Shadows over Vathak

Player's Guide to Vathak

Pathfinder
Roleplaying Game Compatible

Shadows over Vathak

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With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Introduction

Chapter 1

A Stricken World

Welcome to the world of *Shadows over Vathak,* a realm of dwindling hope and despair. As players, your characters fight to survive in a land threatened with destruction by the rise of the ancient and evil Old Ones and their spawn. Your characters may represent points of light in the darkness or give in to wicked temptations. Most will fall somewhere in between — survivors struggling to eke out another day. Though the followers of the One True God speak of divine providence while battling the Old Ones, the sins of the Church often rival those of their enemies. In the world of Vathak, your character's perceptions of heroes and villains is a thin line drawn by their own personal morality and, of course, determined by the victor.

The Grim Wilderness

The lands of Vathak are still untamed wilds and desolate landscapes where cities and villages have barely carved out a homeland. The inhospitable nature of the area makes life bleak, farming strenuous, and the raising of livestock a dangerous chore. Cold nights, dangerous wild animals, and fearsome terrain continue to create a daily challenge for life in Vathak.

Northern Plains

Hard blackish soil lies below the endless sea of coarse grass, only sharp stone piercing the frigid landscape. Chilled winds blow in a constant howl, rolling across the frozen tundra from dawn till dusk. Frost blankets the ground nearly year-round, turning into ice and snow the further north one travels. Herds of hoarfrost elk traverse the region, icy rivers carve the land, and the vindari claim it as the center of their kingdom.

Western Mountains

A number of mountains frame the western part of Vathak. To the north lie the jagged, broken tops of the Gray Peak Mountains while the impenetrable Black Sky Mountains dominate the south. Rivers spill from the mountains and through the rolling hills to water broad, flat plains. The mountains provide valuable gems, minerals, and ores while the plains support a wide variety of crops, making the area rich in valuable resources. Tall forests hug portions of the eastern and southern coastlines. The southern part of the area receives plentiful rain and longer, warmer summers than the chilly north.

Southern Marshes

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. Many passes and trails are inaccessible during certain seasons, making travel both difficult and treacherous. The rocky soil is ill-suited for farming, forcing many of the inhabitants to hunt the dangerous wild beasts found in abundance in the area. Strange lights and mysterious drumming are often heard coming from the depths of darkened woods.

Eastern Hills

Small, dense forests spring up amidst rolling plains and hills stretching to the eastern coast. A number of rivers feed the region, allowing farmers to till the hard soil in the chill air. Lakes in the north and the south provide valuable fishing even during cold winters when they are frozen over. Tumbled collections of stones, carved with strange markings, lie scattered throughout the land, relics of the older bhriota civilization.

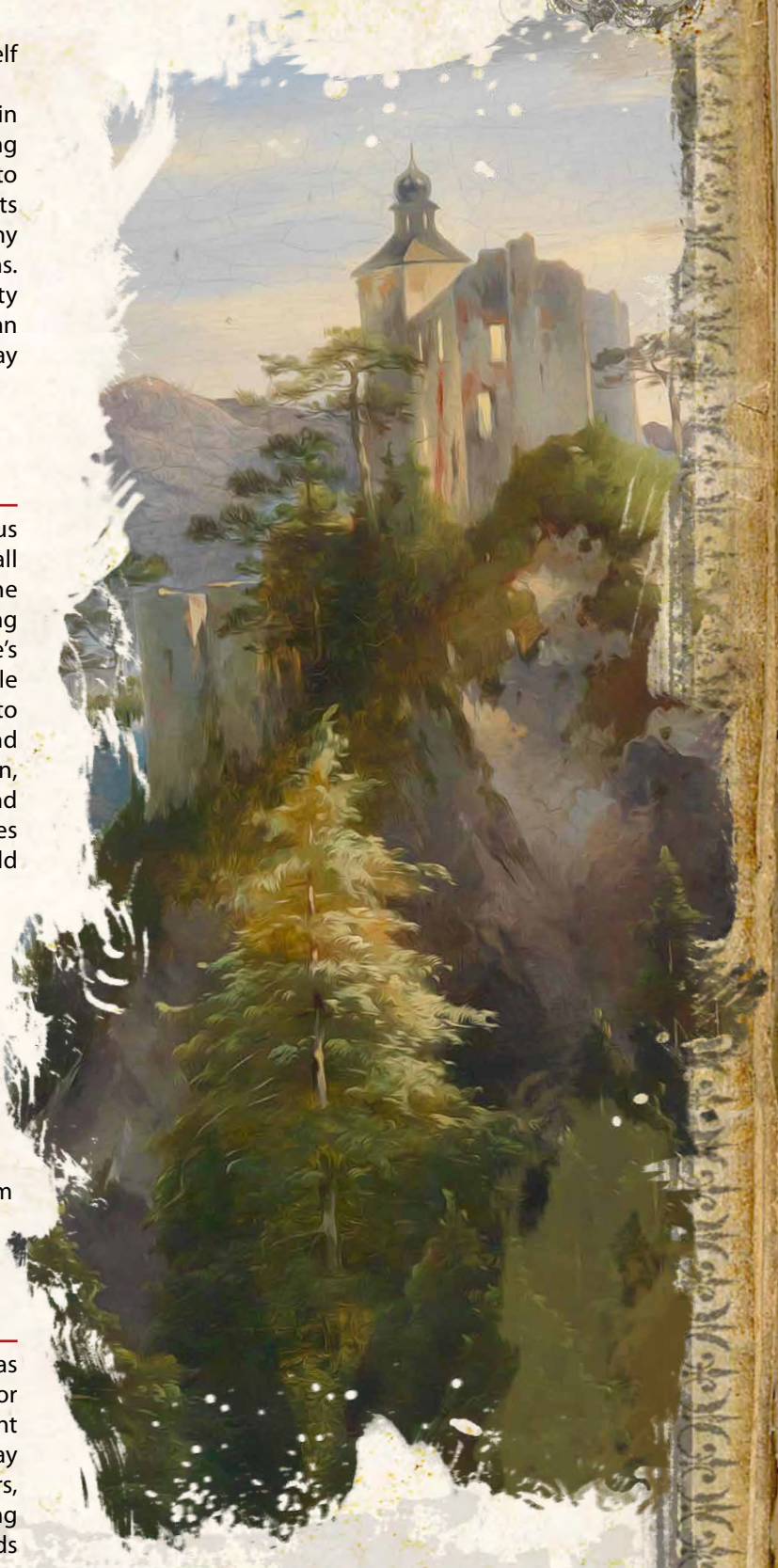
Cities in Ruin

When the vindari began conquering the lands of Vathak, they erected large cities of brick and stone. Magnificent manors and castles towered over well-paved streets. At each citie's heart stood a magnificent cathedral or temple with sweeping gothic architecture and elegant stained glass windows depicting the faith of the One True God. Citizens lived behind tall walls, trusting in their soldiers to keep them safe from the threats prowling outside in the darkness.

The rise of the Old Ones and their horrible spawn cast down many great cities, smashing buildings and churches into dust and shards of broken glass. These hollow shells dot the landscape like a trail of victims; a testament to the power the Spawn of the Old Ones possess. Still, the remnants of humanity cling to the

shattered fragments, trying to rebuild itself from the ashes.

Even the cities not yet under siege begin to decay slowly from within as the rotting presence of the Old Ones worms its way into people's hearts. Fear of external threats twists people's minds, turning them towards unhealthy obsessions and leading them down dark paths. Though many monsters dwell outside of the city walls, many are born within and wear human faces. Sometimes what hides in the dark alleyway is worse than the beast within the forest.



Tyrants

Petty kings, scheming nobles, invidious priests, and bloodthirsty tribal shamans all claim rule over Vathak whether through the law or faith in a higher power. Power is a flitting thing, hard to grasp and hold onto unless one's hands are stained with blood. A few noble leaders exist, trying to rally the righteous to their banners. Many, unfortunately, see an end of days arriving and so take what they can, when they can. Others, spurred by racial and ideological intolerance, see the current times as a crucible to build a new, ordered world mirroring their perverted view of faith.

The tenets of religion and law both strive against one another and blend together depending on the ruler. The will of the Church of the One True God lies heavy on the land, but many who jubilantly espouse these beliefs do so for personal gain. Laws can change on public whim with no more than a "The One True God wills it" as an explanation. Daily, atrocities are committed as social acts of justice and learning to navigate the complex moral and legal system of a land is key to survival.

Creatures of the Night

Throughout its long existence, Vathak has had very few moments of peace as one ruler or another fought over it. Before the vindari brought their god and war, the Vampire Lords held sway over much of Vathak. Pitiless, immortal masters, the Vampire Lords enslaved humanity as nothing more than cattle to be fed on. The Vampire Lords ruled from dark castles, using magic and science

to create armies to battle their fellow lords for supremacy. Thus, the werewolves of Vathak came into existence, created as elite soldiers in a Vampire Lord's army and slaying one another by the thousands.

The arrival of the vindari broke the Vampire Lords' icy grip. Armed with advanced weaponry and powerful divine magic due to their faith in a foreign god, the vindari battled the Vampire Lords for control. The war was one-sided at best, as the Vampire Lords, grown indolent and lazy over centuries of immortality, failed to ban together in unison to face the vindari threat. Instead, they continued their plots and schemes against one another, each trying to find an advantage in the situation.

One by one, the Vampire Lords were destroyed or driven into hiding and their armies scattered. The survivors fled into the lightless caverns below Vathak, known as the Filth Reaches. There, with their remaining servants, the Vampire Lords plotted ways to return to power, relying on their infinite lifespans in waiting for their enemies to weaken. Unfortunately for them, when the Old Ones began to stir, their spawn swept through the Filth Reaches, destroying everything in their path, including many of the last Vampire Lords.

Now, forced out and on the run, vampires are the ones hunted. Many fled to various parts of Vathak where they found their old werewolf servants also in hiding. Yet the werewolves, freed from the yoke of the vampires, refuse to serve them. Conflict is now inevitable between the two groups. All throughout Vathak, battles rage between humanity and these forces of darkness who also fight for their survival. However, the line between human and monster often blurs as evidenced by the vampiric dhampir and hairy wolfwitches. These races stand with humanity along with the mysterious and ghostly hauntlings and the golems come to life — wretcheds.

Otherworldly Horrors

Despite the many conquerors Vathak has witnessed, none of those groups have tried to truly destroy Vathak until the arrival of the Old Ones. Entities from other existences in space and time, the Old Ones have long been revered by many of the bhriota people of Vathak. Now, their progeny, known as the Spawn of the Old Ones, crawl, ooze, and slither their way up from the bowels of Vathak to devour the land. Creatures of an alien mindset void of need for power and wealth, they cannot be bought, bargained, or reasoned with. Their only goal seems to be the utter eradication of all life they encounter without pity or mercy.

Even when faced with such brutal monsters, there are those amongst humanity who see the creatures as saviors. Many amongst the bhriota still serve willingly, but even within the other races foul cultists and conjurors seek to placate these titanic beings or somehow bind them to their will. Mad scholars and their ilk see these cosmic horrors from beyond as the key in the next evolutionary step for humanity and willingly summon the creatures into existence.

The monstrous beasts spewed out by the Old Ones is not the only threat they pose. The taint of their malevolent presence seeps into very land and air of Vathak like a poison. Their presence is anathema to reality, corrupting it and birthing new monstrosities. The ill-regarded cambions, stunted creatures born from human mothers, are proof of the growing, corrosive influence of the Old Ones. Neither good nor evil, the cambions have to choose a side— the monsters that birthed them or the monsters that created them.

A Need for Heroes

Vathak stands on the brink of destruction. It is threatened not only by the savage assault of the Old Ones, but also preyed upon by the remnants of the Vampire Lords' many minions, wild bhriota, and the unbending rule of the Church of the One True God. The land lies stricken with war and famine and many are without hope. In this dark time, your characters are called forth and must choose a side. Will you fight as agents of the Church against the Old Ones? Perhaps you serve the former servants of the Vampire Lords to bring them back to supremacy. You might join the romni or bhriota in overthrowing the totalitarian vindari and pulling down the churches of their God. As a cultist, you serve your masters, the Old Ones, believing they will gift you with a new, immortal body after the world burns. No matter which side you choose in Vathak, each has its villains and its heroes. Which will you be?

Forces of Vathak

Bhriota Clans: Native inhabitants of Vathak, the bhriota can be found all throughout Vathak though the highest concentration is in the Black Sky and Sovce Mountains. Long ago in their ancient past, this once noble warrior race became corrupted by dark powers and began worshipping the Old Ones, supplanting their traditional worship of the spirits of the land. While composed of many tribes, the vindari categorize the bhriota often into four major clans, each one adhering to the beliefs of one of the four main Old Ones of Vathak. While painted as mere savages, numerous bhriota have converted to the Church of the One True God and have integrated themselves into vindari society at large.

Church of the One True God: The One True God was unknown in Vathak until the arrival of the vindari who brought their faith with them. Through the One True God, the vindari were able to wield powerful divine magic against the Vampire Lords, defeating them. Now, the Church of the One True God is the most powerful political entity in Vathak, rivaling kings for authority. The teachings of the Church serve as the moral basis for the vindari actions, including their extermination of many races during the "Great Cleansing." In the current dark times, many embrace the Church in hopes of deliverance. Little do they realize how splintered the Church really is, with numerous factions using the chaos to vie for control. While there are good people among the clergy, there are just as many who use their position for their own personal gain, twisting the teachings of the One True God to provide justification for their actions.

Cults and Secret Societies: By both national decrees and religious persecution, the Church of the One True God is only "official" religion in all the lands of Vathak. Many people pay mere lip service to the Church, while secretly dedicating themselves to various aspects of the Old Ones. Sometimes taking traditional bhriota beliefs in new directions, other times especially vindari will follow bizarre rites and rituals that are only tangentially related to an Old One. There even murder cults and other societies that exist with no clear connection to the Old Ones.

Romni: The romni are said to have come to the lands of Vathak with their vampire masters long ago. As the original Nosferatu Kings went into a torpor-like sleep, their kin the Vampire Lords wreaked havoc upon the romni until they were essentially "freed" (in at least their version of the story) by the coming on the vindari. While romni are traditionally thought of as nomadic people, most spend at least part of their time in cities, traveling in the massive caravans across the lands of Vathak more for trade or to gather rare materials needed for their craft. While almost all romni will claim to be members of the Church, in fact most have a more agnostic view of the gods and look instead to the stars and folk heroes of their own legends for guidance.

Vampire Lords: It was well documented by the vindari that hundreds of Vampire Lords ruled most of Vathak. Vampire legends claim that the Lords served a line of even greater kings who entrusted Vathak to them. Some believe the vindari arrival and the Old Ones to be punishment from these mythical beings for misplacing their trust. The Vampire Lords acted as cruel masters, callously gorging their hedonistic appetites while waging petty wars on one another. As such, they stood little chance against the vindari. The

count of which Vampire Lords were destroyed by the vindari is unclear as they were powerful creatures with many resources. The survivors fled to the Filth Reaches where they may or may not have been destroyed by the Spawn of the Old Ones. The remaining vampire clans are not saying, though it seems likely that some force is directing them from the safety of the shadows. Their direct kin, the dhampir, yet exist throughout the lands of Vathak, having integrated tolerably into vindari culture.

Vindari: The vindari came from overseas, bringing with them weaponry more advanced than any seen on Vathak and the power of their god. What exactly prompted the vindari to invade remains a mystery though ancient text seem to speak of it has either an exploration mission or a holy crusade. Whatever the reason, the vindari came prepared for war. At the time of their arrival, the Vampire Lords still ruled Vathak and controlled large undead armies and numerous werewolf soldiers. Mostly through the power of the vindari's One True God, they defeated the Vampire Lords, scattering them and driving them deep underground. Afterwards, the vindari set their minds to not only conquering Vathak but cleansing it of things that according to their strict religious doctrines were impure. This lead to the event known as the "Great Cleansing" where many native inhabitants of Vathak were killed or subjugated until the vindari became the dominant people. Today, vindari cities and the influence of their Church of the One True God can be felt in all corners of Vathak.

The Lands of Vathak

Stark mountains, frigid rivers, cold winds, and frozen soil compose much of the rugged landscape of Vathak where humanity ekes out its short existence. An unforgiving land, it can be quite beautiful in its harshness — wide stretches of open, rolling sunkissed plains, swathes of green trees jostled by the wind, lakes clear as glass like molten silver in the moonlight, and jagged mountains wreathed in thick clouds. Cities dot the landscape like jewels, towering castles and cathedrals throwing their shadows over high, stone walls. Despite the difficulty of living in Vathak and the many dangers it faces, the people of Vathak do call this land home and thousands die in its protection every year whether to border skirmishes, bhriota raids, undead monstrosities, or the terror of the Spawn of the Old Ones.

Grigoria

Grigoria claims central Vathak as its home, a collection of baronies and fiefdoms owing allegiance to the current king, Greggor XVI, and home to the Heaven's Tower, the seat of power of the One True God in Vathak. In Grigoria, the vindari culture and way of life thrives with large, fortified castle towns and magnificent churches, cathedrals, and temples. Science and the arts flourish in richly funded academies, bringing new discoveries and wonders to the world despite the war going on around them. Trade flows from its many grand cities to all of Vathak, bringing with it the pioneering vindari spirit. The vindari's superior technology and divine magic allowed them to reclaim Vathak from the Vampire Lords.

However, it is from Grigoria that many of Vathak's worst atrocities were issued. A militaristic culture, when the vindari arrived and began building Grigoria, they initiated the Great Cleansing, a genocidal purge against many of the races both human and otherwise living in Vathak. In time, Grigoria made the regions of Khrota, Moorhaven, and Sileasia vassal states as it continued to expand its power. Its progress seems to only be checked by the spawn of the Old Ones, now awakened and hungry to destroy. During this time, a corruption set in within the ruling class. Many average citizens feel both the Church and the King take too much, both in taxes and people, to pursue their own personal quests for power. Indeed, many of Grigoria's citizens whisper to each other over cups of ales the growing schism between the Church and the monarchy. Each are two most powerful factions within Vathak and destruction of one by the other would have huge ramifications not just in Grigoria, but all of Vathak.

Grigoria fights in the forefront of the battle against the spawn of the Old Ones which crawl up from Khrota to destroy it. The country's expansionist idealogy has given way to one of survival. Relaxing its grip on the rest of Vathak, Grigoria pours its considerable resources into attempting to defeat the spawns of the Old Ones.

Cities of Grigoria

Grigoria's cities and towns benefit from the vindari's advanced technology and rich resources. Elaborate churches grace even the smallest and meanest of villages. Sturdy stone walls surround many of its cities, the greatest of which is the sprawling capital of Eisen'Dorf. Founded by the original vindari expeditionary force, Eisen'Dorf's original foundations were raised from the smashed monument of a blasphemous looking creature. Holy Emperor Ludwig Grigoria, the nation's founder, claimed his dreams led him to this spot shadowed by the encircling Eldritch Mountains. Eisen'Dorf remains the seat of Grigoria's political power to this day.

Nearby lies Darmstadt, which hosts the Heaven's Tower. Thousands of faithful pilgrims venture to the Heaven's Tower, despite the many dangers, seeking salvation from the terrors engulfing Vathak and the blessings of the König ruling there. The König once acted in concert with the King of Grigoria to enact the vindari will on Vathak. Pilgrims notice more and more guards stationed at the Heaven's Tower as of late. Rumors of internal power struggles, erratic commandments, and tensions with the King might account for the increase in security.

Features of Grigora

Grigoria's many marshes, stone studded hills, and frozen hills make basic farming difficult but not impossible. Unfortunately, its prime growing region, the Vathin Fields, collapsed into numerous giant sinkholes as locust-like creatures erupted from the ground, blighting the entire area. Those venturing to explore the sinkholes report numerous tunnels burrowed into the ground by some kind of giant beasts, though anyone attempting to explore the tunnels has not returned alive.

The Moldoveana Forest, or "Dark Winter Woods," lies north of Eisen'Dorf. The trees seem to stand guard menacingly, giving one an impression of being unwanted and watched. The forest hosted a decisive battle between the early vindari conquerors and three tribes of wood elves dwelling in the forest. Some claim the long dead elves still covet the forest, their spirits imbued within the trees.

The festering Marshes of Protova cover a stretch of land near the Gray Mountains separating Grigoria from Ina'oth. Unnatural growth, poisonous insects, and rolling fogs hiding patches of quicksand cause most to avoid travelling through. Still, some intrepid researchers brave the perils for rumors of an early, lost colony of the vindari said to hold great wealth and knowledge.

The sheer Negoiulath Mountains dominate the northwestern approach of Grigoria. The jagged mountains host two towering dwarven statues and what appears to be the remains of a great fortress between them. Unfortunately, the cliffs and slopes approaching the fortress rise at seemingly impossible angles and no one has yet reached the fortress near its top.

Moorhaven

Moorhaven situates itself along Vathak's eastern coast, a region of hills and forests. A vassal state of Grigoria, Baroness Elisabeta Moorhaven rules with a harsh and unyielding hand. Unlike Sileasia and other lands poised on the brink of political chaos and uprising, Baroness Moorhaven maintains ruthless order using extensive spy networks and secret police to enforce her laws. Justice is meted out swiftly to trespassers and Moorhaven's average citizens go about their days often distrusting (and reporting on) their neighbors. It is not uncommon for people to disappear in the night, many never seen again. Others find themselves working in the mines or on the frontlines against the spawn of the Old Ones.

Rumors abound of Lady Moorhaven having undue influence on King Greggor XVI as she regularly procures military aid from Grigoria. Her supporters point to the very aggressive attacks of the spawn of the Old Ones throughout the region. The attacks have become so violent that Lady Moorhaven constructed a new capital, called the Citadel, to station her military forces. This massive fortress is a maze like labyrinth of stone, shadows, and some say a prison for political dissidents. Others report they often hear the baying of wolves resounding from its walls, leading to the speculation of pens of ferocious wolves being held there.

Cities of Moorhaven

Lady Moorhaven rules from Moorhaven's newest capital, the Citadel, a towering edifice of stone. A giant fortress, its maze-like districts lie enclosed inside, never seeing the light of day. Other cities within Moorhaven are not quite so intimidating but still possess dire reputations.

Zanderhorn, along the northeastern coast, boosts the largest open slave market within Vathak. Numerous slaves toil in the nearby fields while others serve as companions or as gladiators within the fighting pits. Numerous illegal goods are sold in dozens of black markets. Many believe the only reason a place can exist like this in Moorhaven is due to large payoffs to Lady Moorhaven herself.

Kretoria arose from a large necropolis. Its buildings encompass mausoleums while streets swerve around graves. The remains of the dead are used as morbid decoration. To the east of Kretoria on a rocky island sits Hydranburg. A mixed population of bhriota and romni, Hydranburg is also famous for its large hospital, the Hospital of Eternal Forgiveness, which treats those mentally affected by the war against the Old Ones.

Features of Moorhaven

Thick forests blanket Moorhaven amidst tumbling ranges of hills and plains. In the north, the three Trivian Lakes enclose the Citadel, bordered on the north by the Kraklevak Forest. The forest possesses an evil reputation. Many of the old, weak, and infirm seek the forest out to die, either starving to death in its dark embrace or hanging themselves from a branch on one of its forlorn trees.

The Salzuilfin River passes by the Delvarin Mines on its way south. A collection of 350 mines owned by a svifneblin family, the Mandaria Mining Company, keeps a majority of the 10,000 slaves digging deep into the earth. Not only do the miners contend with the expected hazards of cave-ins and the like but many claim to hear terrifying voices from the deepest pits. Horrific aberrations also pour out of caves once sealed that should never have been disturbed.

Legends abound of terrible sights seen around the ruins of Stonewater Castle. A former baron of Moorhaven once lived in the castle but was executed for treason and the castle fell into disuse. A recent string of disappearances of children from nearby villages is being blamed on castle as many begin to suspect something terrible has claimed it. So far, no one from the military has shown up and the local villagers have not worked up the courage to investigate.

Sileasia

The ancestral homeland of the romni people, Sileasia lies sequestered in Vathak's northwestern corner. Unlike the wandering romni of today, their ancestors built and lived in cities, ruled by a puppet government called the Six Noble Houses. While the Houses oversaw the day to day affairs of the cities, they in turn reported to the numerous Vampire Lords who held fiefdoms

through the region. Greedy and gluttonous, most of the Vampire Lords took little interest in romni politics and direct rulership as long as cities fulfilled their quota of men and women for the vampires to feed on.

The arrival of the vindari upset the status quo between the Six Noble Houses and the Vampire Lords. At first seen as liberators, the vindari armies persuaded most of the Six Noble Houses to join in their effort to liberate Sileasia. The Houses joining the vindari cause did so out of a desire to establish their own independent nation. A small number of Houses sided with the Vampire Lords, mostly out of fear or lulled by promises of wealth, power, and the chance to be immortal.

Like elsewhere in Vathak, the vindari armies defeated the Vampire Lords of Sileasia. However, before the Houses could negotiate terms, the vindari turned their swords against them. Their excuse has always remained hollow to the romni — the belief they could not be trusted since not all Six Houses supported their war against the Vampire Lords. The war between the romni and vindari lasted roughly ten years before Sileasia became a vassal state.

Tensions between romni and the vindari shift constantly from peaceful, to tense, to outright rebellion which the vindari always ruthlessly put down. Vindari now occupy many of the romni cities while the romni travel in wagons as nomads. A proud people, the romni still yearn for a day when they will reclaim their land. Some even hope for the return of the Vampire Lords to bring back their world from the past.

