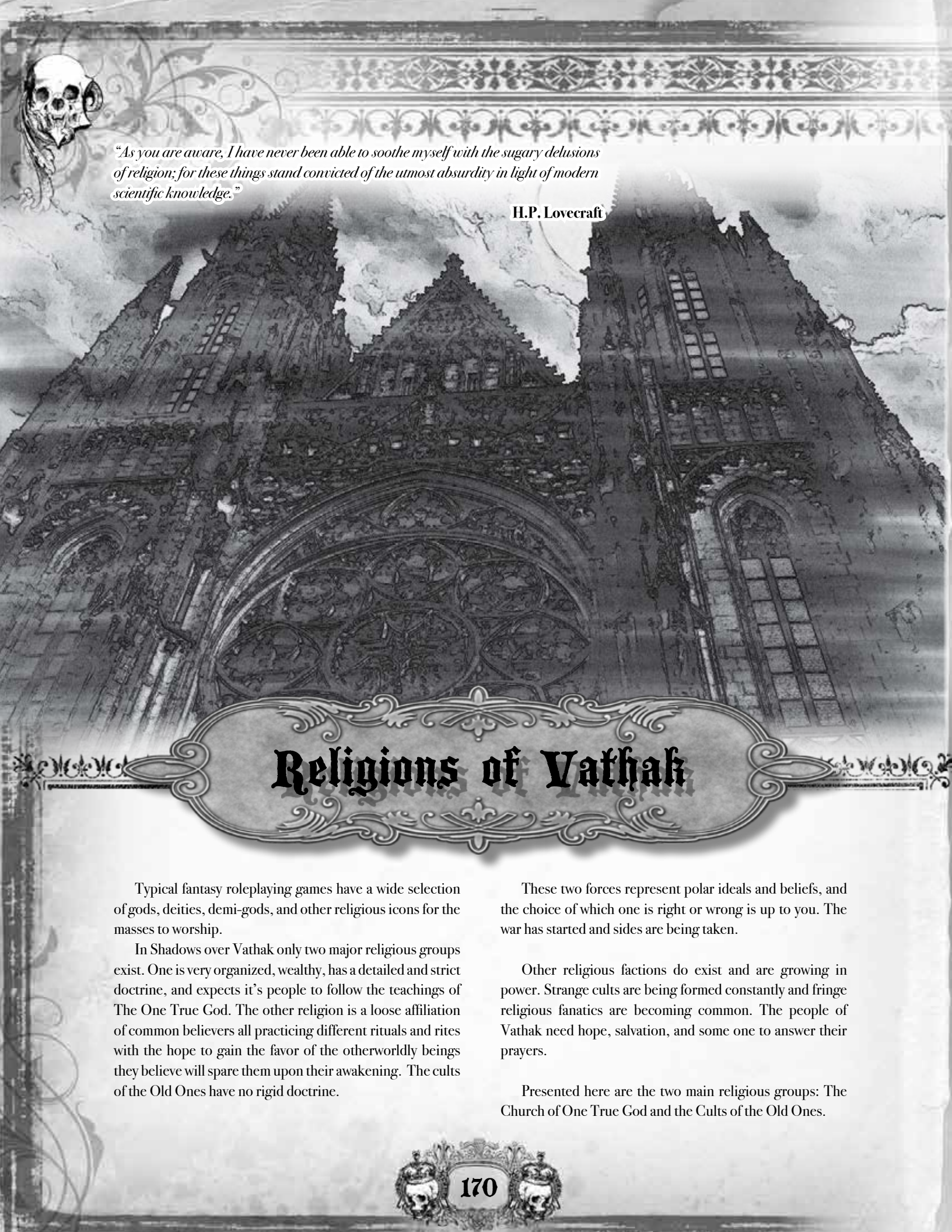
the war with the hated elves ended and the vindari could begin harvesting lumber again.

The Dark Winter Wood is a lonely and foreboding place. With odd sounds and an eerie atmosphere, no matter how alone a traveler actually is they feel that they are being watched. Fields of briar patches and thorns grow amongst the large stumps of the ancient trees cut from this area. Although still a large forest, the trees once cut have never returned, and many feel it's a curse to take from this land of the dead elves.

Negoiulath Mountains

Seemingly carved by the gods themselves, the Negoiulath Mountain range is a twisted area of jutting peaks and jagged cliffs, its base almost a sheer incline of smooth black stone. Carved high on the central mountain's peak are two massive dwarven statues that can be seen for hundreds of miles. Between these two sculptures is the face of a fortress, hallowed from the flat stone surface at altitudes no vindari mason could aspire to reach. The sheer cliffs and slopes, at impossible angles, keep anyone from traveling higher than the few miles of forests surrounding the base of the Negoiulath Mountains.





"As you are aware, I have never been able to soothe myself with the sugary delusions of religion; for these things stand convicted of the utmost absurdity in light of modern scientific knowledge."

H.P. Lovecraft



Religions of Vathak

Typical fantasy roleplaying games have a wide selection of gods, deities, demi-gods, and other religious icons for the masses to worship.

In Shadows over Vathak only two major religious groups exist. One is very organized, wealthy, has a detailed and strict doctrine, and expects it's people to follow the teachings of The One True God. The other religion is a loose affiliation of common believers all practicing different rituals and rites with the hope to gain the favor of the otherworldly beings they believe will spare them upon their awakening. The cults of the Old Ones have no rigid doctrine.

These two forces represent polar ideals and beliefs, and the choice of which one is right or wrong is up to you. The war has started and sides are being taken.

Other religious factions do exist and are growing in power. Strange cults are being formed constantly and fringe religious fanatics are becoming common. The people of Vathak need hope, salvation, and some one to answer their prayers.

Presented here are the two main religious groups: The Church of One True God and the Cults of the Old Ones.

The One True God

The Glory of Divine Judgment

The One True God

The Glory of Divine Judgment

God of Judgment, Law, and Warfare.

Alignment: LN

Domains: Law, Nobility, Strength, Protection and War.

Sub-Domains: Loyalty, Purity, Resolve, Slavery, and Tactics

Favored Weapon: Warhammer

Centers of Worship: Darmstadt, Edhelion, Eisin'Dorf, Ubel, Urvind

Associated Nationality: Grigoria

The Glory of Divine Judgment


The primary god of vindari civilization, judgment, law, and warfare, the One True God is the guiding hand among all his devoted followers. It is through his faithful teachings that the members of his churches desire to see the purified spread of a civilization molded by his wisdom. He is the patron of all vindari, paladins, clerics, and any who would fight against those which his cleric's judge as evil or wicked. His alignment is lawful neutral; his favored weapon is an oversized warhammer. The One True God's domains are: Law, Nobility, Strength, Protection, and War. All of the priests within service to the faith are either: apostles, clerics or paladins; although, the church has many warrior followers serving in important roles. These roles usually include the enforcement of the laws and decrees set forth by the king and the church.

The Church of the One True God stands as an ideal which illuminates the way of life for millions of vindari across all of Gregoria and represents the driving force that governs an entire militaristic force dedicated to the purification and extermination of evil from the face of Vathak. If the mere

belief in a deity grants the average follower of a god a sense of faith and security, life as a devoted member of the Church of the One True God demands nothing more than the complete dedication of its members. While many of the families of the original founding vindari have remained true to the faith, the requirement of the seemingly fanatical worship along with the violence induced by the church and its loyal orders have detoured many of the races of Vathak from truly embracing this faith.

The followers of the One True God believe themselves to be good people. While many members of other faiths have accepted and honored the free will of others to have the belief in other gods and faiths, a member of the One True God has a set ideal of what is best for all of mankind. The faithful want many of the same things as the followers of other religions: justice for everyone, honorable behavior by everyone, and strong leadership. These individuals are guided by the ideals of the church, and use these rigid standards as a means of judgment upon those who do not follow the true path. Any actions which do not adhere to their teaching and morals are met with the use of force, as the presence of any who would deny the will of their God does not deserve to draw upon the breath which he grants.

While the example presented represents the actions of the most highly ranking and zealous of followers, the majority of the churches ranks are filled with common warriors and acolytes. These lesser ranking individuals do not share the same extent of fanaticism as their higher ranking counterparts and only commit these heinous acts more out of a sense of duty than of wholehearted belief that what they are doing is the divine will of their God. Members of the church who feel this way are most commonly tight lipped about it, as any question of a superior's orders or expression of doubt directed towards the church's actions are met with strict punishments, beatings, and even the penalty of death.



A typical follower of The One True God is a law-minded, hard-working person, helpful toward others who share the common goals of their faith and works. As they believe in a sense of justice, fairness, and honor, they gravitate toward strong and charismatic leaders who help those involved with the church and its pursuits. Many who promote the church are associated with the auxiliary needs of this large organization. These supporters are paid quite handsomely for the skills and goods in which they donate to the church, as these donations are often treated more akin to business transactions rather than the acts of charity.

Identifiers

The primary colors of the One True God's worshipers are white and red, as these colors stand to symbolize their perceived purity and the blood which they are willing to shed to uphold their ideals. Always incorporated into their weapons, shields, blood stained banners and other adornments, is the symbol of their faith – the Judgment. This holy symbol takes the form of an ornately formed cross, its lower arm honed to the sharpest of blades, and worn always at their belts or on iron chains around their necks.

The Church

The One True God's faith can be found anywhere the faithful of his fold strive to mold civilization by his divine laws. While temples and shrines can be found in almost every town and village under vindari control, the largest of his holy sites are the grand cathedrals most commonly found in the larger cities of Grigoria. The center of the faith is located within the walled city of Darmstadt, and its greatest holy site in all of Vathak is the fortified citadel known as Heaven's Tower.

Orders of the Worshipful Truth

While many outsiders believe that the backbone of vindari faith consists of little more than an unending horde of warriors lead by paladins, those who are counted among the ranks of their armies know the truth of the aptly diverse nature of the gears driving this machine of divine war. These sects all have distinct looks, methods of operation, resources, and headquarters located throughout the lands of Vathak. While all of these religious orders have the approval of the church, the various levels of support granted to them teem with constant conflict between church and state. While

formed by either party (the high bishops or directly by the king), the main focus of these sects is to aid the vindari in their struggle against the Old Ones. It has been speculated that these groups also serve as pawns in the political struggle of power, acting as nothing more than then strategic pieces manipulated by the will of a warrior king or the leaders of faith. Presented below are just a few of the religious orders which have found stability, a rare thing in Vathak, among the constantly forming and disbanding of various groups among the church.

Ministry of Alchemical Study: The headquarters of the Ministry of Alchemical Study is located along the banks of the Konstanz River about six day's ride downstream from the industrial town EisenStrat. The construction of this large tower was commissioned by the King as a push to align the advancement of science and the church as one. The construction of this massive stronghold was completed in record time, a fact that the poorly paid and forcefully conscripted laborers who were drafted into the project are not likely to soon forget.

Within this fortress of science the alchemists of the church work night and day, existing as a division of the vindari military specializing in the study and advancement of chemical warfare against the Old Ones. It is manned by over 300 seasoned vindari soldiers and a small group of acolytes and clerics—all loyal worshipers of the One True God. The clerics of the faith and their acolytes attend to any of the alchemists which commonly become wounded from the dangerous experiments conducted from within the tower's walls. It is rumored that along with the services of healing, these clerics also report the progress of the discoveries made to the High Bishops, using any notable failures to call into question the funding so gloriously granted by the King year after year.

Hands of Twilight: Members of the Hands of Twilight are a select class of rogues who have been trained by the faith of the One True God in the art of precision based killing. The denied existence of this order has led many to consider them to be nothing more than a villainous rumor to discredit the church and its methods; yet, for those who have been targeted by this mysterious order, the knowledge of what they are capable of quickly yields itself to fear. These individuals have an uncanny ability to move into well-protected organizations, territories, and guarded strongholds undetected. Governed by the High Bishops, they believe that their services are the direct will of the church, and missions that are assigned to



them are very rarely met with failure. Only a select few high ranking members of the church can call upon their services or even know of their true existence.

The Exonerated: The faith of the One True God is headed by the High Bishops, the elite group of powerful clerics located within the safety of a bronze fortress known as Heaven's Tower within Darmstadt. It is with the active involvement of King Greggor XVI that many of the decrees and edicts have become iron clad laws within the lands controlled by the nation of Grigoria. With each of these new decrees comes an even bigger outcry than previously from those who would disagree with the wisdom of divine law. As such, the church has made it a point to always have soldiers available to deal with the occasional outbreak of social uprising.

Known as the Exonerated, these clerics have shown true diligence in their works to advance the power of the church. Taught to uphold the faith through punishing non-believers, this group has had the burden of law removed from their shoulders. Members given such a title receive the blessings of the High Bishops, and are relieved of following many of the common laws found within the vindari controlled lands of Vathak. Unless their actions bring shame to the church, these individuals are considered above the lawful officials of any given city or town. These warrior clerics have many different agendas. Some are as common as spreading the word of newly formed doctrines, collecting taxes, and enforcing the laws of enlistment in outlying settlements, while others remain closely guarded secrets of the faith. Whatever the cause, the appearance of a group of Exonerated within a village or met while traveling along the roads has made more than one commoner question if the days of the great cleansing are truly at an end.

Order of the Watchful Eye: Evil is everywhere. It is with this knowledge, and a passion tempered by discipline, that the members of this order find strength in the resolve to fight against it. These dedicated individuals have become fully invested in the ideals of the church and seek to make the lands of Vathak safe from all forms of evil. Be they the plots of wicked men or ancient horrors, the order wages an unending war against the spreading shadow within these lands; wherever it might be found—even if it lies among those in the community, others of the faith, leaders of the church, or even themselves.


Abiding by the teachings of a sacred text known as The Book of the Two Principles and the dedication to do what must be done to preserve the church; these inquisitors are among the most feared servants of the divine laws. Devoid of mercy and emotion, they seek out the lies and secrets of corruption in all forms. Sparing pity for none, the order seeks to uncover and destroy the corruptive influences of the savage bhriota, alien cults, and unwelcome philosophies which seek to bring an end to the faith of the One True God.

These vindari Inquisitors are greatly feared, as they have the backing of both church and King, and use any means within their expansive power to root out those who would stand against the belief in The One True God or speak out against King Greggor. Often using extensive torture techniques to reach their goals, they dress in long black robes with hoods covering their faces and act as final judge, jury, and executioners against those who stand in the way of their goals.

The Courts of Faith: Known as the Courts of Faith, these established outposts are the foundation for a majority of the vindari nation's control outside of Grigoria. Found within nearly every major vindari controlled city are the grand architectures of a towering church or cathedral. Standing as a testament to the religious fanaticism of the faith the dedicated members can be always be found spreading the forcefully imposed doctrines on each street corner. It is within these religious courts that locals are taken to resolve conflicts. In many cases, local governments which are on the outskirts of a vindari controlled lands also rely on these courts to serve as criminal justice systems. Promoted to the masses as unbiased and wise, the Courts of the Faithful act as a large network, consisting of lesser priests and judges appointed by the heads of the church. These elite individuals are considered to be the voice of the religion and issue edicts and decisions about the legal policies, goals of the courts, and the status and standing of the purity of each town in which they serve. Each of these judges follows the direction of the High Bishops of Darmstadt. It is from within the stronghold of Heaven's Tower that each decree and law is decided upon. It is through the vested power of these judges, with the help of the militant might of the vindari soldiers given to them, that they put these laws into action and ensure that they are obeyed.

These mandated "orders" have come to be called the Sacred Laws. It was once the claim of these bishops that when all of the unfaithful are purged from Vathak, and the decree of their "sacred" laws followed, it would mean nothing less





than a new age of enlightenment and peace for all. This was before the rise of the nameless horrors which have swept across all of Vathak. Previously, these laws were met with ridicule and resistance from all the subjugated races under vindari rule. Now, it seems only the truly stalwart of faith pay heed to these laws, as the fight for survival has taken precedence over what some claim to be nothing more than a “corrupted” and falsely created religious obligation.

As the battle for Vathak’s tainted lands has grown more perilous, so have the frequently issued laws. With the many decrees issued from Heaven’s Tower, the already established and respected courts throughout much of Silcasia, Ina’oth, and Khrota have all but lost control of the once docile masses. Disobedience of these Sacred Laws has long been linked with open heresy of the church and its courts and is a crime punishable by death. In the past these crimes were quickly dealt with as entire platoons of soldiers would be instructed to make an example of those who would rebel. This has

greatly changed with the chaos created by the spawn of the Old Ones. These temples and courthouses are now among the first targets by the enemies of the church. The charred and skeletal remains of these once grand structures are now a common sight to see among the outlying towns and villages, as the efforts of the war have prevented the vindari from once again establishing rule in these emboldened communities.

Holy Texts of the Faith

The Codex Seprenious: Penned by the hand of a High Bishop long before the vindari set sail for Vathak, this written work is best described as a history of a parallel world where life has been given the blessing of The One True God. A required read for all of those who aspire to become a high ranking member of the church, a test lies within the pages of this strange codex. While it is claimed that the mystery of the faith and a view of what the Vindari call the “prefect world” is granted to some,





others which lack faith are granted a mind with a twisting and alien representation of a fate which is to befall the church and the vindari as a whole. Those who are granted such nightmarish visions are labeled heretics and given a slow and painful death.

Message to the Kings: This manuscript was written by a member of the faith named only Luciano and addressed collectively to the monarchs of the distant East and Western lands. The manuscript contains a message of joy and a threat. The work tells of the wonders of the faith and the responsibility of all kings to accept the message, and the consequences of denying the offer of the salvation of the One True God. The manuscript states that a manifestation of the One True God would soon appear and that his mission would be to unite all races worthy of his salvation and wipe clean those who would refuse. Luciano claims that he was directly given a message from the One True God which he writes: "He who defies the judgment of purity shall draw breath no more." The text is viewed by the faithful as the first true proclamation of faith and the demands set upon the world by their God.

Holidays

While it remains a well-kept mystery, none save a select group of priests and the King of Grigoria know the history of the church. It is only through the actions of the church and these "faith-wide events" that the church has maintained any records at all. It is common practice among the warriors and faithful to maintain records of countless battles against those labeled heretics, spawn, and of the slayings of monsters. While these are not typically turned into holidays, many of these exploits can be heard as testaments of the power granted to the faithful.

Allegiance: Observed in the spring, a troop of vindari soldiers make journeys to any of the currently held provinces and controlled lands to enforce the mandated enlistment of any who qualify by age. This holiday is dreaded by all mothers and often viewed by non-vindari as an outright act of kidnapping. Families are often so grief stricken over the event that they risk exposure to

the waiting horrors beyond the protected walls of their cities or villages as they flee to hide their children.

Inheritor: This somber event of remembrance takes place in the late autumn months and recognizes the hardships endured by the vindari upon the first arrival on Vathak's shores. This week long event is held in the streets of many of the major vindari controlled regions and towns. These elaborate plays and festivals set a stage for the church to issues goods and supplies to the war-torn troops and the faithful. This also acts as a reminder that it was through faith that they were first lead to the lands of Vathak, and with that continued faith, they shall overcome any trial.

Day of Oaths: This holiday occurs during the summer months and is timed with the longest day of the year. This event is held in the many Courts of Faith which dot the landscape of every village and town under vindari control. It allows those who have actively refused the blessing of the church the ability to ask for the forgiveness of their god. The exalted forgiveness comes with the price of unveiling plots against the church. Those who do revile these plots and acts of treason are gifted a bag of 6 gold coins.

Relations with Other Religions


The Church of the One True God views itself as the only truth that may be found within religion. This institution of faith deems none its equal, and demands that its followers seek at every opportunity the conversion, subjugation, or systematic eradication of those which they determine as a threat to the continued existence of their faith. While not much is known of the origin of the vindari faith, it has been suggested that these near fanatical worshippers once paid homage to a god of lawful ideas and good morals. They further suggest that it was only through the human flaw of misinterpretation of the desires and goals of this mysterious deity that the ideology of the religion became twisted and corrupted to fit the perceived needs of this new following.





The Old Ones

Dark Gods of the Earth



*"That is not dead which can eternal lie,
And with strange aeons even death may die."*

-H.P. Lovecraft

Awakened Madness

Thought by some as the unnamed masters of all sentient life, the primordial creatures called the Old Ones are a race of alien beings that crossed the sea of stars and found a home upon our world. It was through some unknown event became as prisoners deep within the earth. Existing for time immemorial within the lands of Vathak, the worship of these imprisoned beings began long ago. It was the bhriota who first felt their subtle influence and took these signs as contact of the forceful spirits of nature which called to them. As other races came to Vathak, they too felt this presence. The romni thought it the will of their ancestors; there even exists speculation that the "visions" granted to first vindari pilgrims were nothing more than the corrupting influence of these alien gods. They are the Old Ones. They are beings unhindered by time, patient immortals that have waited for eons for the time in which the stars will be right—an event which will unleash them upon the world once again.

Ka'sogrotha

*Worm of the Diseased Earth,
Great Old One of Destruction*

Alignment: CN

Domains Chaos, Death, Destruction, Earth, and Fire.

Subdomains Ash, Catastrophe, Caves, and Murder.

Favored Weapon Heavy Pick



Amid the most ancient stones of the world, torn openings, and deep furrowing scars appear submerged within the chasms of the earth. The evidence of profane life, its presence professed as the melted stone traces a path deep into the center of an earthen abyss. Unknown are the great worlds of strange life which exists in the light-less depths of the Dorna'groth. The Devouring Filth. The Worm of Disease. His titles were born of cataclysmic violence in each tremor and movement of the earth. Immortal; Ka'sogrotha be his name.

Drawn through the nameless aeons and inconceivable dimensions to the worlds of elder ; Ka'sogrotha, The Great Devourer, was called beyond the black gulfs to feed upon our world. It is unknown why Ka'sogrotha ceased his unending feast, or how he became sealed



within the earth. While no sage can yet answer these questions, there exists an entire cult dedicated to the understanding of this dark creature's origin, goals, and ultimately unlocking the secret to enslave this coiled titan.

Called the Book of the Black Earth, this ancient work details the creature called Ka'sogrotha, and cataloging the horrific reign of this immense worm-like god. A portion of the work tells of a doomsday prophecy regarding this elder creature's awakening. The text speaks of a cataclysmic burst of energy that will wash throughout the world. The vile essence and twisted influence of the great worm merging with the land causes all living things to transform into a new race of cosmic horrors.

Orthu'mech

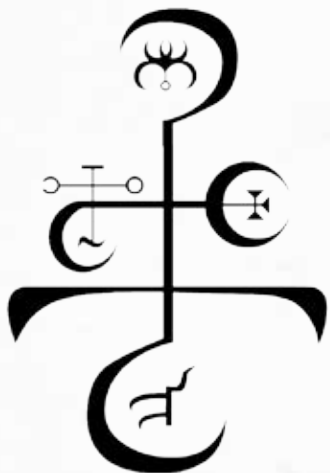
*The Sundered Storm
Old God of Storms, Time, and Oceans.*

Alignment: NE

Domains: Knowledge, Madness, Water, and Weather.

Sub-Domains: Catastrophe, Memory,
Oceans, Insanity, and Storms.

Favored Weapon: Spear



The ebb and flow of time form an endless maelstrom of indefinable energy, an event which saturates the vast length of the void and all the realities of the worlds. This abstract place is constantly afflicted with tremendous storms and unstable fluctuation. Acting as an ocean of endless possibility, it is attended by alien creatures of tremendous scope and knowledge, each one experiencing and simultaneously existing within each of these parallel realities.

Possessing an intellect as deep and vast as the time he once ruled, Orthu'mech was drawn into the world and his watery prison long ago by elder magics and beings far more

powerful than he. During the eons of his imprisonment, a portion of this entity's essence found freedom. While his physical form lies bound by many great seals, Orthu'mech willed his alien consciousness to fracture and separate from his body. Existing now as only a shadow of his true form, he manifests to those who seek his knowledge, revealing the mind shattering truth of time and space like a dark disease.

Orthu'mech's dark influence extends to all that is deep in the world's oceans, lakes, and seas. Venerated by those who ply the turbulent seas, the worship of Orthu'mech extends beyond all of Vathak's recorded history. His insane cultists have no social limits and range from tribes of bhriota, romni fishermen, or to those which dwell in the light-less depth below the waves. It is within these places that his inhuman cults worship his mindless husk. Each year these evil creatures rise from the waves demanding the fulfillment of foul rituals to gain Orthu'mech's blessings. They seek to wake his body. Their greatest offer to the god is by forcing others to allow their bodies to be used as a vessel for the birth of their spawn. It is through this unthinkable act that these vile creatures hope to swell their ranks, one day to reclaim control over the lands of Vathak.

Tel'egoth

*Watcher in the Dark
Old God of the decaying world, death, and insanity.*

Alignment: CE


Domains: Chaos, Evil, Madness, Plant, and Void

Sub-Domains: Dark Tapestry, Decay,
Insanity, Nightmare, and Stars

Favored Weapon: Great Axe



Existing as a true essence of chaos, he is a primordial force of devastation unaware and unfettered by even the most basic laws of nature. Possessing an undefinable form, the immersible bulk of this dark god remains in a constant state of horrific fluctuation. Issuing thousands of miles from its roiling form, Tel'egoth's warping influence unravels and defies the laws of any world,



causing a wave of unstoppable corruption that quickly consumes all life.

For thousands of years, Tel'egoth has been bound between worlds, trapped in a tormented slumber that, while deep, has not prevented portions of his perverted essence from escaping the thinning boundaries of his prison. Although he has yet to amass enough power to fully sunder his ancient bonds, his debased worshipers use forbidden rituals to call to him, beckoning his essence and ushering a portion of his insane consciousness into this world. Within the lands of Vathak, these avatars manifest as a diseased, fleshy mass littered with unblinking eyes and thousands of misshapen limbs, tentacles, and mouths. These writhing appendages unceasingly burst from its depths, only to be absorbed back into its body in only a matter of seconds. Accompanied by the creature's wailing screams of agony, this macabre dance of flesh repeats itself as it shifts from one nightmarish form to another.

Only lunatics could worship such horror, but there are always those of diseased mind which revel in such profane and destructive power, and venerate this outsider. Cultists of this alien god often seek a maddening insight into the very nature of the power of chaos, attempting to draw upon Tel'egoth's power to further along the world's apocalyptic end. The cults dedicated to this insane god exists in secrecy are independent; though, all who pledge their allegiance seem to share some sort of direct link to this Old One, as they blindly obey each of Tel'egoth's gibbering commands. This unwavering obedience often leads to deadly conflicts among his agents, each unaware that they work towards the same goals. If ever they successfully unified their power, the cult of Tel'egoth would be able to wreak such devastation upon Vathak; the atrocities committed during the Great Cleansing would become nothing more than a footnote in the written histories of this land.

Yegh'niths

The Faceless One

Old God of the foul wind, madness, and destruction.

Alignment: CE

Domains: Air, Darkness, Evil, Madness, and Void

Sub-Domains: Air (Wind), Darkness (Night), Evil (Demon), Madness (Nightmare), and Void (Stars)

Favored Weapon: Spiked Chain



Hailing from a mysterious inner realm said to exist beyond the planes, Yegh'niths slumbers in the black realm of darkness between the stars. Known as the faceless one, this blasphemy takes shape as an unspeakable bat-winged, armless toad with a coiling mass of barbed tentacles instead of a face. Its mucus-covered skin seeps with an alien infection. In places along its facade, there flows a stream of writhing maggots spilling from its torn stomach.

Those who worship Yegh'niths are creatures consumed with discovery of dark and hidden knowledge. Sorcerers, wizards, astrologists and others who are obsessed with the study of the void fill the ranks of this dark cult. Most are the seekers of secrets and ancient knowledge, willing to sacrifice anything, life, wealth, family, sanity, and even their souls in the pursuit of a glimpse beyond their reality; a dangerous wish that, once uttered, causes the near-atrophied form of Yegh'niths to stir from his slumber. Reaching out with his malign and alien consciousness, the dark creature's will sets into motion profane plots to escape its exile. As an immortal, Yegh'niths waits, knowing that it will only be a matter of time before he is set free.

Yegh'niths's cults are among the most secretive in Vathak. These unhinged individuals gather at the sites of the once great shrines during great storms and important astrological events. They offer the unwilling flesh of their victims to their insane god, under the dark sky in profane rituals, hoping that with each sacrifice that the stars shall once again align and let lose their master into the world once more.



Dark Orders of Madness

Those who worship these beings view themselves as their chosen and are guided by nightmarish visions which reveal to them the apocalyptic end of all life. These cultists can take many different forms. From the wild and savage bhriota who embrace this madness, to the romni who give lip service to what they believe are their ancestors, even the vindari who live secret lives – each are drawn by the lure of insanity offered by the void.

The madness offered by the Old Ones is an insidious disease. It washes over its victims, often hiding itself behind a facade of innocence and beauty. It promises redemption, power, revenge and the fulfillment of each desire. The taint of the Old Ones crosses all social barriers, and can even sway the hearts and minds of the most devout worshiper of the One True God. In the end, it is a force which corrupts all in which it touches.

Many servants of Old Ones in the land of Vathak are utterly insane—people who have been despoiled by the aberrant callings of beings beyond the grasp of death. While they may retain something of their beliefs and honor, this corruption siphons away their resolve. It is this madness which turns them against the very things they once loved and respected.

Church of the Unspeakable Masses

Residing within the Colonies and openly acting as an accepted religion, this strange gathering of worshipers has led many in Vathak to question the motives behind this organization. Beyond some of the strange practices displayed by the church (the creation and placement of thousands of alien statues), the followers speak little to outsiders. The most common question of their secretive doctrines brings about a reply that speaks of the church being an intellectual collective for the evolved members, and fanatical talk of becoming the “strength and the energy” of a quickly approaching “new age”.

Regardless of race or political affiliation, the members of the unspeakable masses are not interested in what they consider a “petty turf war” of antiquated traditions against the Church of the

One True God and the followers of the Old Ones, although both these groups consider the belief in the Elder Gods to be an attack against their beliefs. The truth is the Church of the Unspeakable Masses believes the Elder Gods to be the true rulers of Vathak and the enemies of the Old Ones and the One True God. They secretly plot against the other religions, causing discord amongst their followers, and manipulating them with strange magics learned from the messengers from beyond the stars.

The cult prizes obedience and loyalty in members, allies, and subordinates. The litany “the Elder Gods are father, we are their children” punctuates every rite and prayer. Cult members take what they can when they can, but they are careful about violating local laws and risking exposure and bad publicity for the church. Members are extremely secretive and willing to lie, but if forced to swear a pact, they keep their word. Working covertly behind a mask of good works, the cult uses any means to discredit and destroy enemies; it is merciless in punishing failure and pitiless when harm comes to those in the way of its goals.

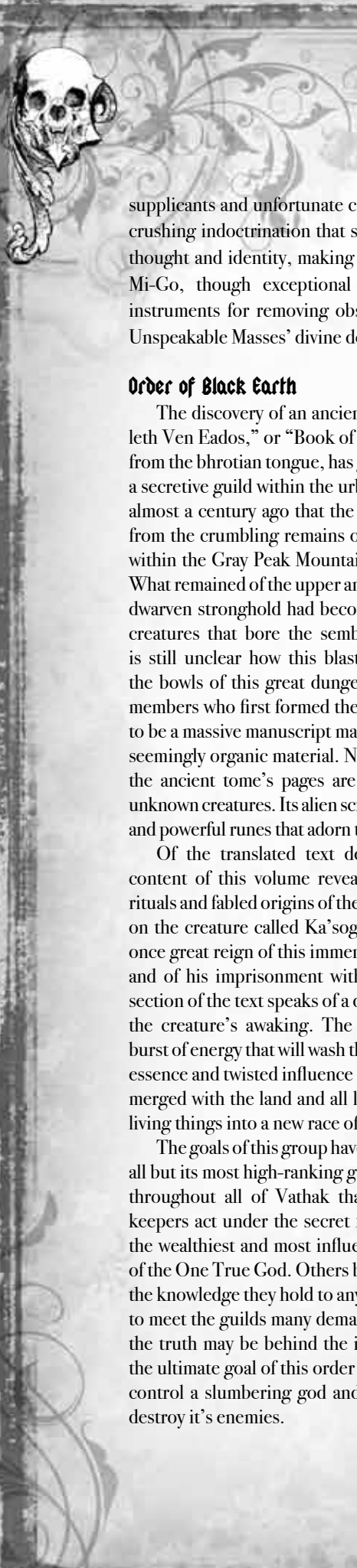
Leader

Balthazul Nefarion (LE male Romni bard 10) has glossy black hair touched with gray and a short black beard, his mustache curling slightly upwards. He speaks in a husky tone as he oversees the recruitment, training and assignment of new members at the cult’s church. Balthazul’s goal as leader is to train new members and to continue their secret war against the other churches of Vathak. Balthazul believes he receives his orders directly from the Elder Gods, but in fact is being manipulated by a clever Mi-Go who is using strange technologies to extract the brains of higher-ranking members for their memories and knowledge.

Headquarters

The Church of the Unspeakable Masses has its public center in Reifswald, a city in the Colonies, where all wait on the promises of the Elder Gods. However, the true headquarters of the church is the labyrinthine underground fortress deep below the main structure. Here willing





supplicants and unfortunate captives alike submit to a soul-crushing indoctrination that strip members of independent thought and identity, making them one with the will of the Mi-Go, though exceptional individuals become subtler instruments for removing obstacles to The Church of the Unspeakable Masses' divine design.

Order of Black Earth

The discovery of an ancient codex entitled "Sor'morkin leth Ven Eados," or "Book of Black Earth" from translation from the bhrotian tongue, has given birth to the formation of a secretive guild within the urban shadows of Vathak. It was almost a century ago that the strange codex was unearthed from the crumbling remains of a long forgotten stronghold within the Gray Peak Mountains within Sileasia's borders. What remained of the upper and lower halls of the once great dwarven stronghold had become home to a host of strange creatures that bore the semblance of mutated goblins. It is still unclear how this blasted tome found its way from the bowls of this great dungeon and into the hands of the members who first formed the order. The codex is rumored to be a massive manuscript made of a fibrous, blackened and seemingly organic material. Numbering into the thousands, the ancient tome's pages are made of the tanned flesh of unknown creatures. Its alien script is composed of dark glyphs and powerful runes that adorn the surface of each page.

Of the translated text deciphered by the order, the content of this volume reveal a great many dark secrets, rituals and fabled origins of the Old Ones. Primarily focusing on the creature called Ka'sogrotha, the codex catalogs the once great reign of this immense worm like god of the earth and of his imprisonment within the Dorna'groth. A large section of the text speaks of a doomsday prophecy regarding the creature's awaking. The text speaks of a cataclysmic burst of energy that will wash throughout all of world, the vile essence and twisted influence of the great worm will become merged with the land and all living things and transform all living things into a new race of horrors.

The goals of this group have always remained a mystery to all but its most high-ranking guild members. It is speculated throughout all of Vathak that this strange order of lore keepers act under the secret funding and guidance of only the wealthiest and most influential members of the Church of the One True God. Others believe the elusive order offers the knowledge they hold to any who have coin and the ability to meet the guilds many demands for dark favors. Whatever the truth may be behind the individuals that employ them, the ultimate goal of this order is to find a way to awaken and control a slumbering god and use its destructive power to destroy it's enemies.

Order of Black Earth members are in it for power and the quest for forbidden knowledge. They realize that by working within the faction's loose framework and sharing knowledge that is discovered, they increase their odds of rising in ranks and securing the power the order covets. Members will do anything in order to secure lost tomes and secret knowledge, from slave trading and smuggling to murder (including wiping out other members who prove uncooperative).

Leader

The Order of Black Earth members each have their own personal goals and undiscovered knowledge or legends they are chasing, which they attempt to keep secret from their fellows; of course, they all ultimately work toward the same goal at the direction of the Black Earth Prophet, the enigmatic and possibly inhuman person manipulating them all. The three Patrons who are likely to interact with immediate underlings are Darthul Zalboa (NE male Dhampir sorcerer 8), Casandra Even keep (LE female Vindari cleric of the Old Ones 7) and Seiven Vultoguile (NE female Svirfneblin alchemist 8).

Headquarters

No central headquarters for this faction is known. Field agents of this order are most active within the regions of the Delvarian Mines (Moorhaven) and Undithfeld (Khrota) and have been using these gateways into the bowels of Vathak to mount expeditions to uncover relics and knowledge relating to their goals. Other members of the order focus their political aims within the cities Grigoria.

Order of the Screaming Star

Once every hundred years, amid the boundless dark of space burns an ancient crimson star, taking the shape of a pulsating red blot hanging motionless in the eastern nights sky. Many scholars have equated the appearance of the strange celestial body with prophetic mystery. Many claim it the passing of a simple comet, while others who have studied the star in greater depth have come to understand that it's appearance has a greater meaning. The accounts of this stars appearance have heralded suffering and misery, famine and death as well as other countless tragedies during the course of Vathak's history. The Order of the Screaming Star is a secretive group formed at the behest of fanatical clerics and wizards who have heard the whispers from beyond the stars. Members of the order activity seek to obtain knowledge and antiquity to further the understanding of the madness, which has blessed them. The Group originally consisted of only a few scholars that became convinced of the possible existence of artifacts that predated the bhriota culture. The site for



this expedition led the team deep into the Kroven Barrens of Ina'oth. Hidden deep within this forest they discovered a single block of green stone covered in unknown symbols. It was here that they began their excavations, and after weeks of searching, only a single object was pulled from the ground. Vaguely described in one of the journals of the team, the relic took the form of a hideous statue whose form was a "vile perversion and affront to both life and sanity." According to the recently found journals of those present at the time of its discovery, a series of unexplained and disturbing events transpired during the course of the team's expedition. Of the twenty who had originally undertaken the quest, only three returned to civilization, the rest afflicted by a wasting madness, which lead to a mass of suicide and killings amongst its dwindling members. The members left alive recanted jumbled tales of strange whispers heard by all, pack animals struck dead upon seeing the idol and the appearance of strange creatures whose physical nature was beyond description. In fleeing for their lives, the idol was lost, left behind by the expedition in fear stricken panic. The fate of this foul relic remains a point of speculation.