Cities of Sileasia

Sileasia's centrally located capital, Delhain, is but a shell of its once former glory. Flooded with refugees during the romni's war with the vindari, it contains now a fraction of its population. These who live here eke out an existence amidst crumbled ruins and the watchful eyes of vindari appointed overlords. Crime often runs rampant and new cults seem to form daily out of the despair infiltrating the city.

The town of Brova maintains semi-independence by paying a large tax to the King in Grigoria. Its docks lie hundreds of feet at the bottom of a rocky cliff, the goods pulled up a complicated series of pulleys. Despite this, it is the most popular port town in Sileasia, selling various goods in its many open air markets. An ancient black stone wall seals the city off from the outside world, deterring would be invaders.

Infamous myths, legends, and half-truths dominate the city of Ravca. The city long practiced various forms of magic, often in service to the Vampire Lords, with the romni living there gaining a reputation for demon worship and other dark rituals. Whether it was true or not, the vindari capitalized on those stories, targeting the city as an example to others in Sileasia that such practices would not be tolerated. Vindari inquisitors rounded up and executed dozens of romni suspected to be witches. Even now, stories regarding witchcraft still run strong through the city's streets.

Lands of Sileasia

Unlike many areas of Vathak, Sileasia boasts an abundance of natural resources. The Obra River waters the flat plains of the interior, providing some of the best farming land in Vathak. Mines pull valuable gems and ores from the Gray Peak mountains.

A sinister reputation surrounds the mysterious Alder Woods on the west coast of Sileasia. Empty hamlets, mysteriously abandoned, dot the forest's edge. After the vindari conquered Sileasia, they thought to extensively log the forest. However, loggers began to mysteriously disappear in the forest. Thinking it the work of romni refugees, a force of vindari soldiers entered the forest to root them out. No one ever heard from them again and numerous stories sprang up of spirits awakened within the forest who brook no trespass of the living.

Romni tell tales regarding the formation of the jagged Gray Peak Mountains. They say a battle between a race of elder beings resulted in the losers being cast down and imprisoned in the earth. As they rent the land asunder, the Gray Peaks sprang into being from their collision. Modern scholars and some cultists equate this story with the Old Ones themselves but hard evidence linking the two has yet be found. The Dead Sprite Pass through the mountains, a wasteland of blasted rolling hills and noxious, acidic fumes, certainly gives some credence to the theory.

Khrota

Comprising Vathak's southeastern peninsula, the ancient land of Khrota continues to thwart vindari expansion. Long inhabited by the Old One worshipping bhriota, strange ruins populate the landscape amidst thousands of burial sites containing hundreds of human skulls. The bhriota still remain, constantly raiding the vindari settlements for sacrifices to their wicked gods. Worse, over the last hundred years, large pits erupted in the ground, spewing forth the heinous Spawn of the Old Ones slithering out of the Filth Reaches.

When the hordes of spawn appear is erratic, as well as their number and size. Most slither north, harassing the heavily fortified towns in northern Khrota before pouring into southern Moorhaven and Grigoria, despite the vindari military's best efforts to stop them. Most of Khrota has seen large scale battles between the human armies and the spawn, turning the land into a veritable graveyard.

Conquering Khrota seems foolish, however, for the vindari see the land and its people as anathema to their way of life. Coupled with the regular assaults from the Spawn of the Old Ones, Grigoria continues to pour resources into its attempts to merely stabilize the land. Its frontier mentality also appeals to those unable to live in traditional vindari society or fleeing from past lives. In a place where skill in battle and the ability to survive is highly prized, even the lowest of the low can rise up and become someone important.

Cities of Khrota

It's a testament to vindari tenacity and perseverance that any settlements have taken root in the beleaguered land of Khrota. In the northern plain, rests the region's capital city of Urvind. A massive 30 ft. wall encircles the large city bristling with various siege weapons to use against any encroaching spawn. Around the city, slaves tend the farmlands which help provide food not just for the city but much of Khrota as well. Urvind sees a steady stream of soldiers marching through its gates, bound for other parts of the region on patrol.

The fortified town of Arkos exemplifies the consequences of living in Khrota. Once a much larger city, much of it became abandoned after a violent bhriota army slew 8,000 of its citizens. Though heavily fortified, the memory of the battle remains, making its citizens distrustful of outsiders.

Early vindari explorers told tales of a terrible bhriota city high in the Sovce mountains called Llangoed. Sparsely populated even by the bhriota, it contained ominous cyclopean buildings rising up at impossible angles. In the city's center, a towering statue squatted, carved from an unknown material. Most who saw it immediately went mad, hurling themselves off the mountain. The others fled for their lives and those not killed by the bhriota were never the same again. Few now dare look for it to confirm these reports.

Lands of Khrota

Sweeping plains give way to rocky hills supporting stunted, wind twisted trees. A jagged coastline offers little in the way of a safe or usable harbors. The Sovce Mountains dominate its western portion, teeming with savage bhriota clans. Yet, one of its most disturbing features are the strange and monolithic marker stones called the Standing Stones.

Strange runes and glyphs decorate the massive menhir stones which appear to be placed at random. When the vindari first arrived, much was made of the puzzle these presented. After the defeat of the Vampire Lords when Grigoria began its expansion in earnest, some of the brightest minds studied these stones for clues and perhaps a way to defeat the bhriota. Unable to solve the mystery, it was decided to use the stones to pave a new road. However, under each standing stone lay a grave of thousands of skeletons. Reports become sketchy, but many believe the engineers awoke something terrible by uprooting so many of the standing stones.

Hundreds of caves riddle the mist covered peaks of the Sovce mountains. Known as the "Palace of Bones" in the bhriota tongue, the mountains exude a palpable sense of corruption and evil. At night, the silhouettes of dark, winged creatures blot the stars with shrill alien cries, accompanied by the drums of the bhriota clans living in the lower valleys. Some believe with the awakening of the Old Ones, creatures not just from the depths earth, but the void between stars as well, heed the commands of their terrible masters.

Ina'oth

Ina'oth lies in the southwestern corner of Vathak, bordered on its eastern side by the Black Sky Mountains. Bhriota escaping the influence of the Old Ones originally populated the land, mixing with romni settlers migrating southwards from Sileasia and the domination of the Vampire Lords. Out of all of Vathak's early nations, Ina'oth remained the most free. Unfortunately, this was due in part to the plagues and bhriota which flowed like a foul wind seasonally down from the Black Sky mountains, devastating the region.

Ina'oth defeated a large army of bhriota and was on the verge of recovery when the vindari first arrived on Vathak. Just as the vindari took control of northern Vathak and turned its attention to Ina'oth, a virulent disease known as the Plague of Shadows spread through the land, claiming one-third of its citizens in two years. The vindari, not wishing to become infected with the plague, effectively closed their borders to Ina'oth, sparing the land the worst of the Great Cleansing. Despite this threat, some enterprising vindari journeyed to Ina'oth seeking new ventures.

The plague abated 13 years ago, leaving Ina'oth much changed. The Kanaras family, vindari merchants, seized control when the last of Ina'oth's royal family died, relocating the capital to Auld. Auld, like many of the other great cities of Ina'oth, is much reduced in size. Ghost towns dot the landscape and the fear of another plague outbreak is on everyone's mind, making Ina'oth's citizens especially distrustful of strangers.

Cities of Ina'oth

When the Kanaras family assumed power, they moved the capital of Ina'oth from Ursatur to Auld, next to the shores of a lake of the same name. Centrally located and supported by river trade, Auld remains the most stable of Ina'oth's teetering cities. While quarantines are common and mercilessly enacted, the city has not seen a major outbreak of plague. While some criticize Lord Kanaras's ruthless methods, none doubt their effectiveness.

Erdhelion in the northeast remains Auld's greatest political rival for control over Ina'oth. The region's largest sea port, Erdhelion kept its harbor open during even the worst years of the Plague of Shadows. Because of this, it made many important alliances with the northern vindari powers. The city hopes to use these alliances and consolidate its hold over all of Ina'oth and supplant both Auld and the current Lord Kanaras as ruler.

Half-dead Ursatur once served as the capital of Ina'oth and the home of the royal family. The Plague of Shadows and the huge influx of romni refugees fleeing the wars in Sileasia quickly took a toll on the great city. With the vindari embargo, Ursatur faced starvation and eventually spiraled into crime and lawlessness. Now, a few of the noble families who remained attempt to pull the city back out of the darkness into which it had fallen.

Lands of Ina'oth

Three large rivers water Ina'oth, making it the most fertile farming land in Vathak. It is also rich with raw mineral resources, though the population has not recovered yet to work the many mines. The land experiences relatively short winters and warm, moist summers.

Ina'oth would almost be idyllic except for the Black Sky Mountains. The mountains harbor numerous tribes of savage bhriota clans in the thrall of the Old Ones. Disease and pestilence seems to blow down from its storm capped peaks. Rumors claim these horrors come from the many foul temples hidden away in numerous caves.

A dark story haunts the Kovan Barrens. At the height of the Plague of Shadows, refugees fleeing the sickness sought shelter within the crowded pine trees. According to the tales, a light appeared in the sky accompanied by strange, unearthly noises carried by a searing hot wind. Waves of flame arose and in a tidal wave of fire, and consumed those who sought shelter. Since that incident, the forest has been avoided.

It is believed something sinister dwells within the pined depths of the Blackfield Hallows. Insects and other creatures that squirm and crawl through the soil can be found in abundance but the forest is strangely absent of other animals. The last tale told is of a vindari exploration group whose sole survivor claimed something arose out of the ground to devour them. When others followed up on the man's ravings, all they discovered was a single corpse, almost frozen to the touch and his eyes and mouth filled with squirming worms.

The Colonies

The large island of Skalan, its various cities and towns collectively known as the Colonies, lies off the eastern coast of Vathak. As the one truly independent region of Vathak, its formerly small and quiet towns saw an explosion of sudden growth as refugees fled the vindari's Great Cleansing. As the towns grew to cities, the Colonies became an important stopping point between the continent of Vathak and the rest of the world. Thus, the Colonies came to be a mix of old and new cultures and hundreds of different religions.

Originally the Colonies was dominated mostly by bhriota and romni people living along the coast where fish were abundant. After the vindari arrived, various exploration groups sought to explore the island's heavily forested interior despite warnings from the locals. Though many of those explorers did not return, many other vindari began settling down roots. Soon the Colonies became a popular destination for political dissidents, nobles who had fallen out of royal favor, and wanted criminals. Though these vindari often brought with them their faith in the One True God, they lived in spiritual peace with their neighbors.

Originally viewed with skepticism, the vindari living on the island proved their loyalty to the Colonies when Grigoria launched a massive feat to conquer the island. The Colonies managed to defeat the vindari fleet by coming together as one people. After the defeat, the first Spawn of the Old Ones appeared on the mainland and Grigoria ceased its hostile intentions towards the island. However with Spawn of the Old Ones invading Vathak, refugees arrive daily, seeking to flee the horrors of the mainland.

Cities of the Colonies

The teeming port city of Skalan is not just the largest city in the Colonies, but one of the largest in Vathak. Rebuilt dozens of times as it's grown larger, it features an ecletic mix of architecture and people. Merchants from all over the world not only bring in strange goods but their mysterious

beliefs and religions as well. Cults of all sizes flourish in Skalan, some benign, some not so. Recently, there has been a concern regarding the increasing number of dhamphir children born every year.

Hunstanvania fashions itself as an aristocratic resort town built in the classic vindari style. Large manor houses perch against the high cliffs, the homes of expat vindari from mainland Vathak and growing noble class from nearby Skalan. A well built road connects to the two locations for ease of travel. Hunstanvania appears frequently in gossip due to the purportedly lavish and indulgent parties thrown there.

In the true spirit of the Colonies, the town of Tomaini welcomes all of societies cast outs. Founded by a former traveling circus, Tomaini boasts a staggering number of sights, sounds, and special attractions. With the war making travel difficult, many of Vathak's traveling performance groups seek solace in Tomaini, creating a unique town of attractions.

Lands of the Colonies

A dense forest covers most of the island's interior, forcing the inhabitants to live along the coast. The inhabitants of the Colonies take to fishing to provide substance though some farming does occur, particularly in the southern portion of the island. Ocean currents keep the island relatively warm and wet during the winter months and hot and muggy during the summer.

The massive Telgotha Forest blankets much of the central portion of the Colonies. Its densely packed trees seem ripe for logging though few who venture deep into the forest return. Tales of animals taking the forms of men keep most people away. Some claim strange ruins of silvery metal lie at the forest's heart. Most native islanders want nothing to do with the forest.

Lake Pethegas lies on the island's southern portion. It's name means "evil" in the bhriota tongue due to its dire reputation. Its waters often turn red like blood and strange lights float on its surface at night. People living on the lake have begun disappearing in greater numbers lately.

Further north, The Karthadan Mountains dominate the northern edge of the Telgotha Forest. The sheer sided mountains are almost unscalable and only a handful of narrow passages traverse them.

Politics of Vathak

Throughout years of bhriota clans, romni clans, and the tyrannical rule of the Vampire Lords, Vathak refuses to be ruled by a single individual as if the very land inspires betrayal and infighting in whatever group attempts to lay claim to it. This continues on to the modern day which sees Vathak split into six distinct regions housing numerous, competing factions, ethnicities, and races. Even despite the powerful presence of the Church of the One True God which boosts its presence in every major city within Vathak, no one person or group can lay claim to the continent.

Vathakians of all types realize Grigoria and its king, King Greggor XVI, come the closest to a ruler of Vathak as any one country or person can be. Grigoria serves as the vindari homeland on Vathak, containing both its greatest city, Eisen'Dorf, and temple, Heaven's Tower, in Darmstadt. In the center of Vathak, Grigoria epitomizes vindari culture and beliefs, bleeding out into all the other regions. Commands affecting nearly all of Vathak are issued in Grigoria and carried to all corners of the land by either its military, church members, or merchants seeking to explore and profit from all that Vathak has to offer. Many of Vathak's faithful attempt the pilgrimage to Heaven's Tower, acknowledging it at least as the ruling seat of The Church of the One True God in Vathak. Despite the power of the Church, Vathakian citizens are aware of the growing tension between the Church and King Greggor XVI which only seems to be exacerbated year after year as the war with Spawn of the Old Ones drags on.

To Grigoria's east lies the vassal state of Moorhaven, currently ruled by the Lady Elisabeta Moorhaven. Those living outside of Moorhaven know relatively little of what happens in its borders and vice versa. Moorhaven regularly receives military aid from Grigoria to combat increasing incursions from the Spawn of the Old Ones, yet takes little action on behalf of the king. Moorhaven's aloof and solitary nature seems unusual to the common lay person due to rumors regarding King Greggor XVI and Baroness Moorhaven being on friendly terms. Still, despite whatever ambitions the populace associates to the Baroness, Moorhaven has yet to use the current chaos to break away from Grigorian rule.

Sileasia to Grigoria's west continues to remain a troubled vassal state. Settled by the romni and ruled by the Six Great Houses, Sileasia became victim to the vindari's ever-increasing expansionism from Grigoria. The war, lasting roughly a decade, so the romni leadership deposed the vindari as the new masters of a resource rich land. Though the vindari successfully invaded Sileasia, they have yet to conquer the hearts of many of its native romni inhabitants. Before the outbreak of the Old Ones, the Grigorian military spent most of its efforts squashing numerous uprisings and rebellions. With the Old Ones drawing the focus of Grigoria, its military does not have the strength to enforce its iron rule on Sileasia. This has allowed long simmering resentment to boil up and numerous factions are arming themselves to once again challenge Grigoria.

Khrota remains a frontier state to the south of Grigoria. While owing allegiance to the Grigorian king, it citizens are too embroiled with the struggle of staying alive to worry much about politics or allegiances. The bhriota constantly threaten fortified towns from the Sovce Mountains along with the spawn of the Old Ones which awoke first in Khrota. Numerous military organizations within Grigoria compete for dominance with one another using Khrota as their battleground. Laws within Khrota can be unjust and sentences swiftly carried out.

Ina'oth rests southeast of Grigoria, separated by another savage bhriota infested mountain range, the Black Sky Mountains. Despite the formidable barrier between the two regions, Ina'oth was only spared eventual invasion from Grigoria due to the sudden occurrence of the Plague of Shadows, a disease so virulent it wiped out one third of the Ina'oth's inhabitants and caused Grigoria to block most contact with the region until the plague abated. The Plague of Shadows caused shifts in the political power of Ina'oth, wiping out the last of a royal line and relocating the region's capital to from Ursatur to Auld. Despite a number of vindari immigrants and the spread of the Church of the One True God, Ina'oth maintains its independence, though most suspect that's because Grigoria cannot focus on an invasion. However, even within Ina'oth, there is political friction as rumors report Erdhelion seeks to obtain Grigorian support via resources in Sileasia to make its own claim to power.

One of the most intriguing political entities in Vathak lies off its coast — the island of Skalan called "The Colonies." The Colonies, originally settled by romni and bhriota, has over the years become a refuge for those fleeing from the "Great Cleansing" including other vindari who do not prescribe to their culture's particular religious ethos. Its capital city, Skalan, ruled by the vindari, Baron Stroan Hellheimer, sees trade from all over the world and not just mainland Vathak. The Colonies asserted their independence from Grigoria when they defeated a large vindari fleet lead by Barnabus Thalvy.

Finally, the mountain ranges like the Black Sky and Sovee Mountains remain their own independence, inhabited by the savage tribes of the bhriota who fervently worship the Old Ones. These bhriotas organize themselves along clan lines, each dedicated to the terrible and horrifying idealogy of a particular Old One. They regularly raid the regions for sacrifices to their horrible masters.

History of Vathak

An attempt to cobble together the many conflicting chronologies recorded by the various races inhabiting Vathak, both past and present, seems like an exercise in futility to most. The Vampire Lords did not reckon the years as their human wards did. Svirfneblin, living deep underground, have their own reckoning of time and seasons. Vindari records tend to be biased if not outright lies. However, in the last few years, a hitherto unknown professor, Brons Dietrich, completed an exhaustive research project reviewing numerous fragmentary records, oral traditions, bhriota artifacts and the like to put together the most inclusive history of Vathak to date.

Dietrich used the common vindari denomination for years — Ankunft Gottes (AG) or "Arrival of God," referring to when the vindari arrived in Vathak. Dietrich's history quickly proved unpopular with the Church and while his fame increased amongst scholarly circles, he was quickly labeled a heretic. Before his arrest and subsequent trial and execution, a number of his students managed to smuggle out copies of his book *Der Eine Wahre Geschichte* (The One True History — an intentional pun of the One True God). Utilizing the recent advancements in printing presses, *Der Eine Wahre Geschichte* has

entered into mainstream Vathak society and is the history most people are now becoming familiar with. Of course, the Church continues to ban the book, but it thrives anyway, especially in areas where the Church does not have such a tight control.

No doubt that the *Der Eine Wahre Geschichte* is far from complete or completely accurate, however, it does offer a comprehensive and unbiased look at Vathak's history. What follows is a timeline pulled from the *Der Eine Wahre Geschichte*.

PAG 3014	The six Romni Clans are established in Vathak, their care entrusted to the Vampire Lords who quickly take control of most of the modern day regions of Grigoria, Moorhaven, Sileasia, and parts of Ina'oth. The elves retreat into the forests and the dwarves into the mountains as the Vampire Lords spread throughout the land.
PAG 2569	The ancestors of the bhriota arrive from overseas, led by King Calthuk Vathak following a prophecy, landing in modern day Khrota. There they find the land already inhabited by the three major races of dwarves, elves, and vampires. King Calthuk Vathak disappears a few months later after conducting a ritual within a mountain.
PAG 2558	Bhriota begin to migrate, pushing northward and claiming most of Khrota. Some journey west, eventually settling into Ina'oth where they mix with the romni people.
PAG 2541	The Bhriota begin erecting the first Standing Stones.
PAG 2317	Bhriota migration northward is halted by the Vampire Lords and they are mostly contained to Khrota, a land which the Vampire Lords for some reason seem to fear.
PAG 1986	Various accounts of from this time tell the savagery of the bhriota as they war against the other races of the Vathak, seeking sacrificial victims. The term "the Old Ones" begins to frequently enter historical records from this point forward.
PAG 1508	A number of Vampire Lords unite to contain the growing threat of the bhriota, pushing them back into Khrota and confining numerous clans within the Black Sky Mountains. Thousands are taken back as slaves and chattel for the Vampire Lords.
PAG 1345	Numerous svirfneblin clans unit within the Gray Peak Mountains to expel both the forces of the Vampire Lords and the bhriota migration from the Black Sky Mountains.
PAG 1223	Perhaps grown bored, civil unrest erupts through much of northern Vathak amongst the Vampire Lords who begin openly warring amongst themselves for dominance.
PAG 1177	As the Vampire Lords fight each other, the bhriota push out of Khrota in a massive surge, spreading throughout much of Vathak. The Vampire Lords fortify their personal demesnes and though they still maintain control over much of Vathak, the bhriota succeed in carving out numerous clan holds and spread the religion of the Old Ones.
PAG 1022	"Vathak" as the name of the continent, once exclusively used by the bhriota, enters the historical records of other races.
PAG 801	The Circle of Unlit Stars, a group of Vampire Lords dedicated to the Old Ones, begins causing havoc in Sileasia, taking control of a number of fiefdoms.
PAG 765	The Circle of Unlit Stars, grown in power, declares open war on the other Vampire Lords. Werewolves, long servants of the vampires, are created in increasing numbers to serve as fodder.
PAG 650	The Vampire Lords eradicate the Circle of Unlit Stars and tighten their grip on Vathak. Some Vampire Lords advocate eliminating the bhriota completely but by this time, the bhriota are too widespread, though the largest concentration remains in Khrota.
PAG 487	Ina'oth repels a small force of vampires attempting to expand their influence in the region.

PAG 363	The bhriota of the Black Sky Mountains begin to devastate much of Ina'oth on their yearly raids.
PAG 254	A group of Vampire Lords investigate Khrota in an attempt to learn more about the bhriota but are destroyed.
PAG 115	The bhriota of the Black Sky Mountains sack Ursatur in Ina'oth before fleeing back to the mountains.
PAG 10	King Otellano of Ina'oth raises an army and crushes the bhriota of the Black Sky Mountains.
AG 0	Ludwig Grigoria lands in Khrota at the head of a large fleet of vindari.
AG 1	The vindari skirmish with several large bhriota clans, brutally subduing them before pushing north into Moorhaven. Lugwig begins seeing visions of a site where he believes the One True God wishes him to build his future capital.
AG 4	The vindari defeat the combined forces of the Vampire Lords of Moorhaven, known as the Council of Broken Shadows, and begin pushing westward.
AG 5	Shortly after the vindari destroy Grigoria's most powerful Vampire Lord, Krakus Von Gehrig, Lugwig Grigoria finds the site from his visions and begins building Eisen'Dorf.
AG 7	With Eisen'Dorf under construction and the regions of Grigoria and Moorhaven pacified, the newly crowned King Ludgwig Grigoria marches his armies westward into Sileasia.
AG 10	Three years of fighting against the Vampire Lords of Sileasia and their human allies leads to a stalemate between them and the opposing vindari army. King Ludgwig Grigoria holds a secret meeting and convinces four out of six of the Great Houses to join the vindari in exchange for freedom from the Vampire Lords.
AG 12	Bolstered with their new romni allies, the vindari defeat a monstrous Vampire Lord known only as The Night Terror and his werewolf army. Afterwards, the rest of Sileasia's Vampire Lords go into hiding.
AG 13	King Grigoria offers the romni of Sileasia the choice of turning to the faith of the One True God and living in spiritual freedom under Grigoria rule or be considered heathens that must be converted, at the edge of a sword if need be. Thus starts the war between the vindari and romni over Sileasia.
AG 14	Multiple construction projects hinder the vindari's efforts to conquer the romni. Meanwhile, explorers begin adventuring throughout the Colonies, Ina'oth, and Khrota, cataloguing the various peoples of Vathak.
AG 23	The vindari defeat the romni and seize Sileasia. A smaller army makes inroads to Ina'oth but is defeated near the capital of Ursatur though heavy losses were sustained on both sides.
AG 25	King Grigoria announces the "Great Cleansing" — a genocidal purge of Vathak's nonhumans and native cultures.
AG 26	King Grigoria's body is found drained of blood and crucified in his bedroom. The König launches the official story that the Holy Emperor, after his proclamation of the Great Cleansing, ascended to the side of the One True God, carried by a choir of angels. The Church of the One True God begins involving itself heavily in political matters, particularly on conducting the Great Cleansing.
AG 47	Overnight, Red Fort, the Grigorian fortress in Ina'oth, falls under mysterious circumstances.
AG 53	The Plague of Shadows first appears in Ina'oth.
AG 56	As the Plague of Shadows increases in intensity, Grigoria closes its borders with Ina'oth and stops taking military action against the region.
AG 77	The War of the Königs begins when the Church fails to elect a new one after the passing of König Lucius III.
AG 79	Bhriota conduct a number of successful raids throughout Khrota and into southern Grigoria and Moorhaven.
AG 83	With the War of the Königs still ongoing and fracturing the vindari military, a number of cities in Sileasia begin to revolt.
AG 85	The War of the Königs ends suddenly with the assassination of Anders Helvig, one of the rival Königs. King Preuss VII takes control of the Church and begins a campaign against both the bhriota and romni with devestating results to all those involved.

AG 87	King Preuss falls ill suddenly and dies, stirring fears that the Plague of Shadows has taken root in Grigoria. A small outbreak of disease does indeed sweep through the capital but then abates. A young Johann Zeigler is appointed König and begins to rebuild the Church's dominance in political matters.
AG 89	König Zeigler reaffirms the Great Cleansing, producing a widely read treatise on the evils of the nonhuman races.
AG 111	A brutal vampire army arises openly in Moorhaven and begins terrorizing the land.
AG 115	König Zeigler personally defeats the vampire's leader, Frederic Von Karkon, ending the vampire threat in Moorhaven. The König orders the purification by fire of all people within the vampire's conquered territory.
AG 120	Despite the continuing plague in Ina'oth, König Zeigler dispatches hundreds of missionaries to bring the word of the One True God to the blighted region.
AG 134	König Zeigler leads another force against an insurrection in Sileasia, this time putting down a band of werewolves leading the revolt.
AG 141	The Svirfneblin of Harsgaard come into deadly contact with a group of vampire refugees deep in the Filth Reaches.
AG 153	The Grigorian army successfully repels a large invasion of bhriota in southern Khrota. Colonization of the area increases as Eisen'Dorf sends a number of prisoners and heathens to populate new towns and cities deep within Khrota.
AG 158	The city of Skalan in the Colonies finally completes a new harbor, replete with numerous piers and docks to welcome merchant vessels from all over the world.
AG 162	Harsgaard drives a number of vampires deeper into the Filth Reaches but at a high cost.
AG 166	Later referenced as the Night of the Black Moon, an aging König Zeigler attempts to achieve immortality by summoning a Spawn of the Old One. The air around Darmstadt hums with an alien energy and Zeigler is seen hovering in the sky. Witnesses claim the moon drew impossibly close to the earth and roiled with black energy. Tentacles reached out and grabbed Zeigler, drawing him inside its mass and the König was never seen again. Inquisitors later discovered a number of secret diaries and Zeigler's name was expunged from most of vindari history, his exploits attributed to a various other church officials though a true accounting was kept at Darmstadt (later lost…).
AG 182	War continues to rage in southern Khrota between Grigorian forces and the bhriota of the Sovce Mountains. Grigorian engineers begin studying the standing stones before the war becomes too dangerous for them to stay.
AG 235	King Mandred III personally leads a force into Sileasia to quell a series of revolts and is assassinated by a poisoned arrow. He dies heirless and the Church briefly rules Grigoria through the König.
AG 243	The Crown War starts and ends over the course of a few months as numerous Grigorian nobles seek the crown. Franz Poswaith, in a coup, slays his rivals and disposes the current König on charges of heresy and black magic, reestablishing the line of kings in Grigorian.
AG 251	The Grigorian army routs the bhriota from northern Vathak and construction of the Broken Road begins. Hundreds of standing stones are uprooted, revealing the skulls of sacrificial victims.
AG 277	Dread Inquisitor, Barnabus Thalvy, leads a failed invasion of the Colonies. His fleet is sunk.
AG 289	The Svirfneblin of Uligoth expand their city into a network of caves in the Grey Peak Mountains. After attempting contact with a nearby vindari outpost, the svirneblin are driven back and suffer severe casualties before collapsing the caves on the vindari army.
AG 290	The dead suddenly rise from their graves beneath the standing stones, slaughtering thousands of soldiers before being destroyed. The first Spawn of the Old Ones is sighted and makes it to southern Grigoria before slain.

AG 291	Spawn of the Old Ones erupt in southern Khrota, quickly overrunning the peninsula and spreading into Grigoria and Moorhaven. A few make it as far west as Sileasia and Ina'oth. The Church and King officially declare war on the Old Ones and all their servants.
AG 294	The births of the first cambions are recorded in Khrota. Births of cambions are later recorded in areas ravaged by the Spawn of the Old Ones.
AG 296	Experimentation begins in the creation of the Wretched.
AG 301	A massive Spawn of the Old Ones attacks the walls of Eisen'Dorf. Unable to destroy the creature, a combination of divine and arcane magic is used to seal it away.
AG 315	Grigoria goes on the offensive and a large army pulled from many regions in Vathak marches south. The army manages to scour and fortify northern Khrota before penetrating deep into southern Khrota. Bhriota warbands sweep down from the Sovce Mountains and a contingent arrives from the Black Sky mountains. The army eventually finds itself cut off and is destroyed by a swarm of monstrosities bursting up through the ground. This swarm would later ravage portions of Grigoria and Moorhaven before it was destroyed. This would be the last great army Grigoria would send as Vathak is once again put on the defensive.
AG 337	The last of the Otellano dynasty dies in near obscurity and poverty in Ina'oth.
AG 358	Forced conscription begins in Grigoria and parts of Sileasia.
AG 369	Lady Elisabeta Moorhaven, a distant relative of the last Baron Moorhaven, wins a political coup and becomes the new Baroness.
AG 373	King Greggor XVI ascends as King of Grigoria after his father is poisoned.
AG 375	The Plague of Shadows finally abates in Ina'oth, leaving the region severely depopulated. The Kanaras family seizes political power and relocates the capital of Ina'oth from Ursatur to Auld.
AG 388	The present day.

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, people, and powers of the setting. Combined, this information should give you 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.

Shadows over
Vathak
Negoiulath Mountains
Bratia River
Moldoveana Forest
Kraklevak Forests
Kandar
Trivian Lakes
Zavor River
Citadel
Zanderhorn
Delfshaven
Sucra
Moorhaven
Hydranaburg
Brova
Sega
Gottensdale
Pava
Odra River
Eisin'Dorf
Eldritch Mountains
Grohovia
Sileasia
Ravca
Alten'Dorf
Kretoria
Taurvania
Krunedorf
Delhain
Mavska
The Gray Peaks
Darmstadt
Eisenstrat
Vandalburg
Delvarian Mines
Grusive Islands
Forest of Alder
Ravens' Woods
Hedathan
Konstanz River
Grigoria
Tarnaki
Dead Sprite Pass
Wulvwoorn River
Salzulfin River
Novce
Vathin Fields
Vanturavita Forest
Marshes of Protova
Ubel
Tomaini
Skalan
Hunstanvania
Daisoara Moors
Ruins of Redfort
Kardathan Mountains
Telgotha Forest
Urvind
Dorhall
Ursatur
Arkos
Hun River
Undithfeld
Agone River
Rhodaras
Lochlyn River
Black Sky Mountains
The Colonies
Malacis
Ina'oth
Beruza
Adricham River
Valencourt
Euraia
Haleva
Kovan Barrens
Del'derith
Karka
Germalboria
Jelsana
Auld
Sovee Mountains
Helgholm
Agone River
Edhelion
Llangoed
Lake Pethegas
Reifswald
Sobrutke
Blackfield Hallows
Khrota
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Heroes of Horror

Chapter 2

A character concept is the cumulative idea of how significant events, people, and life experiences have shaped your character's origin story; the details that have lead him on the path to become a hero of horror.

There are several ways you can approach creating your character's background for *Shadows over Vathak*. The goal is to create a character that is fun, exciting to play, has an interesting past, and whose motivations you want to explore during play. We'll worry about making sure they can survive in other chapters.

Creating A Unique Character

Sometimes, creating a character that feels original and stands out from others of the same class and race can seem like a challenge. The horror genre relies heavily on standard tropes developed to elicit fear, but also for you to quickly relate to the characters facing the horror presented. From these standard tropes you can have a better idea of your character's core concept and how their background ties into the person you will play.

The Victim: Bad things find this character. They are generally innocent and don't look for trouble, but unfortunate events seem to find them. They typically lack an understanding of the horrors they face, but nonetheless, evil is drawn to them.

The Investigator: This type of character feels compelled to discover the truth, no matter the cost. They want to explore the spooky house, see the proof behind the monster attacks, and dissect the corpse. The truth is out there.

The Hunter: These characters generally have a strong moral compass and clearly understand that evil must be pursued and eliminated. This black and white view of the world often drives them to risk life and limb to vanquish what they consider a threat.

The Survivor: The survivor character is similar to the victim character; bad things seem to find them. However, this character is solely driven to overcome and get away from the horrors of the world. That isn't to say they won't stay and fight, sometimes you need to do that to survive.

The Mad: This type of character has experienced the horrors of the world and has come out from the ordeal a little unhinged. They tend to meddle with these unknown forces, even pursuing them, drawn to their secrets. They tend to be less afraid of the concepts of horror, and even willing to stomach acts others might find deplorable. We feel less sympathy for the mad person as this is tempered by the threat that they pose to us. They also remind us of our own secret insanities.

Originality

If you strive too hard to be original, you'll likely be disappointed when you discover that someone else has already implemented your idea in a book, film, game, or other kind of media. Yet, while original ideas are hard to come by, every person you meet is unique, shaped by his or her individual experiences. Rather than strive for an original concept, try focusing on combining character type tropes as presented above. Specific experiences will help move you away from the stereotypical and cliché.

Steal Shamelessly: Sometimes when starting a new character, you just need a good template or foundation from which to build. Characters from literature, comics, history, real life, or television and film can provide that foundation in an instant. The key is to alter various aspects of the model character until you have changed enough to have an altogether different concept. This is an expansion of using the character types provided above.

- Sherlock Holmes as a vindari inquisitor travelling the lands of Vathak investigating paranormal events.
- Robin Hood as a romni ranger, stealing from vindari nobles while protecting peasants from the Spawn of the Old Ones.
- Morgana le Fay as a hauntling witch determined to stop her corrupt half-brother from making deals with eldritch forces.

Building on the foundations of established characters or people gives you a framework, at which point you just need to give yourself different circumstances in order to inspire a new idea, one that will grow on its own as you continue to play. The initial inspiration or model you choose helps you come to grips with your character quickly without feeling like you have to reinvent the wheel.

The rest of this section dives deep into your background, starting from birth and early childhood through adolescence and into early adulthood. Each bit has a number of questions to think (or write) about. As you go through them, you might find that a question doesn't apply to you. This is an opportunity to instead think about why it doesn't apply, and what that means about your relationship to the rest of Vathak. Likewise, if you find you have a short answer to a question, especially "yes" or "no," that's an opportunity to dig deeper into why that's the case.

Above all, don't let creating a background become a burden for you. The goal is to help you play a character in Vathak, not to paralyze you with decisions you don't want to make right now.

Early Life

Whether you are a dhampir sleeping in the cellar of an abandoned church or the daughter of nobility in one of capital cities, life in Vathak can be a series of unfortunate events.

Your family, social class, region, religion, and culture help define the events of your character's early years and provide considerable chances to flesh out the adult they become, while weaving interesting opportunities for selection of feats, skills, traits, and other features to help ground you in the *Shadows over Vathak* setting.

Circumstances of Birth

Not all characters are born under unusual circumstances, but in a land governed by superstition and strict religious dogma, it is more common than one would think. Natural phenomena such as mighty storms, eclipses, shooting stars, and even plague can be attributed to the birth of a character. In some cultures, political or religious events can hold similar superstition. A character born during an execution of a noble or the consecration of a new church can find themselves beholden to political parties and fringe cults.

Were there any special or arcane circumstances that occurred around your character's birth? Do you have any significant birthmark? Perhaps you arrived on a holy day important to your local populace? Think about these possibilities as you progress through this section. When choosing certain traits you might be able to create a tie—in to these concepts.

Family

Your family often has the strongest influence over your character as a child. In *Shadows over Vathak*, the idea of family is a broad term that doesn't always consist of blood relations. Families are often just those who raised you as a child, taking responsibility for your survival, food, shelter, and protection. The following section covers the typical definition of family life in Vathak, but don't let this restrict you. Parents can easily be defined as a tribal chieftain; siblings can be other kids at the orphanage, etc.

A family defines the customs, traditions, religion, and superstitions that influence your character, regardless of who makes up that family.

Parents

In *Shadows over Vathak*, the term parent is defined as simply an adult that takes responsibility for a child. Each culture in Vathak has different views on what constitutes a traditional parenting unit, but those views need not determine your choice for parents.

Followers of the One True God assume proper parents are a man and woman coupling. The only acceptable derivative of this are if a person is widowed. Romni view marriage entirely differently, focusing on love. It's common to see same sex parents and even polyamorous families amongst their kind. Amongst the bhriota, it is often the job of all the adults to oversee the upbringing of children, making their parents extended to aunts, uncles, and grandparents. Children are often paired with the adult most skilled in the role the child is expected to fill.

When deciding your parents, there are a few questions important to your character that will help define them.

- Who were they?
- Did they marry? Was it for love, power, or money?
- Were they happy? Was there fighting and abuse?
- Were they faithful? Did they have secrets?
- Did they separate? Did a parent die?
- How did any of this influence your character?

Siblings

Your character's siblings are those who were closest to them in age in adolescence. These can be brothers and sisters, cousins, close friends, or kids you banded together with over a common circumstance.

Siblings can be your closest allies or your worst enemies. They have shared experiences with you and can offer empathy or you can be driven apart by competition and favoritism. When defining your siblings, ask yourself the following questions.

- Are you close to your siblings?
- Who are they? How many of them are there?
- Were you the eldest? the youngest?
- Was there a favorite sibling? A black sheep of the family?
- Did any of them die? Are you close to any of them?
- Do you have bastard siblings? Half-siblings? Step-siblings?
- How is your relationship with them now?

Extended Family

Grandparents, aunts, uncles, nieces, nephews, and cousins can sometimes be closer than your immediate relations. At the very least, such relatives can be close confidantes outside of your immediate family. Did you have such a favorite relative? What role did this person play in your life, and what family role did she fulfill? Did your immediate family live with, visit, or associate with your extended family, or did his or her side of the family disown your mother or father?

Adoption, Illegitimacy, and Orphanhood

Growing up adopted, separated from your parents, as an illegitimate child, or on your own as an orphan may have a large effect on your mind-set, prompting questions of identity, driving you to establish yourself in the world, or plaguing you with questions about the circumstances of your birth.

Were you born of two committed parents, the result of a chance tryst, or something else? Were you reared by your birth parents or by someone else, and was that better or worse than the alternative? Did parents of a different race (including wild beasts or monsters) bring you up?

Parents' Professions

Your parents' professions were a backdrop against the environment you grew up in, and it's likely you were assigned tasks and chores related to their trades, and expected to learn associated skills.

What were your parents' professions? Did either of them originally come from a different background or profession? Do you have positive or negative feelings about the family trades? Did you assist your parents, or separate yourself from their trades completely? If you helped with a parent's profession, did you learn the skills of the trade when you came of age? Were you expected to carry on that trade, or did the duty fall to one of your siblings? Was there something about the trade that you loved or hated?

Social Rank and Education

In Vathak, the wealthy and privileged stand apart from the common masses. But even the wealthy and powerful have a hierarchy, as do middle class tradespeople and common laborers

If you are of noble vindari birth, you might have grown used to convenience and to commanding others—and expecting them to obey, just as you're expected to obey your betters. You likely had a better education than nearly everyone else, including strict studies of the gospels of the One True God.

If you are of common birth, you probably have a very different perception of life, and little if any formal education. Those with rank have power, and you were expected to fall in line. Your common birth is likely apparent in your speech, clothing, and bearing.

What was the economic and social station of your parents? Were they peasant laborers trying to farm the harsh lands of Vathak? Were your family members servants to wealthy and powerful vindari, or did you have wealth or power yourselves? If they were wealthy, was it "old money" or a recent acquisition? Was your family respected in your community or hated and despised?

Major Childhood Event

A child of Vathak is lucky to only experience one major childhood event that shapes them into adulthood. Tragedy is around every corner and the romni saying "something wicked this way comes" is never truer across the current landscape. This major event can be something personal, like the death of a parent or initiation into a religious group. It could also be something that affected people on a larger scale, such as a town fire or a plague.

This event is one of the strongest influences on your early life. Look for ways that this event continues to shape your personality in the present.

If you are having difficulties on coming up with an event, presented here are 100 appropriate Major Childhood Events for your character.

1	The house you were raised in was haunted.
2	A family pet attacked someone and you were forced to put the creature down.
3	You lost people close to you during a particularly devastating famine.
4	You were kicked by a wild horse that left you with a slight limp.
5	All the local children took delight in bullying you.
6	Your family was besieged by zombies from the local cemetery.
7	One of your siblings was kidnapped by a stranger.
8	Ravens followed you around, sometimes even chasing you.
9	A parent was tried for witchcraft and burnt at the stake.
10	A beggar slashed your face with a knife when you walked by; you still have the scar.
11	You witnessed a Spawn of the Old One burst from the ground and devour a wagon.
12	A parent abandoned your family and was never heard from again.
13	A plague wiped out more than half the population of your hometown.
14	One of your siblings was killed in a farm accident.
15	You approached a scarecrow in a field, only to discover it was a corpse.
16	You were attacked by a stray dog; you still have the scars on your arms from its teeth.
17	A stranger passing through town murdered the family next door.
18	A sibling was killed by a creature while swimming in the local fishing hole.
19	Your imaginary friend was actually the ghost of a dead girl who fell in the town well.
20	Werewolves attacked your family's farm, killing all the livestock.
21	Every night you woke up to find the toys in your room rearranged.
22	You drowned and were dead for over a minute before the town priest brought you back.
23	At night you had dreams of leaving your body and flying out over the town.
24	At an early age your twin vanished, though you are sure he or she is still alive.
25	One morning you woke up laying at the bottom of an open grave.
26	There were rats in the walls of your home. You liked to pretend they could talk to you.
27	Your parents forbade mirrors in the house. To this day you don't know what you look like.
28	During the new moon, the adults in town gathered in secret. You never discovered why.
29	Your school teacher had a fondness for chanting rhymes backwards.
30	Night in your home town was dead silent. Not even the insects sang.
31	One day a parent destroyed your favorite doll with an axe. You never found out why.
32	A wandering peddler took a great interest in you and your unusual birthmark.

33	A serial poisoner handed out toxic candy to children. Nine children in your village died.
34	One of your parents lost the family wealth in a gambling tournament.
35	You broke your arm as a child and it didn't heal quite right. It hangs at an odd angle.
36	A suspicious fire destroyed the town temple. It was never rebuilt.
37	You once got lost for several days after following a strange ball of light into the forest.
38	You were never allowed in the library, it was always locked. One of your parents spent long hours inside talking to someone, although they never had guests.
39	Local farmers were caught performing sacrifices in the fields for a bountiful harvest, some of your friends were amongst the victims.
40	You were never allowed in the attic. At night strange banging came from above your room.
41	Every year the townsfolk would dig up the recently deceased, parade them around town in celebration, and bury them in a new plot.
42	Your family was forced to abandon their home and belongings, exiled for worshipping ancient ancestral gods.
43	An incident of cannibalism in your family's past caused many to avoid having dinner at your house.
44	When your grandmother died, she left you her cat. It was mean and wild, refusing to stay in the house. To this day, you still periodically see it following you.
45	While lying in your bed as a child you often heard a heart beating under the floor.
46	You fell madly in love with a neighbor girl who had ice blue eyes.
47	One morning you woke up and every dog in the village was dead.
48	At a young age you moved from a small town to an urban center. You never really adjusted to the new life.
49	There is an entire year of your life that you don't remember. No one will tell you about it.
50	Loud booming noises randomly interrupted the peace of your town on cloudless days. No one could explain where they came from.
51	A giant, shaggy man beast roamed the outskirts of town. It is said it whispered prophecies of doom to those who would listen.
52	You hit your head as a child and began speaking a different language. You still can't speak your original language.
53	You came home one day to find a different family living in your house and all your things gone. No one in town remembered you or your family.
54	As a child you chased what you thought were fireflies in the local graveyard.
55	Every year, on your birthday, a single flower was placed on your family's doorstep.
56	A childhood friend vanished. Years later an old woman came to town claiming to be that friend.
57	People said to stay away from the old woman who lived on your street. They said she was a witch but she was always kind to you.
58	Most people had a pet dog or cat. Your family had a pet gargoyle.
59	The leader of your town was a mystic who prophesied the end of the world. When it didn't come your town stoned him to death.
60	A great blizard swept through your town when you were a child. You were one of the few survivors.
61	On the day you were born, every goat in the village sickened and died.
62	You were born during a lunar eclipse. Now, whenever there is a lunar eclipse you get a nose bleed.

63	As an orphan you were sold to a scholar as a servant. He taught you to read a dead, forbidden language.
64	You learned very early to be afraid of the dark. You cannot sleep without a light of some sort.
65	You were born with six fingers on your left hand.
66	Six other children were born on the same day as you, all of you share the same name.
67	Your family kept the mummified remains of an ancestor in a chair in the living room.
68	Every day for a year someone would nail a dead chicken to your family's front door.
69	Flooding caused most of the cemetery coffins to float around town, spilling out corpses on every corner.
70	You had a strange uncle that lived on the outskirts of town. He swore he could talk to the dead. You were not allowed around him.
71	You were haunted by a personal boggart as a child and he lived under the bed. Anytime you tried to sleep during that year he would come out and bite your toes.
72	You found your childhood dog after it had been mutilated and sacrificed to an unknown evil god.
73	For a year you had a friend that you would play with in the woods. You later discovered that the friend had already been dead for decades.
74	You were bitten by an odd beast that attacked your family on the road one night. You fell ill for seven nights, and it took the blessing of a priest to heal you.
75	While swimming in your favorite watering hole you felt hands grab your ankle and pull you under. A parent saved you, but there wasn't anyone else at the watering hole.
76	One dark and foggy night there was a knock at the door and you answered to find two children with red eyes asking you to come with them. Your parents pulled you in and slammed the door before you agreed.
77	On the day you were born the river flooded, a fire burned down the town hall, a meteor fell from the sky and landed on a cart, and there was an earthquake.
78	You learned how to read late in life. Your parents seemed afraid of books.
79	On the day of your sibling's birth, a rain of toads fell from the sky.
80	A strange plague of madness and visions almost destroyed your town.
81	One dark night, the eldest child of every house was struck dead. It is said the town elders angered a witch.
82	One morning a 40 mile long trail of hoof prints, left by some bipedal creature, was found in the snow. The footprints traveled up walls, over rooftops, and through pipes.
83	A swarm of locusts engulfed your town one evening. Those trapped outside were reduced to bone within minutes.
84	You were born blind and deaf until an accident somehow restored your sight and hearing.
85	A fire took the lives of your family during the night. Neighbors found you standing in the front yard, watching the blaze.
86	Strange circular scars cover your back, your parents seem clueless to when and how you received them.
87	Strange dog-like creature ran the streets at night. Many victims were had before the beasts vanished.
88	You once had a dream that you were drowning, and the next day your best friend was found dead in the well.
89	All your baby teeth were pulled and buried in the yard. You ate only porridge until your adult teeth came in.

90	When you left home your mother gave you a necklace made from your baby teeth.
91	Milk and cheese always sours whenever you walk within five feet of it.
92	You are the seventh son of a seventh son. Everyone was always nice to you, doing favors for you, rewarding you with treats, and praising your accomplishments.
93	One of your ancestors founded the town and eventually was beheaded for a heinous crime against his people. A headless statue of them is still in the town square.
94	One of your parents was deathly afraid of sunlight, keeping shutters closed in your house during the day, and only venturing out at night.
95	A strange birthmark covers half your face. Everyone in town would avoid eye contact when talking to you.
96	The last day of every month the town would gather in the local church until after midnight, then return to their homes. Never a word was spoken during these gatherings.
97	You found strange writing on the floor of your room. Whenever you tried to show an adult, the markings had vanished.
98	Your parents deny you having a sibling, although you fully recall memories of the child being present for the first 10 years of your life.
99	You died once. You later got better.
100	You fell in love with your cousin. The family sent her away for a year, she didn't remember who you were when she returned.

Backgrounds

In this section we'll cover fleshing out your character's background using traits and drawbacks. *Shadows over Vathak* allows for one basic type of trait, one occupation, and a drawback to help create your character background.

If a character chooses not to have an occupation, they can instead choose two additional traits (including race traits, regional traits, etc.) as a replacement.

Traits

Character traits are abilities that are not tied to your character's race or class. They can enhance your character's skills, racial abilities, class abilities, or other statistics, enabling you to further customize your character. Think of character traits as "story seeds" for your background; after you pick your three traits, you'll have a point of inspiration from which to build your character's personality and history. Alternatively, if you've already got a background in your head or written down for your character, you can view picking the traits as a way to quantify that background, just as picking race and class and ability scores quantifies his other strengths and weaknesses.

Many traits grant a new type of bonus: a "trait" bonus. Trait bonuses do not stack—they're intended to give player characters a slight edge, not a secret backdoor way to focus all of a character's traits on one type of bonus and thus gain an unseemly advantage. It's certainly possible, for example, that somewhere down the line, a "Courageous" trait might be on the list of cambion race traits, but just because this trait is on both the cambion race traits list and the basic traits list doesn't mean you're any more brave if you choose both versions than if you choose only one.

Types of Traits

There are two types of character traits to choose from:

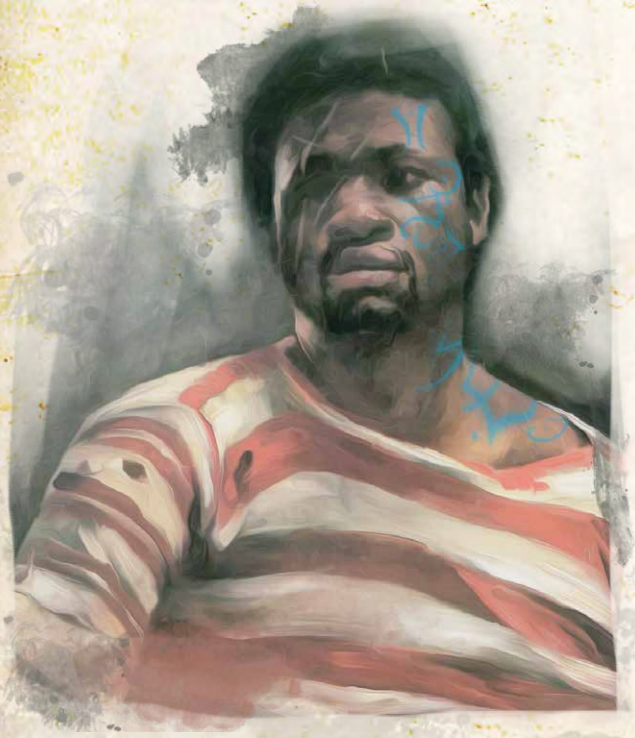
Basic: These traits represent a variety of influences, studies, and tricks you've picked up in your life. Basic traits can always be swapped out for a race trait, regional trait, or other campaign trait found in our *Shadows over Vathak* product lines.