The masters of this tainted order preach but one message: "Madness is the only true sanity." After the strange events surrounding the discovery of the idol, all who come into contact with the relic become unknowingly susceptible to it's evil. The idol speaks in maddening whispers and as it reveals forbidden arcane knowledge to those who have fallen to its sway. This madness spreads like a cancer, infecting all who have had even loose association with the relic. The secrets revealed allow those involved to access creatures and powers from an alien realm beyond the capable understanding of a rational mind. The ultimate goals of the order include the systematic summoning of these alien creatures into the world, and to eventually learn the powers to draw the burning star to the planet and with it, to rid the world of all sanity.

The Order of the Screaming Star has little organization beyond loose contacts and a handful of major meetings and events. Even within a single branch of the order, influences and priorities shift as casually as the weather, and a simple discussion or situation can change the entire coarse of the group's interests and studies. To most members, the world isn't seen as black or white, but rather as varying degrees of grey (and to some a full spectrum of color). It is not uncommon to see a constant shift in allies and interests amongst the Order of the Screaming Star.

Leader

This mysterious order is lead by a mage known only as the he King in Yellow. Not much is known about the king, as the only information gained has come from the insane members of the order who have found themselves, after failed ventures, as captive in the vindari prisons and asylum houses throughout Vathak. All members have given fevered accounts as to meeting the King in Yellow and all of the descriptions vary wildly. Some describe him as a lithe figure whose skin is alabaster white and having black eyes, others tell of a lich and others claim that it is a messenger of Old Ones. All of these tales are taken with a great deal of consideration from their sources, as each of the captured members have always proven to be stark raving mad. Attempts to decipher any useful information are always meet with frantic screams, attempted suicides and a complete mental breakdown of the captive. These mental collapses often end when questioned about an event that they name only as the "Calling."

Headquarters

It is unknown if the Order of the Screaming Star has a permanent headquarters or not, many believe the groups membership is isolated to the Ina'oth region. The location of the mage known as the King in Yellow is unknown, as any who claim to have met the mysterious figure have had their mind twisted into madness.

Savage Cults of the Old Ones

The Cults of the Old Ones are an ancient religion dating back to the first inhabitants of the lands of Vathak. Numerous ancient artifacts and religious texts have been discovered describing the various Old Ones and their goals, but scholars cannot determine if their exists a multitude of these beings or if there exists numerous names for a small group of the alien deities. The bhriota have always worshiped these creatures, although the various beliefs, customs and rituals vary amongst the different groups. Some bhriota tribes worship a single Old One and follow a dogma befitting that creatures desires, while other tribes worship a varied pantheon of these creatures.

In recent years, the popularity of this religion has spread to other races of Vathak, and cults to these beings have begun to form in most major cities and regions. Clerics of the One True God believe this is the influence of the Old Ones and a test of their faith, while others believe its time to join the winning side. Whatever the case, the creatures heralding the return of the Old Ones are spreading quickly.





Other Factions of Vathak

Dark Passion Society

"Scions of the Theater Macabre"

Alignment NE

Type Secret Society

Favored Weapon Poisoned Rapier

Headquarters The Wilted Crocus (Brova)

Major Locations The Theater of Night (Delhain, Silcasia), White Hall Theater (Skalan, The Colonies)

Leader Demyan "The Procurer" (NE Dhampir (Aristocratic 5 Rogue 8)

Important NPC's Rikken Vermerion (NE vindari Bard 5), Ghe'ien Fomorth (CE romni Fighter 3 Bard 2)

The Dark Passion Society is a group of merchants and criminals who trade in macabre entertainment for the perverse lusts of powerful nobles. In the crowded cities of Vathak, while the legions of poor suffer in filth and hunger, the wealthy few often find themselves jaded and apathetic. When their idleness leads to the pursuit of pleasure and even the most extravagant diversions available to them fail to entertain, dark ideas turn to evil desires. These desires are an invitation to the Dark Passion Society, who offer the wealthy a forbidden alleviation to their boredom—the thrill of watching a life being snuffed away.

The group has a spotty presence in the history of Vathak, disappearing for decades or even a century at a time before reemerging as a powerful and efficient organization. Whenever the Dark Passions reform, it seems to only take a few weeks until cells show up throughout the continent. The first Dark Passion Society is believed to be either a traveling band of actors or a group of assassins with a penchant for drama.

Goals

"Art" is generally claimed to be the motivating factor of individual Dark Passions, but the group is foremost a business. Monetary gain is their priority. Some higher-ranking members do solicit favor with the nobility they serve, but the Society still demands their monetary share. Officially, the Dark Passions claim no allegiance to any cult or religion.

The organization is unabashedly evil, but works within or against the law as it suits individual members and assignments. Members in the lower echelons of the Dark Passions tend towards chaos, but the organization and political maneuvering required for being successful in the Society push for a highly civil, if not lawful, approach to dealing with the wealthiest clients.

Presence

The Society maintains a presence in most large cities, or wherever wealth accumulates. Within these cities, individual cells tend to relocate every few weeks, moving from borrowed offices to abandoned theaters. Good locations are frequently revisited, but few permanent holdings are upheld in any but the most corrupt of cities. Some cells will travel, posing as troupes of actors, but finding interested clients (who can afford the fees) is difficult in the countryside.

Many members are recruited as assassins or hired thugs, but the Society requires all sorts. Accountants, performers, scouts, and more are needed to keep business running efficiently and under the notice of the law. Members need to be able to perform several functions, maintain secrecy, and possess no moral qualms with executing innocents in the name of entertainment.

No common assassins' guild, the Dark Passions are paid top dollar to provide spectacular and entertaining murders for their clientele. These can be individual performances only involving the client, the victim, and the Dark Passion; or they can be grand stage shows, where a scattered audience of disguised nobles is treated to songs and jugglers during the performance. An element of story and drama is common, and some Dark Passion agents use full scripts, giving the role of hero or victim to the client, as he desires. The Dark Passions will find a victim matching the client's predilection for gender, hair color, and age, but they will not murder specifically named people. The patron is never allowed to actually kill the victim, however, both as a requirement of professionalism as well offering some protection to the client. Anyone who tries will be blacklisted by the Dark Passions and loses any physical protection, or rights to secrecy.

Leadership

The current leader of the Society is Demyan "the Procurer", owner of The Wilted Crocus, an infamous inn and brothel in the port city of Brova, helping him remain safe from vindari interference. Over the last three decades, Demyan has used his position (and the goldmine of blackmail material at his disposal) to gain some measure of control over Brova's court, but the attempts have garnered him more enemies than friends, both within the nobility and his own group.



The Order of Righteous Fury

"The True Justice"

Alignment NE

Type Open Faction

Favored Weapon War Club or Lord's Hammer (vindari equipment)

Headquarters Faithful's Rest (Ubel, Grigoria)

Major Locations Judgment Hall (Ursatur, Ina'oth), The Broken Road (Khrota)

Leader V'Weth Tahn (CN vindari Cleric 7 Fighter 5)

Important NPC's Cosuis Dusan(NE vindari Fighter 9), Ewarianti Ruyoroso (LN vindari Cleric 6)

The Order believes in the strictest interpretations of the laws of the One True God and more importantly that the vindari are the true "people" of their god. Although the clergy of the One True God work tirelessly to convert others to their religion the Order views this as an abomination and actively seeks to not only undo this good work but to weed out the weakness that has slowly tainted their religion. To this order, the enemies of the One True God are not just non-humans, but also include those that are not vindari that would deem themselves worthy to worship their god.

Goals

The Order of Righteous Fury is a cult of The One True God. The Order has declared a crusade against the enemies of The One True God. While this in itself would generally be much lauded, especially since the priesthood and paladins of the True God continuously work to contain the incursions from the Vampire Lords of Vathak, the fact is that the Order's idea of what constitutes the "enemies of The One True God" is rather broad.

Presence

According to the leadership and the lay members of The Order of Righteous Fury, they are both a lawful and good organization working to better the church of the One True God through the purging of those who are not "of the blood". This perception is not reality in that many of the practices of The Order fulfill the lawful aspect of their religion but delve into more neutral or even evil actions in order to enforce the goals of the group. The end justifies the means and this group will go to whatever means are necessary in order to remove the impurity from their church.

Since The Order follows what many assume is a lawful and good god they are usually well received by a population at first. Once they have established a presence they work to

slowly change the views of their new flock to a more strict and xenophobic interpretation of the laws of their doctrine. This often results in non-human or non-vindari worshippers of the One True God eventually being run out of town or worse. More than one unfortunate family not "of the blood of the One True God" has received a not so subtle warning to leave the kingdom, usually in the form of a bloody holy symbol painted on their doorway.

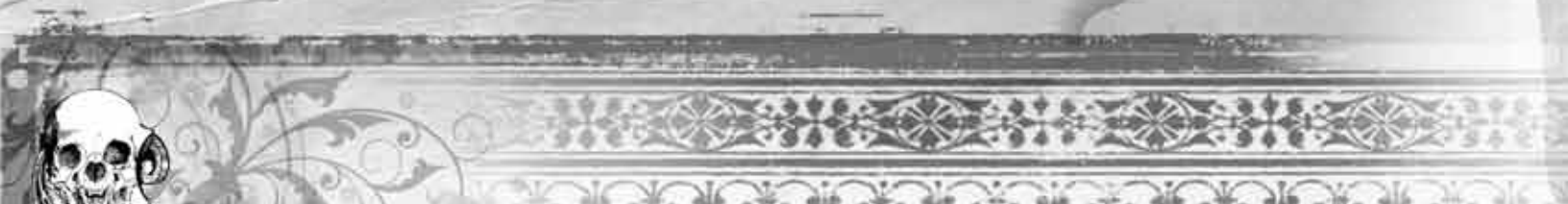
Leadership

V'Weth Tahn is a stately vindari of middle years who speaks in a soft, yet firm voice who publicly speaks of peaceful means to achieve the ends of the Order. Formerly quite wealthy due to a successful adventuring career, V'Weth's fortunes slipped from his grasp due to a secret life of vice and debauchery. Now, in order to finance the work of the Order as well as some of his more distasteful pleasures, Tahn the Depraved has his hand in all manner of illegal activities—from extortion to slavery and even prostitution. When venturing forth from his home to conduct his underhanded activities he dons disguises and uses alteration magic to change his appearance. Should his faithful find out about The Voice of the Order's extracurricular activities and appetites it surely would surely be shaken to its core.

Although they desire to be close to the home church, the Order also realized the political sensitivity of the matter and keeps their distance in the southern hamlet of Ubel. With the carts and merchants moving through at a steady rate V'Weth still has access to his network of contacts and can move goods, services, and personnel with relative ease.

Surprisingly, the Order realizes that they are zealots and many of them embrace the title willingly. Gaining prestige within the organization requires completion of missions that are assigned by V'Weth Tahn. Often these missions have a clear goal for the Order and a less than clear benefit to V'Weth Tahn.





"Our means of receiving impressions are absurdly few and our notions of surrounding objects infinitely narrow. We see things only as we are constructed to see them, and can gain no idea of their absolute nature."

H.P. Lovecraft



Game Mastering the lands of Vathak

Introduction

Shadows over Vathak is a role-playing game of survival, horror and Lovecraftian terror. For some of you, this might be the first time you've attempted to run a game of horror fantasy, while the more experienced Game Masters might have years of knowledge on the subject. Either way, the following sections are for those who want to Game Master adventures in Vathak providing various rules for the system, along with additional charts and descriptions to help you get the most out of the setting.

Elements of Horror

Horror role-playing is different than other kinds of fantasy because the intent is to create an emotional response that is interesting and engaging, highlighted by the idea of fear. Horror role-playing still involves telling exciting stories, having amazing adventures, and exploring problem solving, but the key difference is that horror does this while evoking an atmosphere of fear.

This atmosphere is crucial to horror role-playing and creating the experience that Vathak is built upon. This atmosphere is centered on the Elements of Absence and the Elements of Presence.



Elements of Absence

These elements horrify by taking away things on which we depend. They disturb our preconceptions, our sense of safety and comfort and how the world should work. They twist and warp the familiar into the unfamiliar.

The Unknown: This is the first, most primal fear because it contains all the others. Anything could happen; anything could emerge from the darkness. Our imaginations readily run away with us, leaving us clinging to the edge of our seats. Yet, the unknown is limitless in potential as well as in threat.

The Unexpected: From the unknown comes the known, the way we expect reality to function. When something shatters our expectations, we feel shock and distress. Unnatural creatures and occurrences make us uncomfortable. On a deep, instinctive level we react to them as being wrong. Sane people do not like dealing with an insane world; the absurd confuses us.

The Unbelievable: Nobody ever listens. The scourge of the story can be flattening a city and the main characters can't get any assistance because nobody believes them. We disregard that which does not fit into our preexisting definition of reality. We also fear falling into a situation that places us beyond belief. The very nature of sanity then comes into question.

The Unseen: Blood and guts grab our attention because, in a normal world, we never see them. They only become visible when something goes seriously wrong. This is why slasher scenes work—they show us something we rarely see—and why their effectiveness decreases with repeat exposure. Other instances of the hidden being revealed include ancient manuscripts, artifacts, or creatures brought to light. When something new and strange arrives on the scene, we can't take our eyes off it. Our own curiosity holds us hostage.

The Unconscious: Inner worlds mystify us because we can neither control nor escape their effects. We all fall prey to subconscious urges, many of them not very nice. Thus, we fear ourselves; we also fear that others may give in to their vile desires. At the same time, we feel compelled to explore these strange regions which remain a part of ourselves no matter how we may try to hide or even expunge them.

The Unstoppable: We all believe in entropy; in nature, things wind down and wither away. Humans and other animals eventually wear out. Therefore, the inexorable advance and endless pursuit upset our expectations. People retreat, fighting harder as they back into corners. Relentless forces too powerful to fight call up uncomfortable associations with death, which most people don't like to think about. Yet death comes for everyone in time, so we cannot avoid it forever.

Elements of Presence

These motifs intrude on our comfort. They crowd out our confidence, our feelings of self-reliance and dignity. Where nature abhors a vacuum, these horrors rush in, smothering us with their weight. They bother us just by existing.

Helplessness: Nothing feels worse than the inability to affect your fate. In most adventures, characters must have the ability to act, react, and change. In horror, much of the attraction comes from a complete lack of power. We all feel helpless sometimes, so this motif strikes a chord with everyone. We can relate deeply to the anguish of helplessness.

Urgency: When you can't do something, you must. This is the central conflict of most horror. Helplessness contrasts with aching, desperate need. The price of failure is always astronomical: the death of a loved one, the destruction of the world. The characters cannot simply walk away; they draw us into their urgency as well. This driving force also contrasts with the apathy common today, the feeling that one's decisions and actions never make a difference.

Pressure: Ah, suspense! A successful horror Game Master must learn this technique. With the slow build of tension comes the increasing need to do something. Pressure combines with urgency to spur characters to greater feats, while heightening involvement.

Intensity: With danger comes a heightened awareness, enhancing all emotions both positive and negative, drawing attention to every detail. The senses pick up far more than usual; the world becomes more immediate, more real. Also, the threat of death often drives people to celebrate life, so we can see romance running hand in hand with horror. People fall in love as the world falls apart and gibbering monsters chase them down dark alleys. The intensity of emotion and sensation drowns out common sense.

Rhythm: The preceding elements combine to create a rise and fall of tension. Rhythm is essential to horror in that it allows the intensity to build to a higher peak than would a straight assault. It sets up a pattern of action which draws the reader in. Alternatively, some horror adventures succeed through a profound lack of pattern, again playing on our innate desire for the world to make sense. The random attacks eat away at our security and force us to take the adventure on its own terms.

Release: Every story comes to a conclusion. In horror, we may see the world returned to "normal" or bent beyond recognition, removed from all hope of salvation. The uncertainty keeps us eager to find out what happens next, because we have no way of knowing how the story ends until we get there. Either redemption or disaster offers us a sense of completion not often found outside of fiction; it allows us to sigh and let the story go.





Style and Theme

Along with the Elements of Horror, the Style of Horror is just as important. It's usually wise to stick with a single style when writing your adventure, as each style relies on repetition, conventions, and shared themes to develop a specific mood and dramatic unity. However, campaigns (a series of interlinked adventures) may involve several different styles throughout their course. Changing styles is a nice way to bring new life into a game where player interest might be waning or a change of pace is needed to drive the story forward.

What follows is an outline of different styles and themes found in horror role-playing and appropriate to running adventures in the lands of Vathak.

Splatter Horror

The Splatter theme deliberately focuses on graphic portrayals of gore and graphic violence. These adventures tend to display an overt interest in the vulnerability of the human body and the theatricality of its mutilation. The Splatter theme consists of any clear and uncensored depiction of various violent acts. Commonly included depictions include murder, assault with a deadly weapon, accidents which result in death or severe injury, suicide and torture. In all cases, it is the explicitness of the violence and the injury inflicted which results in it being labeled "Splatter." During adventuring, appropriately realistic plot elements are usually included to heighten the sense of realism. In order to qualify for the "Splatter" designation, the violence depicted must generally be of a particularly unmitigated and unshielded nature.

The Splatter theme arouses strong emotions, ranging from titillation and excitement to utter revulsion and even terror, depending on the mindset of the player and the method in which it is presented. Even more extreme and grotesque acts of the splatter theme (generally revolving around mutilation) are often used in the horror genre in order to inspire even stronger emotions of fear and shock.

Cosmic Horror

The Cosmic Horror theme states that there is no recognizable divine presence in the universe, and that humans are particularly insignificant in the larger scheme of intergalactic existence, and perhaps are just a small species projecting their own ego into the vast cosmos, ever susceptible to being wiped from existence at any moment. Perhaps the most prominent theme in Cosmic Horror is the utter insignificance of humanity. Lovecraft believed;

"The human race will disappear. Other races will appear and disappear in turn. The sky will become icy and void, pierced by the feeble light of half-dead stars. Which will also disappear. Everything will disappear. And what human beings do is just as free of sense as the free motion of elementary particles. Good, evil, morality, feelings? Pure Victorian fictions. Only egotism exists."

The Cosmic Horror theme tends to emphasize the inconsequential nature of humanity and its actions, rather than summarily rejecting the possible existence of some higher purpose (or purposes). For example, in Lovecraft's Cthulhu stories, it is not so much the absence of meaning that causes terror for the protagonists as it is their discovery that they have absolutely no power to effect any change in the vast, indifferent, and ultimately incomprehensible universe that surrounds them. Whatever meaning or purpose may or may not be invested in the actions of the cosmic beings is completely inaccessible to the human characters, in the way an amoeba (for example) is completely unequipped to grasp the concepts that drive human behavior.

Gothic Horror

Gothic Horror theme, which reached the height of its popularity in the late 18th to mid-19th centuries, is a genre of fiction that focuses on the darker, irrational and more terrifying aspects of life. The Gothic Horror theme was a reaction against the Enlightenment, which saw the world and humans as ordered and logical. "Gothic" derives from a style of medieval architecture, and Gothic Horror themes are often set in medieval castles or churches. These settings are often dark, gloomy and full of secret chambers, hallways and dungeons. Wild, dark and dangerous locations, such as abandoned graveyards, forests and other untamed places, are also common. In more contemporary Gothic horror, older houses and manors replaced castles, though the sense of mystery and gloominess remained a strong element.

Psychological Horror

Psychological horror that relies on a character's fear and emotional instability to build tension. It typically plays on characteristics embodied by the threat. Psychological Horror aims to create discomfort by exposing common or universal psychological vulnerabilities and fears, such as the shadowy parts of the human psyche which most people repress or deny. Writing Psychological Horror adventures rely upon character reactions as well as disturbing the players from their character's point of view. The monsters are inside the skull, although they may also have a physical analogue.

Survival Horror

In the Survival Horror style, the character is vulnerable and under-armed, which puts emphasis on puzzle-solving and evasion, rather than violence. These adventures commonly



challenge the characters to manage their inventory and ration scarce resources such as ammunition and food. Another major theme throughout the genre is that of isolation. Typically, these games contain relatively few non-player characters and, as a result, frequently tell much of their story second-hand through the usage of journals, texts, or forbidden text. Survival Horror themes are commonly seen in zombie fiction and the post-apocalyptic genre.

Adventure Themes

Along with the various types of horror themes, a variety of adventure themes common to roleplaying games exist as well. In the next section we will describe each type of Adventure theme with descriptions on how they can be applied to games in Vathak.

Assault: These types of adventures involve taking the action to the villain, storming the castle, forming lynch mobs, raiding the thieves guild, etc.

Chase: Someone or something in their possession needs to be found or caught, and the characters are in pursuit; alternately, the characters can be the pursued, not the pursuers. Narrow escapes, thrilling wagon chases, cross-country adventure, false trails, and ambushes are the hallmarks of chase adventures.

Contest: Competitions, gladiatorial combat, jousting, and general displays of skill and expertise are examples of adventure themes revolving around a contest.

Delivery: A delivery adventure involves getting an inanimate item from one point to another, and features complications such as ambushes, hazards, inclement weather, and other obstacles that make the journey a challenging one.

Diplomacy: In a diplomatic adventure, the characters might be envoys, mediators or emissaries of a nation or powerful entity. These scenarios involve delicate negotiations, circumventing or negotiating treaties, forging alliances, driving a wedge between allies, convincing others to come to your aid, averting war, and similar social elements.

Disaster: From giant asteroids, planet-wide earthquakes, and the wrath of the Old Ones to hurricanes, plague, and rampaging monsters, the odds are overwhelming and on a large scale.

Escape: The characters are captives, prisoners, slaves or otherwise locked up, and they have to escape. Escape adventures feature prison and asylum breaks, elaborate plans, sneaking up on guards, high tension, stealth, diversion and often a thrilling chase scene.

Escort: This type has fewer variations than most, but it's a classic: guarding a caravan and escorting someone from point A to point B. These adventures feature ambushes, situations that endanger the escorted character, bonding between escorts and escorted, narrow escapes and thrilling set-piece chases.

Espionage: Espionage themed adventures feature spying, subterfuge, learning or exposing secrets, clandestine activities, conspiracies, skullduggery and conflict in the shadows. The characters can be spies, rebels or even unwitting participants.

Exploration: A new location, lost city, forgotten castle, swamp temple or sealed tomb awaits! Someplace new needs discovering, or has just been discovered, or someplace lost has been found again, and the characters must explore this new land or dungeon.

Heist: Heist scenarios revolve around stealing something important or preventing it from being stolen, depending on which side you're on. They often involve elaborate plans, disguises, breaking and entering, shady characters and people getting double-crossed.

Investigation: Investigation theme adventures revolve around being presented with a mystery and getting to the bottom of it through detective work, science, research, poking around crime scenes, questioning witnesses and suspects, deciphering clues and similar activities.

Journey: The real focus of these adventures is getting there, not what happens when you get there: arduous mountain treks, perilous sea voyages, traversing monster-haunted swamps and the like all fit the bill.

Morality: Adventures about morality have a message, or they communicate a broader truth like "All people are created equal" or "Revenge is a never-ending cycle of violence." It's easy to be too heavy handed with the scenarios, and they don't fit in many games — but when they work, they can pack an emotional punch.

Piracy: The characters are thieves, thugs or vagabonds, and they ply the lands seeking treasure. Alternately, the characters are privateers or guards tasked with stamping out piracy.


Quest: While a lot of adventures can be quests, in this context they're like a Grail quest: Object X will solve Problem Y, and you need to go get it. Along the way, many hardships will be overcome (and often someone else is after it as well).

Religion: Adventures themes around religion can involve holy quests, schisms, brainwashed cultists, religious discrimination, exorcism, oracles, spiritual awakenings, church machinations and more.

Rescue: In a rescue adventure, one or more people are in terrible danger, in prison, enslaved, or otherwise need to be saved, broken out or freed from their captors by the characters.

Resistance: Resistance adventures involve the underdogs fighting against those in power through subterfuge, raids, guerrilla tactics, underground operations and asymmetrical warfare — think Robin Hood.

Shepherd: In this type of adventure, the characters are leaders, guides, or protectors of a community. They could be the rulers of a village, a city, or a kingdom; tasked with protecting a temple; or in charge of establishing a new colony — the key element is that the community is theirs to safeguard.



Survival: The characters are in a strange place (or a familiar place, but lacking resources), and they need to survive or help others survive. These adventures feature scavenging, resource management, threats to food stores, hostile people or creatures who want what little you have, living off the land and struggling just to live another day.

Trade: Trade adventures revolve around things like brokering deals, securing trade agreements, wheeling and dealing, smuggling, scams, scuttling deals, mediating trade disputes and stealing cargo.

War: Adventures themed around war can involve sieges (either being besieged or being the ones to lay siege), conquest, defending territory, leading armies, crashing the city gates, playing generals, acting as scouts, guerrilla warfare, and a host of similar activities.

Adventure Generator

This adventure generator for Shadows over Vathak is intended as a tool that gives a Game Master the bare outline of an adventure. A quick series of die rolls will create the basic theme of an adventure, which can then be tailored for your specific campaign style.

For this Adventure Generator the basic dramatic structure will read more like this:

“The main characters must [DO] [SOMETHING],
at [LOCATION], but have to contend with
[COMPLICATIONS] while being confronted by
[OPPOSITION].”

This is the basic structure of any story. The variables change, providing a wide array of possibilities.

How to use this system

This type of system provides the Game Master with a framework to develop adventures in Vathak. The adventure concepts generated by this system will still need to be fully fleshed out, populated with horrific NPCs, etc. This system will give you a starting point from which to work.

To use the Random Adventure Generator, the Game Master rolls two eight-sided dice, and cross-references the results on each of 5 category tables: Do, Something, Location, Complications and Opposition.

Do: provides you with the verb

Something: provides you with the objective
Together, they form the focus of the adventure.

Location: gives you where the adventure takes place

Complications: are the things that arise during the adventure to hinder the characters' progress

Opposition: the force or individual that is actively trying to thwart the characters' efforts.

Starting

Before we start laying out the adventure, we need to determine three elements of the plot.

The three elements are:

- 1) The Villain (*who is it?*)
- 2) The Fiendish Plot (*what is the Villain doing?*)
- 3) The Main Location. (*Where does this occur?*)

Each element is arrived at by rolling on the appropriate tables.

Table 1: The Villain

D% Roll	Result
01-04	Merchant Guild Leader
05-09	Old Ones Occultist
10-13	Murderer
14-17	Supernatural Threat
18-21	Clergy of the One True God
22-25	Cult Leader
26-29	Bhriota Chief
30-33	Mad Doctor
34-37	Outsider
38-41	Thief
42-45	Assassin
46-49	Romni Entertainer
50-53	Crooked Sheriff
54-57	Corrupt Baron
58-61	Religious Fanatic
62-65	Rebel
66-69	Crime Lord
70-73	Warlord
74-77	Anarchist
78-81	Vindari Noble
82-85	Crooked Politician
86-88	Spawn of the Old Ones
89-93	Vampire Lord
94-97	Trusted Ally
98-00	Roll Twice and Combine



Merchant Guild Leader

Vindari and romni merchants are fierce competitors in the lands of Vathak. Merchant guilds fight to provide for the vindari army as well as secure territories for the general market. Murder, sabotage, and caravan attacks are all part of a day's work.

Old Ones Occultist

These occultists are followers of the Old Ones and will stop at nothing to fulfill what they think are their dark gods' master plans.

Murderer

Murder happens all the time in Vathak. Punishments are harsh, but many get away with it. There are numerous reasons a person commits murder, such as psychological disorders.

Supernatural Threat

These include all sorts of supernatural creatures, from werewolves to ghosts.

Clergy of the One True God

This is someone who is an active member of the Church of the One True God. This might include monks, paladins, clerics, or even someone in a higher position of authority.

Cult Leader

Vathak is full of cults to strange gods and even stranger beliefs. Most of these cults are secretive. Feel free to roll on this chart again to provide a daily persona for this cult leader.

Bhriota Chief

Whether his tribe is large or just a few men, only the most savage and toughest bhriota can earn the position of chief.

Mad Doctor

From bizarre medical experiments to a town physician, this person has unusual beliefs concerning with modern medicine.

Outsider

This person is a foreigner to the lands of Vathak and comes from distant shores. They may be from the vindari homelands or a humanoid race not native to Vathak.

Thief

Thieves come in all shapes, from pickpockets and beggars, to cat burglars and guild masters.

Assassin

This person makes their living killing people for a price or in the name of a specific agenda or belief.

Romni Entertainer

Traveling carnivals, bards, stage actors, novelists, etc. These are the professions of the romni entertainer.

Crooked Sheriff

This corrupt official is the head of a town or city guard and the highest ranking law official outside of the military. Most towns or cities have someone in this role.

Corrupt Baron

A vindari landholder, a baron is governed with the responsibility of overseeing a particular region or settlement and its people.

Religious Fanatic

This person is a fanatical believer in one of the religions of Vathak, whether it be the Old Ones, the One True God, the Elder Gods or something else entirely.

Rebel

This character believes that a certain law, social belief, political or religious group is oppressive and that they must be met with force to gain freedom. Whether this is a popular belief or just one person.

Crime Lord

The leader of a criminal organization working in the shadows away from the local law enforcement. Crime lords can work in any enterprise that the local government considers illegal.

Warlord

This person is an officer in the vindari military, or a retired officer.

Anarchist

An anarchist believes that there should be no law and that freedom is chaos. They typically break the local law, even going so far as to use violent means.

Vindari Noble

Vindari nobles are the rich and elite of vindari society, and represent a large fraction of Vathak's wealth. Nobles are only interested in making more money, gaining favor from the king, and increasing their prestige amongst other nobles.

Crooked Politician

This person is concerned with the laws and decisions made at various levels of vindari society. They can belong to any level of government and are found in all communities.

Spawn of the Old Ones

This hellish beast is concerned only with the wishes of the Old Ones and the destruction of the civilized races.

Vampire Lord

The Vampire Lords are few in number and striving to gain back their numbers and hold on to the lands of Vathak.

Trusted Ally

This is someone the characters have had frequent contact with and trust as a friend and ally. This person could be a benefactor, relative or even mentor.

Roll Twice and Combine

Roll twice on the chart and combine the two results. This could represent a person with multiple roles in society, multiple agendas or even an alliance between two separate individuals.

Fiendish Plot

To determine the Fiendish Plot, roll once on Table 2 and once on Table 3, and combine the results. A result of 98-00 on either table can be interpreted as either a second roll on both tables, or just one, as the GM sees fit.

For example: *A roll of 16 and 44 would yield the result: "Kill The Hero." The villain has decided that his plans would work much better without the hero in the way. A roll of 48 and 67 would generate: "Obliterate A Lost World." The villain has decided to destroy a hidden island or secret city.*

Why?

On occasion, the rolls may not make sense. ("Bomb Jewels," for example) The GM is encouraged to think the result through anyway. Perhaps the villain plans to build a



bomb to secure diamonds, or needs to secure explosives to speed up mining? This is where you have to fill in the details and have it make sense.

Table 2: The Fiendish Plot Part 1	
D% Roll	Result
01-04	Manipulate
05-09	Sell
10-13	Acquire
14-17	Kill
18-21	Control
22-25	Steal
26-29	Create
30-33	Hunt
34-37	Terrorize
38-41	Infiltrate
42-45	Overthrow
46-49	Obliterate
50-53	Ransom
54-57	Blackmail
58-61	Hijack
62-65	Bomb
66-69	Smuggle
70-73	Murder
74-77	Rob
78-81	Attack
82-85	Rule
86-88	Take
89-93	Destroy
94-97	Extort
98-00	Roll Twice and Combine

Table 3: The Fiendish Plot Part 2	
D% Roll	Result
01-04	Monster
05-09	Building
10-13	People
14-17	A Country
18-21	Treasure
22-25	An Enemy
26-29	An Object
30-33	An Invention
34-37	A Woman
38-41	A Man
42-45	The Hero (or Team)
46-49	Money
50-53	A City
54-57	The World
58-61	A Vehicle
62-65	A Business
66-69	A Lost World
70-73	Jewels
74-77	A Ruler
78-81	Someone Famous
82-85	A Rival
86-88	The Law
89-93	Innocent Victims
94-97	Heros Friends or Family
98-00	Roll Twice and Combine



Table 4: Main Location

D% Roll	Result
01-04	City: The Docks
05-09	Unexplored Forest
10-13	The Colonies
14-17	Grigoria
18-21	Sileasia
22-25	City: Slums
26-29	City: Abandoned
30-33	Mountains
34-37	At Sea
38-41	Lost City
42-45	Secret Base
46-49	City: Entertainment District
50-53	City: Warehouses
54-57	Unexplored Island
58-61	City: Noble District
62-65	Farmland
66-69	Forest
70-73	Nearest City
74-77	Cross-country
78-81	City: Church
82-85	City: Government
86-88	City: The Market
89-93	City: Keep/Castle/Manor
94-97	Underground
98-00	Roll Twice and Combine

Example Of Adventure Set-Up:

Rolling for all three elements, I get-

49: Romni Entertainer

20, 87: Kill the Law

32: Mountains

Thinking about it for a moment, I come up with an idea for a famous romni entertainer names Balthazar Viros who is traveling through the mountains on his way home to visit his parents and perform a show in his hometown. Passing through a small village he is stopped at a vindari guard post and refused passage due to not having proper traveling papers. Upon arguing with the guards, the captain comes

over and physically assaults the actor, and with the help of the guards beats the man into submission. Rescued by some romni villagers, he now plots to kill the captain of the guard. Although the captain is a cruel man, his small band of vindari guards are the only local defense for this region.

THE FIRST ACT

Now that you have got the set-up, we move to the first act of the adventure. You want to introduce the characters to the situation as soon as possible and get them involved with the action immediately.

This is the hook—what gets the characters involved.

We have a table for that.

Introduce ALL the other characters as soon as possible. Bring them in on the action. For this, we'll need to move to another table which will give us the supporting characters that will feature in the adventure.

The hero's endeavors land him in an actual physical conflict. Now we get to the good stuff. We'll create the first action sequence, using a table designed specifically for that.

And to mark the end of the act, we add a twist in the plot which spins us into the second act. For this we will use the plot twist table.

Table 5: The Hook

D% Roll	Result
01-11	Solicitation
12-20	Dead Body
21-30	Disaster
31-42	Attack
43-56	Bizarre Occurrence
57-65	News
66-77	Friend in Need
78-90	Up To Our Necks
91-96	Roll Twice
97-00	Other





Solicitation: The simplest of plot hooks: an NPC (unknown to the characters) comes to the characters and asks for their help.

Dead Body: The characters encounter a corpse, which has some clue on it regarding the Fiendish Plot.

Disaster: A horrible disaster occurs, somehow related to the Fiendish Plot, and draws the characters attention.

Attack: An attack occurs (on someone other than the characters), somehow related to the Fiendish Plot.

Bizarre Occurrence: A strange, inexplicable event happens, somehow related to the Fiendish Plot. In the tradition of genre, the more horrific and bizarre, the better.

News: The characters read a story in the paper, or hear gossip around town, that is related to the Fiendish Plot.

Friend in Need: Similar to the Solicitation hook, except that the NPC is a friend of the characters. The NPC comes to the characters for help.

Up To Our Necks: The characters are involved in the plot from the start. They are attacked, or implicated in a crime, or the victim of a theft, or somehow made to suffer in a manner that is directly related to the Fiendish Plot.

Roll Twice: Roll twice on the Hook Table, and combine the results. Other: A Hook not represented on this table, created by the GM.



Table 6: Supporting Characters

D% Roll	Descriptor	Descriptor	Type
01-04	Big	Neat	Entertainer
05-09	Ugly	Unlucky	Pilot
10-13	Shifty	Menacing	Soldier
14-17	Secretive	Weak-willed	Politician
18-21	Strong	Foreign	Contact
22-25	Small	Rich	Business Owner
26-29	Trustworthy	Small-time	Guide
30-33	Helpless	Ambitious	Servant
34-37	Quirky	Skilled	Socialite
38-41	Troublesome	Helpful	Clergy
42-45	Smart	Feisty	Doctor
46-49	Charming	Wild	Criminal
50-53	Strong-willed	Vindari	Investigator
54-57	Famous	Tough	Spouse
58-61	Sloppy	Distinctive	Expert
62-65	Dense	Professional	Informant
66-69	Cold	Young	Scout
70-73	Impulsive	Violent	Thug
74-77	Clumsy	Urban	Fanatic
78-81	Lucky	Amateur	Academic
82-85	Dangerous	Old	Assistant
86-88	Agile	Bhriota	Worker
89-93	Beautiful	Evil	Henchman
94-97	Weak	Odd	Occultist
98-00	Talented	Ordinary	Kid

The above table gives you the featured supporting characters for the adventure. Note that unless otherwise specified, featured characters are always important NPC's, rather than ordinary NPC's. These supporting characters are part of the plot, not just random bystanders.

First roll 2d4 for the number of featured supporting characters that will appear in the adventure. Then, for each character, roll three times on Table 6. This will give you two descriptors and a type, which will give you a concept for the NPC.



Examples

I need the featured supporting characters for my adventure. I roll for the number of supporting characters and get a 3. For the first Supporting Character, I roll three percentile rolls, and get: 79, 33, 46. These rolls give me “Lucky, Ambitious, Criminal.”

I envision this character as an ally to Balthazar Viros and someone that wants to see the captain of the guard dead as well, especially if he can help and have someone to pin it on. He is an instigator to the entire plot.

For the second Supporting Character, I roll a 42, 75, 25, which gives me a “Smart, Urban, Business Owner.”

I want this character to be an ally to the players. He depends on the guards’ protection from outside dangers in order for his business to be prosperous, but is smart enough to not get in the way of Balthazar. I want to make this character a tavern owner, which gives the players a base of operations, and gives a reason for the NPC to be privileged to lots of rumors.

For the last Supporting Character, I roll a 33, 88, and 52, which results in a “Helpless, Bhriota, Investigator.”

This is a bit of a difficult character, but I decide to make him a victim of the plot. This character is a scout from a bhriota tribe who was sent to gather information on the strength and numbers of the vindari guard to help plan a bhriota raid. He accidentally interferes with the plans of Balthazar and is caught by the guard.

Every action sequence is comprised of four elements Type, Participants, Setting, and Complications

Using the provided tables, roll a d20, check the result, and assemble your action sequence! The results are fairly self-explanatory, with the exception of the Complications.

Table 7: Action Sequence Type

D20 Roll	Result
1-4	Chase: Foot or Mount
5-10	Chase: Wagon/Carriage
11-14	Fight: Unarmed
15-20	Fight: Armed

Table 8: Action Sequence Participants

D20 Roll Result	
1-5	Easy (APL-1)
6-14	Average (APL)
15-17	Challenging (APL +1)
18-19	Hard (APL +2)
20	Epic (APL +3)

*APL (Average Player Level)

Table 9: Action Sequence Setting

D20 Roll	Result
1	Nautical Setting (Ship, Docks, Etc.)
2	Natural Setting (Forest, Mountains, Etc.)
3	Rooftops
4	City Street
5	Residential Setting
6	Entertainment Setting (Theater, Tavern, Brothel, Etc.)
7	Church/Temple/Other Religious
8	Business Setting (Shop, Factory, Warehouse, Street Market, Etc.)
9	Transportation Setting (Train Station, Caravan, Horse Stables, Etc.)
10	Educational (Museum, College, Asylum, Etc.)
11	Civic Setting (City Square, Town Hall)
12	Slum or Rough Neighborhood
13	Rural
14	Secret/Hidden Location
15	Headquarters (PCs or Others)
16	Military Setting (Base, Guard Post, Etc.)
17	Restaurant
18	Laboratory/Magic School
19	Landmark
20	Unusual Setting (Underwater, In Trees, Underground, Etc.)



Table 10: Complications

D20 Roll	Result
1-5	Bystanders
6-10	Environment
11-15	Props
16-20	New Sequence

Bystanders: The action sequence will feature nonparticipants who will get in the way.

Environment: The environment in which the sequence occurs causes difficulties (examples include rain, dangerous surroundings, and hazardous conditions). All combatants should be taking penalties on their actions due to this.

Props: The sequence features elements of the setting which can be used by the participants during the sequence (examples would include metal rods at a foundry, or trash cans in a street chase, etc.).

New Sequence: The original action sequence will lead immediately into another sequence—re-roll this new sequence from the beginning. It is possible to have a linked chain of multiple sequences!

Examples

Rolling on the Action Sequence Tables, I get: 4, 8, 11, 6. This gives me “Chase, Foot”, “Average (APL)”, “Civic Setting” and “Environment.”

I decide the players are going to be in the town square to witness the town guards executing the captured bhriota. Most of the town has shown up and made a day of the event with lots of merchants and street vendors. During the event Balthazar and romni thieves attack the guards right before the execution.

Rolling again, I get: 6, 13, 8, 14. “Chase, wagon”, “Average (APL)”, “Business Setting”, and “Props”.

Thinking it over, I decide that I’m going to have the romni thieves, led by the NPC aiding Balthazar attack the player characters at the tavern owned by the other. This attack will take place while the characters are sleeping and involve various rooms and the tavern itself. The romni thieves will escape and flee in a cart.

Table 11: Plot Twist

D20 Roll Result	
1-2	Betrayal!
3-9	New Location
10	Greater Villain
11-13	Hidden Plot
14-15	Reversal!
16-18	Bizarre Occurrence
19	Deus Ex Machina
20	Other

Betrayal!: An NPC changes his or her allegiance in a dramatic fashion.

New Location: Roll again on the **Location Table (Table 4)**. The plot will move to that location at the beginning of the next act.

Greater Villain: The villain of the adventure is actually a henchman of an even greater threat. Re-roll on Table 1 to reveal the new villain.

Hidden Plot: The supposed plot is actually a smokescreen for the villain’s true purpose. Re-roll the Fiendish Plot on tables 2 and 3.

Reversal!: Events shift, leading to a direct reversal of the PC’s fortunes. If they are working with the guards, they suddenly become implicated in the crime. If they are following clues, the trail goes cold. This works both ways, however. If they are losing, they suddenly start to win.

Bizarre Occurrence: Similar to the Hook of the same name. Something weird happens, without apparent explanation.

Deus Ex Machina: Help comes from some improbable source, not hinted at all previously. This can apply to the villain as well—he just happens to have a magical item that saves his life, etc.

Other: Any twist that the GM’s evil little mind can come up with.

THE SECOND ACT

Once you have generated the First Act, its time to move on to the second. In the Second Act the characters, being heroic, struggle, and these struggles lead up to another physical conflict and a surprising plot twist. Using the previously provided tables, generate another action sequence and another plot twist.

THE THIRD ACT

Same as the above. The characters make some headway, and corner the villain or somebody in physical conflict. A surprising plot twist, in which the heroes preferably get beaten badly, to end the act. The difference here is that the action sequence should directly involve the Villain, and the plot twist generated at the end of the Act should negatively affect the characters.

THE FOURTH ACT

Now you are ready for the climax. There is really nothing left to do at this point that can be generated by random rolls. Everything at this point is up to the actions of the characters.

The characters succeed by using their own skill, training or brawn. The mysteries remaining—one big one held over to this point will help grip interest—are cleared up in course of final conflict as the characters take the situation in hand.

That’s it. You should have a rough outline now for a Vathak adventure. Just generate the NPCs, and off you go!



Trust

Characters spend quite a bit of time in the various towns, villages, and cities of Vathak. Unfortunately, as strangers to these settlements during a particularly bad time, they aren't initially trusted. Yet, as they spend more time in these locations, they are faced with numerous opportunities to build upon the residents' trust and, eventually, become well liked by the citizens, earning discounts on purchases, free room and board, or perhaps even greater rewards for their good deeds.

Each location in Vathak's overall trust in the characters is expressed by a numerical value—a Trust score. This score is shared by the entire party—acts of individual members can affect this total just as surely as acts that the entire group takes part in. When entering a new populated located, the PCs have a Trust score of 20. They can raise their Trust score by doing good deeds, respecting the townsfolk, or completing quests—it is up to the Game Master to present the numerous Trust awards for completing quests.

Losing Trust

In addition to certain events in the location, there are three general ways the characters can lose Trust points.

Influence: Most cities, towns, and villages of Vathak have a specific horror that plagues the location. Characters that enter the town and do nothing to help these events, or who arrive at the start of these events, lose 1 point of Trust at sundown each day.

Obvious Crime: While rumors and whispers of the characters committing crimes are not enough to lower their Trust score, every time a character openly commits a crime in the location, the group loses 3 points of Trust. If the crime is particularly violent, the point loss is doubled.

Townsfolk Deaths: Each time a citizen dies, the characters lose 1 Trust point. If the characters are obviously and directly responsible for the death, they lose 6 Trust points.

Effects of Trust

The table below summarizes the effects of Trust as the characters accumulate or lose points.

Trust Score: This value indicates the party's current Trust score.

Purchase Price: This lists the surcharge (if a positive value) or discount (if a negative value) the characters get to all purchases in excess of 10 gp made within the settlement.

Diplomacy Modifier: This lists the penalty or bonus that the characters gain on all Diplomacy checks made in the area when interacting with citizens.

Reaction: This column lists a specific reaction or reward that the community grants to the characters upon reaching that level of Trust. With the exception of "Angry Mob" (which only occurs at the lowest level of Trust, and goes away as soon as the characters work their way out of this level of distrust), reactions are cumulative.

A party that gains the maximum Trust possible gains the benefits of all the positive reactions.

Angry Mob: If the characters' Trust score drops to 0, they become hated in the location—unless they accomplish a great deed (such as defeating the horror threatening the location) or completely disguise themselves, they can no longer gain Trust points in that location. No one in town will sell anything to them, and all Diplomacy checks involving citizens automatically fail. Worse, if the characters don't quickly leave the area, an angry mob is bound to form soon with the intent to capture and imprison the characters. In a best-case scenario, the mob simply runs the hated characters out of town, but at the GM's whim, the mob might march the characters to the local jail—or the mob might simply cut to the chase and lynch them all.

Friendly Locals: Most locals smile and greet the characters when they cross paths on the street. Characters themselves might find villagers willing to buy them a drink at the tavern, invite them to dinner, or even steal them away for a romantic encounter.

Free Healing: At this point, the town's head priest (cleric, shaman, etc.) offers the characters healing free of charge as long as they're in the area—he'll only charge for expensive material components for any spells he casts for them.

Cohort: At the highest level of trust, the characters can gain the direct aid of some of the town's more powerful NPC's.

Trust			
Trust Score	Purchase Price	Diplomacy Modifier	Reaction
0 (Hated)	Not applicable	Not applicable	Angry Mob
1–15 (Loathed)	+20%	–4	—
16–20 (Disliked)	+10%	–2	—
21–25 (Neutral)	—	+0	—
26–30 (Liked)	–5%	+2	Friendly locals
31–35 (Trusted)	–10%	+4	Free healing
36 or higher (Admired)	–20%	+6	Cohort



Fear & Insanity

Otherworldly beings and creatures manipulate and shatter the lands of Vathak, exposing adventurers who meet them to mind-warping events and sights that leave them helpless madmen. Horrific events wear away at a character's resolve and push him towards an emotional and mental breakdown. In *Shadows over Vathak* the characters should be used to seeing such things as ghosts, zombies, werewolves, and other monsters, but the horrors of the Old Ones and beyond are another thing entirely. However, feel free to use these rules to govern all types of horror, from murder and war to forbidden knowledge and various encounters.

Rules for sanity and madness help remind the players that their characters' weapons and spells are of only limited use against the terrible creatures from beyond. An enchanted blade can do nothing to ward away fear, while even the mightiest spells are useless to a mage whose mind has been splintered by madness.

These rules shift the focus of the game away from physical combat and place a greater emphasis on caution, fear, and the alien nature of monsters and creatures. The characters can still use their weapons and abilities to defeat mundane threats, such as cultists, evil wizards, and other evil humanoids, but the greatest powers, the Old Ones that seek to overwhelm the world, become a completely different sort of threat. Even if the characters manage to amass the weapons, armor, spells, and artifacts to physically destroy these creatures, they still face defeat if they lack the nerve and emotional strength to stand against them.

Sanity Points

Each character begins play with a number of Sanity points equal to their character level plus their Wisdom score.

Each time the characters witness a Fear Event (as described below), they must each make DC 15 Will saves. A failed save results in the loss of a variable number of Sanity points, as outlined in the following sections.

Once a character's Sanity point total reaches 0, that individual is afflicted by one of the forms of insanity found in the *Pathfinder RPG GameMastery Guide*. (If you do not have access to that book, the character is affected as per the insanity spell).

Fear Events

Fear events represent specific encounters that are horrific to the characters. In most cases, a new sanity-shaking Fear event requires a new Sanity check. However, the Game Master always gets to decide when characters make Sanity checks. Confronting several horribly mangled corpses at one time or in rapid succession may call for just one Sanity check, while

the same corpses encountered singly over the course of several hours may require separate checks.

In addition, a horde of frothing human-faced rats is horrifying, while a single ordinary rat usually is not.

Fear events can include witnessing an untimely or violent death, experiencing personal mutilation, discovering forbidden knowledge, encountering horrific creatures, or whatever else the Game Master decides is sufficiently extreme.

Sanity Checks & Creature Encounters

Encountering a creature is just like witnessing any other Fear Event but has a scaling adjustment to the Will save to prevent Sanity point loss. Each time the characters witness a creature encounter Fear Event, they must each make DC 10 (+ Creature CR) Will saves. The DC is reduced by 1 each time, after the first, that particular creature is encountered. Only one check is rolled per encounter, regardless of how many creatures are present. If more than one type of creature is present that creates a Fear Event, use the highest CR to calculate the DC.

Fear Events	
Sanity Lost	Shocking Situation
1d2	Surprised to find a mangled and tortured human corpse.
1d3	Reading an ancient text about the Old Ones.
1d3	Finding a stream flowing with blood.
1d4	Fighting a horrific creature (CR 1-7).
1d4+1	Finding a cult engaging in cannibalism.
1d6	Awakening to find a limb missing.
1d6	Witnessing a friend's violent death.
1d6	Fighting a horrific creature (CR 8-15).
1d6+1	Unlocking forbidden knowledge unknown to others.
1d10	Undergoing severe and unimaginable torture.
1d10	Fighting a horrific creature (CR 16+).

The listed Fear Events are just to give you a general idea on how to assign relative Sanity point loss to a specific event. Feel free to adjust these events to equal the type of game play common during your gaming sessions.

In order for the player to role-play the situation accordingly, the GM is encouraged to describe the event to the afflicted character.



Forbidden Knowledge

Vathak is full of ancient tomes and secret knowledge, and studying and comprehending these books causes insight into subjects foreign to the reader. Trying to retreat from the experience or hungering greedily for more, it destroys a character's confidence in what they once believed, opening them up to the all encompassing truths of forgotten knowledge.

For each such book encountered, the Game Master must set the examination period, the Knowledge (arcana) DC to understand it, the number of spells contained in it, and the Sanity loss that occurs upon completion of the examination. While the Game Master is free to set these parameters at any values that he feels are appropriate, the following table provides some suggested combinations of each of these parameters.

Examination Period	Knowledge (arcana) DC	Spells Contained	Sanity Loss
1 week	20	0	1d4
1 week	25	2	2d6
2 weeks	25	1d6	2d6
2 weeks	30	1d6+1	2d6
3 weeks	20	1d4+1	2d6
3 weeks	30	1d4+5	3d6

Treatment of Sanity: *Magical*

Such insanity can only be cured with *greater restoration*, *heal*, *limited wish*, *miracle*, or *wish*, as detailed below. Game Masters might also allow treatment as described under each individual form of insanity's entry, which also restores a character's Sanity points to full.

Restoration, Greater: If the caster chooses, *greater restoration* reduces the current DC of one insanity currently affecting a target by an amount equal to the caster's level.

Heal: In addition to its normal effects, *heal* restores 10 Sanity points and removes all forms of insanity.

Wish, Limited: This spell can restore a character to maximum Sanity even if his current Sanity has dropped to -5.

Miracle: This spell can restore a character to maximum Sanity even if his current Sanity has dropped to -10.

Wish: This spell can restore a character to maximum Sanity even if his current Sanity has dropped to -10.

Treatment of Sanity: *Natural*

Treating a character who has lost Sanity points the natural way involves long-term care at a medical facility or asylum. Providing long-term care means treating a person for a day or more. If the Heal check is successful, the character recovers Sanity points at 1 Sanity point per level for each full day of complete rest.

This type of treatment can only be given at a medical facility or asylum. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Standard Treatment	Cost
Medical Facility or Asylum: good (per day)	50 gp
Medical Facility or Asylum: common (per day)	25 gp
Medical Facility or Asylum: poor (per day)	10 gp

Knowledge Gained

At your option, a character who has just gone insane may make a DC 15 Wisdom check to gain some insight into the situation or entity that provoked the insanity. The information provided by this sudden burst of awareness is up to you, but it may include something about a creature's origin or nature, or a clue or other hint that points to an item of great importance for the adventure's plot.





Forbidden Tomes

Vathak is full of ancient tomes and secret knowledge and studying and comprehending these books causes insight into subjects foreign to the reader. Trying to retreat from the experience or hungering greedily for more, it destroys a character's confidence in what they once believed, opening them up to the all encompassing truths of forgotten knowledge.

Each spellbook or formula book is a unique reflection of the personality and capabilities of its creator. Many of these tomes contain more than just spells, such as notes on the caster's other research, personal diaries, naturalist sketches, or even political treatises. Some contain preparation rituals, each of which grants a boon—or sometimes a hindrance—to spellcasters who use the book to prepare their spells.

Descriptions, protections, preparation rituals, and spell content can be mixed and matched as desired from different books. Higher-level books can easily serve for lower-level casters—just drop the spell levels that aren't applicable and remove lower-level spells as desired. Similarly, if you desire longer books, combine two together or add spells or formulae of your choice to the desired levels. These books also work as spellbooks and formula books for new characters. Just copy the list, hand it to the player, and go.

A standard spellbook includes all cantrips from the *Pathfinder Roleplaying Core Rulebook* except those in the wizard's oppositional schools.

Each book features a value, which represents what a character must pay for the book on the open market, though finding a seller may be difficult. The character may sell the book for half that value. Any book with a preparation ritual has two sets of costs, one for the book without the preparation ritual, and one for the book with the ritual.

Using Preparation Rituals

When a spellcaster who prepares spells uses a spellbook or formula book with a preparation ritual, as long as he prepares at least three spells (not including cantrips) or formulae from the spellbooks, he gains a temporary boon granted by the ritual. The boon lasts until its effect is spent (as specified by the boon description) or the spellcaster prepares spells again (at which time it can be reapplied by preparing at least three spells from the book). A spellcaster can only take the effect of one preparation ritual when she prepares spells, no matter how many spellbooks with preparation rituals she uses to prepare spells.

Spectral Manifestations in the Lands of Vathak

Author: Jakob Kramer (necromancer 3)

Descriptor: This book is 20" tall and 8" wide, making it one of the stranger-shaped books likely to be found in any collection. The book's cover is made of leather, gray in color, and bound along the spine with another strip of blood red leather. The pages inside are loose, the stitching broken in many places. This book chronicles the tales of a "ghost hunter" who lived over 100 years ago. It appears to be the personal diary of the man and in fact there are several passages of text that do add to the knowledge of those who read it. Any character who successfully deciphers this tome gains an intuitive sense that alerts them to the presence of Haunts, giving them a +2 Insight bonus to all Perception checks to notice Haunts.

History: Jakob Kramer was a vindari nobleman who became obsessed with the spirits of the dead after moving into an old romni castle that happened to be haunted. His spent most of his later years spending his fortune to travel the lands of Vathak and detailing the various Haunts he encountered. Jakob died of old age shortly after completing the manuscript compiling his notes, theories, and experiences with the ghosts.

Protection: none

Examination Period 1 week; **Knowledge (Arcana)** DC 13; **Sanity Loss** 1d3

Value: 275 gp

Spells

2nd—*command undead, detect thoughts, spectral hand*

1st—*chill touch, obscuring mist, ray of enfeeblement, shield*

0—*bleed, detect magic, light, ray of frost, touch of fatigue*

Preparation Ritual: none

Field Guide to the Spawn of the Old Ones

Author: Thorgrim Vanheimer (summoner 11)

Descriptor: The cover of this book is made from an unknown purplish hide stretched over a wooden frame with a brass locking mechanism. The front cover of the book features a grizzly mosaic of an alien skull that has been constructed from dozens of bone fragments. The interior pages are all made from the skins of numerous creatures. There are 42 pages.

History: Thorgrim Vanheimer was a vindari soldier who became obsessed with the growing number of alien creatures appearing in Vathak. He was the first to begin field studies of these creatures, and abridged versions of his original texts are used by many who fight the Spawn of the Old Ones and similar horrors.

Protection: Average lock (DC 25)

Note: The key is stored in a secret compartment on the back cover.

Examination Period 2 weeks; **Knowledge (Arcana)** DC 20; **Sanity Loss** 1d6

Value: 4,555 gp

Spells

4th—*acid pit, summon accuser, wall of stone*
3rd—*dispel magic, fire shield, heroism, rejuvenate eidolon, stoneskin*
2nd—*blur, summon swarm, create pit, haste*
1st—*endure elements, enlarge person, grease, identify, unfetter*
0—*acid splash, detect magic, mending, message, resistance*

Preparation Ritual

Ancient Tongues (Su) Spend this boon effect as a free action, and emit a cacophony of maddening sound. All creatures within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by *Ancient Tongues* for 24 hours. The save DC is Constitution-based.

The History of Baron Talivan Praevalida, Vampire Lord

Author: Stedfried Talbot (necromancer 14)

Descriptor: This book is carefully crafted, the covers built from silver and the interior pages made of silk sheets sewn to a parchment backing. The symbol of the One True God, cast of gold, is affixed to the cover with a series of tiny silver rings.

History: Stedfried Talbot was a romni servant to the Vampire Lord, Baron Talivan Praevalida. This book is a collection of the history and legend of the vampire as recorded by Talbot. Considered a work of fiction, it is unknown whether the information contained is actually from the Baron Talivan or just the obsessed ramblings of Talbot, the necromancer.

Protection: Simple lock (DC 20)

Examination Period 3 weeks; **Knowledge (Arcana)** DC 30; **Sanity Loss** 3d6

Value: 7,978 gp

Spells

7th—*displacement, finger of death, vampiric touch*
6th—*blindness/deafness, cat's grace, chain lightning, mislead*
5th—*magic missile, telekinesis, true strike, wall of force, waves of fatigue*
4th—*bestow curse, contagion, dimension door, fear, greater invisibility, mass reduce person, stone shape*
3rd—*false life, fly, gaseous form, ray of exhaustion, slow, stinking cloud, tongues*
2nd—*blindness/deafness, ghoul touch, glitterdust, invisibility, mirror image, scorching ray, spectral hand*
1st—*chill touch, grease, magic missile, obscuring mist, reduce person*
0—*arcane mark, mage hand, mending, prestidigitation*

Preparation Ritual

Servants of the Baron (Sp): Once per day you can spend this boon's effect to cause a swarm of skeletal arms to burst from the ground to rip and tear at your foes. The skeletal arms erupt from the ground in a 20-foot-radius burst. Anyone in this area takes 1d6 points of slashing damage per spellcaster level (maximum 10d6).



Weather

Weather can play an important role in Shadows over Vathak. Many Game Masters have different tastes when using weather within their campaigns. Some enjoy the excitement of rolling randomly each day to see what kind of events could threaten players along wilderness adventures, while some Game Masters only wish to present powerful storms as pivotal plot points in which to drive their stories and add elements of danger and excitement to game play.

Weather in the lands of Vathak can be just as dangerous as any encounter, and with a bit of planning can go a long way in making events truly memorable during a campaign. While it is sometimes fun to drop random weather events into a session, a character that has many ranks in wilderness or survival based skills may feel cheated if they are not allowed to make full use of them during a campaign. It is highly recommended that a Game Master make these choices ahead of time so that when these events are presented the Game Master has a full understanding of any powerful storms that will make their way into a region. It would make little sense that a character with these skills would not be able to detect an approaching storm. If a full month of weather is generated before the adventure sessions the Game Master can include the foreshadowing of a great storm entering the region.

Following this method will also allow for a greater flexibility and in preparation when designing the adventure. The material presented describes various kinds of weather conditions that are appropriate for the lands of Vathak.

High Temperature & Low Temperature

This represents the daytime high temperature and low temperature. All temperatures are measured in degrees Fahrenheit. If the low temperature exceeds the high temperature for the day, the Game Master must simply reverse the order of the two temperatures. Temperature modifiers for different climates are given in the chart below.

Temperature Variation by Climate	Temperature Variation (Day)	Temperature Variation (Night)
Cold	-20 F	-40 F
Dry	+35 F	+10 F

Weather Events

The Game Master rolls percentile dice, starting with the highest percentage event, to determine the day's weather conditions. If there are no weather events for any particular day, it is a bright, sunny day. If the dice indicate that a weather event is present the Game Master would then consult the seasonal chart below.

Spring Weather

Terrain Type	High Temp	Low Temp	Wind Speed	Precipitation/ Weather Event
Forest	8d4+45	6d8+20	4d6	35%
Woods	6d6+40	4d6+35	3d6	25%
Plains	8d4+40	5d6+20	4d10	35%
Hills	6d4+40	3d4+30	3d6	25%
Mountains	4d4+30	2d4+20	3d10	40%
Swamps	5d6+40	3d6+25	3d6	20%

Summer Weather

Terrain Type	High Temp	Low Temp	Wind Speed	Precipitation/ Weather Event
Forest	6d6+65	3d4+65	2d12	30%
Woods	6d6+70	4d4+60	5d4	20%
Plains	6d6+70	4d4+60	5d4	20%
Hills	5d6+70	3d6+75	4d6	20%
Mountains	4d6+50	2d6+40	3d12	30%
Swamps	5d6+70	3d6+70	4d4	20%

Autumn Weather

Terrain Type	High Temp	Low Temp	Wind Speed	Precipitation/ Weather Event
Forest	4d4+50	3d6+35	2d10	35%
Woods	4d6+45	4d6+35	3d6	20%
Plains	4d6+45	4d6+35	3d6	20%
Hills	5d6+45	5d6+40	3d6	15%
Mountains	2d6+35	2d6+25	4d6	10%
Swamps	4D6+40	4d6+30	2d6	15%

Winter Weather

Terrain Type	High Temp	Low Temp	Wind Speed	Precipitation/ Weather Event
Forest	8d6	6d6-5	2d10	35%
Woods	6d6+10	6d4	3d6	30%
Plains	8d4	6d4-10	4d12	35%
Hills	8d4+5	6d4-5	3d6	25%
Mountains	4d4	2d4-30	5d12	45%
Swamps	2d6+10	1d6-10	3d6	30%



Bad weather frequently slows or halts travel and makes it virtually impossible to navigate the lands of Vathak. Torrential downpours and blizzards obscure vision as effectively as a dense fog. Most precipitation is rain, but in cold conditions (30° F or below) it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to or below might produce ice.

Weather events can occur at any time of the day. Unless otherwise stated by the event's entry, the Game Master either places the timing of the event or, if they wish to include some random elements to the game play, they may roll 4d6 to determine the hour in which the event occurs.

Weather Events Types

Doo%	Weather Event Type
01-15	d10(1-8)Fog/(9-10)Hail
16-85	Rain
86-00	Snow

Rain

When rolled, the Game Master may wish to treat the rain as a simple rain storm which passes or progress the storm into one of the categories presented below. Rainfall intensity is classified according to the rate of precipitation and wind speed present during a rainstorm.

Light Rain

Type Weather; **Detection** Knowledge (Nature) DC 16, **Survival** DC 10

Duration 1d3 hours; **Precipitation** Less than 1 inch per hour

Effect Light Rain reduces visibility ranges by one fourth, resulting in a -1 penalty on Perception checks. It has the same effect on flames as moderate wind (50% chance of extinguishing small, unprotected flames)

Moderate Rain

Type Weather; **Detection** Knowledge (Nature) DC 15, **Survival** DC 12

Duration 1d3 hours; **Precipitation** 1 inch per hour

Effect Moderate Rain reduces visibility ranges by one fourth, resulting in a -2 penalty on Perception checks.





Heavy Rain

Type Weather; **Detection** Knowledge (Nature) DC 14,
Survival DC 13
Duration 1d4+1 hours; **Precipitation** 1.5 inches per hour

Effect Heavy Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind.

Violent Rain

Type Weather; **Detection** Knowledge (Nature) DC 13,
Survival DC 14
Duration 1d6+1 hours; **Precipitation** 2 inches per hour

Effect Violent Rain reduces visibility ranges to one forth, resulting in a -6 penalty on Perception checks. It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind. If a Violent Rain storm produces 12 inches or more it could produce flooding (see floods.)

Acid Rain

Acid rain is any form of precipitation that is acidic. It can have harmful effects on plants, aquatic animals, and structures. Acid rain is caused by emissions of dioxide, large amounts of magical or alchemical waste which react with the water molecules in the atmosphere to produce acids. This effect can also be produced naturally by lightning strikes and sulfur dioxide produced by volcanic eruptions. The chemicals found in acid rain can cause corrosion of steel structures like bridges and stone statues, which begin to appear old and worn down, and reduce their value and beauty. In extreme or supernatural caused examples, these can become Acid Storms. These storms can rain down a highly caustic acid that can burn skin and corrode metal materials in a matter of minutes.

Acid Rain

Type Weather; **Detection** Knowledge (Nature) DC 17,
Survival DC 16
Duration 1d4+1 hours; **Precipitation** .5 inches per hour

Effect Acid Rain reduces visibility ranges by one fourth, resulting in a -1 penalty on Perception checks. It has the same effect on flames as moderate wind (50% chance of extinguishing small, unprotected flames) and deals 1 point of acid damage per 10 minutes to those caught out in the open and unprotected from its effects. The onset of acid rain has little to no warning signs. Careful observers may note that the clouds that deliver these storms appear thin and light green in hue.

Corrosive Rain

Type Weather; **Detection** Knowledge (Nature) DC 22,
Survival DC 21
Duration 1d2 hours; **Precipitation** .5 inches per hour

Effect Corrosive Rain has the same effects as light rain. Corrosive Rain deals 1d4 points of damage (per round) to anything composed of metal (ignoring hardness) in the area of the rains effect. These storms are extremely short lived, lasting only a few minutes at a time, causing everything metal it touches to become corroded and oxidized. While extremely harmful to metals it has no effect on other materials exposed to it. Corrosive storm clouds appear swollen and rust colored, as the rain which falls from these clouds is a pale orange.

Acid Storm

Type Weather; **Detection** Knowledge (Nature) DC 24,
Survival DC 21
Duration 1d6+1 hours; **Precipitation** 2 inches per hour

Effect An Acid Storm has the same effect as violent rain. In addition these extremely rare and long lasting storms produce a highly potent acid which destroys entire landscapes over which it passes. An acid storm deals 1d8 points of acid damage (per minute) to anything caught in its path. Even if a creature escapes into the safety of a building or a cave, the threat of the yellow tinged perception produced by this storm also brings about the threat of localized flooding. Acid storms destroy entire ecosystems, often leaving a barren wasteland, devoid of life and unable to begin to renew itself for years.

Hail Storms

A type of storm that precipitates chunks of ice. Hailstorms usually occur during regular thunder storms. While most of the hail that precipitates from the clouds is fairly small and virtually harmless, there have been cases of hail greater than 2 inches diameter that caused many damage and injury.

Hail

Type Weather; **Detection** Knowledge (Nature) DC 15,
Survival DC 13
Duration 1d10 minutes; **Precipitation** 1 inch

Effect Hail does not reduce visibility, but the sound of falling hail makes sound-based Perception checks more difficult (-4 penalty), it costs 2 squares of movement to enter a hail-covered square.

Hail, Greater

Type Weather; **Detection** Knowledge (Nature) DC 15,
Survival DC 13
Duration 1d10+10 minutes; **Precipitation** 1d3+1 inches



Effect Greater Hail does not reduce visibility, but the sound of falling hail makes sound-based Perception checks more difficult (–6 penalty), it costs 2 squares of movement to enter a hail-covered square. Greater hail deals 1d2 point of lethal damage (per round) to anything caught in the open during one of these short lived storms.

Hail, Deadly

Type Weather; **Detection** Knowledge (Nature) DC 15,
Survival DC 13
Duration 1d2 hours; **Precipitation** 1d6+6 inches

Effect Deadly Hail reduces visibility ranges by half, resulting in a –4 penalty on Perception checks, and the sound of these massive pieces of falling hail makes sound-based Perception checks more difficult (–8 penalty). It has the same effect on flames, ranged weapon attacks, and Perception checks as severe wind, it costs 4 squares of movement to enter a deadly hail-covered square. Greater hail deals 1d6 points of lethal damage (per round) to anything caught in the open during one of these violent storms.

Snow

Snow storms can have a profound effect on Vathak. Storms with a high liquid equivalent and breezy conditions, can down tree limbs, and paralyze travel over a large region. Once on the ground, snow can be categorized as powdery when fluffy, granular when it begins the cycle of melting and refreezing, and eventually ice once it packs down, after multiple melting and refreezing cycles, into a dense mass called snow pack. When powdery, snow moves with the wind from the location where it originally landed, forming deposits called snowdrifts which may have a depth of several meters. After attaching to hillsides, blown snow can evolve into a snow slab, which is an avalanche hazard on steep slopes. The existence of a snow pack keeps temperatures colder than they would be otherwise, as the whiteness of the snow reflects most sunlight, and the absorbed heat goes into melting the snow rather than increasing its temperature.

The term snow storm can describe a heavy snowfall while a blizzard involves snow and wind, obscuring visibility. Snow shower is a term for an intermittent snowfall, while flurry is used for very light, brief snowfalls. Snow can fall more than a meter at a time during a single storm in flat areas, and meters at a time in rugged terrain, such as mountains.

Light Snow

Type Weather; **Detection** Knowledge (Nature) DC 12,
Survival DC 10
Duration 1d4+1 hours; **Precipitation** 1d2 inches of snow

Effect Light Snow reduces visibility ranges by one fourth, resulting in a –2 penalty on Perception checks. It has the same effect on flames as moderate wind (50% chance of extinguishing small, unprotected flames) and it costs 2 squares of movement to enter a snow-covered square.

Moderate Snow

Type Weather; **Detection** Knowledge (Nature) DC 13,
Survival DC 11
Duration 1d8 hours; **Precipitation** 1d3+1 inches

Effect Moderate snow reduces visibility ranges by one half, resulting in a –4 penalty on Perception checks. It has the same effect on flames as moderate wind (50% chance of extinguishing small, unprotected flames) and it costs 2 squares of movement to enter a snow-covered square.

Sleet

Type Weather; **Detection** Knowledge (Nature) DC 14,
Survival DC 12
Duration 1d4+1 hours; **Precipitation** 1 inch of snow per hour

Effect Essentially frozen rain, sleet has the same effect as moderate rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Heavy Snow

Type Weather; **Detection** Knowledge (Nature) DC 14,
Survival DC 12
Duration 1d10+5 hours; **Precipitation** 1d4 feet

Effect Heavy snow has the same effects as moderate snowfall but also restricts visibility as fog does (see Fog). It costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds might result in snowdrifts 1d4 □ 5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance.

Blizzard

Type Weather; **Detection** Knowledge (Nature) DC 16,
Survival DC 14
Duration 1d6 Days; **Precipitation** 1d4 feet per day


Effect The combination of high winds, heavy snow (typically 1d4 feet per day), and the bitter cold make blizzards deadly for all who are unprepared for them. Blizzards have the same in game effects as heavy snow. There are varying definitions for blizzards, both over time and by location. In general, a blizzard is accompanied by gale-force winds (treat as severe winds), and can accumulate snow fall at a rate of 2 inches per hour.

Ice Storm

Type Weather; **Detection** Knowledge (Nature) DC 18,
Survival DC 16
Duration 1d6 Days; **Precipitation** special

Effect Ice storms act as blizzards as they deliver a crippling effect on the regions which they threaten. Ice storms are one of the most dangerous forms of winter storms as they plunge the areas in which they effect into extreme cold for the duration of the storm. When surface





temperatures are below freezing, but a thick layer of above freezing air remains aloft above ground level, rain can fall into the freezing layer and freeze upon impact into a “glaze”, which is known as freezing rain. Ice storms can vary in time range from hours to days and can cripple both small towns and large cities alike. These storms leave a thick coating of ice on all things (2 inches per day) in addition to the usual snowfall of 1d4 feet of heavy snow per day.

Whiteout

Type Weather: **Detection** Knowledge (Nature) DC 17,
Survival DC 15
Duration 1d4 Days; **Precipitation** 1d4 feet per day

Effect Whiteout conditions duplicate the effects of blizzards and are accompanied by a strong wind force (treated as severe wind). Characters in whiteout conditions take a -2 penalty to AC, are considered flat-footed, move at half speed, and take a -4 penalty on Dexterity-based skill checks, as well as all perception checks that rely on vision. While in these conditions the character also gains total concealment (50% miss chance) in ranged based combat situations. These effects end when the character leaves the area of whiteout. Whiteout conditions stack with wind and snowfall. Visibility within a whiteout becomes 5 feet.

Fog

Fog is a type of a cloud, the term “fog” is typically distinguished from the more generic term “cloud” in that fog is low-lying, and the moisture in the fog is often generated locally (such as from a nearby body of water, like a lake or the ocean, or from nearby moist ground or marshes). Fog begins to form when water vapor condenses into tiny liquid water droplets in the air. There are many ways in which water vapor becomes added to the air in quantities enough to form fog: wind convergence into areas of upward motion, precipitation, daytime heating evaporating water from the surface of oceans, water bodies or wet land, cool or dry air moving over warmer water, and the lifting of air over mountains.

Fog

Type Weather: **Detection** Knowledge (Nature) DC 11,
Survival DC 10
Duration 1d2 hours; **Precipitation** NA

Effect Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight beyond 5 feet, including darkvision. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Rolling fog

Type Weather: **Detection** Knowledge (Nature) DC 13,
Survival DC 12
Duration 1d2 hours; **Precipitation** NA

Effect Rolling fog (also called billowing fog) so greatly distorts sound and vision based perception that it renders those within it as if they had gained the blinded condition. All sound based perception suffers a -6 while in the area of rolling fog.

Sea fog

Type Weather: **Detection** Knowledge (Nature) DC 11,
Survival DC 10
Duration 1d10+10 minutes; **Precipitation** NA

Effect Sea fog obscures all sight beyond 15 feet, including darkvision. Creatures 20 feet away have concealment (attacks by or against them have a 20% miss chance). Another common type of formation is associated with sea fog. This is due to the peculiar effect of sea salt. Over the ocean surface, the most common particles are salt from salt spray produced by breaking waves. Except in areas of storms, the most common areas of breaking waves are located near coastlines; hence the greatest densities of airborne salt particles are there. Typically, such lower humidity fog is preceded by a transparent mistiness along the coastline as condensation competes with evaporation, a phenomenon that is typically noticeable in the late afternoon.

Consuming fog

Type Weather: **Detection** Knowledge (Nature) DC 22,
Survival DC 20
Duration 1d3+1 hours; **Precipitation** NA

Effect Consuming fog duplicates the effect of Rolling Fog but is also infused with the properties of necromantic energy so great that it feeds from the life force of those who become trapped within its labyrinthine form. This fog, when viewed from a distance, can seem like a bellowing cloud of black smoke which hugs the ground. As the fog approaches one can hear the unsettling sound of voices, like distant echoing whispers. Those who come into contact with the fog feel a slight tingling at first and then a numbing cold as the consuming fog begins to attack. Any who remain in the fog must make Fortitude save each hour, (DC 16 +1 per hour spent inside of the fog) or suffer the loss of 1d3 levels.