Occupation: It's rare that a character trains to become an adventurer. More likely, you spent some time learning a trade, apprenticing, or working in an occupation. An Occupation provides you with two built in traits involving a specific type of training.

Restrictions on Trait Selection

There are a few rules governing trait selection. When selecting traits, you may not select more than one from the same list of traits (the four basic traits each count as a separate list for this purpose). Certain types of traits may have additional requirements, as detailed in the section above.

Remember also that traits are intended to model events that were formative in your character's development, either events from before he became an adventurer, or ones that happened while adventuring. Even if your character becomes a hermit and abandons society, he'll still retain his legacy of growing up a vindari aristocrat if he took the relevant social trait. The one exception to this is religion traits—since these traits require continued faith, your character can indeed lose the benefits of these traits if he switches religions. In this case, consult your GM for your options. She may simply rule that your character loses that trait, or she might allow you to pick a new religion trait tied to this new belief. Another option is that if your character abandons a religion, they lose the associated religion trait until he gains an experience level, at which point he may replace a lost religion trait with a basic faith trait.



Basic Traits

Basic traits are broken down into four categories: Combat, Faith, Magic, and Social. Combat traits focus on martial and physical aspects of your character's background. Faith traits focus on his religious and philosophical leanings. Magic traits focus on any magical events or training he may have had in his past while Social traits focus on your character's social class or upbringing.

Combat Traits

Black Powder Fortune

You trained under the "Cannon King" at Dragomir's Academy with the use of firearms.

Benefit: As long as you are wielding a firearm, you gain a +2 trait bonus on all saving throws against curse, fear, and emotion effects.

Killer

You made your first kill at a very young age and found the task of war or murder to your liking. You either take particular pride in a well-placed blow, or find vile pleasure in twisting the blade to maximize your target's pain.

Benefit: You deal an amount of additional damage equal to your weapon's critical hit modifier when you score a successful critical hit with a weapon; this additional damage is added to the final total, and is not multiplied by the critical hit multiple itself. This extra damage is a trait bonus.

Jaded

You have seen horror and death as far back as you can remember. Maybe you are unfazed by the gruesome, or have become a cynic as a defense against the dark realities of the corners of the world.

Benefit: You gain a +2 trait bonus on saving throws against fear effects.

Vengeful

During your childhood, you suffered occasional or frequent abuse from those too powerful for you to resist. Now you thrill at the chance to get back at those who wronged you.

Benefit: Whenever you strike the last creature that damaged you in the past 24 hours, you gain a +1 trait bonus on damage rolls against that creature.

Faith Traits

Defy Madness (Cults)

Your direct involvement with supernatural and alien forces has left you less vulnerable to the insanity they cause.

Benefit: You gain a +1 trait bonus on any saving throws against confusion, insanity, madness, and Wisdom damage and drain.

Martial Manuscript

You either carry or have memorized a sacred text from your school, temple, or monastery, and the wisdom of the One True God gives you insight that makes your attacks more devastating.

Benefit: You gain a +2 trait bonus on rolls to confirm critical hits when you're using an unarmed strike or monk weapon.

Omen (Cults)

You are the harbinger of some future event. Whether this event bodes good or ill, you exude an ominous presence.

Benefits: You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you. Once per day, you may attempt to demoralize an opponent as a swift action.

Raised Since Birth

Since before you can remember, you lived at a church of the One True God. You learned to write by copying the scrolls.

Benefit: You gain a +1 trait bonus to Knowledge (religion) and Linguistics checks. One of these skills is always a class skill for you.

Magic Traits

Dangerously Curious

You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and frequently caused quite a bit of damage and headaches for your parent as a result.

Benefits: You gain a +2 bonus on Use Magic Device checks, and Use Magic Device is always a class skill for you.

Eldritch Delver

You have an unquenchable thirst for knowledge about the world and desire to obtain it firsthand.

Benefits: You gain a +1 trait bonus on all Knowledge (dungeoneering) and Knowledge (history) checks, and you may treat your caster level as 1 level higher for all conjuration spells of the teleportation subschool.

Ghost Sight

When you were younger you suffered a brush with death. Perhaps you were almost killed by a wight, close to dying from a grievous wound, or actually died and were raised. Since then you have not been the same. You can see beyond the veil, able to see ghosts and spirits and detect the taint of the undead.

Benefit: You gain a +2 trait bonus to Perception checks when trying to locate undead, and can attempt to locate ethereal undead (though they are still considered merely invisible, +20 to Stealth).

Possessed

You were, or are, possessed in some way by another entity that grants you occasional access to its knowledge.

Benefit: Once per day, you can attempt a Knowledge check of your choice even if you are not trained in that skill and it is not usually possible to use that skill untrained. If you can normally use that skill untrained, you gain a +2 trait bonus on the check.

Social Traits

Bastard

You were born out of wedlock. You have always been an outsider in society, and in your own family. This perspective has sharpened your insight.

Benefits: You gain a +2 trait bonus on Sense Motive checks, and Sense Motive is always a class skill for you.

Grim Optimism

Growing up with no one to rely on but yourself, you learned to keep a realistic view of your situation and avoid falling into the trap of cynicism with a healthy dose of wit.

Benefit: As a standard action, you can joke about a troublesome situation to lighten the

load of dealing with it for yourself and others. You and all allies within 30 feet who can hear you gain a +2 morale bonus on saving throws against fear and pain effects for 1d4 rounds. A character cannot benefit from this effect more than once in 24 hours.

Marked by the Old Ones

That which has marked you for power has also given you proof to show others.

Benefit: You may cast *light* three times per day as a spell-like ability, but this ability only targets the palm of your hand, and it manifests as a glowing sigil representing your ominous birth—choose one of the four Old Ones, their symbol is the mark that appears on your hand. Those who recognize this symbol have a starting attitude toward you of one step closer to friendly (if they are followers or scholars studying the sign) or one step closer to hostile (if they are opposed to the sign or its followers).

Without a Past

You knew you were going into a world where none go unscathed, and there is no turning back, so you decided to forsake your past in order to protect your loved ones. You have no old friends or family to go in times of need, yet at least they remain safe from your enemies finding and taking their wrath out on them.

Benefit: You earn +1 trait bonus to Bluff and Linguistics when used to forge documents, and choose one as a class skill.

Occupations

Antiquities Dealer

Vathakians who make their living buying and selling rare antiquities need a good understanding of archaeological periods and locations so they can identify the truly rare items. They may also be good at convincing customers that mediocre items are truly precious.

You gain a +2 trait bonus to Appraise checks and Appraise is always a class skill for you.

You gain a +1 trait bonus on Knowledge (geography) and Knowledge (history) checks, and one of them is always a class skill for you.

Archaeologist

Archaeologists visit the old, dead and buried places of Vathak to reconstruct the past. They may spend their time searching the poorly-cataloged archives of vindari museums, or traveling the regions to ancient bhriota dig sites, hoping for that one great discovery.

You gain a +2 trait bonus on Knowledge (history) checks, and that skill is always a class skill for you. In addition, you gain a +2 trait bonus on Perception checks to find concealed or secret doors in ancient structures.

You gain a +1 trait bonus on Appraise checks. Additionally, you gain a +4 bonus on Perception checks made to distinguish statue-like creatures from actual sculptures.

Artist

Artists see the world in a unique way, measuring it and absorbing it so they can reproduce it in pen, paint, stone or clay. They often lead meager, nearly destitute lives until they are discovered, and that almost never happens.

Artists are able to express the horror they've seen in real life or in dreams and visions. Their artistic creations may be nearly as frightening to the general populace as the events that inspired them were for the artists.

You gain a +2 trait bonus on a single Craft skill (your choice).

When you make a Craft check to earn money for the week, you earn an extra 10%.

Big Game Hunter

Big game hunters travel to the remote wilderness areas of Vathak to hunt the largest and most dangerous creatures they can find, and then sell them to museums and scientists. Big game hunters may be wealthy individuals funding the expeditions themselves, or talented guides hired by aspiring hunters.

You gain a +2 trait bonus on the Survival skill.

You gain a +1 trait bonus on damage rolls against creatures of the animal type.

Doctor

Medical doctors help heal the sick through medication and other treatments. They can set broken bones, aid recovery from disease, and treat wounds. They are usually well-respected in their community and fairly well-off financially. Doctors may treat wounds inflicted by human cultists or terrifying creatures, or diagnose and treat bizarre diseases carried to Vathak from beyond the stars.

You gain a +2 trait bonus to Heal checks to treat diseases or poisons, and Heal is always a class skill for you.

You gain a +1 trait bonus to Fortitude saves against disease. You may also opt to forgo this bonus for 24 hours, and instead grant it to one patient. Doing so allows them to make a new save, even if they had already failed a previous save.

Farmer

Farmers and ranchers are the salt of the earth and among the most practical and self-sufficient denizens of Vathak. They know the land and the weather, and they have a special understanding of animals. They are accustomed to hard work and seem to know a little bit about everything.

You gain a +2 trait bonus to the Profession (Agriculture).

When you make your Profession (Agriculture) check to earn money for the week, you earn an extra 10%.

Palm Reader

In vindari cultures, palm readers are relegated to dingy, back-alley storefronts and circus sideshows, but in the romni lands they are often respected as true oracles and guides. They make vague predictions about the future and offer cryptic interpretations reading tarot cards, bones, and of course palms.

Even though the palm reader occupation offers no true psychic or supernatural abilities, creatures with strong mental powers may find palm readers more open subjects for their mental contact or physical omens. Palm readers may also go in search of true divination powers.

Have your allies roll 3d6. The resulting number becomes their numerological number and can never be changed. Once per day, when an ally rolls their totem number on a d20 (such as an attack roll, save, or skill check), you may choose to have them treat that roll as if they had rolled a natural 20 on the die.

Freed Slave

Though many look down on the practice, slavery is a reality in the lands of Vathak, especially Zanderhorn of Moorhaven, with the largest slave market in all the nations. The Church of the One True God even turns a mostly blind eye as slavery was common under Saint Ludwig, the most famous former King of Grigoria. Many freed slaves work hard to get established and take opportunities wherever they can find them. Whether they have fled to the Colonies or have joined the military of a nation, freed slaves are capable and determined despite being considered social outcasts.

You gain a +2 trait bonus on a single Profession skill (pick one). You may apply half of your total ranks in any one Profession to any Profession check that requires hard labor. This check also benefits from the +2 trait bonus.

You gain a +1 trait bonus on Survival checks, and may attempt a Survival check to find food and shelter in small town, or any larger sized settlement.

Gravedigger

Making sure the dead receive the proper burial is important when the dead have a tendency to not stay sleeping. Gravediggers learn to treat corpses, prepare them for burial, and lay them to rest beneath the soil. They have collected knowledge of the undead, know the various cultural rites, and don't mind getting dirty.

You gain a +1 trait bonus to Profession (gravedigger) checks. In addition, should you create undead with an animate dead, create undead, or create greater undead spell you may choose to grant your resulting creations either an extra +1 to their natural armor or +5 to their speed.

Once per day, you can cast hide from undead as a spell-like ability. The casting time is a swift action and the caster level for this effect is always 1st; this ability is otherwise identical to the spell.

Journalist

Journalists go for the story, and some of them are not above embellishing the truth a little to make things more interesting. Journalists may be working for a regional periodical or the prestigious Vathak Times Newspaper.

You gain a +2 trait bonus to Perception checks.

You gain a +2 trait bonus to attempts to gain access to unauthorized locations, whether by use of Bluff, Diplomacy, Stealth, or other skills as appropriate.

Police Guard

Police guards investigate potential crimes to determine if a crime actually occurred and to identify the criminals. They investigate crimes ranging from theft to mass murder, and they have the authority and resources of the city guard to back them up.

You gain a +1 trait bonus to Sense Motive and Diplomacy checks. This bonus increases to +2 when dealing with criminals, contacts, or the bureaucracy that governs you. Choose one of these two skills; it is always a class skill for you.

Private Investigator

Private eyes are investigators for hire. They track spouses suspected of cheating, search for missing persons that may not want to be found, and sometimes solve murder cases that the police guard have given up on.

You gain a +2 trait bonus to Sense Motive checks, and Sense Motive is always considered a class skill for you.

You gain a +1 trait bonus to Perception checks, and may take 10 on Perception checks even when in danger or otherwise distracted.

Professor

Professors generally have secured positions at vindari universities, from where they are free to follow lines of study that may appear impractical to the world outside.

Professors generally concentrate on developing new knowledge, teaching, and providing peer criticism on the works of other professors. Professors are sometimes called upon to give expert opinions on objects or events that Vathak at large doesn't understand, especially information on ancient cults and the Spawn of the Old Ones.

You gain a +2 trait bonus to one Knowledge skill of your choosing and consider it a class skill.

Once each day when making a Knowledge check, you can choose to first make a DC 20 Knowledge (history) check. You gain a trait bonus on that check equal to the amount by which you exceeded the DC of the Knowledge (history) check. You do not suffer a penalty if you fail the check.

Psychiatrist/Alienist

Psychiatrists, also known as alienists, are experts in human psychology and mental disorders. They are trained to treat patients with mental disorders through counseling, therapy, and medication.

You gain a +2 on Profession (Psychiatrist) checks. It is always considered a class skill for you.

You may make a Profession (Psychiatrist) check to improve the attitude of an NPC that shares a language with you and has an Intelligence score of 3 or greater. This requires a prolonged conversation, and the effect does not work if the NPC is hostile towards you or your allies. Refer to the rules for the Diplomacy skill for changing NPC attitudes.

Stage Performer

Stage performers are magicians, sideshow acts, vaudeville comedians, or serious stage actors. They are generally well-traveled, street wise and charismatic, and they often have unsuspected and unusual skills.

When you use an attention-getting alchemical item such as a flask of alchemist's fire, smokestick, thunderstone, or another appropriate alchemical item (GM's discretion) as part of a performance, you gain a +2 trait bonus on your Perform check for the duration of that performance. The item is expended without its normal effects and only serves to make your performance more impressive; for example, you could pretend to ignite yourself with alchemist's fire as part of a Perform (comedy) check or make a dramatic appearance with a smokestick as part of a Perform (act) check, but you would not actually take fire damage or gain concealment from smoke.

You gain a +1 trait bonus on checks with a single Perform skill (your choice), and all Perform skills are always class skills for you.

Wealthy Heir

The truly wealthy and privileged are at leisure to study whatever interests them, and to do just about anything within reasonable economic means. They are often patrons of favorite artists, writers, or academics, and they are usually have helpful contacts.

You gain triple the amount of starting money you receive as part of your class.

You gain a +1 trait bonus to Knowledge: Nobility checks, and it is always considered a class skill.

Drawbacks

Drawbacks are traits in reverse. Instead of granting you a boon, they grant you a negative effect, typically in particular circumstances. This is Vathak. You must take a drawback.

Condescending

Raised with the assurance that only those like you are truly worthy of respect, you have an off-putting way of demonstrating that you look down on those not of your race, ethnicity, or nationality.

Effect: You take a –5 penalty on Diplomacy and Intimidate checks to improve other creatures' attitudes toward you.

Chronic Pain

You suffer from constant ache and pain that baffles physicians and cannot be cured with magic. This could be from a natural disease, like fibromyalgia or arthritis, or from a supernatural source like a curse or a spell gone wrong.

Effect: You suffer a -2 to your saves against pain effects and take 1 additional point of damage from negative energy attacks and spells.

Cruelty

You were rewarded as a child for flaunting your victory over others as completely as possible, and you discovered you enjoyed the feeling of rubbing your foes' faces in the dirt.

Effect: Whenever you are engaged in combat and there are dying or helpless foes within 30 feet, you take a –2 penalty on attack rolls against foes that are not dying nor helpless.

Dangerously Curious

You have an insatiable curiosity and find yourself constantly questioning everything and seeking to see what everything does. As a result you have a compulsion to poke, prod, and press everything.

Effect: When you discover a trap you must roll a Will save equal to the traps Disable Device DC. If you fail, you must immediately attempt to set it off to see how it works. You do not need to set it off personally, but you do need to witness the effects.

Delusions of Grandeur

Due to some type of mental illness, traumatic experience, injury, or disease you now whole heartedly believe that you are famous, omnipotent, wealthy, or otherwise more powerful than you actually are. Normally, the only effect is high self-esteem but you do not handle it well when others do not believe you are who you claim you are.

Effect: The first time you speak to a named NPC, be it friend or foe, you must make a Diplomacy check as if you are attempting to improve their attitude from Indifferent to Friendly for allies or Unfriendly to Indifferent for enemies. Success could mean that they either believe you or they just decide to play along, but does not actually change their attitude towards you. Failure means they not only fail to feed your delusion but say or do something that hurts or denies it. When this happens you become shaken for 2d4 rounds and their attitude towards you shifts to Indifferent for an ally or Hostile for an enemy.

Distracting Hatred

Your hatred for a particular race or culture makes it difficult for you concentrate on your spells.

Effect: Your GM will help you pick a race or culture that is appropriate to your campaign. When facing your chosen race or culture, you have a -2 penalty to your concentration checks, touch attacks, and ranged touch attacks.

Forlorn

You are given to bouts of sadness that can affect you profoundly. Your situation can become overwhelming, and you can't see a way out of the bleakness that lies ahead of you.

Effect: Whenever you fail a save against an effect that alters your emotions, such as an Intimidation check or a spell with the fear or emotion descriptor, you must make a DC 15 Will save or fall into a depression, becoming fatigued. If you fail a second save, you become exhausted and are not subject to this drawback until you are no longer exhausted. You may attempt a new save for this conditions if you are subject to a morale bonus, and may use the bonus on the save if appropriate. Effects that remove fatigue or exhaustion remove your depression.

Haunting Regret

When you were young, a relative with whom you had frequently quarreled passed away and his or her soul could not rest. Now, the unquiet spirit appears around you at inconvenient times, distracting you with regret for being unable to help.

Effect: You take a –2 penalty on saving throws, on concentration checks, against the distraction ability of swarms and mind-affecting effects.

Obvious Tell

You have an obvious tell that makes it hard for you to lie. This could be a stutter, a twitch, or long awkward pauses while you make up bad lies.

Effect: You suffer a -2 penalty to Bluff checks and it can never be a class skill for you.

Sacred Totem

You hold a type of object or creature in such high regard that it is considered very sacred to you. This could be because of a religion, superstition, or an important event where the type of object or creature was critically important.

Effect: Your GM will work with you to find a type of object or creature that you will infrequently encounter, such as hornets, cats, hand fans, or pocket watches. You feel compelled to treat objects and creatures of the chosen type with reverence and respect and if you attack or otherwise harm your chosen type of creature or a creature in possession of the type of object you have picked, you gain the shaken condition for 1 hour.

Shadow-Scarred

You were touched by terrible horrors that live in the darkness just outside the human sphere and feel your life force ebb away ever so slightly whenever you return to the shadows.

Effect: Whenever you are in an area of dim light or darkness, you take a –1 penalty on saving throws.

Superstitious

Raised around those who regarded most magic as innately dangerous, no matter the source, you cannot bring yourself to submit to magic willingly even for your own good.

Effect: Whenever you are affected with a harmless spell, there is a 50% chance that you must roll a saving throw to prevent that effect, even if it would benefit you. This does not apply to harmless spells cast by you upon yourself.

Umbral Unmasking

Somewhere in your bloodline the corruption of the Old Ones took hold of your ancestor. Although the taint is mild in you, it has left its mark.

Effect: You cast no shadow whatsoever, or the shadow you do have is monstrous. Under normal lighting conditions, this is not hard to observe—but uncommon to notice. Creatures that succeed at a DC 15 Wisdom check notice it plainly (an additional Perception check may be required based on environmental conditions). This telltale sign of wickedness cannot be concealed by misdirection, nondetection, or illusions, except those that also affect shadows (such as invisibility).

Uncontrollable Twitch

Because of a head injury or bad infection you had in your early life you now have an unpredictable and uncontrollable twitch that makes some tasks difficult.

Effect: When you make an Acrobatics, Climb, Disable Device, Swim, or Sleight of Hand check you always fail on a natural 1.

Overly Compassionate

You care so much that it hurts to think about the suffering of others. You would do anything to ease the suffering of others, whether by putting yourself in danger, or giving the shirt off of your back.

Effect: Whenever you are faced with blatant suffering and you choose not to offer assistance, you suffer -2 to attack rolls, skill checks, and ability checks for 1 hour, or until you manage to assist the sufferer. There is no other way to mitigate these effects.

Biography

Once you have generated your character and covered each of these sections, review them and piece together a brief biography of your character. Try to include all the childhood events, family relations, traits, and any other aspect you've developed in this chapter. You don't have to write your character's life story, but a strong background gives your gamemaster things to work with when trying to conjure the feeling of horror that surrounds most of the things in Vathak.

Races of Vathak

Chapter

3

Bhriota legends speak of a time when all of Vathak (although it was not called that yet) belonged to the dark fey, the masters of the Unseelie Courts. Their evil and mischief brought corruption to the land as their chaotic nature and twisted magic spread like wildfire.

Betrayal from the Nosferatu Kings resulted in banishment for the Unseelie Court, and new protectors of Vathak were established. The Nosferatu Kings and their chosen people, the romni, were given part of the land to rule and protect. Dwarves were given great kingdoms in the mountains, elves the lush and mysterious forests. A race of humans who arrived in Vathak in the times of the dark fey were given the great plains. These were the bhriota.

The fate of these great races was not forged in peace and as the years passed the influence of the Old Ones manipulated each kingdom. The following sections explain the destiny of those races and how they currently fit into *Shadows over Vathak*.

The Old Races

Dwarves

Dwarves in Vathak were given their kingdom after helping the Seelie Court vanquish and ban the dark fey. In exchange, they vowed to guard and protect the Seal of Yegh'niths high in their mountain fortresses. When the Old Ones began to extend their power beyond their dimensional prison, the corruption slowly drove the dwarves mad. Many of the great clans grew paranoid and fearful, locking themselves in their great halls from the world outside. Quickly the Spawn of the Old Ones took advantage of underground caves and caverns to ravage the great dwarven halls.

While many died, and many more permanently went mad, some managed to make their way to the surface. But they had changed, marked by the Old Ones to forever stand out amongst others of their kind. Their hair a stark white, their beards matching, their minds forever a bit unstable.

Adventuring: Vathak dwarves are few and rare. If they leave home, it is to find a better life for themselves or their families. With their communities destroyed and treated as an inferior race by most Vathakians, adventurous dwarves set out to find 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 "mark" in an effort to blend in. 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

The elves of Vathak were given the great forests to rule over in exchange for guarding the Seal of Tel'egoth. They took this task very seriously and enjoyed the expansive nature of their domain, as well as the seclusion it offered them from other races. They lived in comfort, studied the new lands they called home,

Languages in Shadows over Vathak

During character creation, one thing to keep in mind is that the alternate choices for races also change what languages are commonly spoken in Vathak. The following categorizes the 21 languages listed under the Linguistics skill in the *Pathfinder Roleplaying Game Core Rulebook* by how commonly they are spoken.

The first four are native tongues of the more common races. The Uncommon Languages are ones that are or at least were languages spoken in Vathak, though they're rare to the point that it would be unlikely to know them. The Rare Languages are ones which basically no one in Vathak should "know" without GM approval, dragons and orcs, for instance, are never referenced in the Shadows over Vathak line, so why would their languages exist even as a "dead" language?

Common Languages: Aklo (*bhriota native tongue*), Common (*vindari native tongue*), Sylvan (*romni native tongue*), and Undercommon (*svirfneblin native tongue*).

Uncommon Languages: Abyssal, Celestial, Druidic (*druid only*), Dwarven, Elven, Gnome, Halfling, Infernal.

Rare Languages: Aquan, Auran, Draconic, Giant, Goblin, Gnoll, Ignan, Orc, and Terran.

and were at peace. This unfortunately ended with the arrival of the vindari, who began their campaign of the "Great Cleansing" by massacring the elves and clearing their sacred forests to begin building their new cities.

Years of studying the nature of the Seal of Tel'egoth provided the elves the knowledge to summon forth a Spawn of the Old One called a Kegothac. Unfortunately, the elves couldn't control the great abomination and it quickly attacked both elven and vindari armies. This miscalculation cost many elven and vindari lives. The vindari sought to reduce the elven population even further.

Vathak elves that survived have a darkness to their souls fueled by pure hatred towards the vindari. Many still obsess over learning to control the Spawn of the Old Ones and exterminating the humans that destroyed their paradise.

Adventuring: Vathak elves rarely join multiracial parties, especially if they include a member of one of the human races, most notably a vindari. 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. Taciturn and always suspicious of their companions' motives, the elves do not last long in a party if they cannot put aside their distrust, for their 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 cannot hide or fear their true identity might 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.