Whispering fog

Type Weather: **Detection** Knowledge (Nature) DC 22,
Survival DC 20
Duration 1 hour; **Precipitation** NA

Effect Known as God’s Breath, this strange fog is colored a brilliant white (a stark contrast to the still darkness of midnight in which it appears), and seems to glow with a luminosity from within. Whispering fog only appears near the ruins of once great churches or holy sites. As the fog



approaches one can hear whispers and voices from within. If a character has strong religious ties to the Church of the One True God the voices begin to offer guidance and answers to questions which they have. These characters gain the benefit of a *Commune* spell (CL 10th) for the duration of the fog. The duration of the *Commune* spell becomes 1 hour, although the number of questions that can be asked remains the same.

Supernatural Winds

Fever Wind

Type Weather (Wind); **Detection** Knowledge (Nature) DC 15, **Survival** DC 13
Duration 1d4 hours; **Wind Speed** Moderate

Effect Fever Wind may be added to any storm. These unnaturally warm winds are most often found in the tropical regions and near coastal areas. As this wind travels, it carries along with it a plague of airborne Filth Fever. This can cause entire villages and towns to become exposed to the illness in a very short span, making attempts to cure the disease extremely hard.

Soulstorm

Type Weather (wind); **Detection** Knowledge (Nature) DC 18, **Survival** DC 16
Duration Special (see text); **Wind Speed** Tornadoic

Effects A Soulstorm functions exactly like a standard tornado. In addition to the standard effects, those caught within the storm must make a Fortitude DC 16 save or suffer 1d4 points of Constitution damage. When a person is killed by the Soulstorm, their soul is sucked into it and joins the mass of souls inside of it. This prevents the character from being resurrected by any means short of *wish* spell, or until the storm dissipates.

There are quite a few ways to stop a Soulstorm once it has awakened. One would be to find who disturbed the ancient sites or mass graves and take them to it, so that their death will appease these tortured souls. This method only dissipates the Soulstorm caused by the person who disturbed it, as it may manifest again with future defilements. Another way includes having *hallow* cast over the entire area where a Soulstorm manifests. This temporarily puts the souls of those who trapped within these winds from these sites in peace. This method can be countered by spellcasters of an evil-aligned faith, who simply counter the sanctification with an *unhallow* or *dispel magic* spell. The last, and most powerful, way of defeating a Soulstorm is to have a divine spellcaster of a good-aligned faith cast *Miracle* while standing upon the site. Doing this allows the spellcaster to send these trapped and tortured souls to the great beyond/afterlife and resurrects those who were recently killed by the Soulstorm.

Diseases in Vathak

A renewed plague spills from the borders of Ina'oth, the alien bite of a diseased creature from beyond and exposure to the rotting flesh of dead villagers are all things which characters within Vathak are likely to encounter, all share the possibility of introducing these new and horrific ailments into your game.

A disease is defined as an abnormal condition affecting the body. In a broader sense, it also includes disabilities, disorders, syndromes, infections, deviant behaviors and other atypical variations of the normal function of the body. Diseases usually affect people not only physically, but also emotionally, as contracting and living with many diseases can alter one's perspective on life, and their personality.

Presented within the following pages are a collection of heinous diseases that can be used against your players or can inflict NPC's or whole villages. Enjoy the taint and always remember to wash your hands after handling this infectious tome.

Standard Diseases

Carrion Flu


Carrion Flu or Black Bird Influenza is a disease infection found in crows, ravens, and other types of carrion birds. It is believed that the disease is caused from the birds eating the tainted flesh of the undead, cambion, or possibly even the corpses of the Spawn of the Old Ones. The following people have a higher risk for developing the Carrion flu: Farmers and others who deal with crops where the birds roost, travelers visiting affected regions, those who touch an infected bird, and those who eat raw or undercooked meat from infected black birds.

Type disease (contact or ingested); **Save** Fort DC 16
Onset 2d4 days; **Frequency** 1/day
Effect 1d4 Con damage and 1d2 Str damage; **Cure** 2 consecutive saves

The Nothing

This disease is very common in the lands of Vathak, especially during the winter months. Acting much like an





enhanced version of common depression, this disease destroys the individuals' feelings of self-worth.

Type disease (contact); **Save** Will DC 14
Onset 1 day; **Frequency** 1/day
Effect 1d3 Cha damage; **Cure** 3 consecutive saves

Black Bowels

Black Bowels is an especially nasty infection caused by parasites found in livestock dung. The disease is easily spread among herds, and can afflict anyone consuming meat or milk from an infected animal. Black Bowels gets its name from the dark, bruise-like discolorations that spread across the stomach of those suffering from it.

Type disease (ingested); **Save** Fort DC 16
Onset 1d3 days; **Frequency** 1/day
Effect 1d6 Str damage. Target sickened until the disease is cured;
Cure 2 consecutive saves

Black Lung

A respiratory disease often contracted by miners and others who work in closed, sooty environments. Black lung slowly kills all but the toughest victims, and many slaves working the Delvarian mines have succumbed to the disease.

Type disease (inhaled); **Save** Fort DC 24
Onset 1d6 months; **Frequency** 1/week
Effect 1d8 Con damage; **Cure** 4 consecutive saves

Death's Touch

Death's Touch is a flesh-eating disease incubated in dead or undead flesh. The disease is most common among those who handle the dead: gravediggers, morticians, and tomb-robbing adventurers, and is often a mark of shame. Those afflicted with the disease eventually take on a corpse-like appearance themselves; their skin becomes ashen and waxy, subcutaneous fat deposits dry out, the victim's eyes appear sunken and bloodshot.

Type disease (inhaled); **Save** Fort DC 22
Onset 1d4 days; **Frequency** 1/day
Effect 1d3 Str damage and 1d3 Cha damage; **Cure** 3 consecutive saves

Weeping Wounds

This disease seems to be spread by common animals that have been reanimated or have become undead. These undead creatures can inflict those they wound with bite or claws with the vile disease known as Weeping Wounds.

Type disease (contact); **Save** Fort DC 18
Onset 1d3 days; **Frequency** 1/day
Effect 1d3 Con damage, the victim's eyes bleed, forcing a -2 circumstance penalty on all attack rolls and vision-based perception checks;
Cure 3 consecutive saves

Putrid Potion Disease

This disease is believed to be formed by creating potions with substandard ingredients, or potions that have sat undisturbed for long periods of time. Putrid Potion Disease is an uncommon disease that affects those who drink potions. The potion takes effect normally but the victim suffers minor, uncomfortable pains for a short time.

Type disease (ingested); **Save** Fort DC 16
Onset 2d6 days; **Frequency** 1/day
Effect 1d3 Con damage, 1d4 nonlethal damage; **Cure** 2 consecutive saves

Black Boil

This disease is a by-product from untreated wounds. Natural healing is a slow process and, without the help of a skilled healer, may result in the wounds becoming infected. Any time a character that has lost more than half his total hit points and attempts recovery with natural healing, this disease can take hold. Each occurrence of this yields a 5% cumulative chance per day that the character's wounds become infected. This disease causes black boils to spread across the wounds, preventing natural healing from taking place.

Type disease (injury); **Save** Fortitude DC 15
Onset special (see text); **Frequency** special (see text)
Effect Prevents natural healing until cured; **Cure** 2 consecutive saves

Multistage Disease

Presented within the following pages are alternate rules governing the handling of disease in your game. While some of the more common diseases have only a single stage and effect, others have many stages in which the disease produces a variety of different symptoms. These could be sore and aching muscles one day and extreme vomiting the next. If a disease has multiple stages it will be noted within its description. Each stage is presented in its own stat block and duration. At the end of each stage's frequency a time is listed. This time frame is when the disease moves to the next stage. Once the disease progresses the character must again make the required amount of saves to begin the process of healing.

Curing a Multistage Disease

If a character who has been afflicted by a multistage disease progresses into a later stage, it may take a lengthy time to recover naturally. Each time that enough successful saves are made against the staged disease's effects to cure it, the character instead moves into the previous stage of the disease. This is repeated until the character makes enough saves to cure all the stages of the disease; only then is he fully healed. The magical curing of a multistage diseased is handled in the same way. Each successful application of the magic that



would cure a disease instead cures but a single stage. A disease which had progressed to the third stage would require three applications of the spell Cure Disease before it would be fully eradicated from the character afflicted with it.

Mouth Rot (3 Stages)

The disease is commonly found in poor villages which have infestations of mice, rats, and other disease carrying rodents. It is transmitted to the stores of grain, rice and other foods from the fur, saliva and dried fecal matter left as the rodents gnaw into unprotected food. The first stage of the disease typically occurs within a day's time of consuming the tainted food and can last up to two days. Mouth Rot's symptoms include high fever, vomiting, explosive diarrhea and weakness in the muscles. If left untreated, these symptoms worsen and manifest as a black rash forming around the creature's lips and gums. As time passes the afflicted flesh begins to blacken and rot as necrosis sets in. The final stage of the disease causes the growth of a gray and black colored fungus that spreads over the entirety of the flesh killing its victim. Once the fungus appears the disease can then be transferred from injury, spread from attacks from the afflicted.

Mouth Rot – Stage 1

Type disease (ingested); Save Fort DC 13

Onset 1 day; Frequency 1/day (2 days until moving to stage 2)

Effect Fatigued; Cure 2 consecutive saves

Mouth Rot – Stage 2

Type disease; Save Fort DC 15

Frequency 1/day (3 days until moving to stage three)

Effect Fatigued, - 4 on Cha based checks; Cure 2 consecutive saves

Mouth Rot – Stage 3

Type disease (injury); Save Fort DC 17

Frequency 1/day (final stage)

Effect Fatigued, - 4 on Cha based checks, each failed save in this stage results in 1 point of Con and Cha drain; Cure 3 consecutive saves

Whipworm Fever (2 Stages)

Whipworm Fever is caused by infection from the whipworm parasite, which looks similar to earthworms and can produce up to 200,000 eggs daily. This occurs when the whipworm eggs are ingested in fecal-contaminated food and the embryos travel through the bloodstream to hook themselves onto an organ, such as the lungs or liver. Symptoms of the first stage of Whipworm Fever are bloody stools, pain in the lower abdomen, weight loss, fever, nausea and dehydration. After an incubation period they develop into fleshy cysts which put pressure on the host's organs, causing troubled breathing and extreme weakness. During this stage the possibility exists that the cysts can rupture, causing extreme shock and death. These large, potentially fatal cysts need to be surgically removed before the host can begin to heal.

Whipworm Fever – Stage 1

Type disease (ingested); Save Fort DC 16

Onset 1d3 days; Frequency 1/day (10 days until moving to stage 2)

Effect Fatigued; Cure 2 consecutive saves

Whipworm Fever – Stage 2

Type disease; Save Fort DC 20

Frequency 1/day (final stage)

Effect Exhausted; Cure 2 Successful

Each day there is a 25% chance that one of the multiple cysts in the host's body will rupture. Once this occurs, the host must succeed the listed fortitude save or suffer 4 points of Constitution damage. This damage cannot be healed until the disease is fully cured.

Flesh Bloat (2 Stages)

Flesh bloat is a deadly two staged disease which can spread at an alarming rate. This disease is transmitted from the bites of an insect known as the blood fly. When a person becomes infected with the virus, it begins to rapidly multiply within the body. After the incubation period (which can last from four to six days) the first phase of the disease begins. During this stage the symptoms of flesh bloat commonly include fever, sore throat, vomiting, weakness, stomach pain and a dry, hacking cough. Once the disease moves into the second stage the symptoms include bloody blisters which cover the body. Once these blisters are present, they swell and rupture, becoming open sores which turn a dark purplish color and constantly hemorrhage blood. During this period the disease become contagious through contact with infected tissue and blood, and the virus can spread from person to person, especially within families, in hospitals, and during some mortuary rituals where contact among individuals becomes more likely. Death typically occurs during the second week of infection as a result of massive blood loss. Because the bodies of the deceased are still infectious, some take measures such as cremation to properly dispose of the dead.

Flesh Bloat – Stage 1

Type disease (injury); Save Fort DC 15

Onset 1d3+3 days; Frequency 1/day (7 days until moving to stage 2)

Effect Fatigued, Sickened; Cure 3 consecutive saves

Flesh Bloat – Stage 2

Type disease (contact); Save Fort DC 19


Frequency 1/day (final stage)

Effect Exhausted, 1d6 Con damage; Cure 3 consecutive saves

Blood Burn (2 Stages)

Spread by consuming water tainted with high levels of oxidation, this disease is most often found among those who live in close proximity to steel forges and industrial zones where metal working is common. During the onset of the illness the symptoms include headaches and a lack of concentration. Once the incubation period has expired and the disease moves into stage two, the affliction causes the victim to break out into feverish sweats and episodes of vertigo, nausea and insomnia.





While the main source of transmission is through ingestion, animals who are common to these areas can also act as carriers without suffering the effects themselves. In these cases the disease can be spread by bites from these animals.

Blood Burn – Stage 1

Type disease (ingested/injury); **Save** Fort DC 14

Onset 1 day; **Frequency** 1/day (3 days until moving to stage 2)

Effect -4 to all Wis based checks; **Cure** 2 consecutive saves

Blood Burn – Stage 2

Type disease; **Save** Fort DC 16

Frequency 1/day (final stage)

Effect -4 to all Wis based checks, fatigued, 1d2 Wis damage;

Cure 2 Successful saves.

Frothing Speech (3 stages)

This disease is rare among civilized humans and is more often found among bhriota who have been known to consume the brain matter of abominations as food. While the very physiology of such strange creatures often defy rational explanation, it seems that consumption of their bodily tissues have ill effects on those who would indulge in such a heinous feast. The first stage of the disease takes the form of a debilitating forgetfulness of many of the learned academic skills. Making use of any skill which relies upon the mind becomes an arduous task. During the second phase, the disease strips the host of its ability to properly communicate as reading, writing, and even speech becomes almost impossible. During the final stage it reduces its victim to a frothing, jabbering fool who cannot control their own actions.

Frothing Speech – Stage 1

Type disease (ingested); **Save** Fort DC 13

Onset 1 day; **Frequency** 1/day (2 days until moving to stage 2)

Effect -4 to all Int checks; **Cure** 2 consecutive saves

Frothing Speech – Stage 2

Type disease; **Save** Fort DC 16

Frequency 1/day (1 day until moving to stage three)

Effect -4 to all Int checks, Loses the ability to read/write/ speak 1d4 randomly known languages;

Cure 1 consecutive saves

Frothing Speech – Stage 3

Type disease; **Save** Fort DC 19

Frequency 1/day (final stage)

Effect -4 to all Int checks, Loses the ability to read/write/speak all known languages, While in any combat encounter* behaves as if under the effects of confusion;

Cure 2 consecutive saves

** As determined by Game Master*

Green Limb (2 stages)

Found as a common health problem in deep swamps and bogs, green limb is acquired through contact with a patch of rare fungus which emits spores (in a cloud up to 30' away) that cling to damp skin. The first stage of the disease occurs

within six hours of contact with the spores as they attach to themselves to the victim's skin and begin to spread, taking the form of a green discoloration beneath the flesh. This leads to extreme dehydration and weakness in the affected limbs. The second phase of the disease sees the rupturing of the skin and the emergence of a fungal bloom at the site of the infection. The diseased creature now becomes a mobile transport for the spores while the flesh is slowly withered and consumed leaving a fungus-covered mummified corpse.

Green Limb – Stage 1

Type disease (inhaled); **Save** Fort DC 16

Onset 1d6 hours; **Frequency** 1/day (2 days until moving to stage 2)

Effect -4 to all Dex based checks; **Cure** 2 consecutive saves

Green Limb – Stage 2

Type disease; **Save** Fort DC 18

Frequency 1/day (final stage)

Effect -4 to all Dex based checks, fatigued, 1d3 Con damage*; **Cure** 3 consecutive saves

**Each time the creature takes damage, the spores release a 30' radius burst, possibly infecting others with the disease.*

Black Death (2 stages)

Although the term Black Death was often used synonymously with plague, it does in fact refer specifically to an infection that enters via the skin and travels through the lymphatic system of the victim. In an area where the Black Death has taken hold, transmission is extremely likely, in part because of the degeneration of living conditions. In affected cities, proper burial rituals are widely abandoned and bodies are buried in mass graves, or simply abandoned in the street for fear of transference of the disease. Once an epidemic of the Black Death occurs it is easily spread by way of infected travelers or transport of tainted goods by caravan or ship to surrounding communities.

This two staged disease occurs when plague bacteria multiply within the infected bloodstream, causing the blacking and death of tissue (gangrene) in the extremities (most commonly in the fingers, toes and nose), and painful swelling in the lymph glands.

Bubonic plague symptoms appear suddenly, and develop within one to six days after exposure. Painful swelling, commonly found in the groin, armpits or neck, is a creature's first sign that something is amiss. The first stage of the disease includes enlarged lymph nodes, a high fever, chills, diarrhea and vomiting. The second phase involves severe bleeding from the mouth, nose or under the skin and is almost always fatal.

Black Death – Stage 1

Type disease (injury/inhaled); **Save** Fort DC 18

Onset 1d6 days; **Frequency** 1/day (4 days until moving to stage 2)

Effect fatigued, 1 Con damage; **Cure** 2 consecutive saves



Black Death – Stage 2

Type disease (contact*); **Save** Fort DC 22

Frequency 1/day (final stage)

Effect exhausted, 1d6 Con and 2 Cha damage;

Cure 2 consecutive saves

**Each time a creature comes into contact with the infected (including dead bodies) the disease has a chance to spread.*

Brown Flux (2 stages)

This humiliating illness first causes its victims unease in the form of mild stomach pains which quickly lead to a churning sensation of the stomach and guts. As the infection grows, the victim begins to have unpredictable dysentery and extremely unpleasant-smelling noxious gas. After the passage of three days the condition enters its final stage as gaseous eruptions get progressively worse leading to explosive and sudden diarrhea. The timing of this disease's effects are extremely unpredictable, and it often lulls its victims into overconfidence (with regards to bowel control) again and again, resulting in an attack of the Brown Flux in critical situations (as in the midst of combat).

Brown Flux – Stage 1

Type disease (ingested); **Save** Fort DC 12

Onset 1d6 hours; **Frequency** 1/day (1 day until moving to stage 2)

Effect -4 to all stealth checks; **Cure** 1 save

Brown Flux – Stage 2

Type disease (contact* 1); **Save** Fort DC 16

Frequency 1/day (final stage)

Effect fatigued**2, 1 Con damage, -4 to all stealth checks;

Cure 2 consecutive saves

**1 Any time another creature comes into contact with any of the infected fecal matter (an accidental showering from an adventuring companion taking the lead) and the disease has a chance to spread.*

***2 Each hour there is a 25% chance that an attack of the Brown Flux (explosive diarrhea) strikes the victim. The Game Master should roll this in secret and decide when and if other outcomes develop from the attack.*

Lovers Curse (2 stages)

This disease is spread only through sexual contact with an infected (and possibly morally questionable) individuals. Commonly found in the seediest taverns, flophouses and brothels, the affliction causes many problems for the unfortunate victim. The first sign of this infection is a curious itching wherever initial contact was made. The distraction becomes so bad that many seek ointments created from rare plants to dull the pain. During the first stage, sexual organs become engorged and extremely swollen. As the second phase progresses, the male's testicles become exceedingly tender, painful and inflamed, and any sort of movement involved is hindered due to the high levels of pain associated with rubbing of the swollen area. Basic functions such as walking, sitting, running and horseback riding become a traumatic ordeal. Leeches are sometimes used to treat this illness and grant a

+2 bonus to fortitude saves made during the 2nd stage of the disease.

Lover's Curse – Stage 1

Type disease (contact); **Save** Fort DC 15

Onset 1d6 days; **Frequency** 1/day (3 days until moving to stage 2)

Effect -2 to all perception checks, -5 ft. to movement; **Cure** 2 consecutive saves

Lover's Curse – Stage 2

Type disease (contact); **Save** Fort DC 16

Frequency 1/day (final stage)

Effect -15 ft. to movement, 1d3 damage*; **Cure** 2 consecutive saves

**The damage occurs whenever the victim performs activities as described in the description of the disease or makes any check which uses dexterity as the primary stat. These judgments are left to the Game Master's prerogative*

Walking Corpse (2 stages)

This mental disease takes the form of a creeping depression and tends to slowly awaken suicidal tendencies in its victims. Its triggers include being attacked by undead (zombies, ghouls and vampires to name a few) and in some cases consuming the flesh of the dead. The phenomenon is a recurring experience of people who are chronically deprived of sleep. During the disease's cycle, the afflicted complains of having delusions that he or she has died and is a walking corpse. This is expanded to the degree that the patient might claim that he can smell his own flesh rotting and feel worms crawling beneath his skin. During the second stage the victim believes so strongly in the notion that he has become one of the undead that his body begins to reject magical healing. While he gains no benefit from negative energy, he cannot be healed by any magical means (spells, potions or other magically keyed sources) until the mental complex is broken. Natural healing still heals the victims as usual. The paradox of this disorder grants many beings who believe they are "dead" the notion of being immortal.

Walking Corpse – Stage 1

Type mental disease (injury/ingested); **Save** Will DC 16

Onset 1d4 days; **Frequency** 1/day (6 days until moving to stage 2)

Effect fatigued; **Cure** 3 consecutive saves

Walking Corpse – Stage 2

Type mental disease; **Save** Will DC 18

Frequency 1/day (final stage)

Effect fatigued, negates magical healing; **Cure** 2 consecutive saves





Creating a Settlement

This section presents rules for creating towns and cities in the lands of Vathak. If you're building a settlement from scratch, you'll first need to determine how many people live there. Is it a tiny collection of houses along a lonely stretch of road? Is it a bustling village that sits at the crossroads of several major thoroughfares? Or is it a full city that serves as the hub for an entire region?

Settlement Size and Population

A settlement's population is left to the GM to assign, but you can use a settlement's type to help you determine just how many folks live in the city. Since the actual number of people who dwell in a settlement has no impact on game play, the number you choose is largely cosmetic—feel free to adjust the suggested values below to fit your campaign.

Settlement Type	Population Range
Thorp	Fewer than 20
Hamlet	21–60
Village	61–200
Small town	201–2,000
Large town	2,001–5,000
Small city	5,001–10,000
Large city	10,001–25,000
Metropolis	More than 25,000

The bulk of the buildings within any settlement are the homes of the people that live there. Many businesses merely present a storefront, with the rooms above or behind it serving as the owner's home. In Vathak, the typical home is host to a large number of people crammed into a relatively small space. The average peasant might only be able to afford a single room or two within a house, living cheek-to-jowl with his neighbors to either side and possibly above and below.

Buildings themselves are products of their environments and are built from materials readily available in the area. In the case of Vathak, most houses are a form of cob house. Cob houses are formed from a earthen mixture of sand, straw, and water compacted together and covered with plaster. Large wooden beams are used to support the structures, as well as a

cobbled stone foundation. Most business buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch.

Typical Residences of Vathak

Most of Vathak's residents built and own their homes, though there are rent-spaces in plenty for visitors, merchants, sailors, and those who don't want to be bothered with maintaining their living spaces. It's very common for workers to live within their employer's stores or homes. The expense of buying or renting a living space depends on its location and style. While buildings and lifestyles vary by region, most residences fall into one of the categories outlined below.

Keep: A keep is a fortified building or set of buildings connected by a wall. The most powerful families, merchants, and organizations are often based in keeps within the city and normally reach at least four stories tall (at least in the main hall, though many are just a single four- or five-story tower with a thick outer wall). A few have their own stables, smithies, and even gardens, but most are significantly less self-sufficient. In a true battle, a typical keep would last a few days at most.

Manor: Far more common than keeps are manors, large and comfortable buildings that are far cheaper (and more practical) than larger structures. Manors typically rise to at least two stories and contain no fewer than five bedrooms or studies, two privies, a bath, a large kitchen and pantry, and a cellar. Most have "great halls" that can be used as family rooms, feast halls, or grand reception rooms (depending on the occasion). Most manors are built around a central courtyard that contains well-manicured yards and a few gardens or walking paths.

Townhouse: Most business owners and relatively successful families in Vathak reside in townhouses. A townhouse is a narrow dwelling that abuts another building on at least one side. Most townhouses begin on the second floor of a building, rising above a shop or other business of some kind. Most townhouses are owned by their residents (and this ownership usually extends to the ground-floor business space), but a few are always available for rent by newcomers thinking to set up a new business in the settlement. A townhouse that has a meeting space on the lower floor, and is owned by an organization or guild, is referred to as a lodge.

Flathouse: Some buildings, especially near major markets, schools, and docks, contain nothing but living spaces. The largest and nicest of these buildings contain flathouses, one-story dwellings with one or two bedrooms and all the amenities of townhouses. Normally multiple flathouses are built on the same level, with each having a door accessing an outer balcony that wraps around the building.

Flop: Flops are single-room dwellings that share communal privies, baths, and kitchens. Flops are smaller than flathouses, with as many as four flops taking up the space of one flathouse. Two to four flops might be built together around a single set of communal rooms, or they might be part of a multistory flophouse cramming up to 40 flops in a single building. A flop has just enough room for a bed, chest, chair, and desk, and is a common dwelling for visitors to the city (who don't plan to spend much time in their room anyway), students, and the poor. Flops are rarely well-kept, as most are rented, but small flops owned by their residents can be quite nice.



Bunk: With a name taken from the simple hammock or cot common to low-rank sailors on ships, a bunk is the simplest accommodation in Vathak short of homelessness. It consists of little more than a bed and a few places to store possessions. Bunkhouses provide a cheap place for short-term visitors (and those unable to afford better) to at least sleep out of the rain. Most provide just a curtain for privacy, with two locked drawers for securing possessions. It's also possible to find bunks in the kitchens and stables of higher-class establishments, to allow menials to sleep near their workplace. Less common are free-standing bunks, but a few tiny buildings (sometimes as little as 20 square feet) exist that are bunks for one or two owners.

Typical Locations of a Settlement

Adding locations to a city is one of the most efficient ways to enhance flavor and add character to your settlement. These are the places characters are going to want to visit and often where encounters with NPCs will take place.

Academy An institution of higher learning that can focus on any area of knowledge or education, including magic.

Alchemist The laboratory and home of a creator of potions, poisons, and alchemical items. This might also be a doctor's office or apothecary.

Arena A large public structure for competitions, demonstrations, team sports, or bloodsports.

Barracks A building to house city guards, militia, and military forces.

Black Market A number of shops with secret and usually illegal or dangerous wares.

Brewery A building for beer making, winemaking, or similar use.

Brothel A place to pay for companionship of any sort.

Castle The home of the city's leader or the heart of its defenses.

Cathedral The focal point of the Church of the One True God and its clergy.

Dump A centralized place to dispose of refuse.

Exotic Craftsman The workshop and home of an exotic craftsman, such as a creator of magic items, a tinker, a fireworks maker, or a glassblower.

Garrison A large building to house armies, train guards, and recruit militia.

Granary A place to store grain and food.

Graveyard A plot of land to honor and bury the dead.

Guildhall A large building that serves as headquarters for a guild or similar organization.

Herbalist The workshop and home of a gardener, healer, poisoner, or creator of potions.

Inn A place for visitors to spend the night.

Jail A fortified structure for housing criminals.

Library A large building containing books, often presided over by a sage or other scholar.

Luxury Store A shop that specializes in expensive wares and luxuries.

Magic Shop A shop that specializes in magic items and spells.

Market An open area for mercantile pursuits, traveling merchants, and bargain hunters.

Mill A building used to cut lumber or grind grain.

Monument A monument can be a statue of a city founder, a bell tower, a large tomb, or a public display of art.

Piers Warehouses and workshops for docking ships and handling cargo and passengers.

Shop A general store.

Smith An armor smith, blacksmith, or weapon smith.

Stable A structure for housing or selling horses and other mounts.

Tannery A structure that prepares hides and leather.

Tavern An eatery or drinking establishment.

Tenement A staggering number of low-rent, cheap housing units.

Theater A venue for providing entertainment such as plays, operas, concerts, and the like.

Town Hall A public venue for town meetings and repository for town records.

Tradesman A shopfront for a tradesman, such as a baker, butcher, candle maker, cooper, or rope maker.

Watchtower A tall structure that serves as a guard post and landmark.

Waterfront A port for arrival and departure when traveling by water, facilities for building ships, and a center of commerce.

Leadership

A healthy city has leaders filling a number of different roles. These leaders are considered major NPC's and are typically the most common encounter characters can have when exploring a settlement, for good or bad.

Ruler

The ruler is the primary leader of the city. Unlike the other leadership roles, a ruler's role can consist of a single or multiple people acting as governing body.

Autocracy: A single individual chosen by the people rules the community. This leader's actual title can vary: mayor, lord, or even royal titles like duke are common.

Council: A group of councilors, often composed of guild masters or nobles, lead the settlement.

Magical: An individual or group with potent magical power, such as a high priest or archmage.

Overlord: The community's ruler is a single individual who either seized control or inherited command of the settlement.

Secret Syndicate: An unofficial or illegal group like a thieves' guild rules the settlement—they may use a puppet leader to maintain secrecy, but the group members pull the strings in town.

Diplomat

The Diplomat oversees relations with nearby settlements, visiting merchants and tradesman, and any other affairs outside the settlement.

Clergy

The clergy guides the settlements religious needs and growth. The clergy often represents the most popular religion in the area and acts as a moral compass to the community.

Treasurer

The Treasurer organizes tax collection, and manages the treasury. They might also act as a bank or moneylender to the region and help the growth of commerce.

Warden

The Warden leads the settlement's defense and city guards. They are the enforcers of the law and oversee the enforcement of laws and often the care taking of those who have been incarcerated.





Festivals

Festivals, of many types, serve to meet specific needs, as well as to provide entertainment. These times of celebration offer a sense of belonging for religious, social, or geographical groups. In Vathak, festivals are a time when the elderly share stories and transfer certain knowledge and customs to the next generation. Feasts often provide a means for unity among families and for people to find mates. Select anniversaries have annual festivals to commemorate previous significant occurrences.

There are numerous types of festivals in Vathak. Though many have religious origins, others involve seasonal change or have some cultural significance. Also, certain institutions celebrate their own festivals (often called "fests") to mark some significant occasions in their history. These occasions could be the day these institutions were founded or any other event which they decide to commemorate periodically, usually annually.

Common Types of Festivals

Seasonal Festivals
Founding of the City
Important Military Victories
Unique Events (natural disasters, overcoming adversity, birthday of local celebrity)

Crime and Punishment

Law is a system of rules and guidelines which are enforced through social institutions to govern behavior. The law shapes politics, economics and society in countless ways and serves as a social mediator of relations between people.

Common Crimes

Assault: This is any attack on someone, regardless of whether damage was caused. The severity of any crime against the person is proportional to the status of the victim.

Murder: This is causing death by any means, including failing to prevent a death when it was possible to do so. Thus a bodyguard who failed to prevent an assassination is theoretically guilty of murder. Perjury which results in the execution of an innocent person is also treated as murder.

Robbery: This includes such things as fraud, tax evasion, blackmail as well as theft of physical property.

Vandalism: Any damage caused to property by any means.

Affray: Defined as causing any disturbance, fights, drunkenness or disorderly conduct. It will get upgraded to assault if anyone actually gets badly hurt.

Treason: Attempting to overthrow the legitimate government of the city.

Blasphemy: This vaguely-defined law can be summed up as anything that upsets the Church of the One True God.

Sentences

1. Death (instant)
2. Death (upon conviction)
3. Exile or Ban Against Future Entry
4. Mutilation (loss of offending extremities, branding)
5. Enforced Hard Labor
6. Imprisonment (dungeon)
7. Fine (payable to City)
8. Damages (payable to injured party)
9. Edict Against Convict (public pronouncement forbidding convict to do something; e.g. continue in present business, repeat circumstances that led to an offense, etc.)

Example of Crimes and their Punishment

Impersonation of a Lord: Death

Forgery of an Official Document: Death, Exile, or Mutilation

Assault Upon A Lord: Death or Imprisonment (10 years) after flogging

Part of the City: Enforced hard Labor (as justice demands) plus Fine (costs of repairs plus 2,000 gold pieces)

Impersonation of a Guardsman or Officer: Imprisonment (as justice demands) plus Fine (5,000 gold pieces) and flogging

Repetition of any Lesser or Minor Offense: Enforced Hard Labor or Imprisonment (1 month) and/or Fine (up to 1,000 gold pieces)

Assault Upon Any City Officer Who Is Acting in the Line of Duty: Enforced Hard Labor (1 week) plus Fine (as justice demands; usually based on ability to pay; flogging if unable to pay anything)

Blasphemy Against Lord, Magister, or any City Officer: Imprisonment (4 days) plus Damages (20 gp)

Poisoning of Water (*City Wells; includes attempted blockage or attempts to control public access, or charge fees for such access*): Death

Murder: Death upon Conviction or Imprisonment (10-15 years)

Spying, Sabotage: Death upon Conviction or Exile (permanent) plus Fines (costs of repairs plus 2,000 - 5,000 gp) or Imprisonment (20 years) plus Edict Against Convict

Fencing Stolen Goods: Imprisonment (up to 2 years) and Damages (typically twice the price the goods were sold for) and Edict Against Convict

Defiling of a Holy Place (*Church Burglary, Church Arson, or Church Vandalism*): Imprisonment (5 years) and Damages (costs of repairs plus 2,000 - 5,000 gp)

Rape: Mutilation and Damages (up to 2,000 gp) or Enforced Hard Labor (up to 5 years)

Robbery: Enforced Hard Labor (up to 1 month) and Damages (value of goods lost plus up to 500 gp)

Assault (*Wounding*): Damages (cost of medical attention plus up to 500 gp) and Edict Against Convict

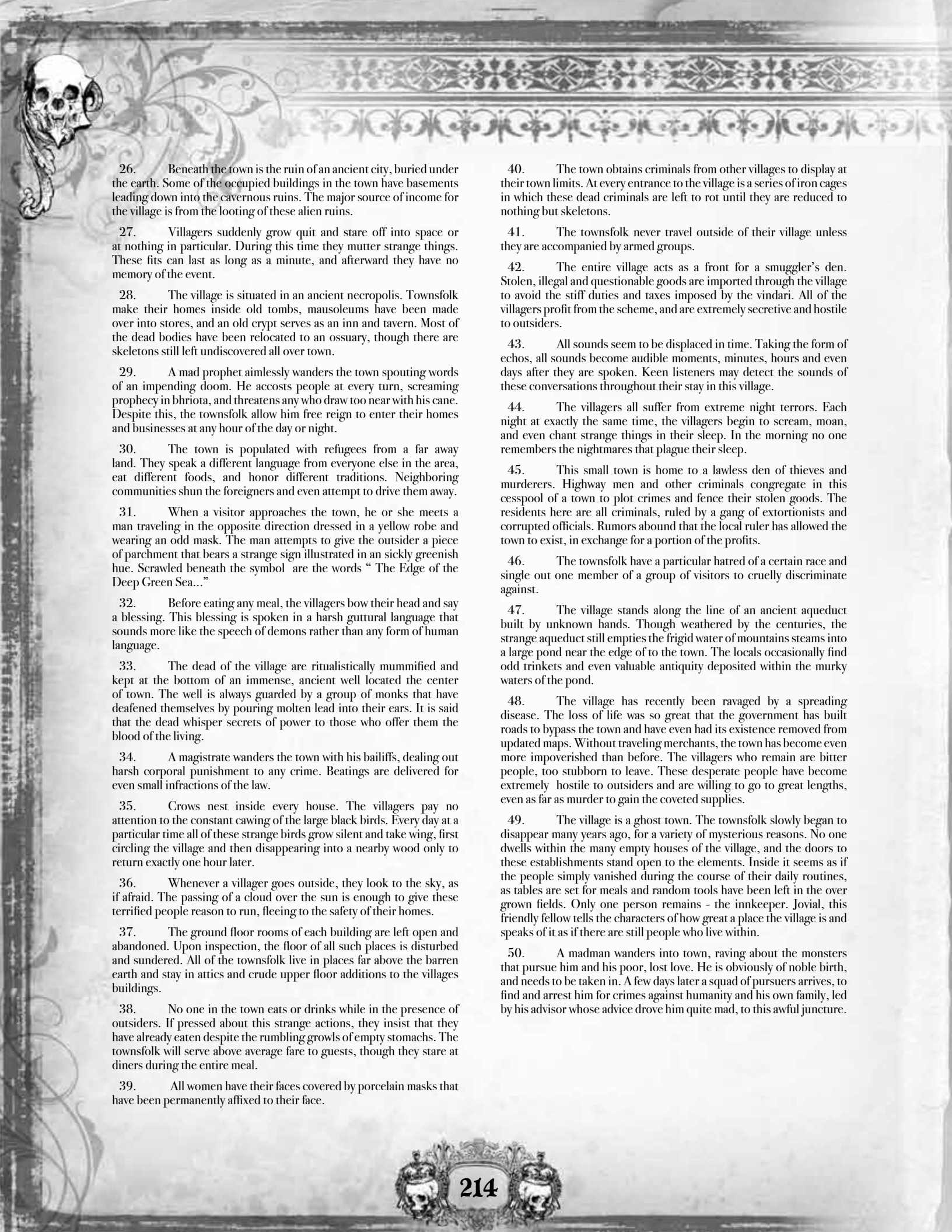


Villages of Vathak

There are many strange things that can happen within the lands of Vathak. While traveling in these strange lands, the adventuring group will most likely take shelter and spend the night at one of the many unmarked villages or hamlets that can be found within the wilds. All villages, like the people found within them, are unique. Presented below are samplings of adventure hooks and unique traits that can be added to any small town, village, or settlement to make it stand apart from all others.

1. No matter how fancy the home is, each building within this village has bare dirt floors. Within this rich black soil there squirm strange worms that only appear after sundown.
2. Within this small hamlet there lives an old woman who has the uncanny ability to know intimate details of a stranger's dreams. Long ago the crone's eyes were torn from their sockets during a vindari inquisition.
3. Several houses stand empty. The broken doors of these abandoned homes are marked with a strange symbol painted in dried blood.
4. At the center of the town stands a mysteriously shaped cathedral made of ivory. The iron doors of this old temple are sealed by an unknown magic. When questioned about its purpose, the villagers know little of its origin as the town was formed around the monument.
5. Part of the town is built from the ruins of an immense toppled statue. The dark veined stones of the inhuman statue have been used in the construction of the towns buildings, and homes have been made from piles of rubble. Every full moon the sounds of the ocean can be heard resounding from these stones.
6. A single member of each family in this town bears a runic tattoo on their throat. Persons who are so marked seem to have forgotten how to speak.
7. The village is built in the depths of a deep forest. Rather than bury their dead, the deceased must be transported along an old path leading to a dark hallow. Within this place there lies an ancient ring of black stones.
8. The townsfolk of this place only eat freshly cut and uncooked meat. It is common that they carve the portions from still living-animals or slaughter the creatures at the tables on which they dine.
9. Each building of this town has its own mechanical clock constructed by the local clockmaker. Each day these clocks simply stop working for a random length of time. The length of this phenomenon can last anywhere between a few seconds to hours and even days. While stopped, each of the villagers becomes frozen in time and become like statues until the clocks begin again. Once this time has passed the affected people have no knowledge of the missing time.
10. In the dead of the night, when waking from slumber, a person can hear their name being called upon a howling wind as though a great storm were raging outside. Outside, the air stands still, not a breeze to be felt.

11. Many houses are barricaded from the outside, as though to keep something inside from getting out.
12. The entire town seems to be frightened of an old stone well at the edge of town. While no one speaks directly of their fears, they tell tales of the thick black water pulled from its depths. Some speak of the strange noises heard echoing from within.
13. The people of this place seem to be suffering from a strange disease. Weeping boils mark almost every inch of their skin. The victims of this disease seem not to notice or question their condition.
14. The distant tolling of a bell can be heard at random times of the day and night.
15. Each building in this town is devoid of windows. The seals of each doorway is lined with a thick coating of bone dust, which is swept and replaced each day at dawn.
16. Every child in the village is frightened of a creature known to them as "The Hungry Man." They claim that this beast preys upon the children of the village, kidnapping them and taking them to a decrepit windmill to skin them alive and eat their bones. The children beg for help even though their parents quickly dismiss these tales as nothing than the lies of ill-behaved young.
17. No one in the town eats or drinks anything except a strange, gray, milky fluid served as a soup. While eating this odd fare, they seem to enter into a trance-like state and begin to feast as if they are starving. If requested, the townsfolk will serve this "food" to guests, although they stare at first time diners with obsessive expectation.
18. Large stones bearing strange symbols chiseled into them have been arranged around this small town. Placed there by an eccentric beggar, he claims these stones will be the only thing that will keep the town safe once the world is swallowed by the darkness.
19. Instead of buildings, the romni villagers live and work in great wagons. These townsfolk have grown tired of the taxes placed upon them. Each year, just after harvest and before the tax collector arrives, the whole town migrates across the border to the neighboring county. Each year, the process is repeated.
20. The sky above the village is always overcast and billowing with gray clouds. The wind always blows a bitter cold, even during the summer months.
21. A lonesome stone tower stands looking towards the mountains at the edge of the village. For six consecutive days a villager stands guard, watching for the appearance of the "god-lights" from a dark pass which leads from the foot of the mountains to the village.
22. Rats have taken over the town. These rodents are present everywhere and have grouped into large swarms that devour any and all foodstuffs within the town. Sometimes, when food is scarce, the occasional villager and his family will simply "vanish" during the night. The next day the rats can be seen with bloated bellies and bloodstained fur.
23. Whenever an outsider enters a room, all of the townsfolk will halt whatever they were doing and wait in silence, as if waiting for the visitor to say or do something.
24. Whenever a criminal is prosecuted for a crime and found guilty, they are loaded into a cage and transported to an undisclosed prison in one of the larger cities. As of late the laws of this town have become so strict that even petty criminals, child offenders and the falsely accused are faced with this punishment. Each time the transport returns to town blood stains can be seen covering its floor. The prisoners are never seen nor heard from again.
25. The townsfolk have no attachment to the bodies of their dead. There are no graveyards, though families maintain memorials within their homes. The deceased are stripped of their belongings and thrown in a dump at the edge of town. Dogs and crows swarm the dump and gnaw at the human remains.



26. Beneath the town is the ruin of an ancient city, buried under the earth. Some of the occupied buildings in the town have basements leading down into the cavernous ruins. The major source of income for the village is from the looting of these alien ruins.

27. Villagers suddenly grow quiet and stare off into space or at nothing in particular. During this time they mutter strange things. These fits can last as long as a minute, and afterward they have no memory of the event.

28. The village is situated in an ancient necropolis. Townsfolk make their homes inside old tombs, mausoleums have been made over into stores, and an old crypt serves as an inn and tavern. Most of the dead bodies have been relocated to an ossuary, though there are skeletons still left undiscovered all over town.

29. A mad prophet aimlessly wanders the town spouting words of an impending doom. He accosts people at every turn, screaming prophecy in bhriota, and threatens any who draw too near with his cane. Despite this, the townsfolk allow him free reign to enter their homes and businesses at any hour of the day or night.

30. The town is populated with refugees from a far away land. They speak a different language from everyone else in the area, eat different foods, and honor different traditions. Neighboring communities shun the foreigners and even attempt to drive them away.

31. When a visitor approaches the town, he or she meets a man traveling in the opposite direction dressed in a yellow robe and wearing an odd mask. The man attempts to give the outsider a piece of parchment that bears a strange sign illustrated in an sickly greenish hue. Scrawled beneath the symbol are the words "The Edge of the Deep Green Sea..."

32. Before eating any meal, the villagers bow their head and say a blessing. This blessing is spoken in a harsh guttural language that sounds more like the speech of demons rather than any form of human language.

33. The dead of the village are ritualistically mummified and kept at the bottom of an immense, ancient well located the center of town. The well is always guarded by a group of monks that have deafened themselves by pouring molten lead into their ears. It is said that the dead whisper secrets of power to those who offer them the blood of the living.

34. A magistrate wanders the town with his bailiffs, dealing out harsh corporal punishment to any crime. Beatings are delivered for even small infractions of the law.

35. Crows nest inside every house. The villagers pay no attention to the constant cawing of the large black birds. Every day at a particular time all of these strange birds grow silent and take wing, first circling the village and then disappearing into a nearby wood only to return exactly one hour later.

36. Whenever a villager goes outside, they look to the sky, as if afraid. The passing of a cloud over the sun is enough to give these terrified people reason to run, fleeing to the safety of their homes.

37. The ground floor rooms of each building are left open and abandoned. Upon inspection, the floor of all such places is disturbed and sundered. All of the townsfolk live in places far above the barren earth and stay in attics and crude upper floor additions to the villages buildings.

38. No one in the town eats or drinks while in the presence of outsiders. If pressed about this strange actions, they insist that they have already eaten despite the rumbling growls of empty stomachs. The townsfolk will serve above average fare to guests, though they stare at diners during the entire meal.

39. All women have their faces covered by porcelain masks that have been permanently affixed to their face.

40. The town obtains criminals from other villages to display at their town limits. At every entrance to the village is a series of iron cages in which these dead criminals are left to rot until they are reduced to nothing but skeletons.

41. The townsfolk never travel outside of their village unless they are accompanied by armed groups.

42. The entire village acts as a front for a smuggler's den. Stolen, illegal and questionable goods are imported through the village to avoid the stiff duties and taxes imposed by the vindari. All of the villagers profit from the scheme, and are extremely secretive and hostile to outsiders.

43. All sounds seem to be displaced in time. Taking the form of echos, all sounds become audible moments, minutes, hours and even days after they are spoken. Keen listeners may detect the sounds of these conversations throughout their stay in this village.

44. The villagers all suffer from extreme night terrors. Each night at exactly the same time, the villagers begin to scream, moan, and even chant strange things in their sleep. In the morning no one remembers the nightmares that plague their sleep.

45. This small town is home to a lawless den of thieves and murderers. Highway men and other criminals congregate in this cesspool of a town to plot crimes and fence their stolen goods. The residents here are all criminals, ruled by a gang of extortionists and corrupted officials. Rumors abound that the local ruler has allowed the town to exist, in exchange for a portion of the profits.

46. The townsfolk have a particular hatred of a certain race and single out one member of a group of visitors to cruelly discriminate against.

47. The village stands along the line of an ancient aqueduct built by unknown hands. Though weathered by the centuries, the strange aqueduct still empties the frigid water of mountains steams into a large pond near the edge of the town. The locals occasionally find odd trinkets and even valuable antiquity deposited within the murky waters of the pond.

48. The village has recently been ravaged by a spreading disease. The loss of life was so great that the government has built roads to bypass the town and have even had its existence removed from updated maps. Without traveling merchants, the town has become even more impoverished than before. The villagers who remain are bitter people, too stubborn to leave. These desperate people have become extremely hostile to outsiders and are willing to go to great lengths, even as far as murder to gain the coveted supplies.


49. The village is a ghost town. The townsfolk slowly began to disappear many years ago, for a variety of mysterious reasons. No one dwells within the many empty houses of the village, and the doors to these establishments stand open to the elements. Inside it seems as if the people simply vanished during the course of their daily routines, as tables are set for meals and random tools have been left in the over grown fields. Only one person remains - the innkeeper. Jovial, this friendly fellow tells the characters of how great a place the village is and speaks of it as if there are still people who live within.

50. A madman wanders into town, raving about the monsters that pursue him and his poor, lost love. He is obviously of noble birth, and needs to be taken in. A few days later a squad of pursuers arrives, to find and arrest him for crimes against humanity and his own family, led by his advisor whose advice drove him quite mad, to this awful juncture.



Standard Village





"Through all this horror my cat stalked unperturbed. Once I saw him monstrosously perched atop a mountain of bones, and wondered at the secrets that might lie behind his yellow eyes."

H.P. Lovecraft



Monsters of Vathak

The abominations which have forced their way into the lands of Vathak are just the beginnings of a sweeping tide of greater horrors slowly awaking from eons of imprisonment.

The new creatures described within the following pages are but minions of the Old Ones, summoned here from the dark place between the stars. These monstrosities defy the laws of logic and nature, taking on profane unnatural shapes which stand in defiant mockery to all that could be considered holy.

Listed below are a gathering of creatures which can be used to populate the lands of Vathak. This list is far from complete, and the Game Master can add to it as they see fit. The statistics of these creatures can be changed to

provide an appropriate challenge for the level of play, a few cosmetics changes can also be applied to add a new sense of dread when presenting them. If desired, a Game Master can add the aberrant creature template (detailed below) to bolster creatures and better define their alien nature and unnatural presence in Vathak.

Creatures in Vathak should reflect the same horror and mysterious flavor of the lands. Creatures that are familiar to players should be presented in a way that brings fear and a sense of dread to the adventure, and might even have new ways or tactics to trick or kill the players. Vathak is a menacing place, and encounters with monsters are an easy way to express the themes of the setting.



Horror is more than just gore and guts. It is also the mysteries of the unknown, phantom howls, darting shadows, and sinister plots. These elements help build a sense of true danger and urgency, no matter how challenging the encounter actually is to the characters.

Many new creatures are presented in the following pages in addition to several templates to help take your old favorites and convert them to Shadows over Vathak. Below we also present a guide to turn those “common” monsters into creatures that can make their home in Vathak.

Aberations

Aberations are the main threat of Vathak currently. With their strange anatomy, bizarre abilities, and alien mindset they easily can fit the role of both mindless killer machine and tactical manipulator.

Animals and Magical Beast

The rise of the Old Ones has corrupted the very land itself, and the same “taint” that spawned the cambion has begun to affect the many animals and beasts that call these lands home. Even common creatures are driven mad and more prone to attack and kill, utilizing new tactics and ferocity, or even new powers. Physically, these creatures can appear larger than normal, hairless, covered in boils, etc. The various templates provided are a great way to turn a normal creature into something of nightmares.

Constructs

With doctors, wizards, and scientists showing signs of madness and a willingness to play god and “create life” constructs take the form of mockeries of humanity. Golems made of pieces of various creatures stitched together, puppets that move without strings, and skeletal scarecrows are just a few ideas of inspiration when you approach constructs.

Dragons

As we created Vathak, we never intended to include dragons of any kind. If you want to include these large reptiles in your setting, they should be approached as forces of nature and destruction purposely targeting man as the blunt of their terror.

Fey

The dark fey inhabited Vathak long before the vindari arrived on it’s shores and long before the Old Ones corrupted this land. Although many stories of the Unseelie Court are considered just legends and fairy tales, encounters with these twisted fey are on the rise. Perhaps they are returning to the lands of man.

Humanoids

We suggest several humanoids that might exist in Vathak in the Races of Vathak chapter. Other humanoids could exist, but most likely in small numbers. Goblinoids and similar tribal creatures might have integrated into the stronger bhriota tribes, where other humanoid groups might be living in hiding in order to survive, only revealing themselves when threatened.

Monstrous Humanoids

Like regular humanoids, monstrous humanoids are in decline. Either being wiped out during the vindari “cleansing” or possibly from disease, the Old Ones, or other elements of Vathak. Some monstrous humanoids, like hags, live in secret and influence the human races in a dire act to increase their numbers and influence.

Dozes

These blobs of shifting liquid find a home in Vathak with little change and easily help drive home the concepts of visceral horror.

Outsiders

These creatures are extremely rare in Vathak due to the nature of the setting. Evil outsiders are the easiest to include in an adventure in Vathak with very little effort. For those wanting to include demons and devils, we suggest bringing them into the setting as a new force to compete with the Old Ones, believing Vathak is their domain.

Plants

Like many of the creatures tied to the natural elements of Vathak, plants have taken on the corruption of the Old Ones as well. Absorbing this taint from the earth itself, many plants have developed twisted forms, thorns and razor leafs, and a malevolence towards anything that threatens their territory.

Undead

Before the rise of the Old Ones, Vathak was a land of the undead. Ruled by the Vampire Lords and their minions, many have retreated in order to survive. Others still openly haunt these lands, their numbers growing as strife takes the lives of so many. Ghosts, ghouls, zombies, and the like are almost a common plague to the citizens of the realm.

Vermin

These creatures have claimed the dark and damp forgotten places of Vathak. They infest and live on the many corpses, spread disease amongst the living, and travel in swarms that are the fodder of nightmares.





Athamot-cang Worm

The large creature fell upon the ground from the cave ceiling, raising it's misshapen body before you. Unblinking eyes stare into your soul for just second, until the pain of the hooks rip into your flesh.

ATHAMOT-CANG WORM

CR 4

XP 1,200

N Large aberration

Init +7; **Senses** blindsight 60 ft., scent; **Perception** +6

DEFENSE

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

hp 45 (6d8+18)

Fort +5, **Ref** +5, **Will** +7

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +7 (1d6+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks tranquilizing spray (poison)

STATISTICS

Str 18, **Dex** 16, **Con** 16, **Int** 1, **Wis** 14, **Cha** 6

Base Atk +4; **CMB** +9; **CMD** 22 (can't be tripped)

Feats Improved Initiative, Run, Stealthy

Skills Climb +16, Escape Artist +5, Perception +6, Stealth +8

Languages None

ECOLOGY

Environment any

Organization solitary, pair, or brood (3-6)

Treasure none

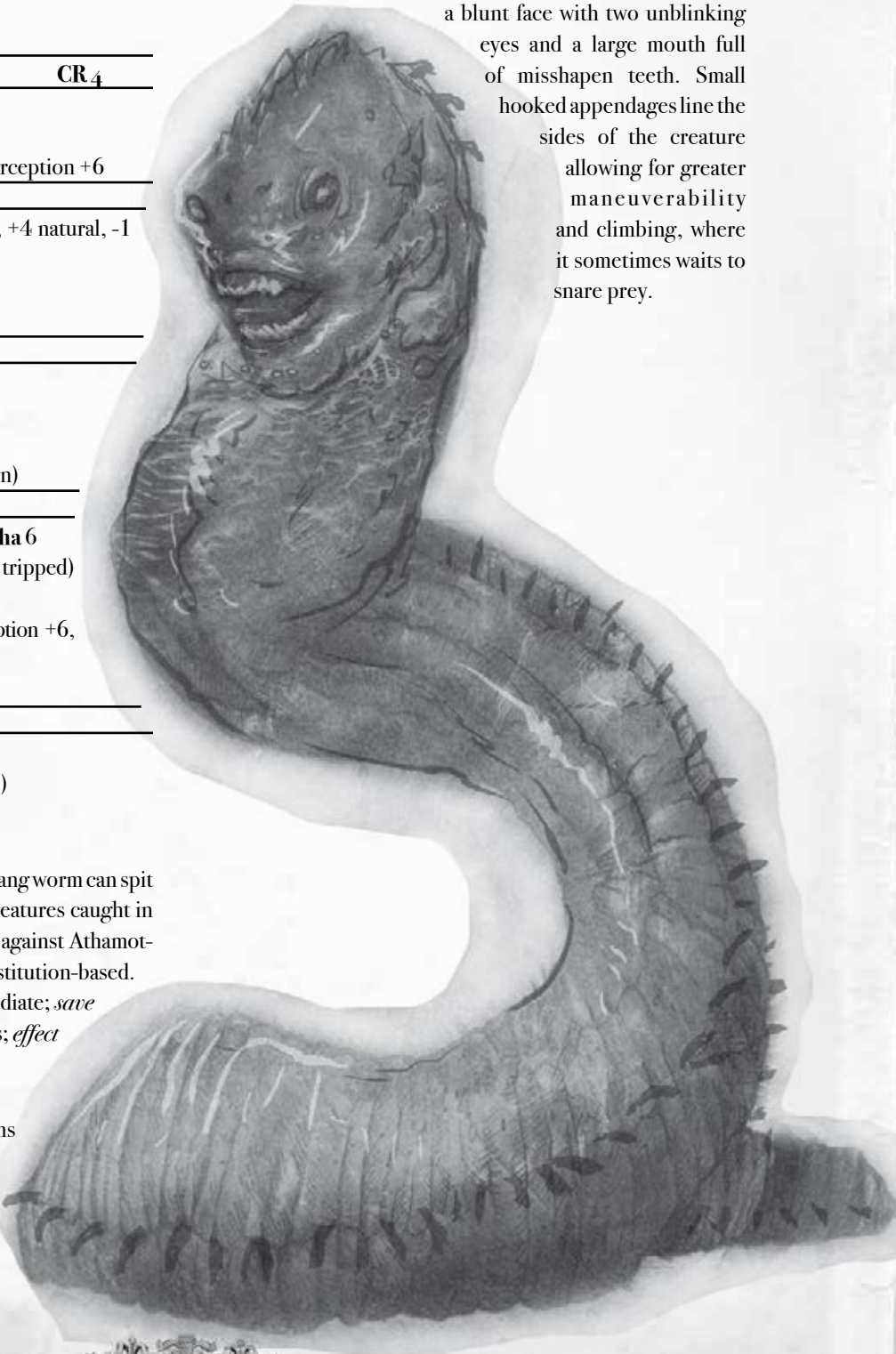
Tranquilizing Spray (Ex) The Athamot-cang worm can spit a soporific liquid in a 20-ft. cone. All creatures caught in the cone must immediately make a save against Athamot-cang worm poison. The save DC is Constitution-based.

Poison (Ex) contact or injury; *onset* immediate; *save* DC 16; *frequency* 1/round for 4 rounds; *effect* unconsciousness; *cure* 1 save.

The territorial Athamot-cang worms hunt the subterranean world, attacking and devouring all living creatures they encounter. When live prey is unavailable, the Athamot-cang worm will consume

carion, often bringing them in contact with places of death such as cemeteries or battlefields.

The Athamot-cang worm has a large bloated body with heavily wrinkled and creased skin. Its body ends in a blunt face with two unblinking eyes and a large mouth full of misshapen teeth. Small hooked appendages line the sides of the creature allowing for greater maneuverability and climbing, where it sometimes waits to snare prey.





Blood Shadow

A strange humanoid shaped cloud of inky darkness darts from the shadows. Swirling crimson hues can be seen within its bloated form and the stench of fresh blood hangs thick in the air.

BLOOD SHADOW	CR 10
XP 9,600	
CE Medium undead (incorporeal)	
Init +9; Senses darkvision 60 ft., sense blood; Perception +13	
DEFENSE	
AC 20, touch 20, flat-footed 14 (+4 deflection, +5 Dex, +1 dodge)	
hp 124 (15d8+60)	
Fort +9, Ref +12, Will +10	
Defensive Abilities incorporeal, channel resistance +4; Immune undead traits	
OFFENSE	
Speed fly 40 ft. (good)	
Melee incorporeal touch +16 (1d8 Constitution, see below)	
Space 5ft., Reach 5ft.	
Special Attacks Blood Spray, Create Spawn, Tainted Blood	
STATISTICS	
Str —, Dex 20, Con —, Int 6, Wis 12, Cha 19	
Base Atk +11; CMB +16; CMD 31	
Feats Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth), Lighting Reflexes, Improved Initiative, Ability Focus (Blood Spray)	
Skills Fly +15, Perception +13, Stealth +20 (+24 in dim light, +16 in bright light); Racial Modifiers +4 Stealth in dim light (–4 in bright light)	
ECOLOGY	
Environment any	
Organization solitary	
Treasure standard	

Blood Bloat (Su) A blood shadow which has gained temporary hit points from its Constitution Damage ability loses its incorporeal immunity to non magical weapon damage and gains Vulnerability to all slashing and

piercing weapons. This vulnerability lasts until the blood shadow no longer has any temporary hit points remaining, at which time the creature regains its incorporeal based abilities.

Blood Spray (Su) Once the blood shadow is swollen with the blood of its victims, it can release the blood as a horrifying torrential spray infused with necrotic energy as a standard action, which provokes an attack of opportunity. The greater blood shadow can cause the blood stored within its form to violently spray, striking all creatures in a 10 ft. burst. Any living creature struck by the blood suffers 5d6 damage and must make a DC 23 Fortitude save or become fatigued. This ability has no effect on a creature that is already fatigued. Blood Spray is only usable if the shadow is under the effect of blood bloat.

Constitution Damage (Su) A blood shadow's touch deals 1d8 points of Constitution damage to a living creature. A creature hit by the blood shadow may attempt a Fortitude Save DC 21 for one-half damage.

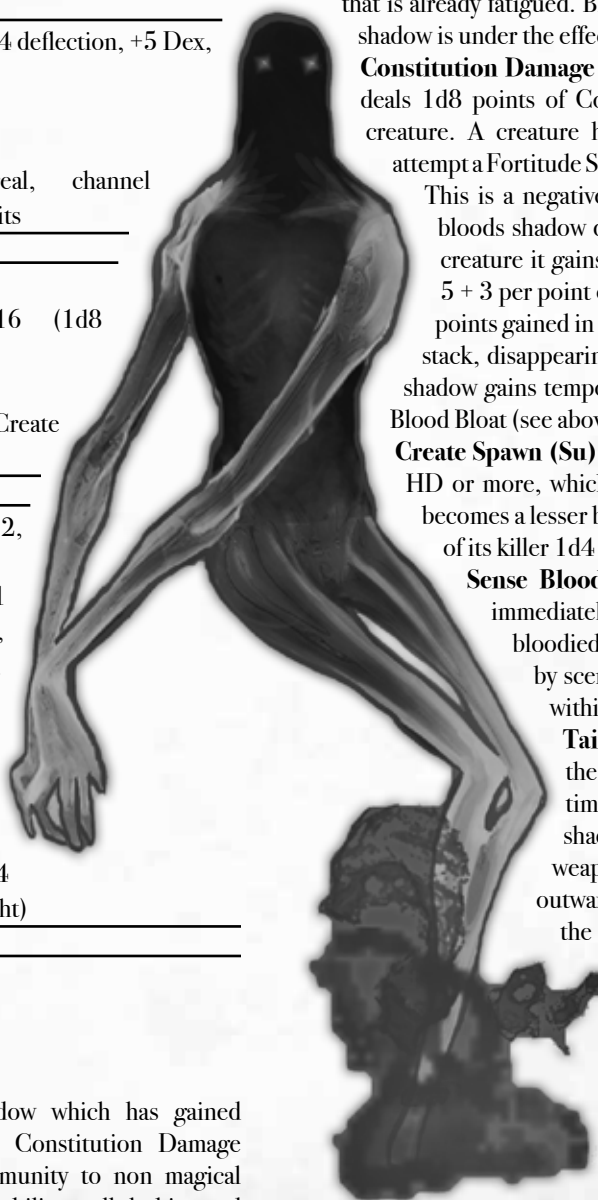
This is a negative energy effect. Each time the blood shadow deals Constitution damage to a creature it gains temporary hit points equal to 5 + 3 per point of damage dealt. Temporary hit points gained in this manner are cumulative and stack, disappearing after an hour. Once a blood shadow gains temporary hit points, it suffers from Blood Bloat (see above.)

Create Spawn (Su) A humanoid creature with 10 HD or more, which is killed by a blood shadow becomes a lesser blood shadow under the control of its killer 1d4 rounds after its death.

Sense Blood (Ex) A blood shadow can immediately sense the presence of warm, bloodied creatures in a 60 ft. radius as if by scent. It can detect exposed blood within a mile.

Tainted Blood (Su) While under the effects of Blood Bloat, each time damage is dealt to the blood shadow with a piercing or slashing weapon, the tainted blood sprays outward in an explosive burst from the wound, dealing 1d6 points of damage to the creature which caused the damage.

Often mistaken for standard shadows, or an unusual type of air elemental, the blood shadow is an extremely powerful undead which seeks the blood of living victims.





Chu-rualo

Your eyes try to adjust to the darkness, as you watch the translucent mass shift slowly across the wall. You step back as the shifting mass approaches you on dozens of twitching nubs. It's puckered mouth gasps at you, distracting you from it's form wrapping around your body.

CHU-RUALO	CR 7
XP 3,200	
N Huge aberration	
Init +5; Senses darkvision 60 ft., scent; Perception +8	
DEFENSE	
AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, -2 size)	
hp 85 (10d8+40)	
Fort +7, Ref +6, Will +7	
Defensive Abilities amorphous; DR 10/slashing or piercing	
OFFENSE	
Speed 10 ft., fly 40 ft. (average)	
Melee slam +15 (2d6+15 plus grab)	
Space 15 ft.; Reach 10 ft.	
Special Attacks constrict (2d6+15), smother	
STATISTICS	
Str 30, Dex 12, Con 19, Int 2, Wis 11, Cha 10	
Base Atk +7; CMB +19 (+23 with grapple); CMD 30 (cannot be tripped)	
Feats Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)	
Skills Fly +3, Perception +8, Sense Motive +2, Stealth +3 (+11 on stone surface);	
Racial Modifier +8 to Stealth when next to a stone surface	
Languages none	
ECOLOGY	
Environment underground	
Organization solitary	
Treasure standard	

Amorphous (Ex) Chu-rualo possess no clear front or back. They cannot be flanked and are immune to critical hits and precision damage such as sneak attacks.

Smother (Ex) A Chu-rualo that has hit a creature with its slam attack can attempt a grapple without provoking an attack of opportunity, dealing constriction damage against a grappled opponent.

If the creature is at least one size smaller than the Chu-rualo, it also becomes smothered and must hold its breath or suffocate (use the drowning rules listed under the Swim skill.) Attacks against an engulfing Chu-rualo deal half damage to it and half damage to the victim in its grasp.

Chu-rualo are territorial, subterranean hunters. Their blue-grey translucent skin allows them to blend into most natural subterranean surfaces unnoticed, as they tend to cling to cavern ceilings and walls waiting for prey. Their blob like bodies are constantly shifting and moving under the skin, like liquid, with a dozen feelers randomly protruding from their formless mass. Both ends of the creature (if they can be called that) have small, toothless mauls that constantly make a gasping noise as they suck in air.

A typical Chu-rualo claims several miles of caves and tunnels for its own and attacks anything it encounters in that area even if it is not hungry. The Chu-rualo, when a suitable creature passes below it, will drop onto the victim and smother them.





Frost Hag

Approaching the city gate, walking with a noticeable limp, is a pale skinned old woman wearing tattered robes and dirty furs. Mumbling to herself, she raps three times with horribly gnarled hands and smiles to herself, revealing a mouthful of twisted and broken teeth. In a gentle voice she asks, "Won't you let me in?"

FROST HAG	CR 11
XP 12,800	
NE Medium outsider (cold, evil, extraplanar)	
Init +4; Senses darkvision 60 ft.; Perception +18	
DEFENSE	
AC 25, touch 14, flat-footed 21 (+4 Dex, +11 natural)	
Hp 119 (13d10+48)	
Fort +15, Ref +8, Will +12	
DR 10/cold iron and magic; Immune charm, cold, fear, fire, sleep; SR 25	
OFFENSE	
Speed 30 ft.	
Melee bite +15 (2d6+6 plus disease), 2 claws +13 (1d4+6)	
Special Attacks Lingered Cold, Rend (2 claws 1d6+9)	
Spell-Like Abilities (CL 13th)	
Constant— <i>detect chaos, detect evil, detect good, detect law, detect magic</i>	
At will— <i>ray of enfeeblement</i> (DC 15)	
Spells Known (CL 13)	
5th (3/day) — <i>cone of cold</i>	
4th (5/day) — <i>ice storm, wall of ice</i>	
3rd (6/day) — <i>hold person</i> (DC 17), <i>ray of exhaustion</i> (DC 18), <i>sleet storm</i>	
2nd (6/day) — <i>blindness/deafness</i> (DC 14), <i>freezing ray</i> (as <i>scorching ray</i> with cold damage), <i>ghoul touch</i> (DC 17), <i>spectral hand</i>	
1st (6/day) — <i>charm person</i> (DC 13), <i>chill touch</i> (DC 15), <i>mage armor, obscuring mist, protection from good</i>	
0 (at will) — <i>bleed, daze, mage hand, ray of frost, read magic, touch of fatigue</i>	
STATISTICS	
Str 21, Dex 19, Con 22, Int 18, Wis 16, Cha 17	
Base Atk +10; CMB +15; CMD 29	
Feats Alertness, Combat Casting, Deceitful, Elemental Focus (cold), Spell Focus (Necromancy)	
Skills Bluff +17, Diplomacy +14, Disguise +18, Intimidate +14, Knowledge (arcana) +14, Knowledge (planes) +16, Perception +18, Stealth +16, Sense Motive +16, Spellcraft +15	
Languages Abyssal, Celestial, Common, Giant, Goblin	
SQ change shape (any humanoid, <i>alter self</i>)	
ECOLOGY	
Environment any	
Organization solitary, or coven (3 hags of any type)	
Treasure standard	
Change Shape (Su) A frost hag has the ability to assume the appearance of any humanoid creature. A hag cannot change shape to a form more than one size category smaller	

or larger than its natural form. This ability functions as a polymorph spell (CL 13th).

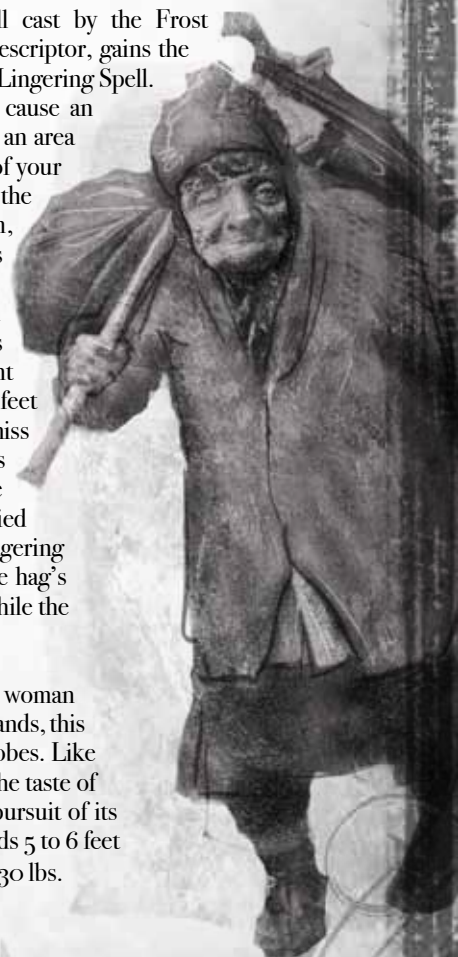
Disease (Su) Chill Blood: Bite—injury; save Fort DC 22; onset immediate; frequency 1/day; effect 1d6 Dex damage (target must save a 2nd time or 1 point of the damage is drain instead); cure 2 consecutive saves. The save DC is Constitution-based.

Frozen Stare (Su) Three times per day, as a swift action, a frost hag can cast her icy gaze upon any single creature within 30 feet. The target must succeed on a DC 19 Will save or become stunned for one round. This is a mind-affecting fear effect. The save DC is Charisma-based.

WinterStone (Su) All Frost hags carry a Winterstone—a special gemstone worth at least 2,400 gp that is worn as a periapt. A Winterstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a Winterstone retains its magic for only 24 hours before becoming a nonmagical gem again. The Winterstone grants the wearer the effects of a continual Endure Elements spell. In addition, a Winterstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A frost hag that loses this charm can no longer use her Lingered Cold ability until it finds a replacement gemstone.

Lingered Cold (Su) Any spell cast by the Frost Hag, and which has the cold descriptor, gains the benefits of the meta magic feat Lingered Spell. This ability allows the hag to cause an instantaneous spell that affects an area to persist until the beginning of your next turn. Those already in the area suffer no additional harm, but other creatures or objects entering the area are subject to its effects. A lingering spell with a visual manifestation obscures vision, providing concealment (20% miss chance) beyond 5 feet and total concealment (50% miss chance) beyond 20 feet. This ability does not increase the level of the spell and can be applied as a free action 3/day. Lingered Cold is ability granted from the hag's Winterstone and only usable while the charm is in her possession.

Always appearing as an old woman with a crooked back and gnarled hands, this creature wears tattered furs and robes. Like all other hags, a frost hag enjoys the taste of human flesh, and often is in the pursuit of its next meal. A typical frost hag stands 5 to 6 feet tall and weighs between 180 and 230 lbs.





Ggnoagath

It's head swings back and forth in a horrific manner, the single tentacle of it's face whipping around violently. Each movement flings spittle and bile unto the forest floor, that burns and dissolves under the fluid. In a flash it charges towards you with open mouth.

GGNOAGATH**CR 7**

XP 3,200**N** Large aberration**Init** +5; **Senses** darkvision 60 ft., low-light vision, scent;**Perception** +8

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)**hp** 94 (9d8+54); regeneration 2 (fire)**Fort** +9, **Ref** +4, **Will** +6**Immune** acid

OFFENSE

Speed 40 ft.**Melee** 2 claws +13 (1d6+8 plus grab), bite +13 (1d8+8)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** digestive ooze, swallow whole (3d6 acid damage, AC 15, 9 hp)

STATISTICS

Str 27, **Dex** 13, **Con** 22, **Int** 2, **Wis** 10, **Cha** 3**Base Atk** +6; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)**Feats** Alertness, Endurance, Improved initiative, Power Attack, Run**Skills** Perception +8, Sense Motive +2,

Stealth +3, Survival +6

Languages none

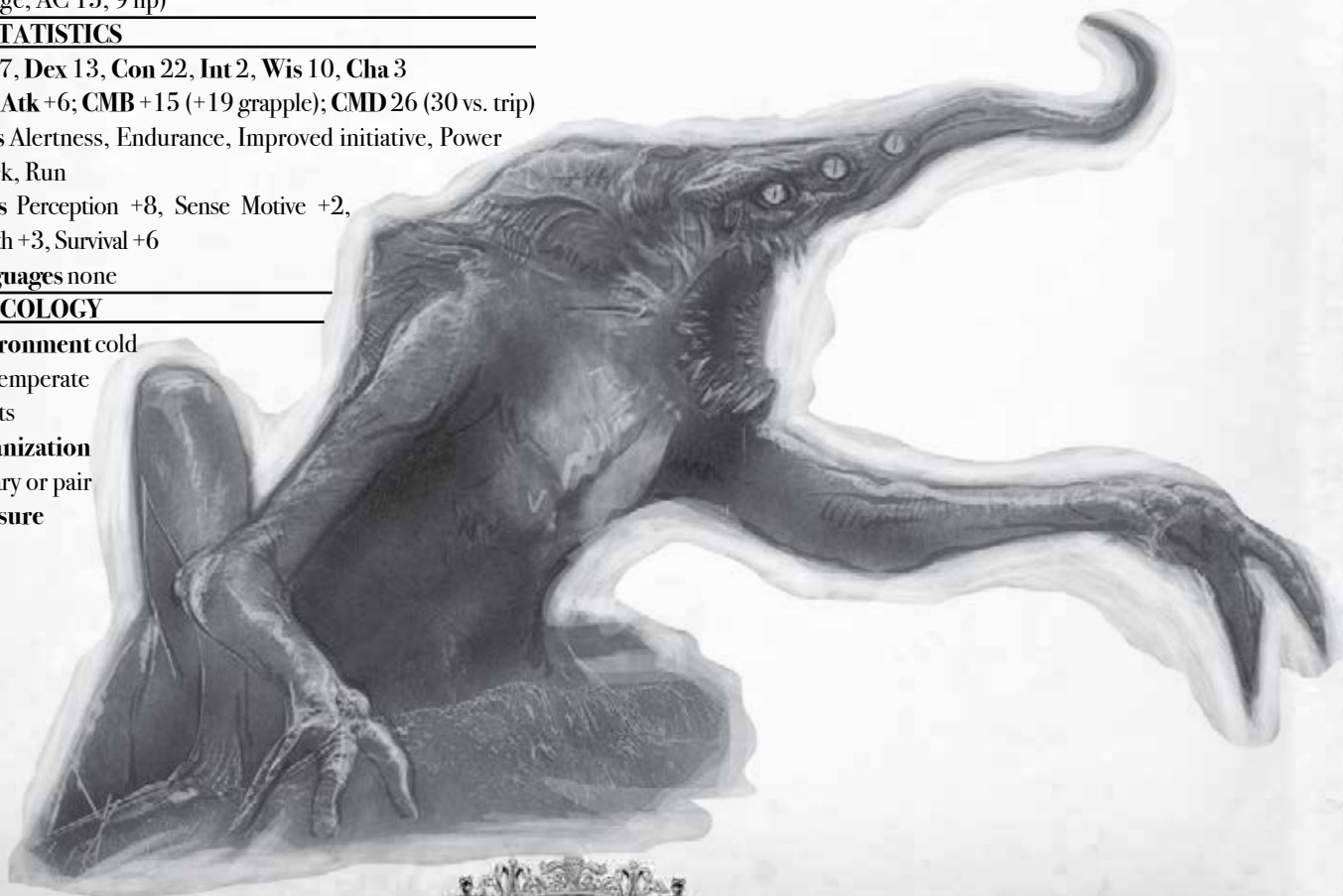
ECOLOGY

Environment cold and temperate forests**Organization** solitary or pair**Treasure** none

Digestive Ooze (Ex) An opponent pinned by the Ggnoagath takes 1d6 points of acid damage.