Halflings

Halflings were never strong enough to survive the lands of Vathak. From the moment the race arrived on the shores of these lands, their numbers have been dwindling.

Over the years, halflings have come to realize that the best method for guaranteeing their survival is to travel in the circles of the ruling elite amongst other races.

When the vindari appeared and began conquering these harsh lands, the halflings quickly made themselves available as guides and allies in the "Great Cleansing" of the other races. This alliance was a tactical move by the halflings that secured their continued existence in Vathak, and more so the trust of the vindari.

Although not considered vindari equals, the halflings are smart enough to use their political maneuvers to move into positions of power and prestige. As merchants, church officials, clerks, and more, halflings have secured their place in vindari culture.

Half-Elves & Half-Orcs

Half-elves and half-orcs have never naturally existed in Vathak. However, you might see these races living in places like the Colonies. More likely is they are from foreign lands and have decided to make these lands their home.

Others

Many of the other races found in the *Pathfinder Roleplaying Game* either never existed in Shadows over Vathak, or their numbers were so small that they met their demise by the hands of the vindari, or worse the Spawn of the Old Ones.

This is not to say that other races do not exist entirely, and many races might be hiding their existence, or more likely, hail from other lands. Discuss with your GM on what races she feels is appropriate for her Shadows over Vathak adventures.

Additional Races

Presented here are a selection of additional races from Fat Goblin Game's various Racial product lines that fit the theme of **Shadows over Vathak** and some brief details on how to incorporate them into your campaign. Always consult your GM before choosing a race not detailed as a Core Race for **Shadows over Vathak.** For more information on these races visit **www.fatgoblingames.com**.

Drow: Drow are a dark and sinister version of elves that live below the surface of Vathak in Dorna'groth, 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.

Grippli: Children of the swamps, the Grippli have been isolated in their murky realms until disturbances called them forth. Innocent to an extreme, they were unprepared for the horrors that awaited them when they set foot on solid ground and saw the destruction of the Old Ones. Feeling as though Vathak itself is dying, the grippli realized that they may be the only hope for their dying world. Setting forth in small groups they bring their nature powers to bear upon the corruption that looks to swallow the land.

Living Dolls: Perhaps the corruption of the Old Ones has brought these small creatures to life, or the divine gifts granted by the One True God have sent them to protect the children of Vathak. Living dolls each have unique and unusual origins, but all have one thing in common: an urge to protect the innocent.

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 in the lands of the romni.

The Core Races

In the following section we present the nine most interesting races for Shadows over Vathak.

These races have been designed to fit the Lovecraftian adventure horror setting, with histories and abilities reflecting the world around them.

Bhriota are the original human inhabitants of Vathak. Their tribal customs and practices put them as an opposing force to the "civilized" vindari. Some bhriota serve the Old Ones, worshipping them as spirits of primal and insatiable nature. Others oppose them, choosing to stand against the Spawn which invade the land. In either case, few races know the Old Ones so well as do this ancient race of humans.

Cambion are humans tainted by the corruption of the Old Ones since birth. Mangled and deformed, pity has saved them from death but not from suffering. Few choose to see past the outward appearance of evil and see the heart which beats beneath their twisted breast. Some cambion struggle to prove themselves, others embrace the darkness that marks them. Most struggle simply to survive.

Dhampir are the children of humans and the near extinct Vampire Lords of Vathak. Born with some of the powers of their immortal parent but with the frailty of their mortal one, these bastards fight to find a home in a world drowning in the corruption of forces even more evil than the undead.

Hauntlings are the mysterious product of life and undeath and the bridge between flesh and spirit. Searching for answers to their own origin and driven by the misunderstanding of a fearful public, these pale, almost ethereal beings often become scholars, continually studying a broad range of topics and creatures.

Romni are a semi-nomadic race who struggle to keep their traditions, born in a land far beyond Vathak, alive in a world dominated by the vindari and the Church of the One True God. Their roguish ways, mystical customs, and ancient association with the Vampire Lords often earn them scorn, suspicion, and fascination in equal measure from those they encounter.

Svirfneblin are the only known survivors of the Old Ones' invasion of the Filth Reaches, the underground realm which once housed a multitude of races. Practicing an odd social order which seems part corporation and part slavery, these dark gnomes know how to survive no matter the cost.

Vindari are the most dominant human race in Vathak. Their religion, the Church of the One True God, has driven them to spread across the continent, converting those they can and killing those they cannot. The genocide of other races in "the Great Cleansing" stains the vindari in the eyes of others but few can deny the truth. Only the vindari have the numbers, the technology, and the organization to stand against the Old Ones.

Witchwolves are the results of lycanthrope and non-lycanthrope mating. Living together in packs, these powerful humans learn to embrace the curse flowing through their blood to give them extraordinary abilities with which to fight the Spawn of the Old Ones, even if the rest of the world spits on them while they do so.

Wretched are half-constructs, given form by an alliance of alchemy, science, and magic to serve as unliving weapons against the Spawn of the Old Ones. Cobbled together from corpses, their mismatched appearances draw out the worst in people: fear, anger, and hatred. Yet, many wretched are gentle and turn to the Church of the One True God, seeking solace as they try to comprehend the reason for their existence.

Random Starting Ages

Life is typically short in a land as harsh as Vathak, but technically the races of Vathak can live a normal lifespan for similar races. While many of the races of Vathak are variations of human or clearly descended from humans, the bhriota, hauntlings, romni, vindari, and witchwolves all use the same "human" statistic. Cambions seem to "grow up fast" but have also shown, while seeming to age quickly, occasionally outlive many other humans. The wretched, as a created race, start as adults, but still seem to age and need time to learn. That said, the entire race is too "young" to even know if they "age" as normal humans do, let alone if and when one would die of "old age."

Race	Adulthood	Intuitive[1]	Self-Taught[2]	Trained[3]
Cambion	10 years	+1d4	+1d6	+2d4
Dhampir	20 years	+4d6	+6d6	+10d6
Human	15 years	+1d4	+1d6	+2d6
Svirfneblin	40 years	+4d6	+6d6	+9d6
Wretched	0 years	+1d4	+1d6	+2d6

[1] This category includes barbarians, kineticists, medium, oracles, rogues, sorcerers, and spiritualists.
[2] This category includes bards, cavaliers, fighters, gunslingers, paladins, psychics, rangers, summoners, and witches.
[3] This category includes alchemists, clerics, druids, inquisitors, magi, mesmerists, monks, occultists, and wizards.

Growing Older

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Cambion	30 years	50 years	60 years	60+ 3d20 years
Dhampir	35 years	53 years	70 years	70 + 2d20 years
Human	35 years	53 years	70 years	70 + 2d20 years
Svirfneblin	100 years	150 years	200 years	200 + 3d% years
Wretched	Unknown	Unknown	Unknown	Unknown

[1] At middle age, -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
[2] At old age, -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
[3] At venerable age, -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

Random Height and Weight

Svirferneblin are alone in being a race that isn't just "some kind of human," though both the variations of the cambions and the wretched are so great they actually gain their own height and weight entries. For all others, use the standard "human," but cambion tend to be smaller in side but with greater variation than most humans while no wretched is ever made "small" with many in fact being quite massive, even to the point of being unnaturally so.

Race, Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Cambion, male	4 ft. 5 in.	125 lbs.	2d20	×5 lbs.
Cambion, female	4 ft. 0 in.	90 lbs.	2d20	×5 lbs.
Human, male	4 ft. 10 in.	120 lbs.	2d10	×5 lbs.
Human, female	4 ft. 5 in.	85 lbs.	2d10	×5 lbs.
Svirfneblin, male	3 ft. 0 in.	35 lbs.	2d4	×1 lb.
Svirfneblin, female	2 ft. 10 in.	30 lbs.	2d4	×1 lb.
Wretched, male	6 ft. 0 in.	150 lbs.	2d12	×5 lbs.
Wretched, female	5 ft. 0 in.	100 lbs.	2d12	×5 lbs.

Bhriota

While humans have never been known for having the highest degree of gentle mannerisms or refined culture, no single race concentrates the worst behaviors of such creatures as the bhriota. Unforgiving and cruel in nature, the bhriota wage a constant war with all other races in Vathak.

Corrupt with debauchery and disillusioned worship of the Old Ones, the bhriota are a race of cannibalistic headhunters who have descended into madness, long forgetting their true origins.

With soil-colored skin, clothing fashioned from animal carcasses, and madness unseen in civilized culture—we Vindari at best have a use for them as fodder for the unspeakable horrors that plague this land, and at worst as a pack of rabid dogs doomed to eventually bite their masters.

- from On Savagery, by High Librarian Uther Vanderhaus

The bhriota are a people in conflict; with each other, with foreigners, with the land, and within their own selves. Commonly stereotyped either as a proud warrior-race with deep tribal ties or as savage, subhuman cannibals, those bhriota that wish to make something of themselves in the contemporary world struggle for acceptance. Vindari rarely view bhriota as worthy of recognition as human much less as equal partners in society.

The history of the bhriota people reaches back to the earliest days of Vathak. Even the land's name comes from an ancient bhriota ruler, Vathak, who lead the First Tribe out of their homeland far across the oceans to the south. Vathak was guided by the words of the Prophet in Yellow and the visions of his mother, Carathis, who is venerated as *The Mother of the People.* Legends say that after Vathak descended into the earth, Carathis became the First Priestess of the bhriota. It is said that Carathis, in this role, taught the bhriota the dark ways of the Old Ones.

Non-bhriota scholars question many aspects of the bhriota origin story, though enough evidence has been discovered in ancient burial mounds and the history recorded by the earliest romni, to confirm that the bhriota's presence in Vathak predates that of the other races. Though their tribes have been diminished over time, and torn asunder by the malignant influence of Old Ones, the bhriota race is an ancient and proud one, preserved in flesh, deed, and story.

Physical Description

Bhriota typically have darker skin tones that range from a red like clay to a dark ashen color. Years of interbreeding with vindari and romni, however, have lead to a wide variety of dark complexions especially in the cities that are labeled as "bhriota." Their eyes are dark in color, though the rare bhriota with mixed blood is born with blue or green eyes. Bhriota are, on average, taller and broader than vindari, standing

Bhriota Racial Traits

+2 Strength, +2 Constitution, –2 Charisma

Type: Bhriota are humanoid creatures with the human subtype.

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 Aklo and Common. Bhriota with high Intelligence scores can choose any languages they want (except druidic and other secret languages).

between six and seven feet in height. Their features are sharp and striking, with pronounced high cheekbones and strong jawlines.

Among those bhriota who follow tribal ways, ritual scarification, runic tattoos, and body piercings are common as ways to celebrate family and deed. Staining the skin with various dyes is especially popular among bhriota and used in sacred and secular rites to boast of victories in battle, weddings, and new births. Bhriota traditionally wear their dark hair in long braids or matted locks, often decorated with stone, bone, and iron rings. Tribal clothing tends towards leather and bhriota enjoy decorating with bone, teeth, and colorful stones.

Bhriota living in cities often adapt to their host culture and adopt vindari or romni dress. Some bhriota go as far as to try to pass as vindari or romni, cutting their hair short and using make-up on their skin. In more cosmopolitan areas such as the Colonies, many bhriota blend pride in their heritage with cultural adaption by adopting bhriota hairstyles and body decorations while wearing "civilized" clothing.

Personality

Vindari accuse bhriota of being insular to the point of xenophobia, even as they sling racist slurs at them. The truth is, most bhriota, ranging from the most remote of tribes to the most acclimated of city dwellers, have learned that a healthy dose of caution when dealing with outsiders is the difference between survival and extinction. Bhriota remember the Great Cleansing all too clearly and they remember, too, the many tribal wars fought among their people over land, food, and ideological differences. To many bhriota, anyone not part of their family is an enemy until they prove themselves a friend.

Within their "families," however, bhriota are kind, loving, and generous. Family means everything to most bhriota, though they extend the definition beyond immediate blood ties. Many bhriota have an extended circle of close friends whom they have adopted as "blood relatives." This concept of family extends to the race as a whole. Most bhriota are raised on tales of the First Tribe and believe, deep down, that all their people are one family.

This concept of family is so strong that some vindari military officers have realized that worming their way into the hearts of their bhriota conscripts to become a "blood relative" will gain them a loyal fighting force that will battle and protect them to the death.

Society

By custom, bhriota have always lived in tribal communities, often led by strong warriors or wise spiritual leaders. It has been this way since the time when Vathak led the First Tribe to their new homeland. After the death of Carathis, the First Tribe schismed. Some choose to go their own way, adapting old customs to a new land. Others choose to follow the teachings of The Mother and the Old Ones. Religion wasn't the only point of divergence for the offshoots of the First Tribe though. There were arguments about where to settle, methods of hunting, even on the right of women to rule. Some bhriota pointed to the First Priestess as a sign that power and ability trumped gender while others looked to older, less open-minded methods of choosing a leader.

Although each bhriota tribe is different, one principle remains consistent among them; weakness is a sign of shame, needing to be culled. This idea, born from the harsh realities of survival in Vathak, pushes every member of a bhriota tribe to constantly compete and display their usefulness to community leaders. At first this might seem at odds with the bhriota concept of loyalty to family but it is not. No bhriota wants to be coddled or to be unable to contribute to the benefit of the tribe. Rather, bhriota plagued by weakness would rather sacrifice themselves in one last, noble act than feel the shame of pity from their people. Few bhriota reach a ripe old age. There are bhriota with gentler natures, unwilling to help the weak cull themselves. They are usually seen as being no better than the vindari and exiled from their tribes, never to return. Some of these "tainted" bhriota find refuge in the city of the vindari or the wandering caravans of the romni. Others wander until the end, never finding a place or people to call home.

Relations

Relations between bhriota and other races, and even between bhriota of different tribes can best be described as difficult. Since coming to Vathak the bhriota have suffered through schisms and inter-tribal warfare, the feeding frenzy of the Vampire Lords, and attempted genocide by the vindari. As a result, many bhriota assume the worst about others and stereotypes, reinforced by both the Church and popular folklore, inspire others to assume the worst about them. In the more remote locations of Vathak, interaction between the bhriota tribes is often colored by ill content, strife, and a long memory of past slights. Conflict between these more remote tribes often ends with warriors dead or enslaved and families destroyed. Alliances between tribes are rare and usually entered into only to accomplish a single goal. When the goal is achieved, the tribes often turn on each other once more.

Bhriota who have learned to live in "polite society" among the romni and vindari are seen as "civilized" but just barely. Many are convinced any bhriota they meet is a single incident away from "snapping" and becoming a violent, bloodthirsty savage. Some bhriota continue to struggle for acceptance despite this but just as many have given up on integrating into society at large and avoid interacting with non-bhriota whenever possible.

Lands

There are few lands within Vathak that have gone untouched by bhriota hands. Semi-nomadic by nature, the bhriota traditionally moved from place to place following the changing of the seasons, the wisdom of the elders, or the omens of those they worshipped. In modern times, traditional bhriota tribes have been pushed to the furthest fringes of vindari land. Only in the massive province of Khrota, considered by many to be their homeland, do tribes of bhriota still roam freely. The vindari have repeatedly tried to push the bhriota out of Khrota but strong resistance by the tribes and disturbingly strong

Old One spawns in the area have prevented them from succeeding.

As bhriota find less and less land of their own to roam, it has become common to find small enclaves of the tribal people in vindari cities or even travelling along with the romni. In cities, bhriota tend to gather together and might occupy a single block, a small ghetto, an entire district, or even a small town or village located just beyond the city gates.

Religion

Like so many thing about the bhriota, religion is a source of strife. In the lands of the vindari, most city dwelling bhriota at least pay lip service to the One True God. Bhriota converts and true believers are often among the most dedicated of laymen, clerics, disciples, and even paladins of the Church. Others merely put on the mask of belief while keeping their sacred rites, new rules, and veneration of older spirits hidden to all but their closest confidants.

The traditional beliefs of the bhriota venerate the spirits of the land of Vathak, and while many still feel they honor these ancient ways, the vindari see them as enthralled to the Old Ones. Outsiders are often baffled when trying to find a pattern to which spirits a bhriota tribe choose to venerate and which rituals are used, with often no commonality between the religious practices of different tribes. Indeed, most claim that their rituals are the originals, going back to the time of the First Tribe, often taught to them by The Mother and First Priestess, and that all others are misguided. It is worth noting that, even among those tribes that follow the "old ways," the bhriota do not view the Old Ones as necessarily evil or demonic. Rather, they see the Old Ones as chaotic nature spirits. The bhriota view these spirits of the earth, sea, and sky as extensions of all the aspects of an ancient world, believing that these spirits could be bargained with like any other.

While true clerics are rare among the tribes, many bhriota women follow in the footsteps of Carathis, the First Priestess, and practice either shamanism or witchcraft. Known as 'sister witches', these women are expert herbalists and healers and venerated even in a culture that often dismisses women as inferior. Quietly over the years, the sister witches have passed down oral lore of The Mother's teachings. Many scholars believe this lore informs the writing of a text known as *The Lesser Keys of Carathis*, which contains knowledge on the binding and calling of certain powerful spirits. The sister witches rarely like even association with said text, and typically feel it is a perversion of their beliefs.

Alignment

Bhriota characters can have any alignment. Those who worship the Old Ones tend toward evil but even in the most remote tribes one can find bhriota who quietly hold to the traditional laws of their people, going back to the First Tribe, as a source of order. Such bhriota are often lawful if not good. City dwelling bhriota often chafe against the alien, stratified nature of their surroundings and adopt a more chaotic view as a form of self-expression.

Adventurers

Bhriota usually adventure for one of two reasons: survival or power. Many were born in tribes that worship the Old Ones and have fled, abandoning the religion and rebuking those horrific gods. These bhriota adventurers hope to find safety and like-minded people they can call friend and, perhaps eventually, family. Some bhriota adventurers belong to tribes decimated by vindari expansion and the infestation of the spawn of the Old Ones. They wander, looking for a new home for their people or a way to support them.

Other bhriota adventurers seek power. The power to rule others. The power to destroy those who would rule over them. Be it a desire for vengeance, a need to protect their people from the vindari, or a jealous craving to take the vindari's place of dominance, power is a common motivator for bhriota adventurers. It is a motivation some believe to be supported by the earliest tales of the Vathak and the First Tribe which is a sad misunderstanding of that cautionary tale.

Bhriota Names

Traditionally, the shamans or elders of the tribe name bhriota children, but often only after the child has survived for one full cycle of the seasons. Many bhriota names are often a mix of their own language and the sacred, if dark, Aklo tongue of Old Ones. These names are so distinctively "bhriotian" that, almost universally, a bhriota that lives in and around vindari or romni cities will adopt a new name of their own choosing from their host culture. Those bhriota raised in such communities often have both a private, tribal name, and an everyday name they use in public.

Male Tribal Names: Abil-ili, Adrahasis, Belteshazzar, Gamil-sin, Hassimir, Irib-Bin, Murdus, Nazaratus, Sarkimuna, Tir-Utur, Zamana

Female Tribal Names: Anatu, Belatsunat, Davke, Kishar, Mylitta, Nin-marki, Rubati, Shala, Tauthe, Zirat-banit

Bhriota Alternate 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.

Initiated Warrior: Bhriota live hard lives, and prepare their warriors for adversity in combat with rituals that are contests of endurance, strength, and finesse. Bhriota with this racial trait gain a +1 bonus to CMD. This racial trait replaces bonus feat.

Common Looks: Some bhriota receive a +2 racial bonus on Disguise skill checks from having just the right mix of facial features and skin tone. This racial trait replaces intimidating.

Curious: While most bhriota are most interested in their own people, their customs, and family, some are significantly more inquisitive about the world around them. They gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead. This racial trait replaces bonus feat.

Sacred Markings: Many bhriota decorate themselves with tattoos, piercings, and ritual scarification, which they consider sacred markings of the spirits, including the Old Ones. Bhriota with this racial trait gain a +1 luck bonus on all saving throws. This racial trait replaces intimidating.

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.

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

Bloodrager: Add +1 to the bloodrager's total number of raging song rounds per day.

Disciple: Select one domain power that is normally usable for a number of times per day equal to 3 + the disciple's Wisdom modifier. The disciple adds +½ to the number of uses per day of that domain power.

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.

Fortune-teller: Add ¼ to the number of divination rituals per day the fortune-teller can perform.

Kineticist: Gain a +¼ bonus on damage rolls that apply the kineticist's elemental overflow bonus.

Medium: Gain +1/2 bonus on saving throws against possession and +1/2 bonus on saving throws to end haunt channeler, location channel, and spacious soul.

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.

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

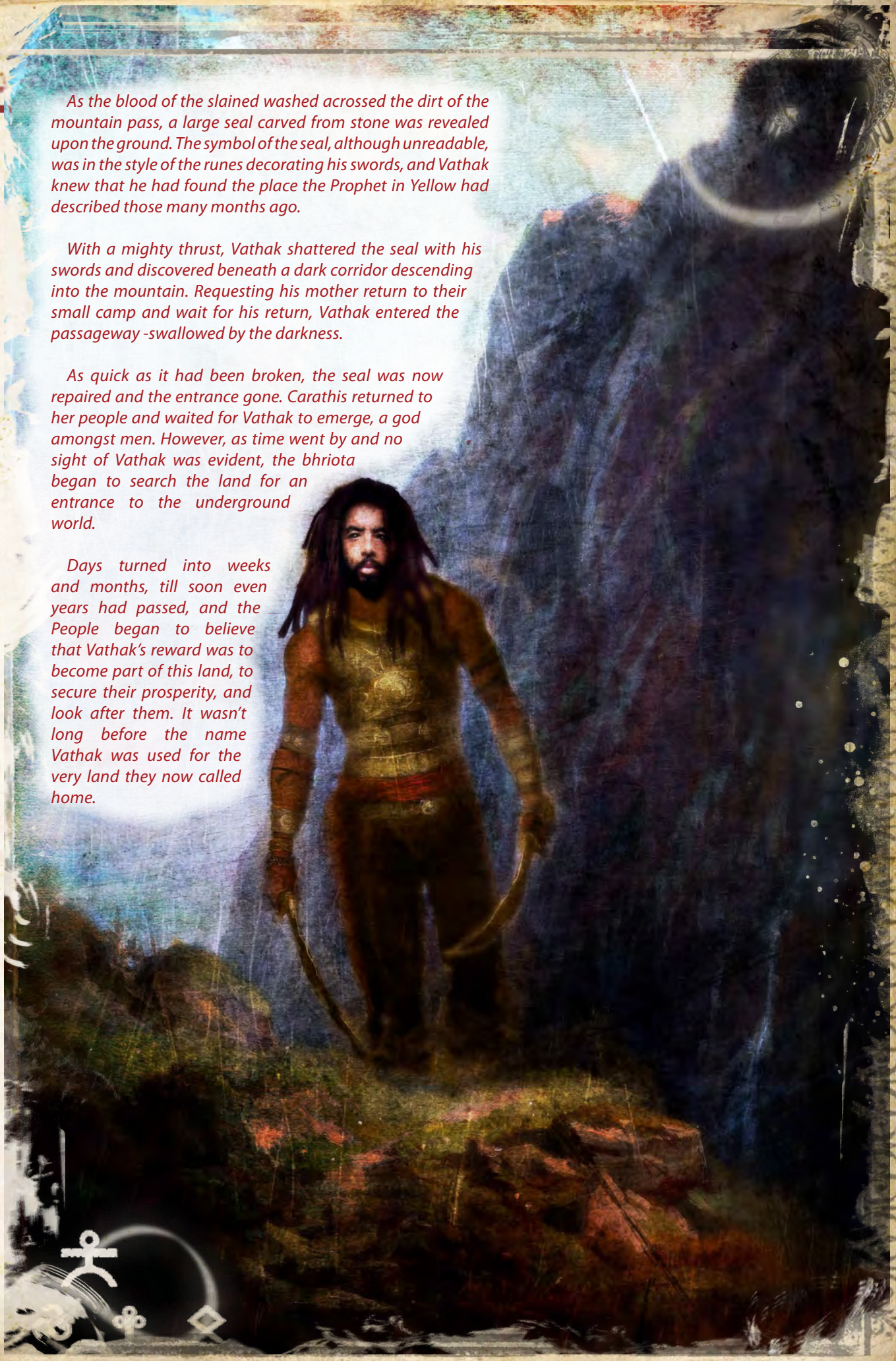
Shaman: Add 5 feet to the range of a chosen shaman hex. Multiple bonuses from this ability can apply to the same hex, to a maximum of an additional 30 feet for any single hex.

Spiritualist: Add 1/6 to the shield bonus granted by the 3rd-level ectoplasmic bonded manifestation ability.

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.



As the blood of the slained washed acrossed the dirt of the mountain pass, a large seal carved from stone was revealed upon the ground. The symbol of the seal, although unreadable, was in the style of the runes decorating his swords, and Vathak knew that he had found the place the Prophet in Yellow had described those many months ago.

With a mighty thrust, Vathak shattered the seal with his swords and discovered beneath a dark corridor descending into the mountain. Requesting his mother return to their small camp and wait for his return, Vathak entered the passageway -swallowed by the darkness.

As quick as it had been broken, the seal was now repaired and the entrance gone. Carathis returned to her people and waited for Vathak to emerge, a god amongst men. However, as time went by and no sight of Vathak was evident, the bhriota began to search the land for an entrance to the underground world.

Days turned into weeks and months, till soon even years had passed, and the People began to believe that Vathak's reward was to become part of this land, to secure their prosperity, and look after them. It wasn't long before the name Vathak was used for the very land they now called home.