Swallow Whole (Ex) A creature pinned for three consecutive rounds is swallowed whole. A swallowed opponent takes 3d6 points of acid damage each round. A swallowed creature can escape by doing 9 points of damage to the inside of the Ggnoagath with a light slashing or piercing weapon (AC 15). A creature that escapes the pin while swallowed whole emerges from the Ggnoagath's stomach, not its throat, where it may be grabbed and pinned again.

The Ggnoagath is a large creature with a humanoid body of a ghostly white complexion against stark red swirling patterns. Where the creature's face should be is instead a long tentacle like appendage, similar to an elephant's trunk, ridged with multiple eyes. Smaller versions of these tentacles decorate the creatures back and lower torso and seem to glisten as they ooze digestive fluids. Where the neck attaches to the creature's shoulders is a large gaping mouth like that of a fish, eagerly opening and closing as it flings the Ggnoagath's head unnaturally back and forth.



Greater Spawn of the Old Ones

A mountainous form lumbers to life, a hideous creature only accidentally humanoid in shape, its hateful face a writhing mass of tentacles.

GREATER SPAWN	CR 20
XP 307,200	
CE Huge aberration	
Init +5; Senses blindsight 30 ft., darkvision 60 ft.; Perception +37	
Aura frightful presence (150 ft., DC 29)	
DEFENSE	
AC 36, touch 9, flat-footed 35 (+1 Dex, +27 natural, -2 size)	
hp 362 (25d8+250); regeneration 15 (fire)	
Fort +18, Ref +9, Will +25	
Defensive Abilities immortality, overwhelming mind;	
Immune cold, disease, poison; SR 31	
OFFENSE	
Speed 40 ft., fly 60 ft. (average), swim 40 ft.	
Melee 2 claws +32 (2d6+16/19-20), 8 tentacles +27 (1d8+8/19-20 plus grab)	
Space 15 ft.; Reach 30 ft.	
Special Attacks constrict (1d8+8), overwhelming mind	
Spell-Like Abilities (CL 20th; concentration +27)	
Constant— <i>mind blank</i>	
At will— <i>dream</i> , <i>insanity</i> (DC 24), <i>nightmare</i> (DC 22), <i>sending</i>	
3/day— <i>demand</i> (DC 25)	
1/day— <i>gate</i>	
STATISTICS	
Str 42, Dex 13, Con 30, Int 23, Wis 29, Cha 24	
Base Atk +18; CMB +36 (+40 grapple); CMD 47	
Feats Awesome Blow, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (claws), Improved Critical (tentacles), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Staggering Critical, Vital Strike	
Skills Fly +25, Intimidate +35, Knowledge (arcana) +34, Knowledge (geography) +31, Knowledge (planes) +31, Perception +37, Sense Motive +34, Spellcraft +34, Swim +52, Use Magic Device +32	
Languages Abyssal, Celestial, Common, Undercommon, telepathy 300 ft.	
SQ no breath	
ECOLOGY	
Environment any	
Organization solitary, pair, or cult (3-6)	
Treasure standard	

Immortality (Ex) A spawn of the Old Ones does not age, nor does it need to feed or breathe. Only violence can bring about the death of one of these creatures.


Overwhelming Mind (Ex) A spawn's mind is overwhelming in its power and alien structure. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a spawn, it must make a DC 29 Will save to avoid being stunned for 1d4 rounds. On a successful save, the creature is merely staggered for 1 round. This effect can occur whether the spawn initiates mental contact

Spawn of Yegh'niths

(such as via a dream, nightmare, sending, or demand spell-like ability, or merely by telepathic communication) or another creature attempts to do so (as if via detect thoughts or dominate monster). Once a creature is exposed to a specific spawn's overwhelming mind, it is immune to this effect from all greater spawn for 24 hours. This is a mind affecting effect. The save DC is Charisma-based.

No Breath (Ex) A greater spawn does not breathe, and is immune to effects that require breathing (such as inhaled poison). This ability does not grant immunity to cloud or gas attacks that do not require breathing.

Of all the strange and malefic servants of the Old Ones, few match the terror caused by this titanic horror. Created



in the grotesque images of the master race which spawned them, the smallest of these behemoths stands nearly 30 feet in height. Vaguely humanoid in shape, their immense bodies have a malleable flesh that seethes a black alien fluid that causes corruption to all that it touches. Multiple sets of leathery wings and thousands of twitching, half formed appendages and tentacles complete the being's monstrous shape.

Ecology

The greater spawn have a strange, mutable anatomy—their form is not fixed. Based upon which of the Old One's in which they serve they are granted other powers (see below), and as creatures of an incomprehensible chaos they can modify their bodies as they will—a trait they often use with their claws or tentacles to dramatically extend their reach in combat beyond that which might normally be available to a creature of their shape and size. Despite this mutable shape, though, the greater spawn generally do not deviate far from their original forms.

Habitat & Society

Servants of the alien gods, they work upon the worlds they invade to wipe them clean of indigenous life and, according to the mad whims of the gods which created them, propagate these agendas which often lead them to replace all life which previously existed with its strange realities.

Their methods seldom vary from world to world—those whose intellects they can influence via dreams and nightmares are besieged as they sleep, seeding the growth of destructive cults and societies that toil to do much of the spawn's work for them—preparing the world and bringing it to the brink of a self imposed destruction. When such worlds are poised to tear themselves apart from within through unrest, civil war, excessive pollution, genocide, or worse, the greater spawn mobilize their cults to end all things. The only reward such cults receive for their (sometimes unwitting) aid is the dubious honor of being among the final few to be eradicated, for the greater spawn have no interest in and feel no responsibility toward their pawns.

Greater Spawn of the Old Ones

In addition to the standard powers found in their statistics, each spawn may gain powers dependent to the monstrous old ones which they serve. Listed below are just a few examples of the alien powers which are granted by their horrific creators.

Spawn of Yegh'niths

Reeking of sulfur and emitting a poisonous smoke, this gaunt, ebony hued monster rides the wind with massive

Spawn of Orthu'mech



wings. Its swollen body has a face composed of writhing tendrils and its diseased skin crawls with a swarm of alien insects.

Speed: The spawn of Yegh'niths loses its swim speed but gains a fly speed of 90 ft. (perfect)

Alien Implant (Ex) A spawn of Yegh'niths is covered in strange insects that seek out flesh to reproduce by injecting its eggs inside of a living host. Each time that a creature is struck, or strikes the spawn with natural or non-reach weapons, they must make a DC 22 Reflex save to avoid having the swarming insects land upon them. If the save is unsuccessful, the insects swarm on to the creature and attempt to implant an egg within the host. At the beginning of the creature's next turn, the creature must make a DC 25 Fortitude save or become impregnated with the alien egg. Once the egg is implanted, it exudes paralytic enzymes that not only keep the victim in state of perpetual paralysis, but also keep it nourished and alive in its comatose but fully aware state. This condition lasts until the egg hatches in 1d6 days, at which point emerges a Lesser Spawn of Yegh'niths that consumes most of its host, killing it. The egg can be surgically removed with a DC 25 Heal check (this check deals 2d6 points of damage to the host regardless of success), at which point the host recovers from the paralysis in 1d6 rounds. Any magical effect that removes disease (such as remove disease, or heal) also destroys the egg, but mere immunity to paralysis or disease does not offer protection.

Spawn of Orthu'mech

A twisting, ropy-tentacled mass studded with misshapen human appendages rises from an unfolding maw. The swollen mass of the creature emits a maddening moan which rises and falls as hundreds of malformed human-like heads gasp for air.

Speed: The spawn Orthu'mech loses its fly speed but gains a swim speed of 120 ft.

Babbling Moan (Su) A spawn of Orthu'mech constantly emits a rasping moan from the hundreds of misshapen heads along its swollen bulk. Alien mutterings,

babbling, and moans create a maddening hypnotic effect. All sane creatures within 150 feet of the spawn must succeed at a DC 25 Will save or become fascinated for 2d6 rounds and suffer the loss of 2 points of wisdom per round spent fascinated. While a target is fascinated, the spawn can approach and even attack other targets without breaking the effect, but a direct attack by the spawn does end the effect. Creatures that successfully save cannot be affected by the same spawn's babbling Moan for 24 hours. This is a sonic, mind-affecting compulsion effect.


Spawn of Tel'egoth

The fleshy limbs of this massive treelike creature reach far into the sky. The trunk of this horror is swarming with a mass of tentacles ending in toothy maws and covered with rows of milky eyes which weep a foul liquid which despoils all that it touches.

Sucking Maws (Su) A spawn of Tel'egoth that successfully pins a creature it is grappling automatically inflicts 1d4 points of Strength drain on that creature. A DC 24 Fortitude save reduces this effect to 1 point of Strength



Spawn of Tel'egoth



drain. A creature drained to 0 Strength does not die, but must make a DC 24 Will save at that point to resist being driven mad by the experience, as the foul liquid exuded from the same sucking mouths that drink life implant in the emptied shells strange visions and horrifying certainties. This madness manifests as schizophrenia, but with a save DC

equal to the spawn's Strength drain save DC listed (DC 24). One common result of this unfortunate madness is a strange desire to return to the site of their original encounter in hopes of being consumed entirely by the creature that only drank a part of their body and mind—many of those who survive this horrific ordeal go on to found dark cults of their own. The madness element of the spawn's sucking maws is a mind-affecting effect.

Spawn of Ka'sogrotha

Revered as the worm of disease this titanic creature takes the form of a thousand coiled, writhing tentacles and alien appendages. From within the center of this maddening chaos emerges a humanoid face with dead eyes.

Speed: The spawn Ka'sogrotha loses its fly speed but gains a borrowing speed of 120 ft.

Attacks: The spawn of Ka'sogrotha loses its claw attacks and gains a bite attack (Bite +32, 2d8+24) and the spawn also gains the Swallow Whole special attack. Swallow Whole (3d6+16 bludgeoning damage plus 3d6 acid damage plus Withering Rot (see below), AC 23, 36 hp)

Withering Rot (Su): The stomach of the Ka'sogrotha spawn is filled with an alien bile that blisters and weakens the living flesh which it consumes. Each round that a creature that begins its turn in the stomach of the spawn must succeed at a DC 24 Fortitude save or take 1d4 points of Strength and 1d4 Charisma drain.



Spawn of Ka'sogrotha



Dweller of the Darkness

Tales of the deep woods never frightened you until you saw the very trees begin to move and that alien scream you'll never forget.

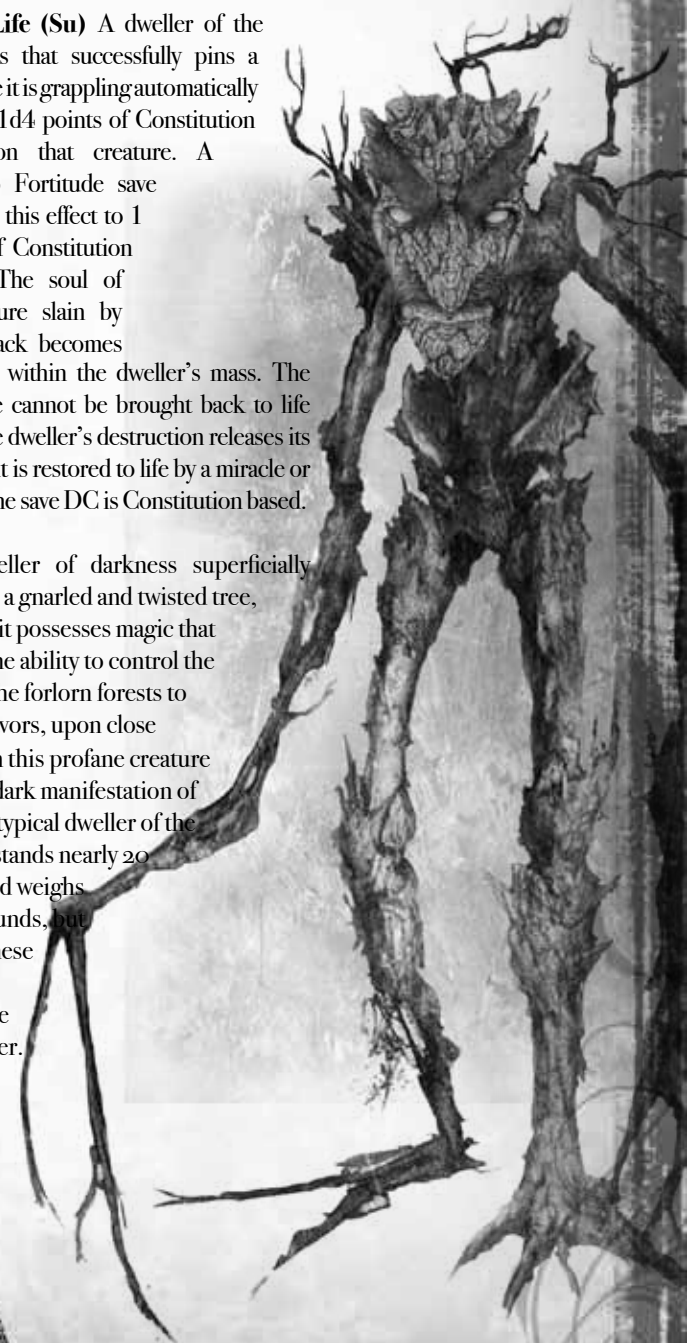
DWELLER OF THE DARKNESS	CR 12
XP 19,200	
CE Huge aberration	
Init +7; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +21	
DEFENSE	
AC 27, touch 11, flat-footed 24 (+3 Dex, +16 natural, -2 size)	
hp 161 (14d8+98)	
Fort +11, Ref +9, Will +13	
DR 15/slashing; Immune acid, electricity, fire, poison	
OFFENSE	
Speed 30 ft.	
Melee 4 tentacles +19 (1d8+10/19-20 plus grab)	
Space 15 ft.; Reach 15 ft.	
Special Attacks constrict (1d8+10), devour life, trample (1d8+15, DC 27)	
Spell-Like Abilities (CL 12th; concentration +17)	
Constant— <i>true sight, freedom of movement</i>	
At will— <i>tree shape</i>	
3/day— <i>entangle</i> (DC 16), <i>command plants</i> (DC 19)	
1/day— <i>creeping doom, insanity</i> (DC 22), <i>tree stride</i>	
STATISTICS	
Str 30, Dex 17, Con 24, Int 16, Wis 19, Cha 21	
Base Atk +10; CMB +22 (+26 grapple); CMD 35 (can't be tripped)	
Feats Combat Reflexes, Improved Critical (tentacles), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (tentacles)	
Skills Knowledge (arcana) +17, Knowledge (nature) +17, Knowledge (religion) +17, Perception +21, Sense Motive +18, Spellcraft +20, Stealth +12 (+20 in forests); Racial Modifiers +8 Stealth in forests	
Languages Abyssal	
ECOLOGY	
Environment temperate forest or swamp	
Organization solitary, pair, or grove (3-6)	
Treasure standard	

Maddening Call (Su) A dweller of the darkness can emit an alien call that has the power to infect the minds of those that hear it, calling them to the dweller's side. When a dweller enacts this ability, all creatures within a 300-foot diameter must succeed on a DC 24 Will saving throw or become captivated by the sounds. A creature that successfully saves

is not subject to the same dweller's call for 24 hours. A victim under the effects of the maddening call moves toward the dweller using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the dweller of the darkness simply stands and offers no resistance to its attacks. This effect continues for as long as the dweller uses this ability and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Devour Life (Su) A dweller of the darkness that successfully pins a creature it is grappling automatically inflicts 1d4 points of Constitution drain on that creature. A DC 26 Fortitude save reduces this effect to 1 point of Constitution drain. The soul of a creature slain by this attack becomes trapped within the dweller's mass. The creature cannot be brought back to life until the dweller's destruction releases its soul or it is restored to life by a miracle or wish. The save DC is Constitution based.

A dweller of darkness superficially resembles a gnarled and twisted tree, and while it possesses magic that allows it the ability to control the plants of the forlorn forests to which it favors, upon close inspection this profane creature stands as dark manifestation of nature. A typical dweller of the darkness stands nearly 20 feet tall and weighs 8,000 pounds, but many of these ancient horrors are much larger.





Kegothac

The horrifying creature looks like an abstract collection of tumorous flesh pieced together to form an enormous spider. Its swollen form is covered by six waving tentacles flailing wildly about in the air. The air is filled with the sounds of wailing moans and gibbering, all originating from the many dozens of mouths which cover its nightmarish flesh.

KEGOTHAC	CR16
XP 76,800	
N huge aberration	
Init -1; Senses darkvision 60 ft., low-light vision 60ft ; Perception +17	
DEFENSE	
AC 23 , touch 7 , flat-footed 22 (-1 Dex, + 15 Natural, -2 Size)	
hp 262 (21d8+168)	
Fort +16, Ref +10, Will +19	
Defensive Abilities DR 10/- , Spell Resistance 20	
OFFENSE	
Speed 30 ft., 30 climb ft.	
Melee 6 tentacles +16(1d8+6), bite +21 (2d6+12 plus Paralytic Saliva)	
Space 15 ft.; Reach 15 ft.	
Special Attacks paralysis (1d4+1 rounds, DC 18)	
STATISTICS	
Str 27, Dex 8, Con 25, Int 6, Wis 16, Cha 8	
Base Atk +15; CMB 25; CMD 34 (38 vs Trip)	
Feats Alertness, Awesome Blow, Great Fortitude, Improved Natural Attack (tentacles), Iron Will, Power Attack, Toughness, Vital Strike, Improved Vital Strike, sickening critical	
Skills Climb + 14, Perception +15, Stealth -5, Swim + 13	
Languages Abyssal, Common	
SQ Frightful Presence (DC 20), Larva Swarm	
ECOLOGY	
Environment any	
Organization solitary	
Treasure none	

Frightful Presence (Ex) A creature that witnesses a Kegothac release its larva swarm must make a DC 20 Will save or be frightened for 1d10 rounds and shaken for 1 hour. Creatures that succeed on the save are shaken for 1d4 rounds and immune to that Kegothac's fear effect for 24 hours. This is a mind-affecting fear effect.

Paralytic Saliva (Ex) The highly toxic saliva of a Kegothac causes the victim of its bite to become

paralyzed. This paralytic poison works quickly leaving those who succumb to its effects as a helpless victim for the Kegothac's larva swarm. A creature can resist the effects of the Kegothac's poison with a Fortitude (DC 22) saving throw.

Larva Swarm (Ex) As a full-round action, the mouths covering the Kegothac can vomit forth its larva swarm. The Kegothac larva swarm can act immediately. Kegothac are immune to its larva swarm's distraction and swarm attacks. A Kegothac can call its larva swarm back as a free action, but it is a full-round action to accept them back into its body, during which time it cannot act. Releasing or accepting its larva swarm provokes attacks of opportunity. A Kegothac can keep only one brood of larvae in its back. Should the larva swarm be damaged so much so that it disperses, a Kegothac gives birth to another batch of larvae in 1 month. If the Kegothac has not done so already, it automatically releases its brood of larvae when it dies.

Kegothac are terrifying alien-like creatures that are solitary hunters and reproduce in a grisly manner. These alien creatures keep their young in their backs releasing them to feed. These foul creatures often serve the bhriota as objects of veneration and extreme obsession for their cults. These strange savages are quick to worship the creatures and make offerings and sacrifices to these beasts in attempt to gain the favor of the Old Ones. The Kegothac happily accepts these sacrifices, and will, in some cases work with these cults to further their plans. A Kegothac averages 30 feet in length and weighs some 12 tons.

Kegothac Larva Swarm

As you watch, the gnawing mouths along the creature's back slowly open, revealing mucus-filled cavities and the writhing forms of giant maggots with wasp wings. Suddenly, with grotesque sound of a gargled choke, the mouths begin to vomit dozens of the winged larvae. Writhing, they take to the air, their pulpy white forms covered in brown mucus.

KEGOTHAC LARVAL SWARM	CR8
XP 4,800 each	
CE Small Aberration (extraplanar, swarm)	
Init +10; Senses darkvision 60 ft.; Perception +4	
DEFENSE	
AC 21, touch 21, flat-footed 14 (+6 Dex, +1 dodge, +4 size)	
hp 90 (12d8+36)	
Fort +10, Ref +10, Will +7	



DR 10/good; Immune swarm traits; Resist fire 10

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (3d6 plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 18), inhabit

STATISTICS

Str 1, **Dex** 22, **Con** 14, **Int** 6, **Wis** 13, **Cha** 9

Base Atk +9; **CMB** +11; **CMD** 16 (can't be tripped)

Feats Ability Focus (poison), Dodge, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Fly +25, Perception +4, Stealth +24

Languages None

ECOLOGY

Environment any

Organization solitary, pair, or infestation (3–6)

Treasure incidental

Inhabit (Ex) A kegothac larva swarm can attempt to enter the body of a dead, helpless or creature which becomes distracted by the swarm's distraction ability. Crawling into it victims mouth, nose, ears, and other unpleasant orifices, these small leech like creatures slip into a still living body. This requires the victim to be minute, and the victim must be at least a Medium, or Larger creature. The swarm can abandon the body at any time as a full-round action. If a kegothac larva swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using dominate monster. kegothac larva swarm quickly consumes the mind of a living victim, dealing 1d4 points of Intelligence damage per hour. A remove disease or heal spell cast on an inhabited victim forces the kegothac larva swarm to abandon its host.

Poison (Ex) Swarm—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d3 Intelligence; cure 2 consecutive saves.





Kindrian Gaunt

Surrounded by a constant blizzard, a kindrian gaunt appears as a humanoid with frozen white skin covered in frostbite. The sparse bits of hair which cling to their ghoulish flesh is stiff and frozen, whilst it's eyes burn a cold deep blue.

KINDRIAN GAUNT

CR 7

XP 3,200

NE Medium Undead (Cold)

Init +0; **Senses** Darkvision 60 ft, Heat Sense; Perception + 14

Aura Winters Clutch (30 ft., 1d6 cold damage, see below)

DEFENSE

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 95 (9d8+54)

Fort +7, **Ref** +3, **Will** +10

DR 10/magic; **Immune** cold, undead traits; **SR** 15

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft.

Melee 2 Slams +10 (1d4+4 plus 2d6 cold), bite +10 (1d6+6 plus chill blood)

Special Attacks create spawn, frozen grasp

Spell-Like Abilities (CL 9th)

Constant - *long strider*

At Will - *chill metal* (DC 14), *frostbite*, *unshakable chill* (DC 17)

2/day - *cone of cold* (DC 20), *ice storm*, *wall of ice*

STATISTICS

Str 19, **Dex** 11, **Con** -, **Int** 11,

Wis 14, **Cha** 21

Base Atk +6; **CMB** +10;

CMD 20

Feats Ability Focus (Frozen Grasp), Skill Focus (stealth), Stealthy, Toughness, Weapon focus (slam)

Skills Climb +15, Knowledge (arcane) +12, Perception +14, Stealth +16.

Languages Common (plus native tongue)

SQ undead traits

ECOLOGY

Environment cold mountains

Organization solitary, pair, or tomb (3-8)

Treasure standard

Create Spawn (Su) Any humanoid slain by a kindrian gaunt rises as a kindrian gaunt at the next midnight.

Spawn are under the command of the kindrian gaunt that created them and remain enslaved until they are destroyed.

They do not possess any of the abilities they had in life.

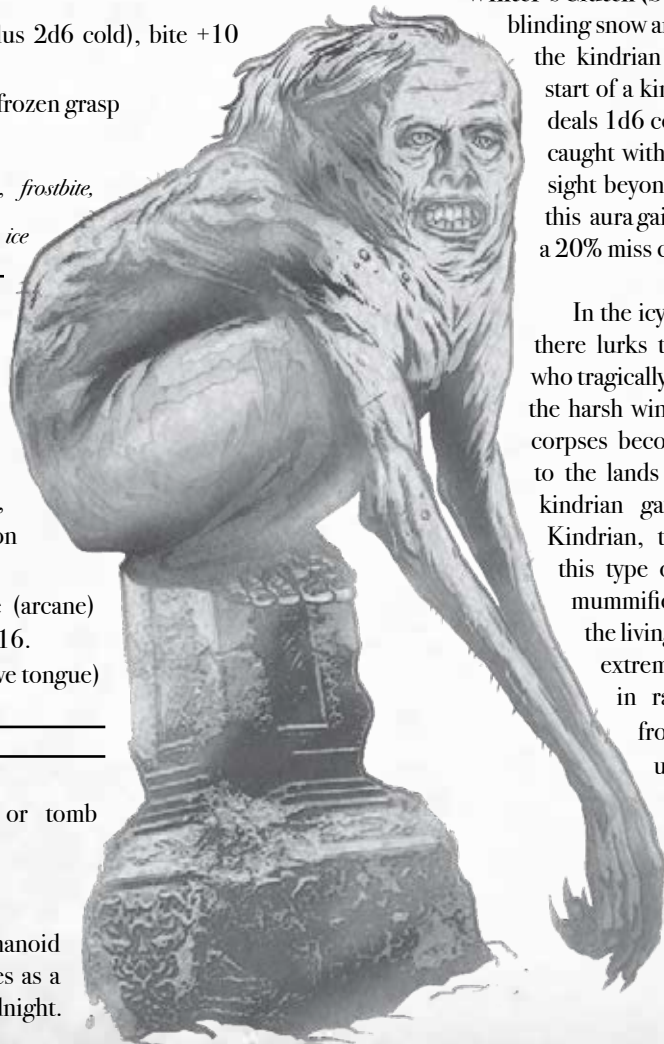
Chill Blood (Su) The bite of a kindrian gaunt drains body heat from its opponent, dealing 1d6 points of Strength damage to living creatures. A creature reduced to 0 Strength in this way has frozen to death. Living creatures hit by this attack may attempt a DC 21 Fortitude save to reduce the ability damage by one-half. The save DC is Charisma-based.

Sense Heat (Ex) A kindrian gaunt can sense all heat sources within 100 feet, including the body heat of living creatures. Invisibility, darkness, and most kinds of concealment are irrelevant, though the kindrian gaunt must have line of effect to a creature or object to discern that creature or object. This ability is not effective on creatures that do not radiate heat, such as most undead and constructs.

Frozen Touch (Su) A kindrian gaunt deals an extra 2d6 points of cold damage with each successful slam attack.

Winter's Clutch (Su) A 30 ft. aura composed of blinding snow and freezing winds surrounds the kindrian gaunt at all times. At the start of a kindrian gaunt's turn the aura deals 1d6 cold damage to each creature caught within it. The aura obscures all sight beyond 10 feet. Creatures within this aura gain concealment (attacks have a 20% miss chance).

In the icy wastes of northern Vathak, there lurks the undead spirits of those who tragically have frozen to death during the harsh winters. When animated these corpses become intelligent undead tied to the lands that claimed their lives. A kindrian gaunt (named after Seward Kindrian, the first known to rise as this type of undead) is a weathered, mummified-like creature who stalks the living during heavy snowfalls and extremely harsh winters. It speaks in rasping tones, common to frostbite victims, and shivers uncontrollably. It is a simple mistake for adventures to confuse the call of these creatures as a cry for help from a hindered traveler in need of aid.





Kitllalothot

It's floating mass creeps around the corner, long hooked tentacles grappling the stones of the wall as it floats towards you. You cannot escape it's gaze, the singular eye set into it's twisted body fixed upon you.

KITLLALOTHOT	CR 10
XP 9,600	
LE Large aberration	
Init +7; Senses darkvision 60 ft., <i>detect magic</i> , <i>see invisibility</i> ; Perception +26	
DEFENSE	
AC 23, touch 15, flat-footed – (+2 deflection, +3 Dex, +1 dodge, +8 natural, –1 size)	
hp 120 (16d8+48)	
Fort +8, Ref +8, Will +13	
Defensive Abilities all-around vision, deflection;	
Resist acid 5, cold 5, electricity 5, fire 5, sonic 5;	
DR 10/–; SR 21	
OFFENSE	
Speed 5 ft., fly 30 ft. (good)	
Melee 2 lashes +14 (1d8+1)	
Space 10 ft.; Reach 5 ft.	
Special Attacks gaze	
Spell-Like Abilities	
(CL 16 th)	
Constant – <i>detect magic</i> , <i>see invisibility</i>	
STATISTICS	
Str 12, Dex 17, Con 16, Int 14, Wis 16, Cha 15	
Base Atk +12; CMB +14;	
CMD 30 (can't be tripped)	
Feats Ability Focus (gaze), Dodge, Flyby Attack, Hover, Improved Initiative, Improved Natural Attack (lash), Weapon Finesse, Wingover	
Skills Acrobatics +22, Fly +24, Knowledge (arcana) +21, Perception +26, Spellcraft +25, Stealth +18;	
Racial Modifiers +4 to Perception and Spellcraft checks	
Languages telepathy 100 ft.	

ECOLOGY

Environment any

Organization solitary, pair, or cluster (4–6)

Treasure standard

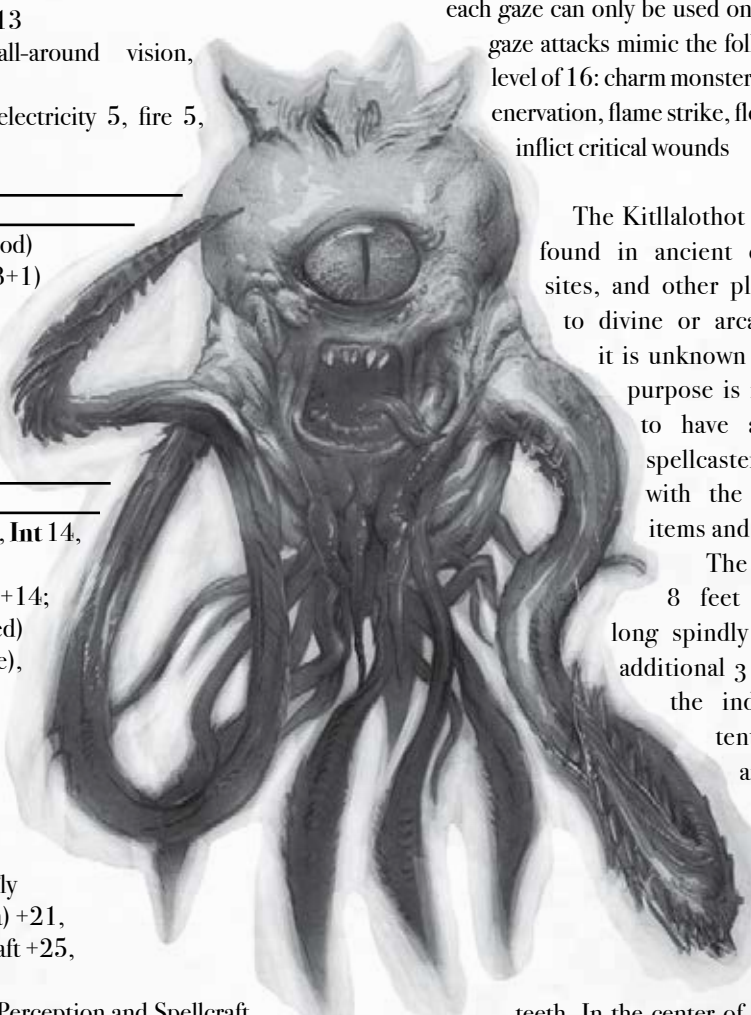
All-Around Vision (Ex) Kitllalothot can see in all directions at once. They cannot be flanked or caught flat-footed. In addition, they have a +4 racial bonus on all Perception checks.

Deflection (Su) Due to their quasi-divine nature, Kitllalothot possesses a deflection bonus to their AC and CMB equal to their Charisma modifier.

Gaze (Su) Kitllalothot possess eight separate gaze attacks that have a range of 50 feet with a save DC of 22. The Kitllalothot can only use one gaze attack each round and each gaze can only be used once every four rounds. The gaze attacks mimic the following spells with a caster level of 16: charm monster, confusion, deep slumber, enervation, flame strike, flesh to stone, hold monster, inflict critical wounds

The Kitllalothot are strange beings often found in ancient crypts, abandoned holy sites, and other places with a history tied to divine or arcane practices. Although it is unknown what the creature's true purpose is in Vathak, they all seem to have an immense hatred of spellcasters and share an obsession with the acquisition of magical items and artifacts.

The Kitllalothotis is about 8 feet in diameter, and has long spindly tentacles that hang an additional 3 to 9 feet, depending on the individual. Two of these tentacles are fully prehensile and end in small hooks that help to manipulate objects. The creature's main body appears as a semi-humanoid head, with gaping mouth full of crooked and gnarled teeth. In the center of this head is a large single eye, often red in color and unblinking.





Meig-hug

The creature went unnoticed until the feel of a sharp sting in the back of your neck. Its long tentacles already wrapped around your torso, struggling seems useless.

MEIG-HUG

CR4

XP 1,200

N Medium aberration

Init +5; Senses blindsight 60 ft.; Perception +9

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 39 (6d8+12)

Fort +4, Ref +3, Will +5

OFFENSE

Speed 5 ft., climb 10 ft.

Melee 2 tentacles +7 (1d4+2 plus grab)

Space 5 ft.; Reach 5 ft. (10 ft. with tentacles)

Special Attacks constrict (tentacles, 1d4+2), liquefy organs

STATISTICS

Str 15, Dex 12, Con 14, Int 7, Wis 10, Cha 6

Base Atk +4; CMB +6 (+10 grapple); CMD 17 (can't be tripped)

Feat Improved Initiative, Skill Focus (Stealth), Weapon Focus (tentacle)

Skills Climb +10, Perception +9, Stealth +13

Languages none

ECOLOGY

Environments any

Organization solitary or cluster (2-5)

Treasure none

Liquefy Organs (Su) If a Meig-hug strikes a creature with both tentacles and achieves a grapple it will begin to inject its foe with an enzyme that deals 1d2 points of Constitution damage each round the grapple is held. If the grapple is broken or the Meig-hug is killed the enzyme degrades and ceases to function. A creature slain by this attack and consumed by the Meig-hug can only be raised by the casting of a miracle, true resurrection, or wish.

The Meig-hug has a round bulbous body typically a pink or purple color. It moves around on a dozen or so small barbed tentacles, with two longer 10ft. tentacles on either side of its torso. These longer tentacles end in needle like claws the Meig-hug uses to inject it's enzymes within a target. The top of the Meig-hug is a large twisted mouth and a flickering tongue that seems to dart around uncontrollably. Several small black eyes surround the base of this oversized mouth.





Mi-Go

This unnaturally graceful creature has a bulbous fungoid lump for a head, spiny insectoid wings, and a tangle of spiky, clawed legs.

MI-GO	CR 6
XP 2,400	
NE Medium plant	
Init +5; Senses blindsight 30 ft., low-light vision; Perception +12	
DEFENSE	
AC 20, touch 16, flat-footed 14 (+5 Dex, +1 dodge, +4 natural)	
Hp 66 (7d8+35)	
Fort +10, Ref +7, Will +4	
Resist DR 5/slashing; Immune cold, plant traits; Resist electricity 10, fire 10	
OFFENSE	
Speed 30 ft., fly 50 ft. (good)	
Melee 4 claws +10 (1d4+3 plus grab)	
Special Attacks evisceration, sneak attack +2d6	
STATISTICS	
Str 16, Dex 20, Con 21, Int 25, Wis 14, Cha 15	
Base Atk +5; CMB +8 (+12 grapple); CMD 24 (32 vs. trip)	
Feats Combat Reflexes, Deceitful, Dodge, Weapon Finesse	
Skills Bluff +18, Disable Device +12, Disguise +18, Fly +9, Heal +9, Knowledge (arcana) +14, Knowledge (geography) +14, Perception +12, Spellcraft +14, Stealth +15; Racial Modifiers Bluff +4, Disguise +4	
Languages Abyssal, Common, Mi-Go; cannot speak	
SQ deceptive, item creation, no breath, starflight	
ECOLOGY	
Environment any	
Organization solitary, pair, scouting party (3–8), or invasion (9–16)	
Treasure double	

Deceptive (Ex) A mi-go is a master of deception, and gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for mi-go.

Evisceration (Ex) A mi-go's claws are capable of swiftly and painfully performing surgical operations upon a helpless creature or creatures it has grappled. When a mi-go makes a successful grapple check (in addition to any other effects caused by a successful check), it inflicts its sneak attack damage on the victim. A creature that takes this damage must make a DC 18 Fortitude save or take 1d4 points of ability damage as well from the invasive surgery (the type

of ability damage dealt is chosen by the mi-go at the time the evisceration occurs). The save DC is Dexterity-based.