Cambion

I am broken, yet I am whole. Arms that stretch to the ground, one longer than the other and an extra finger adorns my left hand, a gift from my father's side of the family. Mother granted me her stunning looks, and although they are different colors, at least my eyes are straight, unlike some of my brethren. I tower over the humans that I ally with, yet they do not see me as the monster that children do when they flee from me in the streets. I am a shamble of parts stitched together in a gross approximation of of humanoid form, yet my friends value me for my strength and willingness to die for them in battle.

Trapped within this twisted body lies the heart of a poet, locked in the body of a hulk. They look upon me thinking I am stupid brute, but if they would listen they would know their eyes are deceived. My spirit shines bright against the encroaching darkness threatening to cover our world, yet I will not shy away from it. My friends need me. My family needs me. Those fleeing children...they need me too. I know this and it gives me the courage to lurch toward our next battle.

I am broken, yet I am whole.

Covalis - Cambion Soldier

The rise of the Old Ones and the relentless appearance of their spawn is a plague on the lands of Vathak. Their foul blood taints the trees and the water, it poisons the old and weak, and it has twisted the very offspring in the womb.

These malformed infants have been called the cambion, poor, twisted souls warped by the spreading taint and influence of the ancient evil which is now awaking in these lands. Vindari communities fear the birth of the cambion as an ill omen, heralding the emergence of one of the Spawn of the Old Ones. This belief has caused many of these infants a quick death and their mothers forced to be branded with a black "X" upon their breast from the Church of the One True God.

Those who hide the birth of a cambion offspring often smuggle the child in the dead of night to the outskirts of town where they abandon the creature to the elements and the mercy of Vathak wildlife. Most often the child dies from exposure, natural predators, or is found by Old One worshipping bhriota and used as a sacrifice or, even worse, raised as one of them.

Still, there are those who with soft hearts, even in Vathak; it is these virtuous few that allow these creatures to live. Cambion babes are smuggled from the settlements of their birth and given to the romni to be hidden amongst their traveling caravans. The final and most unlikely fate is that the twisted child is given to the Church of the One True God to be raised by acolytes. This act translates to a lifelong 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.

Fleshing Out Your Cambion

Along with the standard cambion racial traits, you choose 3 additional features for your characters. These additional racial traits represent unique features of your cambion, their unusual mutations, or other features found amongst their kind.

Cambion Racial Traits

+2 Strength, +2 Wisdom, -2 Charisma

Type: Cambions are monstrous humanoid creatures.

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.

Fleshing Out Your Cambion: See details.

Tainted Birth: Cambion are humanoids with the cambion subtype.

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

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

Disturbing Presence: These cambion unnerve normal animals, and train to defend themselves against the inevitable attacks from such creatures. They take a –4 penalty on all Charisma-based skill checks to affect creatures of the animal type, and receive a +4 dodge bonus to AC against animals. Animals' starting attitude toward the cambion is one step worse than normal.

Elongated Arms: Cambion with this trait have long, slender arms with oversized forearms. These arms grant a climb speed of 20 feet, and the +8 racial bonus on Climb checks that a climb speed normally grants.

Plague Birthright: Abandoned in infancy in the plague pits amongst the many rotting corpses waiting to be burned, these cambion gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases.

Prehensile Tentacle: These cambion have a long, flexible tentacle that can be used to carry objects. They cannot wield weapons with their tentacle, but they can retrieve small, stowed objects carried on their persons as a swift action.

Twisted Flesh: With skin a mangle of distorted muscle and thick, leathery hide, these cambion gain a +1 natural armor bonus to Armor Class.

Twisted View: Whether because their eyes are larger, further apart, or completely in the wrong location on their faces, these cambion have a +2 bonus on Perception checks.

Physical Description

Cambion stand between 5 and 7 feet in height, but a tendency to stoop or be hunchbacked makes them appear shorter, on average, than humans. Both males and females are powerfully built, with stout bones wrapped in thick knots of muscle.

They vary in appearance, but are always monstrous things to behold. Their features are always twisted versions of what passes for normal within human society. Some of these deformities include oversized arms, shriveled limbs, deformed heads, tentacle-like appendages and large tumorous growths.

They are commonly ridiculed by 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 urban areas they tend to stick to the shadows and are fearful of becoming the center of a violent objection to their existence.

Personality

Cambion often come across as reserved and standoffish, with a very sober and restrained outlook on life. This reserved stance is a product of their urge to conceal who they truly are. Cambion generally think before they speak, carefully considering every word and every act they take against the necessity of remaining submissive to the critical eyes of humanity.

Cambion tend to be adept at deflecting questions and obfuscating the truth. They are subtle, rarely working directly toward a goal when they can use subterfuge and misdirection instead. Their plans are often designed to come to fruition over the longer term, sacrificing immediate results for fewer risks.

Society

Most cambion are loners, or at most dwell in small groups wherever they can survive. In a few cases, however, cambion do congregate in communities, and a large number of them can inhabit a city. These cambion are often relegated to the lowest rung of the labor force in any town, village or city which tolerate their presence. Their jobs are generally those considered unclean, such as rat-catchers, sewer workers, and trash collectors. Despite their association with these occupations, or perhaps because of it, wise members of both criminal organizations and law enforcement often have contacts with cambion workers since they are so often overlooked and willfully ignored.

It is all too common 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 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 creature's wrong-doing. The sight of a bloated cambion corpse being eaten by crows is unfortunately commonplace, acting as a way to keep others of the race timid and meek while in the "service" of vindari settlements.

Relations

The cambion are an envious race. Having been treated cruelly their entire lives, they desire to be accepted in spite of their appearance, yet know this will likely never happen. They wish to be treated as equals, yet are reluctant to accept kindness from those they don't know very well. Almost every cambion child has fallen victim to cruel tricks by other children and carries a reluctance to trust into their adult lives. The most common response to quick movement is to adopt a defensive posture against an expected assault. Once a cambion accepts the fact that a companion means them no harm and begins to trust them, however, they will become loyal to a fault. Many times people use this rare "blind trust" only to trick cambion into doing evil deeds.

Lands

The cambion have never possessed a land of their own, and seem unlikely to do so at any time in the near future. Their numbers are too few and too scattered for them to establish a true city, and any attempt would have to be made far from an existing vindari community.

The occasional communities of cambion that do exist do so on the borders of small towns, in the slums of cities, or more often, in secluded or hostile regions. Those few communities that exist in Vathak do not seem to prefer any specific type of land or environment; so long as the region is fertile enough to support life, the cambion are content.

Religion

As a race, cambion have no particularly strong ties to religion. Most often they are taught from a very young age that they were a mistake of nature, and 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.

The few strongly religious cambion who follow the One True God are particularly zealous, having come to accept the teaching that they are representations of corruption in the flesh. Self-flagellation and ritual scarification are commonplace among these individuals. Still,

despite the true devotion to the faith of these few, it still should come as no surprise that is extremely rare to see a cambion cleric.

Alignment

Leading lives of secrecy and concealment, most cambion are pragmatists rather than idealists, doing what they need to do to stay alive. Most make an active effort to avoid becoming the kind of monsters that the vindari believe them to be, tending towards neutral alignment with respect to good and evil.

Cambion respect laws and authority (being a good citizen helps to avoid attention), but they are not above circumventing the law when they need to and often put their needs and the needs of their immediate companions ahead of those of the wider community. Cambion have a slight tendency toward chaotic alignments, but lawful cambion are not unheard of.

Adventurers

Bereft of a homeland and constantly trying to avoid persecution, it is little wonder that many cambion turn to the life of an adventurer. Such a career allows them to travel widely, never staying in one place for too long. Close attachments are formed only with those alongside whom they daily risk their lives. Adventurers are a diverse and idiosyncratic group of people, less prone to the prejudices and suspicions of the wider community.

Cambion Names

Cambion are rarely given traditional human names, except for those who are adopted by the Church. Instead, they are often named after some attribute that can be easily mocked. Fish-eyes, Squid Arm, Hump, and Groan are a few of the politer examples.

Cambion surviving on their own in the lands of Vathak only give themselves a name once they find someone who wishes to speak to them. Many of these poor souls go throughout life without ever being afforded the dignity of being given a real name of their own.

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.

Brawler: Gain a +1 bonus to the brawler's CMD when resisting a grapple or overrun combat maneuver.

Disciple: Add +1 on caster level checks to overcome the spell resistance of aberrations.

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.

Hunter: The hunter's animal companion gains a +1/4 luck bonus on saving throws. If the hunter replaces her animal companion, the new animal companion gains this bonus.

Kineticist: Gain +1/4 bonus on damage rolls that apply the kineticist's elemental overflow bonus.

Magus: The magus gains 1/6 of a new magus arcana.

Occultist: Deal an additional 1/2 point of damage with focus powers.

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.

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.

Reanimator: Add +¼ to the pool of construction points for a grotesque servant

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 cambion ever replaces her familiar, the new familiar gains these bonus skill ranks.

Dhampir

I cannot function this way for long, which has led me to seek refuge with only myself for company.

It is infuriating to live with myself and no others to distract from my constant musing. I often wonder about the nature of religion, how there can be a One True God that condones its Church's actions against me. But again, it is cruel to believe that nothing drives others' actions beyond perception and inherited thought. What could possibly be the purpose of an ignorant society or a bigoted deity?

Perhaps that is the point; to discover the purpose behind the world and its relentless cruelty. By what means, though? By what means?

Dhampyre (Un)Life: Expect Nothing
by Unknown Author

Dhampir (often spelled Dhampyre in Vathak) or half-vampires are the offspring of a vampire father and human mother. While such encounters normally result in the death of mother and child, occasionally one or both survive. The resulting progeny is a hybrid, half-vampire, half living being. Dhampir retain a fragment of their mortal soul, while necromantic essence swirls through their veins.

Caught in a constant struggle between light and darkness, dhampir have many powers that set them above humans yet beneath vampires. It is rumored that both the Vampire Lords and the Church of the One True God have experimented with the deliberate creation of dhampir, but to this day, all efforts have proved unsuccessful. The forces that create such creatures are fickle and cannot be influenced so easily.

Physical Description

Dhampir tend to be taller and more muscular than members of their parent races. They have dark eyes and an aura of mystery about them. Young dhampir have eyes that gleam red in the dark, or change intensity like a shadow, while older dhampir (or ones spawned by a Vampire Lord) have eyes that flicker with amber or even blue radiance. Their ashen skin faintly holds a red flush, and often appears more bruised than rosy.

Dhampir Racial Traits

+2 Dexterity, +2 Charisma, -2 Constitution

Type: Dhampirs are humanoids with the half-undead subtype.

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

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

Senses: Low-light vision and darkvision 60 feet.

Manipulative: +2 racial bonus on Bluff and Perception checks.

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: Though a living creature, a dhampir reacts to positive and negative energy as if it were undead; positive energy harms it, while negative energy heals it.

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 character level.

Resist Level Drain (Ex): A dhampir takes no penalties from energy-draining effects, though it can still be killed if it accrues more negative levels than it 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 scores can choose from any languages (except secret languages, such as Druidic).

Slightly pointed ears crest beneath their dark hair, and small fangs protrude over their thin lips.

Dhampir live well beyond the lifespan of mortals, but they are rare. There are perhaps a few handfuls in existence at any one time and those that will not ally with the powers of darkness are usually hunted down and slain. Dhampir do not physically age as mortals do. They reach adulthood, and then age slowly.

Personality

Dhampir are often separated from those around them. Belonging to neither the mortal races nor the races of the undead, they are loners, feeling isolated from either world. Dhampirs rarely find a means of truly adapting to society and can seem dour and moribund, obsessed with death.

A dhampir child is always 'different' from other children. They find it difficult fitting in with their peers until they find their 'calling'. Those that are not discovered by the Church of the One True God or the Vampire Lords are always outsiders and often filled with anger or feelings of separation from those around them. A dhampir does not exhibit their full range of powers until they come of age, which can be around sixteen years, the same as mortals, but is sometimes much older.

Society

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 good creatures take for granted. With no homelands of their own, and unable to truly belong to either of their parent races, many dhampir roam the countryside eliminating their forefathers, and protecting the humans from the increasing threat of the Old Ones.

Relations

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 few, 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.

Lands

Dhampir have no true lands to call their own, choosing to live amongst the people of their mother or in areas where no one pays them any attention. Those who seek solitude find themselves in areas of ruin: abandoned castles, decrepit catacombs, and old mansions.

Religion

Dhampir have no specific religion of their own, and will either put their faith in the same religion as their human parent or choose to join a cult that accepts their strange lineage. The majority of religious dhampir in Vathak follow the One True God, many even willing to act as clergy and warriors against the Old Ones and Vampire Lords.

Alignment

Dhampir have no specific alignment restrictions. What evil festers in their souls tends to force them toward chaos rather than law. Unlike vampires, dhampir are not fixed upon a

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. Once numbering in the hundreds, the Vampire Lords were tasked to: oversee the romni race, guarantee romni 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 the land. By the time of the "Great Cleansing," the Vampire Lords were unable to defend the romni against the veritable tide of vindari and quickly retreated into hiding or disguised themselves as humans.

It is believed that most of the Vampire Lords were destroyed by the Spawn of the Old Ones, as it was known that many had retreated to the Filth Reaches. Whether true or not, no one has admitted to seeing 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.

path of alignment (although most are destined for evil). Some dhampir walk a line of goodness while others move towards the blackest evil. The Church of the One True God tries to manipulate those they encounter toward Church goals. A dhampir unwilling be manipulated is almost always destroyed.

Adventurers

Many dhampir sell their services to the undead or to the Church of the One True God as seers or warriors. Some head the larger vampire hunter guilds across the lands of Vathak. Others are leaders or clerics on the mortal side of the cults of the Vampire Lords.

Dhampir live a marked life. Feared by good organizations and hunted by evil, they are trapped in a world where they are misunderstood, coveted and feared at all times. Dhampir live a life of constant paranoia. They rarely reveal their secret heritage to anyone, and they even more rarely have friends or lovers.

Dhampir Names

A dhampir typically only uses a given first name that either they choose at adulthood, or their human parent give 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

Dhampir Alternate 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 spell-like ability.

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 ability 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). A dhampir can also use *deathwatch* two times per day as a spell-like ability. The caster level for this ability equals the dhampir's character level. This racial trait replaces spell-like ability.

Seduction: Sometimes a dhampir is gifted with the charm his father used to seduce his mother. A dhampir adds +1 to the saving throw DCs for their spells and spell-like abilities from the enchantment school. If the dhampir has a Wisdom score of 15 or higher he may use *charm person* twice per day as a spell-like ability (caster level is equal to the dhampir's character level). This racial trait replaces spell-like ability.

Vampiric Empathy: Though dhampirs often relate poorly to humanoids, some share an affinity with baser creatures. These dhampirs gain the ability to communicate with bats, rats, and wolves as if under the effects of a *speak with animals* spell (caster level equal to 1/2 the dhampir's Hit Dice). In addition, they gain a +2 racial bonus on Diplomacy checks when dealing with these animals. Whenever these dhampirs initiate an exchange, animals begin with a starting attitude of indifferent. This is a supernatural ability. This racial trait replaces manipulative.

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.

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.

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.

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

Disciple: Add a +½ to bonus to Knowledge (religion) checks related to the undead.

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

Fortune-teller: Add one spell from the fortune-teller's spell list to the fortune-teller's known spells. This spell must be at least 1 spell level below the highest level the fortune-teller can cast.

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

Investigator: Add one extract formula from the investigator's list to his formula book. This formula must be at least 1 formula level below the highest level the investigator can create.

Magus: Add +1/4 point to the magus' arcane pool.

Mesmerist: Gain a +1/2 bonus on Acrobatic checks to move through a threatened area and a +1/2 bonus on Bluff checks to feint.

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

Psychic: Increase the total number of points in the phrenic pool by 1/3 point.

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

Reanimator: Add +1 damage when channeling energy to harm undead.

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

Slayer: Increase the studied target bonus on Perception and Survival checks by 1/4. When the slayer gains the stalker class feature, he also gains this increase to the studied target bonus on Stealth checks.

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

Vathak thy Nemesis

By Deltanya Melne'

Thro' the ghoul-guarded gateways of slumber,
Past the wan-moon'd abysses of night,
I have liv'd o'er my lives without number,
I have sounded all things with my sight;
And I struggle and shriek ere the daybreak, being driven to madness with fright.

I have whirl'd with the earth at the dawning,
When the sky was a vaporous flame;
I have seen the dark universe yawning,
Where the black planets roll without aim;
Where they roll in their horror unheeded, without knowledge or lustre or name.

I had drifted o'er seas without ending,
Under sinister grey-clouded skies
That the many-fork'd lightning is rending,
That resound with hysterical cries;
With the moans of invisible daemons that out of the green waters rise.

I have plung'd like a deer thro' the arches
Of the hoary primordial grove,
Where the oaks feel the presence that marches
And stalks on where no spirit dares rove;
And I flee from a thing that surrounds me, and leers thro' dead branches above.

I have stumbled by cave-ridden mountains
That rise barren and bleak from the plain,
I have drunk of the fog-foetid fountains
That ooze down to the marsh and the main;
And in hot cursed tarns I have seen things I care not to gaze on again.

I have scann'd the vast ivy-clad palace,
I have trod its untenanted hall,
Where the moon writhing up from the valleys
Shews the tapestried things on the wall;
Strange figures discordantly woven, which I cannot endure to recall.

I have peer'd from the casement in wonder
At the mouldering meadows around,
At the many-roof'd village laid under
The curse of a grave-girdled ground;
And from rows of white urn-carven marble I listen intently for sound.

I have haunted the tombs of the ages,
I have flown on the pinions of fear
Where the smoke-belching Tel'egoth rages,
Where the jokulls loom snow-clad and drear:
And in realms where the sun of the desert consumes what it never can cheer.

I was old when the Nosferatu first mounted
The jewel-deck'd throne of denial;
I was old in those epochs uncounted
When I, and I only, was vile;
And Man, yet untainted and happy, dwelt in bliss on the far Arctic isle.

Oh, great was the sin of my spirit,
And great is the reach of its doom;
Not the pity of Heaven can cheer it,
Nor can respite be found in the tomb:
Down the infinite aeons come beating the wings of unmerciful gloom.

Thro' the ghoul-guarded gateways of slumber,
Past the wan-moon'd abysses of night,
I have liv'd o'er my lives without number,
I have sounded all things with my sight;
And I struggle and shriek ere the daybreak, being driven to madness with fright.

Hauntling

You're a what?! How could you be? Aren't hauntlings all...undead things? Wouldn't you be shambling around and eating my brains or sucking my blood?"

"That's a zombie or vampire. The truth is, I know as little as you as to what it means to be a hauntling. I've spent my entire thinking existence trying to figure out the implications behind it. I've sampled religions, science, magic, and now philosophy. We're a mysterious breed at best, and dangerous at worst, but no more so than any other creature."

"You're going to have to leave, you know that right?"

"Your house?"

"The village."

"Yes, of course. I'll continue my studies elsewhere."

- Belladonna Floresque,
hauntling researcher, to a former friend

Hauntlings are creatures born with a close connection to the undead, particularly those of a ghostly nature. The true origin of the race is unknown, but many scholars have theories on what cause these strange abnormalities.

The most widely accepted theory involves the idea that ghosts somehow force themselves into the womb of a pregnant creature, replacing the soul of the fetus and haunting the body. Others believe that these creatures are born from residual energy that escapes from poorly cast *resurrection* spells being absorbed by the mother and passing on to the unborn baby. The last theory, and one often dismissed by those who study such things, is that the hauntling is a curse brought on by the taint of the Old Ones. Of course, this origin is the one most accepted amongst commoners.

There is rarely more than a handful of hauntlings in any one area, and many people might go their entire lifetime without meeting one. Despite this rarity, stories of these folk have traveled far and wide and so many believe they know all about them. Naturally, most such stories are highly embellished and genuine understanding of the hauntling is rare.

Hauntling Racial Traits

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

Type: Hauntlings are humanoids with the half-undead subtype.

- Hauntlings have the darkvision 60 feet racial trait.
- Hauntlings gain a +2 racial bonus on saving throws against disease and mind-affecting effects.
- Hauntlings take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.
- Hauntlings are harmed by positive energy and healed by negative energy. A half-undead creature with the fast healing special quality still benefits from that quality.

Medium: Hauntlings are Medium creatures and receive no bonuses or penalties due to their size.

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

Shards of the Past: Hauntlings have past lives that grant them two particular Knowledge skills. Hauntlings pick two Knowledge skills. They gain a +2 racial bonus on both of these skills, and those skills are treated as class skills regardless of what class the hauntling actually takes.

Ghost Magic: Hauntlings add +1 to the DC of any saving throws against spells of the phantasm subschool that they cast. Hauntlings with a Charisma score of 11 or higher also gain the following spell-like abilities: 1/ day—ghost sound, pass without trace, ventriloquism. The caster level for these spell-like abilities is equal to the user's character level.

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

Physical Description

Hauntlings usually have pale complexions of grey, or in some cases, a light blue. A sizable minority are true albinos, with reddish eyes and white hair. Their bodies tend to be very gaunt and those near them swear the air is colder. Hauntlings favor light clothing and flowing robes, typically of white or gray color. Other than their coloration, hauntlings appear much like any other member of their parent race.

Personality

The mystery of their birthright affects the personality of the hauntling just as it does their appearance and capabilities. Most hauntlings have a reserved and somber demeanor. They rarely smile or joke, and even when they do there is usually an edge of bitterness to their humor. Hauntlings are often gravely intense, able to focus their energies and attention on a single task or cause to an almost manic degree. This intensity can be both alluring and repulsive to those around them. Many hauntlings are social pariahs; others are almost supernaturally charismatic leaders.

Society

Most hauntlings are loners, or at most dwell in small groups wherever they can survive. In a few cases, however, hauntlings do indeed congregate in communities. The majority of these communities exist in small villages and towns. Those few that congregate in larger cities will most likely occupy the same dwelling, run a business together, and generally avoid interacting with others outside their race.

In these small groups they make decisions by votes, with the majority being the choice for all members. They have no particular customs or societal rules, as most members embrace a certain need for freedom of expression.

Relations

Hauntlings typically face greater distrust and suspicion in remote and uniformed communities. There are many old fireside tales of the hauntling succumbing to the undead taint of their unnatural existence, and these stories still command belief in some communities. These prejudices are less common in more cosmopolitan settlements, though there are still a few educated bigots who complain of the 'incipient threat' of the hauntling.

Lands

Being born in such small numbers, the hauntlings do not have a nation or homeland of their own. Many take their place in the lands of their parent race, while others, particularly those who experience distrust and bigotry in their youth, search for regions in which their unusual heritage will be better tolerated, or at least ignored.

Many hauntlings thus gravitate toward small cities in romni lands, as these are the settlements most likely to accept the hauntlings amongst their kind.

Religion

Given the nature of their heritage, it is not surprising that most hauntlings are deeply interested in questions of life and afterlife; death and undeath. Many are deeply religious, though not necessarily publicly outspoken about their beliefs. Hauntlings generally follow the One True God, though some consciously adopt strange deities, explore the esoterica movement, or join cults that better reflect their own nature and experiences.

Most hauntlings also respect embodiments of death, even if they don't worship such creatures.

Alignment

Some hauntlings live up to the worst expectations of those around them, descending into the vilest kinds of evil. Others actively seek to overcome the stigma of their birth, becoming powerful champions of good. The vast majority of hauntings, however, simply want to live their lives. Unless their parent race has a strong tendency in one direction or the other (in which case they share that tendency), hauntlings tend toward neutral alignments with respect to good and evil.

Adventurers

Marked by the unusual circumstances of their birth and often distrusted by those around them, hauntlings are often drawn to the adventurer's lifestyle. It allows them to travel freely, never settling in one place long enough for uncomfortable questions to be asked about their background. It also allows them to build a reputation (for good or evil) that has nothing to do with the circumstances of their birth, but only with their own endeavors.

Names

Hauntlings are typically named by their parent race, but sometimes the parent chooses a name reflecting the hauntlings appearance or, more often, the hauntling chooses their own name.

Females Names: Aura, Belladonna, Cinder, Dementia, Echo, Eleanore, Entropy, Glimmer, Jezebel, Kindle, Lace, Lillith, Luna, Maleficent, Mercy, Mirage, Misericordia, Mist, Moon, Moonlight, Morticia, Mystery, Ophelia, Pandora, Porcelain, Rapture, Scarlet, Suspiria, Tranquility, Twilight, Whisper, Willow

Males Names: Alabaster, Ash, Blink, Chaos, Damien, Dante, Drachen, Drakkar, Draven, Dred, Eldritch, Enigma, Glacier, Grail, Layre, Lazarus, Lore, Morrow, Nightshade, Noire, Obsidian, Payne, Ragnor, Raven, Requiem, Salem, Shadow, Steele, Tempest, Vail, Victor, Zephyr

Last Names: Choose an appropriate last name from the parent race.

Hauntling Alternate Racial Traits

Alternate Racial Traits may be selected instead of existing hauntling 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.

Ghostly Mist: Once per day you can cause a ghostly mist to arise around you in a 20 ft. radius, 20ft. high. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total

concealment (50% miss chance, and the attacker cannot use sight to locate the target). The effect lasts 1 round per level (maximum 5 rounds) and is dispersed with moderate wind (11+ mph). This racial trait replaces ghost magic.

Shed This Mortal Coil: Some rare hauntlings can become pure spirit for a few moments. As a spell like ability (effective spell level 4th, with a class level equal to their character level), these hauntlings can, as a standard action, become incorporeal for one minute. You remain visible as a transparent, ghostly image and can make noises no louder than a whisper. You may use this ability for a number of rounds per day equal to your Hit Dice, though these rounds need not be consecutive. This racial trait replaces shards of the past and ghost magic.

Ghastly Visage: Once per day as a standard action, you can force one target within 30 feet to make a Will save (DC 10 + 1/2 the user's character level + the user's Charisma modifier) or be shaken for 1 round for every 2 character levels you possess (minimum 1 round). This is a mind-affecting, fear based ability. This fear does not stack with other fear effects. This racial trait replaces ghost magic.

Favored Class Options

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

Arcanist: Increase total number of points in the arcanist's arcane reservoir by 1.

Brawler: Add 1 foot to the brawler's base speed. In combat, this has an effect only for every five increases in the brawler's base speed.

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 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.

Disciple: Add +½ to the amount of damage damage healed when casting a *cure* spell.

Fighter: Add +1 to the fighter's CMD when resisting a disarm or overrun combat maneuver.

Fortune-Teller: Add +¼ to initiative checks and Perception checks to avoid surprise.

Magus: Add +1/4 to the magus's arcane pool.

Mesmerist: When casting mesmerist enchantment spells, add 1/2 to the effective caster level of the spell, but only to determine the spell's duration.

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 +1/6 to the oracle's level for the purpose of determining the effects of one revelation.

Psychic: Gain 1/6 of a new phrenic amplification.

Rogue: Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.

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.

Witch: Add +1/4 to the witch's caster level when determining the effects of the spells granted to her by her patron.

Wizard: Add one spell from the wizard spell list to wizard's spellbook. The spell must be at or below the highest level he can cast and be of the illusion (shadow) subschool or have the darkness descriptor.

"The things I saw there, they can't be recalled. Don't ask me to, please, I wouldn't dare speak of it."

The glowing brand hovered closer to his eye. He swallowed.

"Fine, if that's what you want to hear, so be it."

The brand pulled away and he heard the wet scratching of quill on parchment from somewhere behind him.

"We were ordered to a small village in Khrota, in the foothills of the Sovce Mountains. A reichsritter, a true Hammer of Vathak, named after Saint Abernath, with us said that heretics worshiped there, which was easy enough to believe, and that they held some kind of relic there, which the Church Militant wanted to get hold of. Nobody thought anything of it. We were soldiers and we were doing our job.

"Herr Abernath said it would be an easy enough task. It was a small village, poorly defended, and one which wouldn't likely put up a fight. We would march in and, with a show of force, the savages there would cave in and give us the relic. Then we'd turn around and march home to glory, singing the praises of the One True God.

"The bastard was wrong about everything except for the village being small. It was small, only a few huts really, with a single towering stone in the center, a massive menhir. We should have turned back then and there."

The priest near the back of the room, sitting in the shadows, spoke for the first time. His voice was startlingly clear. "Tell me about the defenses."

"The village is surrounded by dirty hills and ruts, with little vegetation but some decaying trees. There isn't anything wider than a footpath to get into it, so marching in with a show of force wasn't going to happen. There's a low wall surrounding the village proper, only a foot or two tall, made from bits of rock and timber, but it sits along a flattened rise above the other hills. We'd have had to clamber up the hill and then over that little wall to get into the village proper."

"You didn't enter the village?" he asked.

"No, we didn't even make it that far. They knew we were coming, and they starting firing at us from the village as soon as we were within range. Simple arrows, but a lot of them were dipped in something, poison I assume. We took cover in the ruts and hills, trying to stay out of sight while we came up with a plan.

"The Hammer said he would show these heretics the strength of the One True God and hefted his big hammer to the sky, chanting some prayer before he tried to stride up the hill leading into the village. That's when the storm hit. Literally, he was struck by a lightning bolt and rolled down the hill. Broke his leg in one of the ruts.

The water started to come down something fierce after that. It was hard to hear over the rain at times, and the sky was too dark to see even the village clearly, even though we were only a few hundred feet away. The bhriota lit torches though, and started to parade around with them, and sometimes you could hear snatches of what sounded like chanting in that weird language of theirs, carried on the wind."

"Aklo." Someone said. A woman's voice this time.

"That's the one. Their sacred tongue or whatever. It's terrible to hear, barely sounds like something that could come out of a human's mouth. I don't know how long it went on for, it became hard to tell after a while, the rain didn't let up and the 'Idiot of Vathak' wouldn't let us leave. He kept yelling at us to stay put, that the One True God would see us through this, and that a little rain couldn't stop His warriors.

"It wasn't a little rain though. It was a deluge, a constant pour like the heavens upending bucket upon bucket on our heads. The hills turned to mud almost instantly, and you would fall asleep for a few minutes now and then, only to wake up having slid a few feet down the hill because it wasn't solid any more.

"Then all at once the chanting stopped, and the torches vanished, and the storm even started to let up some. Herr Abernath ordered us over the hill, bellowing at us to charge the heretics and put them to the sword. A few of the others crested the hill and took shots with their muskets, but that was as far as anyone got before the screaming started.

Romni

There is a saying on these plains; for every blade of grass that grows, there is born another romni. The romni themselves know this to be a falsehood but it adds to the mystery and flair of being one of the families of romni, so they don't correct it. When hearing that saying, usually from a patron of their entertainment, they typically smile and wink and point vaguely towards something they call their fertility spirit.

As loud and boisterous as they can be, and what would one expect from a wandering race of entertainers, once alone with a romni, a serious and heartfelt being is revealed. Even though they drive hard bargains, the charity the romni people display as a whole is equalled by no others. Perhaps that is why they've experienced such horrors at the hands of others, because they would rather suffer to save the same fate from others.

-Excerpt from
Lawrence Higginbottom's
"The Great Families of the Romni"

The wagons of the romni are known for bringing trade, entertainment, and gossip to the people of Vathak. Known among themselves as *ashkali* (meaning the People), the romni are famed for their ruthless disregard of foreign law, their deadly ability in combat, and their nomadic nature. The romni rule the highways and backroads of Vathak. They recognize no boundary and only respect their own laws and traditions.

The romni came to Vathak with the Nosferatu Kings, serving as both cattle and labor for these great beings. So long as they obeyed the Nosferatu Kings, the romni prospered. They built great cities and generated wealth until the Nosferatu Kings felt the time of their rejuvenating sleep upon them, and left the romni under the care of the Vampire Lords.

The Vampire Lords were poor masters, indulging in their own perverse desires at the expense of the romni people. They wasted resources building decadent castles, over-indulged in their craving for blood, and created countless vampire progeny. The romni lived in fear and poverty as they searched for freedom against the vampire tyrants. This solemn rebellion forced the romni to again embrace their occult gifts and teachings, causing a resurgence in traditions from the "old country" and brought them into dark pacts with malicious hags.

By the time the vindari arrived and laid siege upon the cities, the Vampire Lords had lost any chance at loyalty from their romni subjects. The romni aligned themselves with the vindari to overthrow and drive out the vampires and become their own masters.

Physical Description

Romni have tan to olive colored skin and the unique feature of heterochromia iridis: eyes of two different colors. While the right eye can be any color normal to humans, the left eye of the romni is always a brilliant colored gold. Rumor say 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

Romni Racial Traits

+2 Dexterity, +2 Charisma, -2 Intelligence

Type: Romni are humanoid creatures with the human subtype.

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.

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

Clan (Ex): Romni gain a +2 racial bonus to two skills depending on their clan. These skills are always considered class skills.

- ***Brova Clan:*** Appraise and Bluff.
- ***Delhain Clan:*** Disable Device and Sense Motive.
- ***Dequrioa Clan***: Craft (choose one) and Survival.
- ***Krunedorf Clan:*** Handle Animal and Ride.
- ***Ravca Clan***: Knowledge (arcana) and Spellcraft.
- ***Talaitha Clan***: Diplomacy and Perform (choose one).

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

them of the debts they will eventually have to repay. Romni hair color always ranges from darker shades of brown and red to black. Romni men are known for patchy or stringy beards and mustaches, giving them a distinctive look when compared to other humans in Vathak.

Personality

Romni are a vibrant people, possessing an unrivaled passion for life. This surprises the scholars who have bothered to learn the history of the romni people. After all, the romni lived through a crushing catastrophe and enslavement that would have crushed the spirit of most other races.

Yet, the romni remain eternal optimists, always willing to see the opportunity in any situation. Romni are fearless in their pursuits. They are renowned for their ability to remain undaunted in the face of dire circumstances. Every romni faces countless obstacles during a lifetime, viewing all such situations as tools for personal growth. For the romni, there is joy in struggle.

Avarice is held in disdain by the romni. They consider themselves a single extended family and are always willing to welcome new members and freely share their resources. Yet burning cold within the heart of all romni is a deep sense of loneliness and loss. Romni are haunted by what they have lost. It is hard to build a sense of community when you can never put down roots.

Society

Among the romni, society is very fluid. Ideas of nobility and royalty exist, but the concept is not one of a hereditary class or group. The romni tend to think in terms of individual honor, courage and ability. That isn't to say that bloodlines aren't important. Romni recognize that power flows through blood and gives individuals the potential to do great things. Even the scion of the greatest bloodline, however, is expected to humble herself and listen when an elder speaks. Among the romni, living to old age is considered one of the greatest accomplishments.

Romni cities function much like any other. There is government and infrastructure, taxes and trade. The cities are divided by district, with each clan claiming their own territory. The borders between these districts are amorphous and shift as the population and fortunes of each clan changes. The heart of each romni city is the bazaar, a colorful and loud place filled with vendors, entertainers, and thieves.

Even though they have cities, tradition dictates all romni spend some of their time wandering in caravans. These caravans vary in size, ranging from a single family to a group of hundreds mixing together members of different clans. Each caravan is led by the man or woman recognized by the majority as the most capable of the role. This caravan master is, in turn, advised by the eldest and wisest members of the nomadic community.

Relations

Romni have excellent relations with most races. They are welcome in many communities who enjoy the combination of entertainment, trading, gossip, and labor a romni caravan represents.

The romni themselves do not differentiate between the races. Racial differences, in the view of the romni, come down to ideological differences that could be overcome with a little work. Romni have a hate for only the atrocities performed by the vindari when they came to Vathak. And although some live peacefully amongst the vindari, this hatred has created secret rebels and bandit factions dedicated to eradicating the invaders from the romni homelands.

Lands

The popular image of romni among outsiders is of nomads, wandering in their caravans, forever seeking a place to call home. In truth, most romni dwell at least part of the time in the old, gothic cities and towns they built for the Vampire Lords. It is tradition for romni caravans to regularly depart these settlements for months at a time, carrying away portions of the population along trade routes to earn coin to bring home and renew ties with neighbors. As a result, romni cities often seem curiously empty and sad to visitors who wander away from the bazaar.

Religion

Romni religion is heavily influenced by magic and folk tales. They do not worship gods but, instead, pay homage to the Court of Signs. Ruled by the King of Thieves, the Court governs the romni people from the heavens. Hence, there are never romni kings or queens but, instead, princes and princesses.

The members of the Court are part divine being, part ruler, and part folk hero. Rather than proper priests, romni have heralds that pass down the Court's laws.

Certain aspects of the Court of Signs have evolved into a secular astrology, popular among the vindari; something that amuses romni to no end. The truth of their old religion is darker then the folk stories and superstitions passed to the youth. Fringe groups, who pay homage to ancient woodland gods, indulge in blood sacrifices, and trade secrets with unnamed hags while hiding from the eye of the Church of the One True God.

Alignment

Romni follow the laws and customs of outsiders only as far as they are useful. They believe that rigid social structures are far too constraining to be universally functional, instead viewing personal freedom in thought and action as the ideal. This puts them at odds with most vindari and romni are careful not to overstay their welcome in vindari communities.

Overall, romni are compassionate, thoughtful people. As perpetual travelers, all romni rely on the kindness of strangers at some point in their existence. Romni are more than willing to return this kindness to fellow creatures with no expectation of reward. Exceptions do exist, however. Those romni that have malevolent streaks learn to hide them, especially around others of their own race.

Adventurers

Romni adventure more from need than from a desire for glory or an addiction to excitement. The nomadic lifestyle common to most adventurers is already in their blood. The romni have learned that the most lucrative jobs are the most dangerous, whether acting as caravan guards through savage lands or retrieving a lost relic from a swamp drenched mansion. Romni take great pride in their adventuring skills, and are often sought for the most daunting of tasks.

Names

The romni names are always picked for their meaning. Most male names are an expression of strength or loyalty, while female name 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 who has become exiled from her clan is stripped of

her name. That romni is considered forever dead and the name never spoken again.

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, Lyubitshka, Mala, Mirela, Nadya, Nuri, Simza, Talaitha, Tsura, Vadma, Violca

Romni Alternate 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.

Deathless Spirit: Romni have a long history of dealing with the undead and some have developed a resistance to their dark energies. Romni with this trait gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +3 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school. This racial trait replaces clan.

Dreamspeaker: Romni are renowned as fortune-tellers and oracles. Romni with this trait gain a +2 bonus to the saving throw DCs of spells of the divination school and spells that produce sleep effects that they cast. In addition, Romni with a Charisma score of 15 or higher may use *dream* once per day as a spell-like ability (caster level is equal to the user's character level). This racial trait replaces bonus feat.

Fortune's Kiss: It is said nothing is so lucky as a romni. Romni with this trait gain a +2 racial bonus on all saving throws. This racial trait replaces bonus feat.

Hag's Blood: The romni made deals with powerful hags to free themselves from the Vampire Lords. During that time, hag's blood entered several romni lines. Romni with this trait gain one of the following depending on the type of hag blood in their veins:

Blood Child (Blood Hag): The romni gains a +2 racial bonus on saves against charm and fear effects.

Cold Blooded (Winter Hag): The romni gains resist cold 5.

Green Widow (Green Hag): The romni gains a +2 racial bonus on Bluff checks against creatures that are sexually attracted to her.

Hulking (Annis Hag): The romni gains a +1 racial bonus on melee damage.

Midnight Born (Night Hag): The romni gainst a +2 racial bonus on saves against sleep and disease.

Sea Lung (Sea Hag): The romni can hold her breath for a number of rounds equal to three times her Constitution before she risks drowning.

This racial trait replaces clan.

Romni Exemplar: Romni play hard but they also work hard and encourage their people in their pursuits and talents. A romni with this trait gains Skill Focus in a skill of her choice at 1st, 8th, and 16th level as a bonus feat. This racial trait replaces bonus feat.

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.

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.

Disciple: Add +¼ to the disciple's caster level when determining the effects of spell-like abilities granted by his saint's domain.

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.

Fortune-Teller: Add +1 to the fortune-teller's effective class level when casting divination spells using her focus technique as an additional spell component.

Gunslinger: Add +1/4 point to the gunslinger's grit points.

Medium: When gaining a taboo, the medium can use spirit surge without incurring influence an additional 1/4 time per day.

Mesmerist: Increase the number of mesmerist tricks the mesmerist can use per day by 1/3.

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

Psychic: Add one spell known from the psychic spell list. This spell must be at least 1 level lower than the highest spell level the psychic can cast.

Reanimator: Add one injection formula from the reanimator's list to the character's formula book. This formula must be at least 1 level lower than the highest-level formula the reanimator can create.

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.

Skald: Increase the skald's total number of raging song rounds per day by 1.

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.

Spiritualist: Add 1 skill rank or 1 hit point to the spiritualist's phantom.

Swashbuckler: Increase the number of times per day the swashbuckler can use charmed life by 1/4.

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 spell.

The Six Great Romni Clans

All of the romni families pay tribute to the six great clans. While the six clans are considered equals, the influence of each rises and falls among the romni people depending on the achievements and legends of individuals within each clan.

Brova, the Merchants: The Brova clan are the traders of the romni. Brova romni are so talented at the art of the deal that nobles often hire them to negotiate with other nations. Brova wealth is unrivaled within the six clans but they are known for their generosity in helping others.

Delhain, the Scoundrels: Even members of the other romni clans keep one eye open when the Delhain are about. While other clans put on shows for the public, Delhain romni sneak behind the scenes to relieve the foolish of their gold. Romni get their reputation for thievery from the Delhain but when a caravan's treasures are stolen or her people enslaved, these scofflaws are who the romni turn to to make it right.

Dequrioa, the Carvers: The Dequrioa clan are fine woodsmen and lay claim to the best crafters among the romni. Most of the baubles and trinkets sold as exotic crafts to the vindari elite were made by the Dequrioa. Peaceful by nature, many have underestimated a Dequrioa to their peril. If need be, these craftsmen can carve a person as easily as a block of wood.

Krunedorf, the Horsemen: Expert in riding and animal husbandry, the Krunedorf clan invented many of the tricks used in handling and riding beasts throughout Vathak. More at home with animals than people, the Krunedorf are a reclusive clan that avoids contact with outsiders except when selling horses or livestock. The other clans, and even non-romni, value Krunedorf expertise and try to hire members of the clan to care for their horses.

Ravca, the Mystics: It is a rare member of the Ravca clan that does not have at least a minor magical gift. Ravca keep and teach the mystic lore of their romni to the gifted of all clans. The leader of the Ravca, the Many-Eyed Mother, is hidden away from even other romni to keep safe the traditions and lore of the people.

Talaitha, the Entertainers: Quick with japes, contortions, juggling, leaping, and stage magic, the Talaitha clan claims to be "the greatest show in Vathak". Accustomed to soothing the egos of people they've offended with their wit, the Talaitha clan folk use their silver tongues to belay suspicion on the rare occasion they or members of other clans are caught stealing. Many romni spies hail from this clan, and their skills grant them access to conversations not many would hear.

Svirfneblin

Resigned to fate she toils all day.
Never Ending though she pray.
Remain strong Verka, daughter of old.
Guide our picks On stone so cold.
Live and learn and Love will you.
We will tell her story True.

Verkan stood, she broke our chains.
Brought Independence to our fevered brains.
Never did she Call in pain.
Pulled her weight Til she was slain.
A martyr made, we broke Our pick.
Blood ran free, svirfneblin Rose.
Living under sun, masters did You depose.

- The Song of Verka,
Daughter of Svirfneblin Lore

Sinister in appearance and reputation, the svirfneblin barely survived the first coming of the Spawn of the Old Ones, escaping the Filth Reaches to make their new home on the surface. Their brush with near extinction lends them a ruthless nature, but their know-how has quickly cemented them a place amongst the merchant classes of Vathak. While not innately evil, the svirfneblin believe wholeheartedly in their own superiority and secretly disregard both laws and norms of other races.

Most svirfneblin fabricate their personality and even history to members of the "surface races" they come in contact with, more out of survival instinct than pure malice. For instance, few non-svirfneblin even understand that a deep gnome has at least three names. All svirfneblin possess a formal name, which they share for business and acquaintances; a surname that identifies which family-chain they belong to; and a private hearth name. It is exceedingly rare that a svirfneblin gives their hearth name to a creature of another race. It is considered, in svirfneblin culture, an expression of the greatest trust, respect, and love to reveal one's hearth name to another. The epic poems and stories of svirfneblin lore center around this idea. Their most popular tragedies usually end with the telling of the hearth name to a dead paramour, the most popular comedies revolve around discovering the hearth name of another, and the most popular romances begin with intimate exchanges of both paramours' hearth names.

Svirfneblin Racial Traits

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

Type: Svirfneblin are humanoids with the gnome subtype.

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.

Slow Speed: Svirfneblin have a base speed of 20 feet.

Senses: Svirfneblin have darkvision 60 ft. and low-light vision.

Lucky: Svirfneblin gain a +1 racial bonus on all saving throws.

Skilled: Svirfneblin gain a +1 racial bonus on Craft (alchemy), Perception, Stealth checks; their bonus to Stealth improves to a +3 bonus underground.

Spell Resistance: Svirfneblin have SR equal to 6 + their 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* (DC 12 + Charisma modifier), *blur, disguise self*; caster level equals the svirfneblin's class levels.

Languages: Svirfneblin begin play speaking Common and Undercommon. Those with high Intelligence scores can choose from the following: Aklo, Dwarven, Elven, Gnome, Halfling, and Sylvan.

Note: The svirfneblin racial traits presented above differ significantly from those presented in the ***Pathfinder Roleplaying Game: Advanced Race Guide***. See the *Lost Svirfneblin* feats in *Chapter 5 Skills and Feats* for more information.

Physical Description

Svirfneblin are some of the smallest people common to Vathak, standing a little below three and a half feet, but otherwise proportional to humans. Most of that build is muscle, however, as the svirfneblin are wiry, with somewhat gnarled limbs. Their skin has the coloration of rock, grayish beige, which naturally blended with their native surroundings underground but can stand out on the surface. Their eyes have pale, muted colors ranging from gray to clear blue, creating a rather disquieting stare for some surface dwellers. Young svirfneblin have black hair, which whitens as they age, with men often balding. Their clothing tends toward the austere and utilitarian, with dark shades of brown or other earth tones prevailing among many, though the masters of a chain are likely to dress more richly and merchant and other traders dressing like their neighbors. On special occasions, they adorn themselves with lovingly crafted gems, but such festivals are rare and unpredictable. Most svirfneblin keep a special outfit and jewelry tucked away for such times.

Personality

Outwardly, svirfneblin appear courteous and genial to strangers, especially when the svirfneblin is "selling" something. Behind the false smiling faces and pleasant words hide the machinations of schemers whose every move is targeted at biding time with the "topsiders" until the once proud and glorious svirfneblin can free the Filth Reaches from the Old One vermin and triumphantly return home. They are capable of great charm and gregariousness with others, but as often as not these are false emotions. Those rare outsiders who catch a svirfneblin in a quiet, off-guard moment see a people suffering an almost racial melancholy and a longing for home.

Aggression and arrogance best capture the true spirit of the svirfneblin. The svirfneblin believe themselves better than all other creatures, both above and below the ground. For some, the purpose of all life is to serve the svirfneblin, both for labor and protection. These svirfneblin feel no regret for devastating a region with their presence, consuming all nearby resources and leaving it barren. While not universally true, most will claim the complete loss of their own homelands gives them little need to be considerate for the welfare of others. Most svirfneblin assume their stay on the surface is only temporary and tell stories of the day when they will return home.

For the svirfneblin of today, oppression and dominance are the natural order of the universe. This attitude seems to be adopted from the formerly dominant, larger races of the Filth Reaches. While in the past the svirfneblin felt secure and sure of their place in the natural order, their current situation drives them to seek order in a radically different form. Where once the svirfneblin stood with each other, now many svirfneblin oppress their own people, feeling no remorse. It is as if these svirfneblin are attempting to take the place of the larger races of the Filth Reaches that once attempted oppress them. Coming as they do from the tyranny of the Filth Reaches, the svirfneblin are one of the few groups, as an entire race, that views slavery as an acceptable, if not required, circumstance.

As hard-hearted and conniving as the svirfneblin might be, they are not without sentiment. Poetry is considered the highest form of art in svirfneblin culture and one in which most members of the race at least dabble. A well constructed poem can drive even the cruelest of svirfneblin to tears.

Society

The svirfneblin are a race in transition. Life in the Filth Reaches ingrained structure into svirfneblin culture that worked perfectly for generations below ground, but is impossible to duplicate above ground. Since escaping to the surface, new laws and custom have evolved. Some of these new structures replace old ones. Others simply try to hammer new circumstances into the familiar pattern of old ways.

Svirfneblin society today is built on highly structured rules of ownership and control. All svirfneblin are part of a "chain" of ownership. Each svirfneblin is owned from birth. Initially svirfneblin are owned by their parents, but giving a child over to apprenticeship or even selling a child at a young age is common. A svirfneblin grouping is called a *chain*, and all svirfneblin are considered merely links. Individuals at the "top" of a chain typically govern the lives of those below, and in this way chains act as extended family from the point of view of an outsider. The implication of family isn't wrong, but it misses that a chain dedicated to a craft or trade could exist without a single svirfneblin in the chain being related by blood.

Svirfneblin may be traded between chains, but are almost never freed from the chain structure overall. Those that oppose this view are the free-spirits that join the vindiari militaries or live the lives of adventurers. Even then, their former chains may continue to claim a level of ownership or literally expect payment for the transition of the svirfneblin moving from one chain to another (with the vindari armies often willing to "pay" for the new conscript).

Since everyone in a chain is "owned" by those higher up the chain, the svirfneblin have an easy time seeing all people as property. Svirfneblin society is thus filled with "slaves" of any race. While the term is not universally applied, with "indentured servant" and "apprentice" both common euphemisms, the realities of svirfneblin life can be slavery in all but name. Quality of life is determined by the cruelty or kindness of those further up the chain. A young svirfneblin who has been "traded" to a chain dedicated to a craft may be raised in an extended and essentially unending apprenticeship to older masters. Since svirfneblin live to upwards of 200 years of age, it can be rare for new leadership to take charge of a chain, though occasionally the loyal are rewarded and made the head of their own, new chain.

Relations

Even after many years of peaceful cohabitation, the svirfneblin still feel a burning resentment toward all other races, especially humans, whom they hold particularly responsible for the rise of Spawn of the Old Ones. Despite these feelings, svirfneblin actively pursue contact with other races. They are constantly cataloging the benefits and drawbacks of every race they encounter, with races evaluated on categories to determine whether they would make good slaves, could provide vital trading resources, or are useful only as protection from greater dangers. No race is viewed as equal to the svirfneblin, though individuals of any race may be deemed worthy of respect.

Religion

The svirfneblin have no religion of their own as others view it, or, if they did, they have long ago forsaken their old gods. Their scholars are unsure if the rumors of the Old Ones being gods are true or not, but the mere possibility is enough to turn the svirfneblin away from traditional worship, and most scholars of religion believe it as any former gods that could have allowed the svirfneblin to so utterly lose their homelands are not worthy of worship.