Item Creation (Ex) All mi-go possess the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item—the resulting item is always mi-go technology (see below). Mi-go can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.

No Breath (Ex) A mi-go does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing.


Starflight (Su) A mi-go can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond should take 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.

Mi-go are both scientists and colonists—extraterrestrial travelers from the void who view the universe as a canvas to be mastered and controlled. Their numbers on any particular planet can vary, but taken on a galactic scale, these numbers can only be mind-numbing in scope. A typical mi-go is roughly the size of a human, but weighs only 90 pounds.

Mi-Go Technology

The mi-go mastery of surgical and biological technologies incorporates the magical; the techniques they utilize in their pursuit of world colonization manifest in a wide range of strange and frightening tools. These devices merge magic and technology in strange and unsettling ways. For the most part, mi-go technology functions identically to normal magic items—the devices simply look disturbing and weird to other creatures. The function of mi-go technological items can be identified as if they were normal magic items, but with a –5 penalty on the Spellcraft check. Likewise, attempts to utilize mi-go technology with Use Magic Device take a –5 penalty.

At the GM's discretion, after a character becomes familiar with mi-go technology (perhaps after identifying or using the items over the course of an adventure or two) these penalties might vanish. While you can simulate mi-go technology by



simply describing existing magic items as strange and unusual things (a mi-go potion of cure serious wounds might look like a syringe filled with bubbling blue liquid, for example, while a mi-go rod of thunder and lightning might look like a strange rifle like device made of crystal and pulsating fleshy veins, and might deal cold damage in place of electrical damage), other items should be more unique, such as the following example.

Brain Cylinder

Aura moderate necromancy; CL 9th

Slot none; **Price** 5,000 gp; **Weight** 10 lbs.

Description

A brain cylinder allows the surgically extracted brain of a Large or smaller creature to continue to function even after it has been removed from the body. Technically, the creature from which the brain was harvested is dead, but as long as the brain remains in the cylinder, the creature can continue to think. Dials on the cylinder's side control whether the brain can see, hear, or speak using a raspy speaker built into the cylinder's surface. The brain can speak and understand any languages it knew in life, and retains the use of the following skills at the values it possessed while alive: Appraise Bluff, Diplomacy, all Knowledge skills, Linguistics, Perception, and Sense Motive. It retains no other abilities it possessed in life, including purely mental abilities. The mi-go typically preserve humanoid brains in this grisly manner when they wish to interrogate a creature at a later date, or when they wish to preserve a creature as a resource for consultation or research purposes.

A brain cylinder is usually made of dark metal and has hardness 10 and 30 hit points—cylinders made of other materials might have higher or lower hardness scores and hit point totals. If a brain cylinder is destroyed, the brain within is lost. Likewise, if the creature from which the brain was harvested is restored to life, the brain within the cylinder is destroyed, and only powerful effects capable of building entirely new bodies can restore to life a creature that has had its brain removed. Note that the gp price to create a brain cylinder only accounts for the basic creation—the brain of a

particularly knowledgeable creature could be worth far more than 5,000 gp to some buyers, especially if the information contained in the brain is of a particularly sensitive nature.

Construction

Requirements Craft Wondrous Item, *gentle repose*, *magic jar*, 7 ranks in Heal; **Cost** 2,500 gp





Naugg Beast

What you thought was nothing more than a wild animal quickly changes into what can only be described as several animals. It looks at you with eyes that appear frightened, as it once again shifts it's form. You reach a hand out, an act of pity quickly met by horror as the screaming creature leaps at you.

NAUGG BEAST	CR 7
XP 3,200	
CN Medium outsider (chaotic, extraplanar)	
Init +5; Senses darkvision 60 ft.; Perception +13	
DEFENSE	
AC 18, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +6 natural)	
hp 75 (10d10+20)	
Fort +7, Ref +9, Will +7	
Immune critical hits, precision damage, transformation; SR 18	
OFFENSE	
Speed 20 ft.	
Melee 2 claws +12 (1d4+2 plus corporeal instability)	
Special Attacks corporeal instability	
STATISTICS	
Str 14, Dex 13, Con 15, Int 10, Wis 10, Cha 10	
Base Atk +10; CMB +12; CMD 24	
Feats Dodge, Great Fortitude, Improved Initiative, Mobility, Spring Attack	
Skills Climb +15, Escape Artist +14, Perception +13, Sense Motive +13, Stealth +14, Survival +13	
Languages none	
ECOLOGY	
Environment any	
Organization solitary	
Treasure none	
Special Abilities	

Corporeal Instability (Su) A creature struck by a Naugg Beast undergoes a horrible transformation unless it succeeds on a DC 17 Fortitude save. The affected creature loses a physical cohesive form and becomes a shifting, roiling mass of flesh. The save DC is Constitution-based. An affected creature is unable to hold or use items. Armor and clothing hamper the victim, reducing his Dexterity by 4. Without sturdy legs or feet the victim's speed falls to 10 feet or one quarter normal, whichever is less. The effect also causes searing pain which prevents the victim from casting spells or using magic items, and imposes a -4 on

attack rolls as well as a 50% miss chance on the affected creature. The mental shock of this state drains 1 point of Wisdom per round from the victim. A creature drained to 0 Wisdom becomes a Naugg Beast. The victim can take a standard action to regain its shape with a successful DC 15 Charisma check. (This check is the same no matter how many Hit Dice or the ability scores of the Naugg Beast). Success allows the victim to retain its shape for 1 minute. The victim can repeat this check each round until successful. A *restoration*, *heal*, or *greater restoration* spell removes corporeal instability. Drained wisdom is restored only through a second restoration spell. Remove curse and remove disease have no effect on the condition. *Shapechange* and *stoneskin* fix the victim's form for the duration of the spell.

Immunity to Transformation (Ex) *Polymorph* or *petrification* effects that force a Naugg Beast into a fixed shape last until the start of the creature's next turn. Afterwards, it immediately returns to its original mutable form as a free action.

The Naugg Beast is a creature of ever-changing form. One moment it might display tentacles and a gaping, toothy maw; the next, a dozen eyes surrounded in a tuft of coarse hair. Legs, arms and other limbs sprout, dissolve, and reform at the same rate. Because of its uncontrollable shape-shifting, a Naugg Beast can only ever bring two claws to bear against opponents. However, a strike from a Naugg Beast can cause far more damage than simple injury. Also, its natural attacks and any weapons it might wield are chaotic for the purpose of overcoming damage reduction.





Oglosh

Without warning your head is engulfed in darkness as you furiously swat and pull at the gelatinous body covering your face. In your frantic state you almost can ignore the gnarling teeth and acidic mucus dissolving your head.

OGLOSH

CR5

XP 1,600

LE Medium aberration

Init +7; **Senses** blindsight 200 ft., *detect magic*, *detect thoughts*, *hive mind* 100 mi.; **Perception** +10

Aura unnatural (20 ft)

DEFENSE

AC 16, touch 13, flat-footed – (+3 Dex, +3 natural)

hp 42 (5d8+20)

Fort +5, **Ref** +4, **Will** +6

Defensive Abilities *hive mind*; Immune sight-based attacks

Weakness vulnerability to sonic

OFFENSE

Speed 5 ft., fly 30 (average)

Melee 4 tentacles +6 (1d4+1) or bite +6 (1d6+1 plus attach)

Special Attacks dominance (attach), psionic blast (30-ft. cone, DC 13)

Spell-Like Abilities (CL 5th)

Constant – *detect magic*, *detect thoughts*

STATISTIC

Str 12, **Dex** 17, **Con** 18, **Int** 19,

Wis 15, **Cha** 12

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 17 (21 vs. grapple, can't be tripped)

Feats Hover, Improved Initiative, Weapon Finesse

Skills Escape Artist +11, Fly +11, Intimidate +9, Knowledge (dungeoneering) +12, Perception +10, Spellcraft +12, Stealth +11, Survival +10

Languages Alko, Infernal, Terran, Undercommon; telepathy 120 ft.

ECOLOGY

Environment any underground

Organization solitary, team (2–4) or platoon (12–24)

Treasure standard

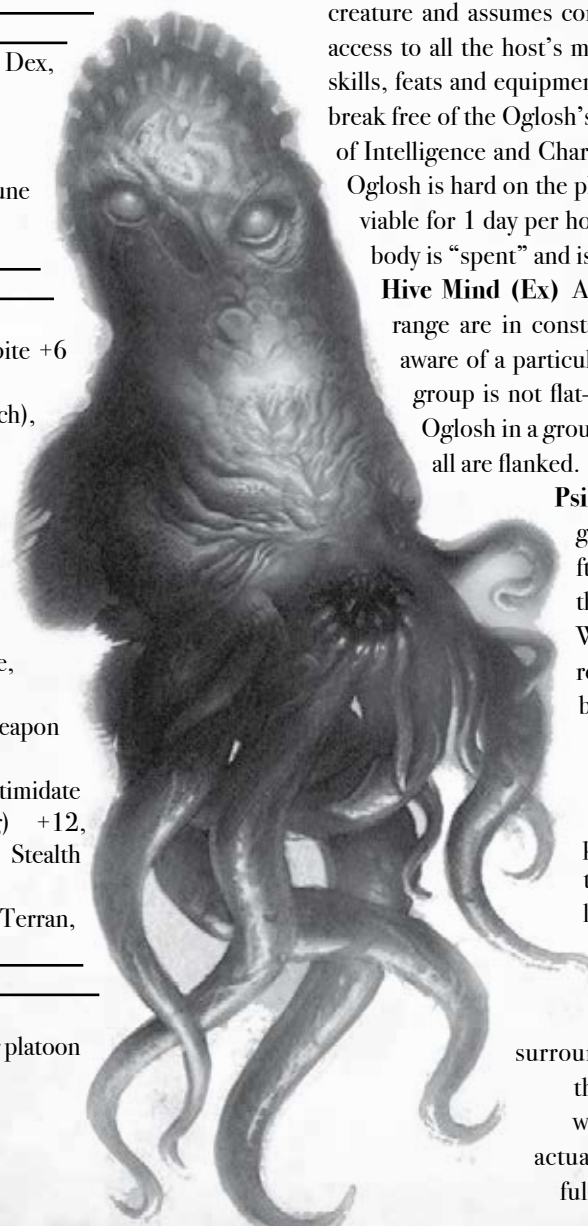
Attach (Ex) When not already joined to a host body, an Oglosh can attempt to swallow the head of a medium or small humanoid. If its bite attack hits, the Oglosh can attempt to grapple the humanoid as a free action. While attached to an opponent, the Oglosh can still use its mental assault or tentacles against other foes. The swallowed creature is subject to the creature's dominance.

Dominance (Ex) When attached to an Oglosh, the host creature suffers 1 point of Intelligence and Charisma damage per round. If a creature is reduced to 0 Intelligence or 0 Charisma, the Oglosh bonds with the creature and assumes control it. The Oglosh then has access to all the host's motor functions, class abilities, skills, feats and equipment. If a host creature is able to break free of the Oglosh's attachment, it suffers 1 point of Intelligence and Charisma drain. Being a host for a Oglosh is hard on the physical body. The body is only viable for 1 day per host creature hit dice before the body is "spent" and is discarded as a dead host.

Hive Mind (Ex) All Oglosh within a 100-mile range are in constant communication. If one is aware of a particular danger, they all are. If one group is not flat-footed, none of them are. No Oglosh in a group is considered flanked unless all are flanked.

Psionic Blast (Su) Oglosh may generate a psionic blast in a 30-ft. cone. All creatures within the cone must make a DC 13 Will save or be stunned for 3 rounds. The save is Charisma-based.

The Oglosh resembles a winged squid with a large pulsating orifice on its stubby tail that is surrounded by four long tentacles ending in small claws. The creatures face consists of two bulging misaligned eyes, surrounded by small bulbous feelers that seem to slightly glow from within. The pulsating orifice is actually the Oglosh's mouth and is full of many rows of shard teeth.





Sharlothogu

As you look upon the hideous bulk floating before you, this strange creature seems to pulsate with each passing moment. Appearing to be a mass of floating intestines tangled around a great number of fanged maws, it leaves behind it a foul viscous fluid which weeps from its form.

SHARLOTHOGU

CR13

XP 25,600

CE large outsider (chaotic, evil, extraplanar)

Init +5; **Senses** blindsight 120 ft.; Perception +17; stench (DC 15, 10 rounds)

DEFENSE

AC 29, touch 18, flat-footed 23 (+5 Dex, +14 natural)

hp 261 (18d10+162)

Fort +14, **Ref** +12, **Will** +7

Defensive Abilities acid spray; DR 10/lawful; Immune acid, cold, poison, mind-affecting effects; **Resist** electricity 10, fire 10

OFFENSE

Speed 5 ft., fly 30 ft. (good)

Melee 6 tentacles +21 (1d8+5/19–20 plus 1d6 acid), bite +23 (2d8+5/19–20 plus 1d6 acid)

Special Attacks horrific appearance

Spell-Like Abilities (CL 13th; concentration +13) 1/day—summon (1 Sharlothogu at 40%)

STATISTICS

Str 20, **Dex** 21, **Con** 28, **Int** 9, **Wis** 19, **Cha** 16

Base Atk +18; **CMB** +21; **CMD** 34 (can't be tripped)

Feats Combat Reflexes, Improved Critical (bite), Improved Natural Attack (tentacles), Multiattack, Power Attack, Vital Strike, Weapon Finesse

Skills Fly +25, Intimidate +17, Knowledge (planes) +15, Perception +17, Stealth +18

Languages Abyssal; telepathy 100 ft.

SQ flight

ECOLOGY

Environment any

Organization solitary or brood (2–6)

Treasure standard

Acid Spray (Su) A Sharlothogu's body is full of highly corrosive digestive fluid. Every time a Sharlothogu is damaged by a piercing or slashing weapon, all creatures adjacent to the Sharlothogu take 1d6 points of acid damage (2d6 acid damage if the attack is a critical hit).

Horrific Appearance (Su) Creatures that succumb to a Sharlothogu's horrific appearance become nauseated for 1d8 rounds.

Maddening Stench (Ex) A Sharlothogu's body sheds a strange fluid that produces a horrific stench which causes madness. All living creatures within 30 feet must succeed on a Fortitude save DC 28 or be confused as per the spell Lesser Confusion. At the beginning of each round any creatures affected may make another saving throw to end the effects.

The Sharlothogu is an extra dimensional scavenger of the Far Realms. Due to effects caused by the awakening of the Old Ones, the Sharlothogu were brought to the lands of Vathak through the weakened planer boundaries and rifts in space.

Massive clumps of alien tissues and intestines, these vile creatures drift through the air in pulsating movements, and search for anything to devour. Subsisting wholly on the waste and filth left behind by the other denizens of the abstract places in which they dwell, the Sharlothogu now enjoys the chance to devour a new plane of existence and revel in the knowledge that they can now feed on still-living creatures. As outsiders, Sharlothogu do not need to eat to survive, yet if the creature goes longer than 24 hours without a meal it becomes increasingly violent and erratic. In such situations the Sharlothogu typically fight to the death when the prospect of a meal is available, and often resorts to cannibalism (either of its self or others of its kind summoned). A typical Sharlothogu is 10 feet in diameter and weighs 800 pounds; although, sightings of the vindari claim that they grow much larger.





Spawn of the Old Ones

This enormous, obese creature lies in a pool of its own filth, taking the form of a massive slime covered maggot with a vaguely misshapen head. The creature's back is covered with flailing tentacles.

SPAWN OF THE OLD ONES

CR 13

XP 25,600

CE huge outsider (chaotic, demon, evil, extraplanar)

Init +0; **Senses** darkvision 60 ft., detect good, true seeing; Perception +24

DEFENSE

AC 27, touch 12, flat-footed 27 (+4 deflection, +15 natural, – 2 size); **Swarming Flies**

hp 251 (18d10+152) fast healing 10

Fort +19, **Ref** +6, **Will** +16

DR 10/cold iron and good; Immune electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 30ft

Melee Bite +23 (3d6+10) plus snatch, 4 tentacles +21 (1d8+5 plus Wisdom drain)

Space 20 ft.; **Reach** 10 ft. (20ft with tentacles)

Special Attacks horrific appearance (DC 23), swallow whole (5d6 acid, AC 17, hp 25), venomous bile (Reflex 26; see text)

Spell-Like Abilities (CL 16th; concentration +23)

Constant—true seeing

At will—*bleeding wounds**, *chaos hammer* (DC 21), *confusion* (DC 21), *dispel magic*, *mirror image*, *rain of maggots**, *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight*

1/day—*blasphemy* (DC 23), *infestation of worms** (DC 23), *summon* (level 6, 1d4 Yshugua Titans 1 50%)

* New spell described in Spells chapter

STATISTICS

Str 31, **Dex** 11, **Con** 27, **Int** 24, **Wis** 16, **Cha** 19

Base Atk +13; **CMB** +25; **CMD** 35

Feats Multiattack, Snatch (bite), Improved Natural Attack (bite), Vital strike, Improved Vital strike, Power Attack, Intimidating Prowess, Iron will, Toughness

Skills Acrobatics +21, Bluff +25, Climb +31, Craft +28, Intimidate +35, Knowledge (Arcana) +28, Knowledge (History) +28, Knowledge (planes) +28, Knowledge (Religion) +28, Perception +24, Sense Motive +24, Spellcraft +28, Stealth +13.

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SQ swarmwalking

ECOLOGY

Environment any

Organization solitary

Treasure standard

Horrific Appearance (Su) Creatures that succumb to a spawn's horrific appearance become nauseated for 1d8 rounds.

Swarming Flies (Ex) The Spawn of the Old Ones live in pools of their own filth and have their servants, the Yshugua titans, tend to their every twisted whim. The stench of these filth pools draws forth massive swarms of stinging and biting flies. These swarms live and feed from the open, puss filled sores that cover their maggot like form. These flies form an aura around the Spawn at a range of 10 feet. Any creature that enters this area must make of a Fortitude (DC 22) each round not to become nauseated as these swarms bite and tear at their flesh.

In addition, at the end of each of the spawn's rounds, creatures within the aura suffer 2d6 points of damage. Any area attack which inflicts at least 25 hp of damage dissipates the swarm for a round. At the end of the spawn's next round more of the insects appear, crawling forth from the open sores covering the creatures skin and once again reforming into a sickening haze.

Venomous Bile (Ex) Once every 1d4 rounds the Spawn can belch in the form of a viscous stream of caustic bile in a 60 foot line that deals 10d4 points of acid damage. Creatures caught in the line are allowed a DC 26 Reflex save to reduce the damage by half.

Vulnerability to Sunlight (Ex) Spawn loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a spawn of the Old One.

Wisdom Drain (Su) A spawn of the Old One deal 1d3 points of Wisdom drain each time they hit with one of their tentacle attacks. A DC 21 Will save negates this Wisdom drain.

Swarmwalker (Su) A spawn of the old ones is immune to damage or distraction effects caused by swarms.

It has been gathered from ancient tomes and whispered amongst the secret cults, the children of the Old Ones rank in the thousands. If this is true, one thing is for certain, those children known as the Spawn of the Old Ones are the most ferocious of the monstrous legions.



The Spawn of the Old Ones have little regard for the indigenous life of Vathak, their mind alien to most forms of mortal life, and as such the majority of these monsters have plans and goals so wantonly destructive it is hard to fathom an intelligence at all. The people of Vathak do know one thing, the Spawn of the Old Ones are preparing for the awakening of their progenitors and are birthing an army as the wait.

The term Spawn of the Old Ones can be used to refer to any aberration in Vathak, but is most commonly applied to the huge maggot like creature known to attack vindari settlements with it's malformed offspring swarming around them. Covered in moist fleshy folds of skin that ooze a sickly slime it shuffles about on small claws lining it's corpulent body. The only relatable feature of the beast is it's twisted and deformed face and empty starring eyes. But even these human-like features poorly mask the vile deeds capable of the Spawn of the Old One.

Spawn of the Old Ones are known to inhabit the Filth Reaches, where their numbers are unknown. More frequently they have been

traveling to the surface, preferring the cool hours of the night for their attacks, and some have begun to openly confront well armored vindari armies. The Spawn of the Old Ones are never alone in these attacks and witnesses claim to see the hulking beasts surrounded by all sorts of other foul beings when they emerge from the ground. Scouts who have been able to track the creatures for short times report that the Spawn of the Old Ones actually give birth to the variety of lesser aberrations traveling with it.





Yshugua Titan

This mass of tangled flesh stands almost nine feet tall. In one hand it holds a massive axe, its blade composed of numerous barbs and jagged hooks. Its body pulsates with the horrific growth of hundreds of vestigial limbs, mouths and eyes, all of them alive, twitching, and screaming.

YSHUGUA TITAN	CR 10
XP 9,600	
CE Large Outsider (chaotic, demon, evil, extraplanar)	
Init +1; Senses darkvision 60 ft.; Perception +19, Light sensitivity	
DEFENSE	
AC 24, touch 10, flat-footed 24 (+1 Dex, +3 Armor, +12 natural, -1 size)	
hp 178 (10d10+135)	
Fort +14, Ref +8, Will +2	
DR 10/good; Resist cold 10, fire 10; SR 15	
OFFENSE	
Speed 30 ft. Reach 10ft.	
Melee Axe +18/+13 (2d6+11/19-20), Slam +13/+13 (1d6+7) + Clinging Flesh	
Special Abilities: Blasphemous Growth, Symphony of Horror (DC 25), Clinging Flesh (1d6+4)	
STATISTICS	
Str 26, Dex 13, Con 24, Int 13, Wis 8, Cha 15	
Base Atk +10; CMB +23; CMD 25	
Feats Ability Focus (Symphony of Horror), Improved Critical, Toughness, Weapon Focus (Axe), Weapon Specialization (Axe)	
Skills Acrobatics +14; Climb +15, Swim +14, Perception +13, +5 Stealth, +13 Intimidate	
Racial Modifiers +4 Stealth, +4 Intimidate, +8 Perception	
Languages Abyssal, Common,	
SQ: Covered in Eyes	
ECOLOGY	
Environment any	
Organization Solitary	
Treasure standard	

Blasphemous Growth (Ex) 7/day The Abyssal Titan is able to call forth amazing feats of strength. The Yshugua Titan can gain one of the following effects: +4 to a single weapon damage roll; +8 to a die

roll to break an object; or gain a +4 to a single CMB roll. Calling on this sudden surge of strength is a swift action.

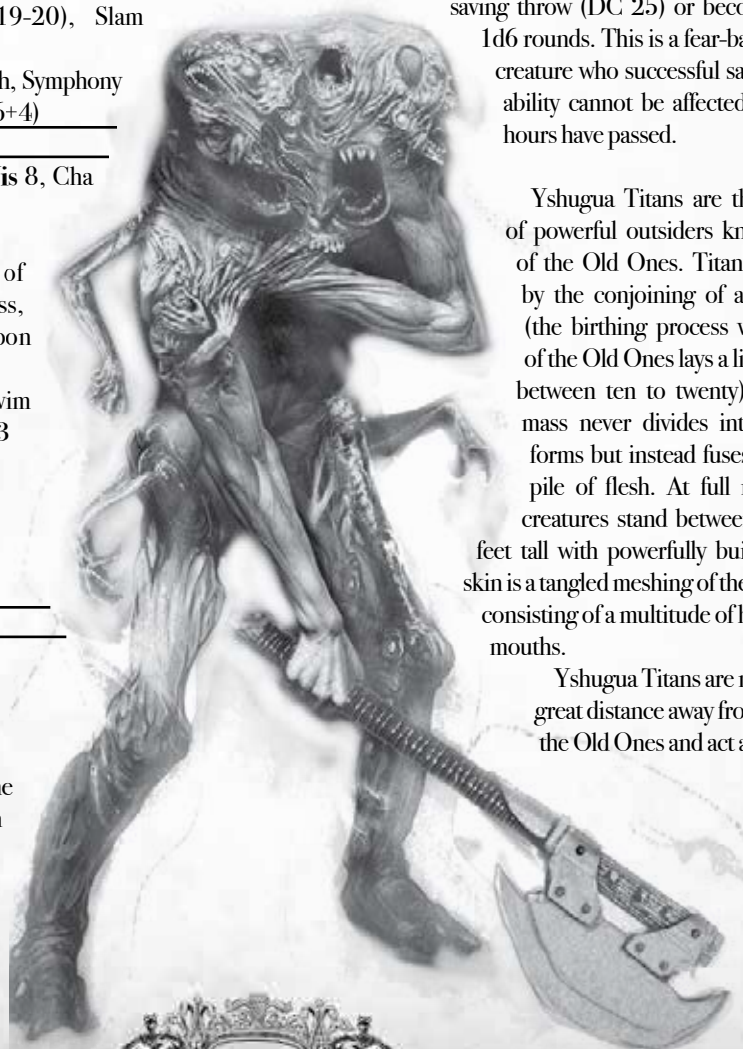
Clinging Flesh (Ex) The Titan's flesh is covered in half formed limbs and biting mouths filled with sharp teeth. If the Titan makes a successful slam attack against a creature, the creature becomes the target of a grapple attempt. If the grapple is successful the target automatically suffers 1d6+4 damage and is considered grappled. The twisted flesh of the Titan holds the creature allowing the Titan not to suffer any of the ill effects of being engaged in a grapple. The Titan is not considered grappled and can fight, move, and act normally while a creature sized medium or smaller is held by its flesh. During each round the grapple is maintained by the Titan's clinging flesh ability, the creature suffers further 1d6+4 damage.

Covered in Eyes (Ex) The Yshugua Titan's body consists of a merging of numerous heads and eyes. This ability grants the Titan Uncanny Dodge.

Symphony of Horror (Ex) As a standard action, a Yshugua Titan may unleash a horrific roar. This affects all foes within a 30 ft. radius. These creatures must succeed a Will saving throw (DC 25) or become shaken for 1d6 rounds. This is a fear-based effect. Any creature who successful saves against this ability cannot be affected by it until 24 hours have passed.

Yshugua Titans are the by products of powerful outsiders known as Spawn of the Old Ones. Titans are given life by the conjoining of a abyssal brood (the birthing process where a Spawn of the Old Ones lays a litter numbering between ten to twenty), in which the mass never divides into separate life forms but instead fuses into a warped pile of flesh. At full maturity, these creatures stand between nine and ten feet tall with powerfully built limbs. Their skin is a tangled meshing of their surviving kin consisting of a multitude of heads, arms and mouths.

Yshugua Titans are never found any great distance away from the Spawn of the Old Ones and act as a guardian to them.





Ulostutaicth

The dark places within Vathak hide a great many things. The old ruins of empires, dark monoliths devoted to powerful gods, and forgotten temples all lie within Vathak's tainted landscapes.

ULOSTUTAICTH	CR15
XP 51,200	
Huge Aberration (Chaotic, Evil, Extraplanar)	
Init + 7; Senses; Perception + 15	
DEFENSE	
AC 28, touch 11, flat-footed 25 (+ 3 Dex, + 17 natural, -2 size)	
hp 242 (23d8+138)	
Fort +15, Ref + 10, Will + 13	
DR 10/good; Resistance 10/Sonic; SR 21	
Weaknesses vulnerability to Fire	
OFFENSE	
Speed 30ft., Swim 30	
Melee 10 tentacles +21 melee (1d10+7) plus Paralysis and bite +22 melee (2d6+3)	
Space 20ft.; Reach 15ft. (20ft. with tentacles)	
Special Attacks Bellow, improved grab, paralysis, swallow whole	
STATISTICS	
Str 24, Dex 16, Con 20, Int 7, Wis 16, Cha 12	
Base Atk + 17; CMB + 26; CMD 34 (38 vs.trip)	
Feats Alertness, Ability Focus (Paralysis), Blind-Fight, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Lunge, Multiattack, Power Attack, Toughness, Weapon Focus (tentacle)	
Skills Acrobatics +9, Climb +20, Intimidate + 11, Knowledge (Planes) +16, Perception +15, Swim +25	
Languages Abyssal	
ECOLOGY	
Environment any underground	
Organization solitary	
Treasure none	

Bellow (Su) An Ulostutaicth has two distinct bellows, each usable once every 1d4 rounds. The first is a trilling croak like that of a frog. All opponents within 30 feet of hearing this trilling must succeed on a (DC 23) Fortitude save or be deafened for 1d6+4 rounds. Opponents within 10 feet must make a (DC 23) Fortitude save or be stunned for 1d4 rounds. Alternately, the Ulostutaicth can focus its bellow attack against a single opponent within 100 feet. The opponent takes 10d6 points of sonic damage. A successful (DC 26) Reflex save reduces the damage by half.

Improved Grab (Ex) To use this ability, an Ulostutaicth must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

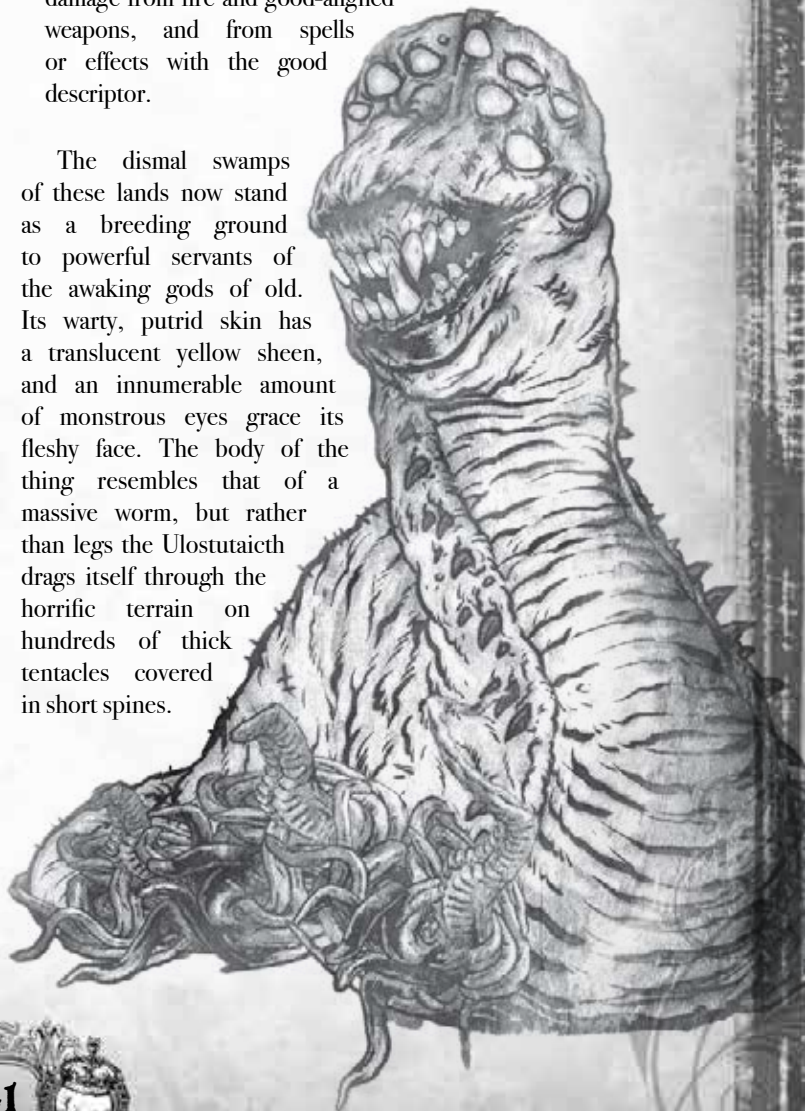
If it wins the grapple check, it establishes a hold. Once a hold is established it can then attempt to swallow that opponent whole on its next turn.

Paralysis (Ex) An Ulostutaicth's tentacles constantly secrete thick, slimy mucus that causes any creature struck to succeed on a (DC 28) Fortitude save or become paralyzed for 1d6+4 rounds.

Swallow Whole (Ex) An Ulostutaicth can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 6d6+10 points of crushing damage plus 10 points of acid damage per round from the Ulostutaicth's digestive juices. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 20 points of damage to the stomach (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. An Ulostutaicth's interior can hold 3 Large, 6 Medium, 12 Small, 24 Tiny, or 48 Diminutive or smaller creatures.

Regeneration (Ex) An Ulostutaicth takes twice the normal damage from fire and good-aligned weapons, and from spells or effects with the good descriptor.

The dismal swamps of these lands now stand as a breeding ground to powerful servants of the awaking gods of old. Its warty, putrid skin has a translucent yellow sheen, and an innumerable amount of monstrous eyes grace its fleshy face. The body of the thing resembles that of a massive worm, but rather than legs the Ulostutaicth drags itself through the horrific terrain on hundreds of thick tentacles covered in short spines.





TEMPLATES

Begotten

As the chains of their earthly prisons grow weaker with the passing of each day, the power and influence of the Old One can warp the flesh, taint the mind, and despoil the soul of even the most holy. Once this transformation has begun, its claim upon those it targets and, transforms them into horrific reflections of their former selves.

“Begotten” is an acquired template that can be added to a living, corporeal creature with an Int score of 4 or more. A begotten uses all the base creature’s statistics and special abilities except as noted here:

CR: As the base creature + 2.

Alignment: Always chaotic evil.

Type: The creature’s type changes to aberration. Do not recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by +4.

Defenses/Qualities: Gains darkvision 60 ft., lowlight vision; DR 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more); and SR equal to creature’s CR + 11 (maximum 35).

Speed: A begotten’s speed remains the same as that of the base creature if humanoid, if quadruped the creatures speed is reduced by 10 ft.

Melee: The base creature’s arms (or legs if quadruped) mutate and each splits in twain, granting it two tentacle attacks for each arm it had. If the creature is bipedal it gains only one tentacle per limb. These attacks have reach and replace any natural attacks the creature may have had. These attacks are treated as natural attacks and the damage is based on the size of the creature.

Special Attacks: Begotten of the old ones gain the following special abilities:

Tainted Spores (Ex): A begotten can release a cloud of mist from its fractured body and from the open weeping sores which cover its body once every 4 rounds as a standard action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 5 rounds as the spores burrow into the flesh and begin a rapid mutation causing the skin to peel and tear open. The spores can be destroyed by casting bless on the affected creatures, or by the use of effects that remove or provide immunity to disease.

Otherworldly Gaze (Ex): As a move action each round, the begotten can focus their otherworldly gaze upon a single creature and cause the target’s mind to temporally fracture as visions of apocalyptic horror fill its thoughts. This ability functions as if the target was under the effects of a confusion spell. A successful Will save (DC 10+ 1/2

the begotten’s Hit Dice + Wisdom modifier) is required to avoid this effect. At the start of each of its rounds, a creature under this effect may attempt a new saving throw to shrug off the abilities effects, which lasts as long as the begotten concentrates upon the target.

Abilities: A begotten gains a +2 to both its Strength and Wisdom scores.

Skills: Racial class skills are unchanged and class level skill ranks are unaffected.

Begotten, Monk

With an unnatural glow filling it’s dead eyes, this once human creature leaps forward howling wildly. Where it’s arms once were, now their only exists two tendrils of misshapen and gore covered flesh. Issuing from large open sores which cover it’s body, is a dark green cloud of foul smelling vapor.

BEGOTTEN MONK	CR 6
XP 2,400	
Aberrent monk 5	
CE Medium aberration	
Init +6; Senses darkvision 60 ft., lowlight vision; Perception +13	
DEFENSE	
AC 23, touch 18, flat-footed 20 (+1 armor, +2 Dex, +1 dodge, +1 monk, +4 monk, +4 natural)	
Hp 32 (5d8+10)	
Fort +5, Ref +6, Will +9; +2 vs. enchantment	
DR 5/magic; Defensive Abilities evasion; immune disease;	
SR 17	
OFFENSE	
Speed 40 ft.	
Melee 4 tentacles +5 (1d6+1) or tentacted flurry of blows +8/+6/+6/+6/+6 (1d6+1)	
Space 5ft; Reach 10ft	
Special Attacks flurry of blows, otherworldly gaze (DC 17), stunning fist (5/day, DC 16, fatigued), and tainted spores	
STATISTICS	
Str 16, Dex 14, Con 12, Int 10, Wis 20, Cha 8	
Base Atk +3; CMB +8; CMD 24	
Feats Blind-Fight, Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike, Scorpion Style, and Stunning Fist.	
Skills Acrobatics +10 (+19 jump), Climb +9, Escape Artist +7, Perception +13, Sense Motive +13, Stealth +10	
Languages Common	
SQ fast movement, high jump, ki pool (6 points, magic), maneuver training, slow fall 20 ft., high jump	
Combat Gear bracers of armor +1	



Blasphemous Terror

A blasphemous terror appears as a broken and horrible caricature of its former self. The mutation of its very nature remains evident on its broken frame as unkempt fur and cracked skin cover the body as bloodshot, haunted eyes leer from a spittle-flecked visage.

“Blasphemous terror” is an inherited template that can be added onto any natural creature or magical beast (referred to hereafter as the “base creature”). A blasphemous terror uses all the base creature’s statistics and special abilities except as noted here. Any abilities the base creature has that are based on good alignment (i.e. magic circle against evil) are perverted by the tainted influence the creature has suffered and is turned evil (i.e. magic circle against good).

CR: HD 4 or less, as base creature + 0; HD 5 to 10, as base creature + 1; HD 11 or more, as base creature + 2.

Alignment: Always chaotic or evil, never good.

Type: The creature’s type changes to aberration and it gains the Evil subtype. Do not recalculate the creature’s Hit Dice, base attack bonus, saves, or skill points.

Armor Class: The natural armor of the base creature improves by +2.

Defenses/Qualities: A blasphemous terror retains all the special qualities of the base creature and also gains the following qualities:

Madness (Su): Anyone targeting a blasphemous terror with thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Speed: A blasphemous terror’s speed remains the same as that of the base creature.

Melee: A blasphemous terror’s attacks remain the same as that of the base creature.

Special Attacks: A blasphemous terror retains all the special attacks of the base creature and also gains the following attacks: (Save DCs are equal to DC 10 + ½ blasphemous terror’s HD + blasphemous terror’s Con modifier unless otherwise noted).

Horrific Appearance (Su): The sight of a blasphemous terror is so perverse that all creatures within a 30-foot radius that see a blasphemous terror must make a Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same blasphemous terror boar’s horrific appearance ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Constitution-based.

Unholy Burst (Su): Once per day, a blasphemous terror can unleash its anguish in a burst of palpable profane energy in a 20-foot radius. Those caught within the area of effect must succeed at a Fortitude save or be sickened for 2d4 rounds. The profane energy causes an additional 1d6 points of negative energy damage per blasphemous terror’s HD to all good aligned creatures (max 10d6).

Abilities: A blasphemous terror gains a +4 to strength and Constitution and -2 bonus to both its Wisdom and Intelligence scores.

Skills: Racial class skills are unchanged, and class level skill ranks are unaffected.

Blasphemous Terror, Boar

Something unnatural is evident about this creature even when observed at a great distance. The creature takes the shape of a boar of terrifying size whose face is a collection of twitching fleshy tendrils.

BLASPHEMOUS TERROR	CR 5
XP 1,600	
N Large aberration	
Init +4; Senses low-light vision, scent; Perception +12	
DEFENSE	
AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)	
hp 42 (5d8+20)	
Fort +9, Ref +4, Will +2	
Defensive Abilities ferocity, madness	
OFFENSE	
Speed 40 ft.	
Melee gore +8 melee (2d6+11)	
Special Attacks fear gaze, unholy burst (5d6, DC 16)	
STATISTICS	
Str 27, Dex 10, Con 21, Int 2, Wis 13, Cha 8	
Base Atk +3; CMB +12; CMD 22(24 vs. trip)	
Feats Improved Initiative, Skill Focus (Perception), Toughness	
Skills Perception +12	
SQ horrific appearance, resistance to good magic	
ECOLOGY	
Environment temperate or tropical forests	
Organization solitary, pair, or herd (3–8)	
Treasure none	

Deep One

A deep one looks like an aquatic version of the creature it once was, sporting luminous, oversized eyes, gills, gnarled and webbed hands and feet, and dull-gray, scale like skin, among other, more horrible features. Some even have legs fused into a fishlike tail. The cursed nature of these beings is evident at a glance and the horror of their existence is made manifest through the deep one's tormented, twisted visage.

"Deep One" is an acquired template that can be added to any non-aquatic, humanoid creature not adverse to water (referred to hereafter as the "base creature"). A deep one differs from the base creature as follows.

CR: HD 6 or less, as base creature +1; HD 6 or greater, as base creature +2

Alignment: Any evil.

Type: Animals and vermin become magical beasts. Humanoids become monstrous humanoids. Add the aquatic subtype.

Armor Class: Natural armor improves by +2.

Defenses/Qualities: Deep ones gain the following: Darkvision 60 feet (or the base creature's range, whichever is better).

Perpetual Hunger (Ex): No matter how much life energy a deep one drains from its victims, it is always hungry for more. Deep ones never achieve satiation from their all-consuming hunger for blood. It must consume a number of Constitution points of blood per day equal to its Hit Dice or suffer 1 point of Constitution permanently. Only a *Wish* or *Miracle* can restore Constitution points lost in this way.

Sunlight Vulnerability (Ex): Exposing a deep one to direct sunlight disorients it. It can take only a single move action or standard action and is shaken each round it spends in sunlight. Each round of sunlight exposure deals the deep one 1 point of Constitution damage. Water-filtered sunlight counts as direct only within 30 feet of the sunlit surface.

Speed: A deep one gains a swim speed equal to its fastest other form of speed. It loses all other modes of movement, and its base land speed drops to 10 feet or that of the base creature, whichever is lower.

Melee: A deep one with appropriate appendages gains two claw attacks and a bite attack, and deals damage based on the creature's size. If the base creature already has a bite or claw attack, then those attacks deal damage as if the creature is one size category larger. Few deep ones use any sort of manufactured weapons.

Special Attacks: Deep ones gain the following:

Improved Grab (Ex): To use this ability, a deep one must hit a creature with a claw attack (or a bite, if the creature has no claws). It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Life Drain (Ex): A deep one can drain blood from a creature it pins in a grapple. If the deep one establishes or maintains a pin, it may feed upon the creature's life force and blood, dealing 1d3 points of Constitution damage. This ability damage scales along with the creature's size, increasing or decreasing the damage dice value based on the creature's size. The value presented represents a deep one of medium size.

Abilities: A deep one gains the following to its ability scores: Constitution +2, Intelligence -2, and Charisma -4.

Skills: A deep one gains a +8 racial bonus on all Swim checks and may choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. A deep one with racial HD has skill points per racial HD equal to 4 + Int mod. Racial class skills are unchanged, and class level skill ranks are unaffected.

Deep One

With prodigious bulging eyes, this creature takes the blasphemous forms of a fish-like humanoid. At the sides of its neck are palpitating gills and their long webbed hands end in terrible claws.

DEEP ONE	CR 3
XP 800	
Deep One rogue 3	
CE Medium monstrous humanoid (aquatic)	
Init +3; Senses darkvision 60ft.; Perception +9	
DEFENSE	
AC 17, touch 13, flat-footed 14 (+2 armor, +3 Dex, +2 natural)	
hp 16 (3d8+6)	
Fort +3, Ref +6, Will +1	
Defensive Abilities evasion, trap sense +1	
OFFENSE	
Speed 20 ft., swim 30 ft.	
Melee 2 claws +3 (1d4+1 plus grab), bite +3 (1d6+1)	
Special Attacks life drain, sneak attack +2d6	
STATISTICS	
Str 13, Dex 17, Con 14, Int 12, Wis 10, Cha 4	
Base Atk +2; CMB +3; CMD 16	
Feats Deft Hands, Skill Focus (Perception), Stealthy	
Skills Acrobatics +9, Appraise +7, Bluff +3, Climb +9, Disable Device +13, Disguise +5, Escape Artist +11, Knowledge (local) +7, Perception +9 (+10 to find traps), Sleight of Hand +11, Stealth +11, Swim +15; Racial Modifiers +8 Swim	
Languages Common, Elven, Halfling	
SQ perpetual hunger, rogue talent (quick disable), sunlight vulnerability, trapfinding +1,	
Combat Gear leather armor	



Pseudonatural Creature

Pseudonatural creatures are any creature that has been tainted by the vile and otherworldly influence of the Old Ones. A Pseudonatural creature uses all the base creatures statistics and special abilities except as noted below.

CR: Same as the base creature +1

Type: The creature's type changes to "Outsider".

Special Qualities: The creature retains all its special attacks and also gains the following:

Spell Resistance (Ex): An Pseudonatural creature gains Spell Resistance equal to 10 + ½ the creatures Hit Dice.

Unusual Anatomy (Ex): A Pseudonatural creature is Immune to all critical hits and sneak attack damage.

Blindsight (60 foot range)

Damage Reduction (Ex): A Pseudonatural creature gains 5/-.

Horrific Strength (Ex): Creatures with the Pseudonatural template gain a +4 Strength and Constitution bonus.

Pseudonatural Dire Wolf

The still of night is broken by an unearthly howl. From the shadows appears a muscular creature of immense size. Along its back there waves a ropey mass of blackened tendrils. Its eyeless face seems to follow your every movement.

PSEUDONATURAL DIRE WOLF CR 4

XP 1200

N Large outsider

Init +2; **Senses** blind sight 60', low-light vision, scent; **Perception** +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size); **SR** 12

hp 49 (5d8+25)

Fort +7, **Ref** +6, **Will** +2 **DR** 5/-

OFFENSE

Speed 50 ft.

Melee bite +10 (1d8+9 plus trip)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 23, **Dex** 15, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

SQ unusual anatomy, spell resistance

ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (3-8)

Treasure none

Unusual Anatomy (Ex): A Pseudonatural dire wolf creature is Immune to all critical hits and sneak attack damage.

This enormous version of a wolf has been tainted with the touch of the far realm. Plaguing many of Vathak's lands, these creatures appear as hairless versions of dire wolves without eyes, its back a tangled mass of twitching tendrils. Dire wolves are typically about 9 feet long and weigh roughly 800 pounds.





Voidspawn

A voidspawn looks like the base creature, but is shrouded by a translucent, crackling field of seething black emptiness. Its eyes change to the darkest of black, with no visible retina or pupil. Over time, noticeable and distinguishing bits and pieces of a voidspawn become less distinct and, sometimes, disappear entirely—leaving a transmogrified and ever-eroding visage of what the base creature once was.

“Voidspawn” is an acquired template that can be added to any corporeal creature (referred to hereafter as the “base creature”). A voidspawn differs from the base creature as follows:

CR: HD 10 or less, as base creature + 1; HD 11+, as base creature + 2

Alignment: Always chaotic or evil, never good.

Type: Change to outsider, unless the creature is a construct or undead. Constructs and undead retain their types. Add the native subtype, if appropriate. Creatures with the lawful subtype lose that subtype. All creatures gain the chaotic subtype.

Armor Class: Voidspawn have a swirling field of protective energy that grants them a +4 deflection bonus to their armor class.

Defenses/Qualities: Voidspawn gain the following:

Entropy Resistances (Ex): Entropy protects the voidspawn, granting it resistance to acid, cold, fire, and electricity equal to its Hit Dice.

Self-Annihilation (Su): Each time the voidspawn uses Annihilating Strike, it runs the risk of being consumed by the same energy which grants the creature power. The Voidspawn must succeed on a Fortitude save (DC 10 + one-half of the voidspawn’s HD), or succumb to its own annihilation energy, being utterly destroyed forever. Ultimately, all voidspawn are eventually destroyed by their internal energies.

Speed: Remains unchanged from the base creature.

Melee: A voidspawn’s natural weapons, as well as any weapons it wields, are considered chaotic-aligned for overcoming damage reduction. Due to the entropy around it, the voidspawn deals extra damage with its natural attacks.

Entropy Strike (Ex): The voidspawn is filled with an otherworldly power which transfuses each of its strikes. Whenever a void spawn strikes with an attack, it deals an extra 1d6 damage. This is a negative energy effect.

Special Attacks: Voidspawn gain the following:

Annihilating Strike (Su): Whenever a voidspawn makes a successful critical hit with a natural attack, the struck opponent must make a Fortitude save (DC 10 + one-half of the voidspawn’s HD + its Charisma modifier), or have its body consumed by the malign power invested within its body. The target of such an attack is treated as effected by a *Disintegration* spell (CL equal to the voidspawn’s HD). Those who fail this save also suffer the normal damage from the critical hit.

Annihilating Touch (Su): As a standard action, once per day, plus once per 5 Hit Dice, a voidspawn can use its entropic field to disintegrate nonsentient objects. The voidspawn must touch the object or make a touch attack against a carried or worn item. Carried or magic items are entitled to a Fortitude saving throw (DC 10 + one-half of the voidspawn’s HD + its Charisma modifier). Up to a 10-foot cube of nonsentient matter is affected, so the ability disintegrates only part of any very large object or structure. Objects that make the save take 2d6 points of damage plus 1d6 per 4 Hit Dice the voidspawn possesses.

Aura of Fear (Su): The voidspawn constantly radiates energies that cause fear in normal beings. Creatures within a 30-foot radius of a voidspawn must succeed on a Will save (DC 10 + one-half of the voidspawn’s HD + its Charisma modifier), or become frightened for 1 round, plus 1 round per 2 HD the voidspawn possesses. Those who make the save cannot be affected by the same voidspawn’s aura for 24 hours. This is a mind-affecting fear effect. Opponents with more Hit Dice than the voidspawn are unaffected.

Abilities: A void spawn gains a +4 bonus to its Charisma score.

Skills: Racial class skills are unchanged and class level skill ranks are unaffected.

Voidspawn Heretic

According to the sages of old, certain creatures are inexplicably drawn to the powerful energies of utter destruction. These beings share an affinity for the void and often seek to join sinister cults and call upon the dark creatures in the oblivion for the gift of power.

VOIDSPAWN HERETIC

CR 14

XP 38,400

Human cleric 10/rogue 2

NE Medium outsider (native, chaotic)

Init +2; Senses Perception +10; Aura fear (30ft., DC 20)

DEFENSE

AC 26, touch 16, flat-footed 24 (+6 armor, +4 deflection, +2 Dex, +4 shield)

hp 83 (12d8+29)

Fort +10, Ref +9, Will +13

Defensive Abilities evasion; Resist acid 12, cold 12, electricity 12, fire 12

OFFENSE

Speed 30 ft.

Melee +1 human bane morningstar +10/+5 (1d8+2 plus 1d6 negative energy)

Ranged dagger +10 (1d4+1/19–20)

Special Attacks annihilating touch (DC23), channel negative energy 5/day (DC 15, 5d6), scythe of evil (5 rounds, 1/day), sneak attack +1d6

Domain Spell-Like Abilities (CL 10th; concentration +15)
8/day—rebuke death (1d4+5), touch of evil (5 rounds)

Cleric Spells Prepared (CL 10th; concentration +15)

5th—*breath of life**, *mass cure light wounds*, *righteous might*, *summon monster V*

4th—*air walk*, *cure critical wounds*, *dismissal* (DC 19), *divine power*, *unholy blight** (DC 19)

3rd—*cure serious wounds** (2), *dispel magic*, *magic circle against good*, *prayer*

2nd—*aid*, *cure moderate wounds**, *death knell* (DC 17), *silence* (DC 17), *spiritual weapon*, *undetectable alignment*

1st—*command* (DC 16), *cure light wounds**, *deathwatch*, *divine favor*, *obscuring mist*, *remove fear*, *shield of faith*

0 (at will)—*create water*, *guidance*, *light*, *purify food & drink*

Domains Evil, Healing; domain spell

STATISTICS

Str 12, Dex 14, Con 14, Int 8, Wis 21, Cha 19

Base Atk +8; CMB +9; CMD 23

Feats Channel Smite, Combat Casting, Command Undead, Craft Magic Arms and Armor, Craft Wondrous Item, Extra Channel, Forge Ring, Vital Strike

Skills Bluff +9, Diplomacy +9, Heal +10, Knowledge (history) +3, Knowledge (local) +3, Knowledge (planes) +10, Knowledge (religion) +10, Linguistics +5, Perception +10, Profession (any one) +10, Sense Motive +10, Spellcraft +10

Languages Abyssal, Common, Infernal, Terran

SQ annihilating strike (DC 23/CL 13th), entropy strike, healer's blessing, self-annihilation (DC 17), rogue talent (combat trick), trapfinding

Combat Gear scroll of invisibility purge, alchemist's fire (2); Other Gear +2 chain shirt, +2 heavy wooden shield, +1 human bane morningstar, cold iron dagger, cloak of resistance +1, elemental gem (earth), headband of inspired wisdom +2, ring of counterspells (dispel magic), ring of protection +2, robe of bones, silver unholy symbol





Wretched Creature

Each wretched has a uniquely different, albeit utterly repulsive, look. Horribly disfigured, most cannot even be identified as what they once were before experiments were conducted to “improve” them. However, the wretched do have one thing in common besides their ignominious creation stories—they have become partially liquefied, semisolid masses of quivering flesh. Oftentimes, the wretched gain extra body parts (eyes, limbs, a useless wing) and/or lose some of their original body parts during their creation process. They retain all of their normal appendages, though these may be more tentacle-like than like a normal arm or leg. All wretched have horrific appearances, taking a -6 penalty on all charisma based checks against any subject who can see the creature and would be taken aback by its deformity.

“Wretched” is an acquired template that can be added to any living creature besides an aberration, elemental, ooze, outsider, or plant (referred to hereafter as the “base creature”). A wretched differs from the base creature as follows.

CR: HD 4 or less, as base creature; HD 10 or more, as base creature + 1.

Alignment: Any; The creature’s alignment becomes Chaotic Evil.

Type: The creature’s type changes to Aberration. Do not recalculate HD, BAB, or saves.

Armor Class: Natural armor improves by +2.

Defenses/Qualities: A wretched gains the following: blindsight 60 feet; immunity to poison; acid, paralysis, and polymorph; DR 5/bludgeoning.

Amorphous Form (Ex) As a semi-ooze like creature, the wretched no longer have a clear front or back and therefore cannot be flanked. Wretched have a 25% chance to avoid a critical hit.

Acidic Slime (Su) A layer of acidic slime coats a wretched’s skin. Any creature that strikes a wretched with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a Reflex save DC equal to 10 + 1/2 the wretched’s hit dice + the wretched Constitution modifier. A creature that strikes a wretched with a melee weapon must succeed on this Reflex save or the weapon takes 1d8 points of

acid damage; if this damage penetrates the weapon’s hardness, the weapon gains the broken condition. Ammunition that strikes a wretched is automatically destroyed after it inflicts its damage.

Speed: The creature’s base speed in all modes decreases by 10 feet to a minimum of 10 feet or that of the base creature, whichever is lower. 75% of all wretched creatures permanently lose flight abilities when they become wretched. If the wretched creature can fly, halve its speed and subtract two levels of maneuverability (minimum of poor).

Melee: A wretched gains two slam attacks. Damage depends upon the size of the size of the creature.

Special Attacks: A Wretched gains the following.

Corrosive Touch (Ex) The alchemical make-up of the wretched’s form is a highly corrosive acid which dissolves organic matter with ease. Whenever a wretched scores a hit with a slam attack it deals an extra 2d6 acid damage.

Abilities: A wretched gains the following to its ability scores: Dexterity -6 (minimum 1), Constitution +4, Charisma -6 (minimum 1).

Skills: Racial class skills are unchanged and class level skill ranks are unaffected.

Mad cultists, conducting profane and forbidden rites, with their rituals hidden away in secret locations, are the stuff of many a gruesome tale. With the rise of the Old Ones and sudden influx of madness upon many of the once brilliant scholars and wizards of Vathak, their talents has become corrupted and these individuals have focused upon achieving a darker understanding of the things that should not be. Some being led by dark visions, others from the instructions of blasphemous tomes, these individuals began the unspeakable process of modifying living creatures into a paradox of twisted “perfection”.

These foul experiments always involve unwilling subjects, persons, and creatures abducted and then subjected to tortures beyond imagination. The lucky ones die in the process. As for the survivors...they become hideous creatures known as the wretched.



Wretched

The mutated form of this horror appears to be melting before your eyes. It is only after the creature releases a gurgling roar that you are able to pull your gaze away from its wretched form.

WRETCHED ETTIN

CR 7

XP 3,200

CE Large aberration

Init +3; **Senses** blindsight 60ft, low-light vision; Perception +12

DEFENSE

AC 15, touch 5, flat-footed 15; (–4 Dex, +10 natural, –1 size)

hp 95 (10d8+50)

Fort +9, **Ref** +2, **Will** +5

Defensive Abilities acidic slime (DC20), amorphous form; **DR** 5/bludgeoning. **Immune** acid, paralysis, polymorph and poison

OFFENSE

Speed 30 ft.

Melee 2 flails +12/+12/+7/+7 (2d6+6) or 2 slams +12 (1d6+6 plus 2d6 acid)

Space 10 ft.; **Reach** 10 ft.

Special Attacks superior two-weapon fighting

STATISTICS

Str 23, **Dex** 2, **Con** 21, **Int** 6, **Wis** 10, **Cha** 5

Base Atk +7; **CMB** +14; **CMD** 23

Feats Cleave, Improved Initiative, Improved Overrun, Iron Will, Power Attack

Skills Perception +12; Racial Modifiers +4 on Perception

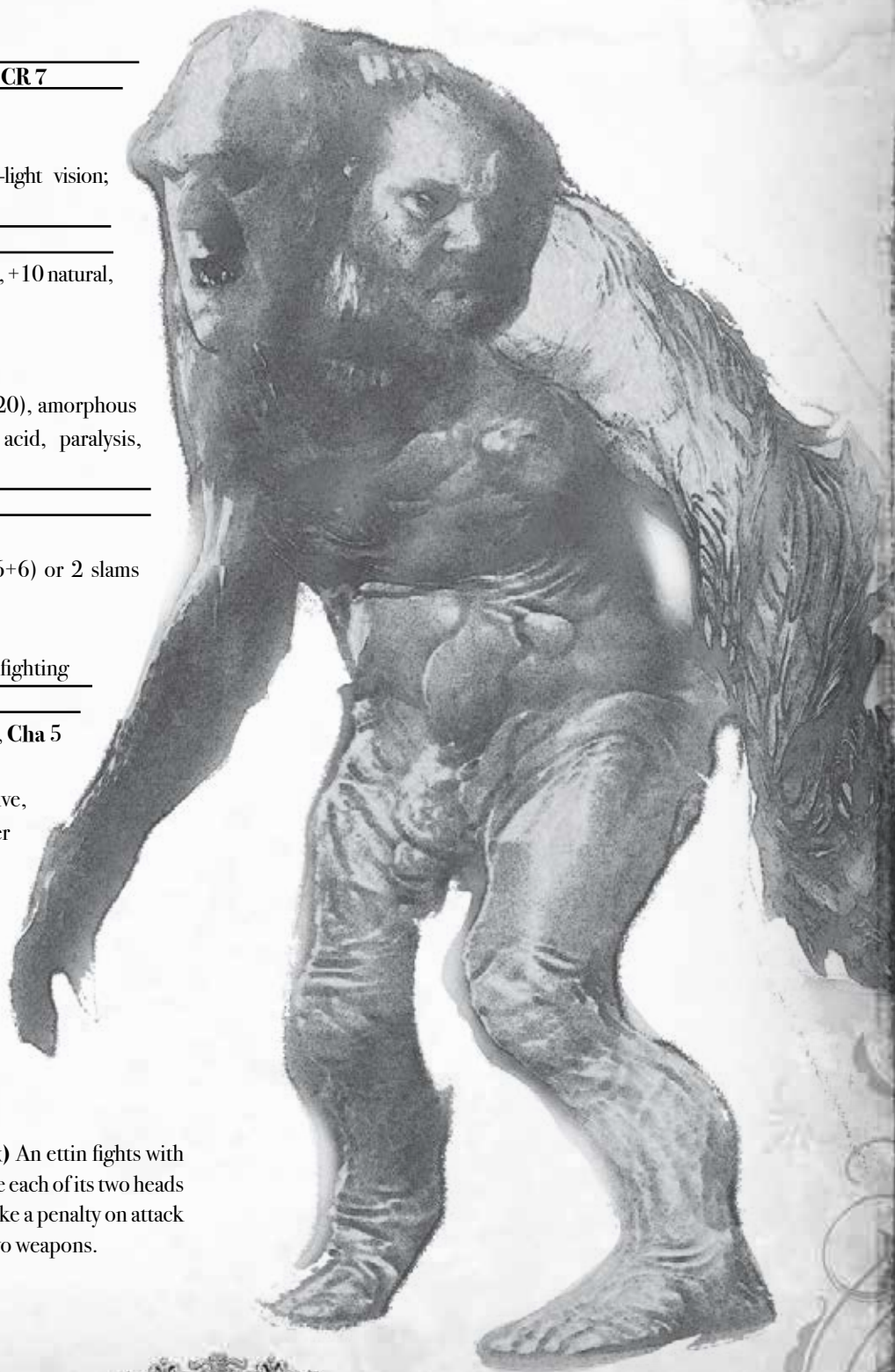
Languages pidgin of Giant, Goblin, and Orc

ECOLOGY

Environment any

Organization solitary

Superior Two-Weapon Fighting (Ex) An ettin fights with a flail or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.





Bestiary Creatures

The *Pathfinder Roleplaying Game* provides a wide assortment of creatures in their series of Bestiary books appropriate for Vathak. Any creature can easily be brought into your Shadows over Vathak game with a little imagination or by applying one of our templates to create new abominations to challenge your players. If you are unsure of what creatures naturally fit the Shadows over Vathak setting, we've compiled a list of our recommendations from the first three *Pathfinder Roleplaying Game Bestiary* books to make choosing your next encounter that much easier.

Bestiary One

Aboleth, Animated object, Assassin vine, Barghest, Bat, Bat swarm, Bebelith, Black pudding, Boar, Cat, Cave fisher, Centipede swarm, Choker, Chuul, Clay golem, Cloaker, Crab swarm, Dark creeper, Dark naga, Dark stalker, Darkmantle, Derro, Devourer, Dire bat, Dire bear, Dire boar, Dire rat, Dire wolf, Dire wolverine Dog, Doppelganger, Drider, Drow, Drow noble, Duergar, Ettercap, Ettin, Flesh golem, Gargoyle, Gelatinous cube, Ghost, Ghoul, Giant centipede, Giant crab, Giant frog, Giant leech, Giant mantis, Giant octopus, Giant slug, Giant spider, Giant squid, Giant stag beetle, Gibbering moulder, Gray ooze, Greater barghest, Greater shadow, Green hag, Grizzly bear, Harpy, Hell hound, Homunculus, Horse, Intellect devourer, Invisible stalker, Iron golem, Kraken, Leech swarm, Lich, Lizardfolk, Mimic, Mohrg, Morlock, Mummy, Neothelid, Nessian warhound, Night hag, Nightmare, Ochre jelly, Octopus, Otyugh, Phase spider, Pony (horse), Rat, Rat swarm, Raven, Remorhaz, Retriever, Roper, Rust monster, Sea hag, Sea serpent, Shadow, Shambling mound, Shoggoth, Skeletal champion, Skeleton, Skum, Spectre, Spider swarm, Squid, Stirge, Stone golem, Svirfneblin, Tiefling, Toad, Treant, Troglodyte, Troll, Vampire, Vargouille, Violet fungus, Wasp swarm, Wererat (lycanthrope), Werewolf (lycanthrope), Wight, Will-o'-wisp, Winter wolf (worg) Wolf, Wolverine, Wood golem, Worg, Wraith, Xorn, Yellow musk creeper, Yeth hound, Yeti, Zombie.

Bestiary Two

Akata, Albino cave solifugid, Alchemical golem, Amoeba swarm, Animate dream, Athach, Attic whisperer, Aurumvorax, Badger, Banshee, Belker, Blindheim, Blink dog, Bodak, Brownie, Bunyip, Carnivorous blob, Carrion golem, Catoblepas, Cave scorpion, Chaos beast, Charda, Charybdis, Chupacabra, Clockwork golem, Cockroach swarm, Crawling hand, Crypt thing, Dark slayer, Death worm, Decapus, Denizen of Leng, Destrachan, Devilfish, Dhampir, Dire badger, Draugr, Dullahan, Faceless stalker, Fetchling, Forlarren, Fungal crawler, Gar, Giant amoeba, Giant bee, Giant black widow, Giant cockroach, Giant crawling hand, Giant dragonfly, Giant fly, Giant gar, Giant jellyfish, Giant maggot, Giant mosquito, Giant queen bee, Giant snapping turtle, Giant solifugid, Giant tick, Giant toad, Giant whiptail centipede, Gloomwing, Gray render, Grick, Grig, Grindylow, Gug, Hangman tree, Helleat, Hound of Tindalos, Howler, Ice troll, Jabberwock, Jellyfish swarm, Juju zombie, Kelpie, Korred, Krenshar, Leng spider, Leucrotta, Lightning elemental, Locathah, Lurker in light, Mandragora, Marsh giant, Merrow, Mihstu, Mobat (bat), Mongrelman, Mosquito swarm, Mothman, Mu spore, Mud elemental, Necrophidius, Neh-thalggu, Nightcrawler (nightshade), Nuglub (gremlin), Ogrekin, Pech, Petitioner, Phycomid, Poltergeist Pugwampi (gremlin), Quickwood, Ram (herd animal), Rast, Redcap, Reefclaw, Revenant, Rock troll, Sandman, Sard, Scarecrow Scaeduinar, Scylla, Seugathi, Shining child, Shoggti (qliphoth), Sinspawn, Skaveling (bat), Skulk, Slime mold, Slithering tracker, Snapping turtle, Soul eater, Soulbound doll, Tendriculos, Tenebrous worm, Tentamort, Thulgant (qliphoth), Tick swarm, Titan centipede, Totenmaske, Twigjack, Urdefhan, Vampiric mist, Wendigo, Werebear (lycanthrope), Wereboar (lycanthrope), Winterwight, Witchfire, Worm that walks, Xtabay

Bestiary Three

Adherer, Adlet, Allip, Animal lord, Annis hag, Ascomoid, Atomie, Azruverda, Bandersnatch, Baykok, Berbalang, Bhuta, Bogeyman, Bone golem, Brain ooze, Caryatid column, Caulborn, Cecaelia, Cerberi, Cerebric fungus, Cold rider, Death's head jellyfish, Deathtrap ooze, Deathweb, Deep sea serpent, Demilich, Dybbuk, Ecorche, Elk (herd animal), Faun, Festrog, Flumph Garden ooze, Ghorazagh, Ghul, Giant crab spider, Giant owl, Giant rot grub (parasite), Giant sea anemone, Giant skunk, Giant vulture, Globster, Goat (familiar), Graveknight, Great horned owl, Grodair, Guecubu, Hellwasp swarm, Hollow serpent, Huecuva, Hungry fog, Manananggal, Moon-beast, Myceloid, Pale stranger, Phantom fungus, Pig (familiar), Plasma ooze, Popobala, Porcupine, Pukwudgie, Raccoon (familiar), Ratfolk, Rot grub swarm (parasite), Rusalka, Sabosan, Sagari, Sargassum fiend, Sasquatch, Shadow mastiff, Shae, Skunk, Snake swarm, Spider eater, Sprite, Tojanida, Trollhound, Vodyanoi, Vulture, Wolf-in-sheep's-clothing, Yithian





Encounter Tables

During your player's travels through Vathak it is important to introduce an element of surprise to break up planned adventure encounters (perhaps during a long journey, or maybe when the party is forced to rest in ancient ruins), you can use the following encounter tables to randomly generate creature encounters.

These tables do not include creature names that can be encountered, instead providing an assigned CR score indicating the average difficulty of the encounters that can be rolled up on the table. You'll also see a number or dice roll representing the number of encounters appropriate for the CR. We hope these tools will allow you to quickly put together an encounter using the creatures you want in a quick and easy fashion. This will also allow you to get a lot more use out of the random encounter tables and introduce new creatures through out your campaign.

Low-Level Encounter

Forest	Lake/River	Plains/ swamp	Hills/ Mountain	Underground/ Ruins	Urban	CR	Encounter
1-4	1-6	1-6	1-4	1-4	1-6	1	1d6
5-8	7-14	7-8	5-8	5-8	7-12	3	1d4
9-14	15-22	9-12	9-14	9-16	13-20	3	1d4
15-18	23-30	13-16	15-18	17-22	21-24	2	1
19-22	31-36	17-20	19-26	23-26	25-26	5	1d6
23-28	37-42	21-22	27-30	27-30	27-32	2	1
29-36	43-44	23-26	31-34	31-34	33-34	2	1d4
37-40	45-48	27-32	35-40	35-38	35-36	4	1
41-44	49-52	33-34	41-44	39-42	37-44	1/3	1
45-48	53-58	35-38	45-50	43-46	45-48	1	1d8
49-54	59-64	39-42	51-54	47-48	49-54	1	1d8
55-58	65-66	43-46	55-60	49-52	55-56	1	1
59-66	67-68	47-52	61-62	53-56	57-60	4	1
67-72	69-72	53-56	63-64	57-62	61-64	6	1
73-76	73-78	57-60	65-70	63-68	65-68	2	1
77-78	79-80	61-70	71-78	69-72	69-70	2	1
79-82	81-82	71-74	79-82	73-78	71-76	7	1d4
83-86	83-86	75-78	83-84	79-84	77-82	2	1
87-88	87-88	79-86	85-86	85-88	83-86	3	1
89-92	89-90	87-88	87-90	89-90	87-90	6	1
93-94	91-92	89-92	91-94	91-94	91-92	4	1d6
95-96	93-96	93-94	95-96	95-96	93-94	2	1
97-98	97-98	95-98	97-98	97-98	95-96	1/3	1d6
99-100	99-100	99-100	99-100	99-100	97-100	4	1d4

Mid-Level Encounter

Forest	Lake/River	Plains/ swamp	Hills/ Mountain	Underground/ Ruins	Urban	CR	Encounter
1-4	1-6	1-6	1-4	1-4	1-6	4	1
5-8	7-14	7-8	5-8	5-8	7-12	6	1d8
9-14	15-22	9-12	9-14	9-16	13-20	6	2d4
15-18	23-30	13-16	15-18	17-22	21-24	5	1d6
19-22	31-36	17-20	19-26	23-26	25-26	6	2d6
23-28	37-42	21-22	27-30	27-30	27-32	2	1
29-36	43-44	23-26	31-34	31-34	33-34	5	2d4
37-40	45-48	27-32	35-40	35-38	35-36	6	1d4
41-44	49-52	33-34	41-44	39-42	37-44	4	1
45-48	53-58	35-38	45-50	43-46	45-48	2	2d6
49-54	59-64	39-42	51-54	47-48	49-54	5	1
55-58	65-66	43-46	55-60	49-52	55-56	1	1
59-66	67-68	47-52	61-62	53-56	57-60	4	1
67-72	69-72	53-56	63-64	57-62	61-64	6	1
73-76	73-78	57-60	65-70	63-68	65-68	5	1d6
77-78	79-80	61-70	71-78	69-72	69-70	5	1d6
79-82	81-82	71-74	79-82	73-78	71-76	9	2d4
83-86	83-86	75-78	83-84	79-84	77-82	2	1
87-88	87-88	79-86	85-86	85-88	83-86	6	1
89-92	89-90	87-88	87-90	89-90	87-90	6	2d6
93-94	91-92	89-92	91-94	91-94	91-92	7	2d6
95-96	93-96	93-94	95-96	95-96	93-94	6	1
97-98	97-98	95-98	97-98	97-98	95-96	5	1d6
99-100	99-100	99-100	99-100	99-100	97-100	6	1d4

Encounter Motivations

Evil: The creature simply enjoys killing and causing pain. If able to be reasoned with, the creature will look for opportunities to betray the characters or otherwise gain the upper hand.

Fear: The creature is afraid of the characters. An assurance of good intentions before blood is drawn could turn an enemy into a friend, or lull the unsuspecting creature into a false sense of security.

Glory: The creature is out to defeat worthy opponents and take trophies from them as evidence of its victory. If the characters appear to be beneath the creature's valor, it may hold them in contempt but let them alone, or it may decide to kill them anyway, out of pity.

Greed: The creature is keen on the characters' treasure and items, and is willing to kill if necessary, but it will also look for easier ways to get the characters' valuables.

Hatred: The creature has a deep antipathy for a specific race. The creature will refuse to parley with the object of its hatred, and in combat, the creature will attack the object of its hatred and will continue to attack it until it is dead.





High-Level Encounter

Forest	Lake/River	Plains/ swamp	Hills/ Mountain	Underground/ Ruins	Urban	CR	Encounter
1-4	1-6	1-6	1-4	1-4	1-6	7	1d8
5-8	7-14	7-8	5-8	5-8	7-12	7	2d8
9-14	15-22	9-12	9-14	9-16	13-20	8	1d6
15-18	23-30	13-16	15-18	17-22	21-24	8	2d4
19-22	31-36	17-20	19-26	23-26	25-26	9	1d4
23-28	37-42	21-22	27-30	27-30	27-32	9	2d6
29-36	43-44	23-26	31-34	31-34	33-34	9	2d12
37-40	45-48	27-32	35-40	35-38	35-36	10	1d8
41-44	49-52	33-34	41-44	39-42	37-44	10	3d6
45-48	53-58	35-38	45-50	43-46	45-48	11	1d8
49-54	59-64	39-42	51-54	47-48	49-54	11	1d6
55-58	65-66	43-46	55-60	49-52	55-56	12	1
59-66	67-68	47-52	61-62	53-56	57-60	13	2d6
67-72	69-72	53-56	63-64	57-62	61-64	13	1
73-76	73-78	57-60	65-70	63-68	65-68	14	1
77-78	79-80	61-70	71-78	69-72	69-70	14	1d8
79-82	81-82	71-74	79-82	73-78	71-76	15	1d3
83-86	83-86	75-78	83-84	79-84	77-82	15	2d8
87-88	87-88	79-86	85-86	85-88	83-86	15	2d8
89-92	89-90	87-88	87-90	89-90	87-90	16	1d4
93-94	91-92	89-92	91-94	91-94	91-92	17	1d6
95-96	93-96	93-94	95-96	95-96	93-94	18	1d4
97-98	97-98	95-98	97-98	97-98	95-96	20	1
99-100	99-100	99-100	99-100	99-100	97-100	15	1d4

Hunger: The creature is looking for something to eat. Combat can be avoided if the characters can somehow provide a more suitable meal. If the characters pose a significant threat, the creature may be willing to look elsewhere for an easy meal, but if food is scarce, the creature may be desperate.

Machismo: These swaggering creatures want to impress each other. As long as more than one of them is present, these creatures may fight until death to impress a potential mate or secure its dominance over an area.

Pain: The creature is wounded and lashing out in pain. The wound may be obvious or hidden. In either case, the characters have a chance to make an ally if they heal the wound, but pain can cause the creature to act unpredictably.


Rage: The creature is in a killing frenzy and is unlikely to retreat or bargain unless somehow calmed first.

Territory: The creature is defending what it thinks of as its territory, and sees the characters as trespassers or invaders.

Vengeance: Whether correctly or incorrectly, the creature blames the characters for a great wrong that has been done to it, and seeks vengeance.

Zealotry: The characters are an affront to the creature's faith or core beliefs, and it is willing to sacrifice itself to scour them from the earth.





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- Over 50 new Feats and Spells for even more character options and horrific flavor.
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- Details on all the regions of the lands of Vathak, including strange locations, mysterious cities and the characters that inhabit them.
- Game Mastering section giving you new and streamlined rules for diseases, weather, sanity, how to build a city of Vathak, and an easy adventure generator!
- Horrific creatures to plague your players, including the Spawn of the Old Ones and Yshugua Titan. And a variety of creature templates to create your own unspeakable monstrosities!



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