Svirfneblin do however revere their ancestors, believing their spirits to be present among them, and have festivals to honor the dead. This ancestor-worship is focused heavily on those who died before the exodus or on those heroes that led the svirfneblin away from the Spawn of the Old Ones. Even then, the svirfneblin prefer poetry to ritual. Actual speakers for the dead, sacred shamans who can connect modern svirfneblin to the spirits of the past are rare. As such, and because it rarely if ever has true ritual or sacred rites attached, the Church of the One True God turns a blind eye to the folk practices of svirfneblin as secular acts in accordance with the Church's teachings. The fact that both the Church and the armies of the vindari are commonly supplied by svirfneblin merchant-chains may also buy them a certain amount of protection from scrutiny.

Alignment

Svirfneblin place a premium on dominance and survival, and are generally unapologetic about any vile choices they might make to ensure their survival. After all, they do not just survive adversity—they conquer it. They have little use for compassion, and are unforgiving of their enemies, both ancient and contemporary. Consequently, most svirfneblin are lawful in alignment, with strong tendencies toward neutral if not evil.

Lands

Although many svirfneblin communities have tried to make homes in mountainous caverns and caves, the reality is these shelters often end up as killing grounds for the Spawn of the Old Ones. This simple truth forces the svirfneblin to live amongst the other races, but as often in their districts, towns, or nearby villages.

To this end, svirfneblin often purchase large buildings, old mansions, and even castles to transform into enclaves for their kind, with whole chains allowed (or forced) to live within those shared walls.

Adventurers

While rare svirfneblin chains dedicated to the life of adventure exist (typically as recovery parties to their lost homelands of the Filth Reaches), the standard svirfneblin adventurer represents someone wishing to escape their highly stratified society. It's impractical, as an expense, and nearly impossible by custom to "buy one's freedom" as the phrase literally doesn't exist in Undercommon, but many svirfneblin have found "free companies" of either mercenaries, trades, or proper militaries that are willing to "purchase" the services of a svirfneblin. Unlike when such exchanges of a link in a chain occur between svirfneblin, other races typically enforce short contracts of servitude that patient svirfneblin can outwait, while learning valuable skills to make their own way in the world.

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. Hearth names are not gender specific. The last name is a chain surname shared among all members of the same chain.

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

Female Names: Aðalsteina, Dýrfinna, Eyfura, Gíslíana, Kolfreyja, Oliwia, Signhildur, Vigfríður,

Hearth Name: Atla, Eir, Gefn, Hárr, Jǫtunn, Líf, Mjǫll, Rindr, Ukko

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

Svirfneblin Alternate 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. Characters taking these alternate racial traits likely no longer qualify for Lost Svirfneblin feats, found in Chapter 5.

Deep Magic: Svirfneblin gain a +2 racial bonus on caster level checks made to overcome spell resistance and +2 racial bonus on dispel checks. This racial trait replaces spell resistance.

Gifted with Languages: Svirfbenlin gain a +1 racial bonus on Bluff and Diplomacy checks, and a +4 racial bonus on Linguistics checks. In addition, Lingusitics is always a class skill for them, they can learn any language at character creation with a high enough Intelligence bonus, and they gain an additional language every time they put a rank in the Linguistics skill. This racial trait replaces skilled.

Sociable Urbanite: Svirfneblin gains a +2 racial bonus on Diplomacy checks made to gather information and Sense Motive checks made to get a hunch about a social situation, and when they attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, the svirfneblin can try to influence the creature a second time even if 24 hours have not passed. This racial trait replaces svirfneblin magic.

Stalker: Perception and Stealth are always class skills for members of this race. This racial trait replaces lucky.

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—*nondetection*; 1/day—*magic stone*, *stone shape*, *stone tell*; caster level equals the svirfneblin's class levels. This racial trait replaces svirfneblin magic.

Favored Class Options

The following options are available to all svirfneblins 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 the alchemist's formula book. This formula must be at least one level below the highest formula level the alchemist can create.

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.

Disciple: Select one domain power granted at 1st level that is normally usable for a number of times per days equal to 3 + the disciple's Wisdom modifier. The disciple adds +½ to the number of uses per day of that domain power.

Gunslinger: Gain a +1/2 racial trait bonus to Craft (firearms) checks made to craft or repair firearms or ammunition.

Kineticist: Add 1/3 point of damage to earth element blasts that deal damage.

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.

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.

Reanimator: Add +¼ to the pool of construction points for a grotesque servant.

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.

Shaman: The shaman gains 1/6 of a new shaman hex.

Slayer: The slayer gains 1/6 of a new slayer talent.

Spiritualist: Add 1 skill rank to the spiritualist's phantom.

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

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

The City Above

from the journal of Bergúlfur Hästehufvud

It was golden and splendid,
That City of light;
A vision suspended
In deeps of the night;
A region of wonder and glory, whose temples were marble and white.

I remember the season
It dawn'd on my gaze;
The mad time of unreason,
The brain-numbing days
When Winter, white-sheeted and ghastly, stalks onward to torture and craze.

More lovely than Svenöping
It shone in the sky,
When the beams of light would sing
Beclouded my eye,
Bringing sleep that was fill'd with dim mem'ries of moments obscure and gone by.

Its mansions were stately
With carvings made fair,
Each rising sedately
On terraces rare,
And the gardens were fragrant and bright with strange miracles blossoming there.

The avenues lur'd me
With vistas sublime;
Tall arches assur'd me
That once on a time
I had wander'd in rapture beneath them, and bask'd in the halcyon clime.

On the plazas were standing
A sculptur'd array;
Long-bearded, commanding,
Grave men in their day—
But one stood dismantled and broken, its bearded face batter'd away.

In that city effulgent
No mortal I saw;
But my fancy, indulgent
To memory's law,
Linger'd long on the forms in the plazas, and eyed their stone features with awe.

I fann'd the faint ember
That glow'd in my mind,
And strove to remember
The aeons behind;
To rove thro' infinity freely, and visit the past unconfin'd.

Then the horrible warning
Upon my soul sped
Like the ominous morning
That rises in red,
And in panic I flew from the knowledge of terrors forgotten and dead.

Vindari

The great view, unmarred by fog slowly sweeping away, inspires us to continue on this journey. Though some of my compatriots have fallen ill, and one has perished, we continue on to stake new land. Civilization can offer much to any of the indigenous peoples; trade goods, technology, and the One True Faith. These amazing lands, untouched by the tools of the modern age, beckon to me.

Another week or ten days should bring us to our destination. The weather grows colder and the vegetation sparse, but what does grow is hearty and provides filling fruits; something which the University will be keen to cross-pollinate, I'm sure. Still, as excited and intrigued as I am, I cannot ignore the fact that the native savages are somewhat more hostile than I am accustomed. Hopefully, we will not need to resort to violence. Of course, we are well-equipped for all eventualities...

- Journal of Wolfgang Franz Wilhelm von Bauerstein, famed vindari explorer

While the vindari race possesses exceptional drive and a great capacity to endure and expand, they also have a tendency to overlook the natural order and diplomacy in the name of progress. They are the dominant race of Vathak, possessing vast kingdoms, cities and settlements throughout the darkened land. As their holdings grow in both size and power other races are marginalized or pushed to the fringes and wastelands of the empire.

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, all united by a common faith. Vindari are the masters of their own nature; it is both their greatest strength and their most fatal flaw. Vindari are known for their scholarship, ingenuity, and ambition. These aspects represent both the best and worst of their nature.

Physical Description

The physical characteristics of the vindari are varied; they possess an assortment of skin colors, body types, and facial features as they come from a land they conquered long before invading Vathak. 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.

Personality

Vindari cover the gamut of personality types, from brooding loners to jovial socialites. Vindari in smaller settlements tend to be more reckless and daring, filled with a pioneer spirit needed to thrive in untamed lands. Those living in larger

Vindari Racial Traits

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

Type: Vindari are humanoid creatures with the human subtype.

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

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

Martial Training: Most vindari nations require their youth to undergo military training. This training gives them a +2 dodge bonus to Armor Class.

Fearless Resolve: Vindari have spent the last several generations in a war with the Spawn of the Old Ones. They gain a +2 racial bonus on all saving throws against fear effects.

Influence: Vindari excel at making people see things their way, through any tactic neccissary. Vindari gain a +2 bonus on any Bluff, Diplomacy, or Intimidate check made to shift a creature's attitude. If successful, they can change a creature's attitude by up to three steps, rather than just two. If a vindari fails by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.

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

cities are more reserved, their impulses dulled by the need to exist within society.

All vindari are, however, touched by a degree of arrogance. Vindari firmly believe that their race is superior to all others, able to thrive in environments unavailable to other races and overcome obstacles others avoid. Consequently, vindari normally side with their own people in disputes, unless an overwhelmingly strong argument exists to do otherwise.

Within their own culture, a premium is placed on assertiveness and confidence. From birth, all vindari learn the importance of social posturing and dominance and that reputation is an important need for all vindari. Because of this, vindari seldom back down from conflict, feeling the need to prove their worth.

Society

Despite wide ranging cultural diversity, some traits are common across all vindari nations. First among these is a natural tendency for factionalism. As vindari societies grow, those with common views are inextricably drawn together, fleeing to form their own settlements, or affecting change within their native regions. This impetus is the reason that vindari are so widespread, with such a broad range of cultural types.

A second, common cultural feature are dominance rituals. All vindari, regardless of gender or nationality, engage in rituals of boasting and aggressive posturing to determine social dominance in a situation. Though physical size and strength can play a part in these rituals, they are not the deciding features in establishing dominance. Instead, psychological fortitude, reputation, and wit play the greater role. These rituals rarely result in violence, as those who use fists instead of attitude and words in a dominance ritual suffer blows to their reputation.

Vindari view their culture as superior to all other cultures. Laws within vindari settlements always favor their own race, though the degree of the favoritism may vary greatly. In extreme cases this has led to the formation of hate groups masquerading as vindari cultural societies, riots to destroy the neighborhoods lived in by other races, and even genocide.

Relations

With a history of conquest and a cultural propensity toward smug superiority, vindari have strained relations with many other races. Vindari, especially merchants, are always alert for potential trading partners and will curb their natural machismo to maintain civil relations with other trading races. Vindari reserve true respect for races that display confidence, especially those matching the vindari in aggression. Vindari have little patience for races displaying meekness or cowardice.

Other races tolerate the vindari because they have little choice. The vindari control too much territory and access to too many trade goods to alienate. Those who consider defying the vindari have only to look to the Great Cleansing to remember what happens to their enemies.

Despite their vast empire and fortunes, the vindari do have enemies. There are races or, at least, groups within other races, that despise the vindari and actively work to destroy their culture and push them from the lands of Vathak.

Lands

When the vindari came to Vathak, they seized large swaths of territory from the romni and the Vampire Lords. Since then they have built great cities, erected monumental castles, and built vast cathedrals of awe-inspiring design and gothic beauty. The vindari have spread to every corner of the Vathak and no land is untouched by them.

Religion

Vindari are perhaps the most heterogeneous of all the common races, with a capacity for great evil and boundless good. Many of the vindari within these lands hold fast to tradition and eagerly worship the religion of the One True God. The exact ways the axioms of that religion are followed however can vary from one vindari to the next, with some even preferring to revere Saints over the One True God specifically. As the culture and race of the Church and the One True God, the particulars of vindari religious practice are detailed in Chapter 7 Religion.

Alignment

With their wide ranging territories and varied social structures, vindari do not gravitate towards particular alignments. Vindari are as likely to favor personal freedom as strict rules. Likewise, vindari may be motivated by greed and self-preservation, or altruism.

Some alignment trends are commonly seen, however. Vindari normally follow the dominant alignment of their settlements or nations. Smaller groups often display chaotic tendencies, while lawfulness pervades more expansive states. Most vindari understand the need for cooperation within society, preferring good or neutrality, with few displaying overtly evil tendencies.

Adventurers

Vindari become adventurers for a number of reasons. Some pursue adventuring as a service to their communities, fulfilling roles in standing armies and police forces. Others turn to adventuring out of need, fleeing from authorities or separated from others of their kind.

And many set out on the path of an adventurer for the same reasons as most humans, for the potential for unbridled excitement, power, and riches.

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 commonly used and is called the Rufname (call name). Most surnames or family names (Nachnamen) consist of only one word. All children of a family 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

Vindari Alternate 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.

Battle-Hardened: Many vindari have been baptized in the war against the Spawn of the Old Ones. They gain a +1 bonus to CMD. This racial trait replaces martial training.

Vindari Persuasion: Vindari know how to lie when they need to manipulate others. They gain a +4 racial bonus on Bluff checks to convince an opponent that what they are saying is true when they tell a lie. This racial trait replaces fearless resolve.

Flexible Bonus Feat: Vindari select one extra feat at 1st level. This racial trait replaces martial training.

Focused Study: At 1st, 8th, and 16th level, vindari gain Skill Focus in a skill of their choice as a bonus feat. This racial trait replaces martial training.

Gregarious: The vindari must have at least a +2 racial bonus to Charisma. When the vindari successfully use Diplomacy to win over an individual, that creature takes a –2 penalty on attempts to resist any of the vindari's Charisma-based skills for the next 24 hours. This racial trait replaces influence.

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.

Arcanist: Add one spell from the arcanist spell list to the arcanist's spellbook. The spell must be at least 1 spell level below the highest level the arcanist can cast.

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.

Disciple: Add +¼ point to the disciple's favor points.

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

Gunslinger: Add +1/4 point to the gunslinger's grit points.

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.

Occultist: Gain 1/6 of a new focus power.

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

Psychic: Add one spell known from the psychic spell list. This spell must be at least 1 level lower than the highest spell the psychic can cast.

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.

Reanimator: Add +¼ to the reanimator's surgical pool.

Warpriest: Gain 1/6 of a new bonus combat feat.

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.

Witchwolf

You possess within you the ability for great courage and nobility. Our forebears proved this when they fought against the Vampire Lords. You will be forever known as a Blood Hound, a name that means honesty, courage, and kindness. You rare few will belong to a family respected by the annals of history, you must strive every day to earn this respect. All the races will one day be proud to honor the witchwolves because of what you sacrifice and fight for. You will learn to better control yourself during transformation. You will learn to better stifle your primal urges. You will become the quintessential good, not just in a witchwolf but in all beings.

Of course, within each of you is also the ability for great evil.

- Excerpt from *Blood Hound: A Witchwolf History*

The witchwolves stem from a unique mixture of bloodlines that have come together in an unnatural union. All witchwolves come from romni lineage and carry trace amounts of the hag blood found amongst their people. This, combined with the most terrible and brutal blood of a werewolf forebearer has created a union quickly establishing itself as a new race in Vathak.

Witchwolves often attempt to hide their true nature from outsiders for fear of being hunted, burned at the stake, or covered in molten silver like so many lyncanthropes throughout history. Yet, even after years of practice, even the most controlled witchwolf can still fall prey to their most bestial urges in a moment of weakness. For many witchwolves, the greatest possible nightmare involves waking in a pool of a loved one's blood.

Witchwolf Racial Traits

+2 Constitution, –2 Intelligence (+2 Wisdom while shapechanged)

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

Type: Witchwolves are humanoids with the skinwalker and shapechanger subtypes.

Base Speed: Witchwolves have a base speed of 30 feet.

Animal-Minded: Witchwolves have a +2 racial bonus on Perception and wild empathy checks.

Change Shape: A witchwolf can change shape into a bestial form as a standard action. In bestial form, a witchwolf gains a +2 racial bonus to Wis. While in this form, a witchwolf also takes on an animalistic feature that provides a special effect. Each time a witchwolf assumes bestial form, she can choose to gain one of the following features:

- 2 claw attacks that each deal 1d4 points of damage
- Bite attack that deals 1d6 points of damage
- Darkvision to a range of 60 feet.
- + 2 racial bonus on all saving throws.

The racial ability score bonus and additional feature last as long as the witchwolf remains in that form, and a witchwolf can remain in bestial form for as long as she wants. While in bestial form, a witchwolf takes a –4 penalty on Charisma and Charisma-based checks when interacting with humanoids that lack the shapechanger subtype.

A witchwolf can return to her humanoid form as a swift action. To change forms and gain a different benefit, a witchwolf must first return to her humanoid form then use her shapechange ability again. A witchwolf can shapechange into bestial form a number of times per day equal to 3 + 1/2 her character level.

Magic Fang: Witchwolf with a Wisdom score of 11 or higher can use *magic fang* once per day as a spell-like ability. The caster level for this ability is equal to the witchwolf's character level.

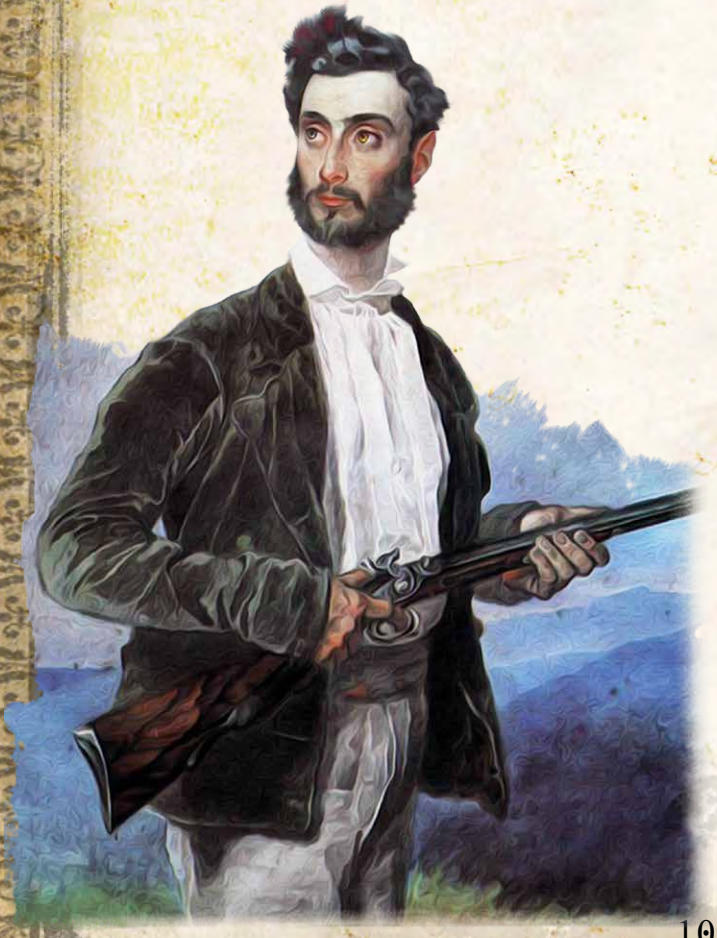
Low-Light Vision: Witchwolves can see twice as far as humans in conditions of dim light.

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

Neither romni nor werewolves, witchwolves are unique beings drawn to extremes of good for those who attempt to control their inner beast or evil for those who revel in it. Many witchwolves fight against the Spawn of the Old Ones, and attempt to exemplify goodness in every way. Others embrace the darkness and wish nothing more than the destruction of all.

Physical Description

Outwardly human, witchwolves are virtually indistinguishable from other members of the romni race. Witchwolves have mixed colored eyes like all romni but also carry the sign of their werewolf blood with prominent eyebrows that grow together, long index fingers, or wild hair that seems impossible to tame. A witchwolf's features change when they shapechange. They gain a bestial wolf-like visage; the snout elongates, teeth become more prominent, claws emerge from fingertips, and skin toughens into hide. Despite their shape changing abilities, they are not immune to infection from full lycanthropes.



Personality

Witchwolves are often passionate and intimidating. Their first transformation commonly occurs during puberty or shortly thereafter beneath the light of the full moon.

Like their werewolf relatives, witchwolves are feared and despised for the savagery that characterizes the worst of their kind, and not without reason. While not all are monsters, many werewolf-kin bands are happy enough to rob and murder fellow travelers who will not be missed or hire themselves out as mercenaries for the most brutal jobs. Still, others seek to simply live their lives or even use their abilities for good. Found throughout Vathak, witchwolves come in as many varieties as there are wolves.

Society

Witchwolves often dwell with others of their kind in small, isolated settlements or traveling caravans that resound with howls on the night of the full moon. Many witchwolves live in seminomadic bands as traders, mystics, adventurers, or entertainers, allowing them to utilize their romni heritage to hunt in large regions without fear of being discovered. Most such bands include only witchwolves, but occasionally groups adopt a werewolf out of circumstance or convenience, particularly if the two share common blood.

Witchwolf packs are often led by witches trained in a tradition of romni curses and transformation tied closely to the original curse of lycanthropy; these witches are also usually the most powerful members of their packs, though exceptions exist where a witch leads with the aid of a favored ally of incredible strength. Because witchwolves cannot recruit ordinary humans the way werewolves can, they tend to be more cautious and maintain closer bonds with their fellows than true werewolves, and their bands typically consist of only one or a few extended families or, possibly, longtime friends.

Relations

Witchwolves have few conflicts with other witchwolves. What disputes they do have with one another are most often about territory. Their fights are brief and seldom lead to death.

Like regular wolves, witchwolves are quick to recognize strength and submit to dominance.

Witchwolves have a much more strained relationship with other races. In most areas, witchwolves are feared and considered cursed, abominations, or worse. The vindari especially view the witchwolves as monsters and baselessly accuse the were-kin of foul crimes, including eating human flesh and consorting with werewolves. Relations with the romni are better, and most witchwolves seek to cultivate strong ties with their full-human relatives.

Some witchwolves choose to live among men, mainly in romni cities or caravans.

Lands

Witchwolves make their homes across Vathak, living in small villages or travelling in caravans. Although they try to stay in romni-friendly holdings, witchwolf territories can intrude vindari and bhriota lands, too.

Witchwolves who choose to live amongst werewolves wander across the breadth of Vathak. These packs often remain close to healthy hunting areas, seeking places their presence can go undetected.

Religion

Though the disposition of a witchwolf may vary from clan to clan, one constant among all the wolf-kin is their faith. Witchwolves worship the moon, praying to the many spirits of the night for good fortune and blessings in the night. They build totem shrines near ancient landmarks such as springs, trees, rocks or mountains. Though no true dogma or structure exists for their faith, it doesn't prevent the witchwolves from holding festivals during specific phases of the moon, creating lunar inspired artifacts, and howling their prayer into the night.

Alignment

Although they hail from a chaotic and evil creature, witchwolves run the gamut of alignments based upon where they were raised and how. Typically, they fall along either a chaotic or lawful axis. Witchwolves falling into the chaotic alignments might have been brought up on the streets of a city or fallen in early with a criminal element. Witchwolves who are lawful by nature might have been raised in an orderly pack with a clear hierarchy or as part of a group that had rules that needed to be followed.

Adventurers

Witchwolves are most often drawn to a life of adventure by a desire to prove themselves, either to earn a place as a pack alpha or even a pack lord, or else to fight against the image of witchwolves as violent monsters.

The latter often turn for inspiration to the legends of the Sawtooth Pack, a rare and blessed group of witchwolves and werewolves who became known as the *Blood Hounds* and fought with the vindari against the Spawn of the Old Ones. Such goodly witchwolves form cabals dedicated to defending a particular region from horrific abominations, evil lycanthropes, and even vampires, or start adventuring parties that seek out their sworn enemies wherever they can be found.

Names

The witchwolves are often named by their parents, but many are never afforded this common custom and might eventually choose a name they feel is fitting. Presented are common names chosen by the witchwolf.

Male Names: Berriston, Fynn, Gossom, Lucian, Rassler, Rhett, Thrain, Treznor, Quillard, Virion

Female Names: Avice, Constance, Edith, Kivela, Lorelei, Luna, Lyndra, Melania, Priscilla, Tatiana

Pack Names: Broken Creek, Dark Snow, Evening Valley, Lycan Rock, Moon Star, Nightstar, Red Banes, Silver Feather

Witchwolf Alternate Racial Traits

Alternate Racial Traits may be selected instead of existing witchwolf 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.

The following alternate racial traits replace magic fang.

Calm Animal: Witchwolf with a Wisdom score of 11 or higher can use *calm animal* once per day as a spell-like ability. The caster level for this ability is equal to the witchwolf's character level.

Nights Howl: Witchwolf with a Wisdom score of 11 or higher can use *speak with animals* (canines only) three times per day as a spell-like ability. The caster level for this ability is equal to the witchwolf's character level.

Wolf Fear: Witchwolf with a Wisdom score of 11 or higher can use *scare* once per day as a spell-like ability. The caster level for this ability is equal to the witchwolf's character level.

Favored Class Options

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

Barbarian: Add +1/3 to the bonus from the superstitious rage power.

Bard: Add +1/2 to the bard's bardic knowledge bonus.

Disciple: Add a +1 bonus on caster level to overcome the spell resistance of animals.

Druid: Add +1 hit points to the druid's animal companion. If the druid ever replaces her animal companion, the new animal companion gains these bonus hit points.

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

Gunslinger: Add +1/3 on critical hit confirmation rolls made with firearms (maximum bonus of +5). This bonus does not stack with Critical Focus.

Hunter: Add 1 hit point to the hunter's animal companion. If the hunter replaces his animal companion, the new animal companion gains these bonus hit points.

Medium: Gain a +1/2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive skill checks against spirits, undead, phantoms, and creatures native to the Astral Plane.

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.

Ranger: Choose a weapon from the following list: claws, kukri, longbow, longsword, short spear, or shortbow. 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 a +1/2 bonus on Bluff checks to feint and Sleight of Hands checks to pickpocket.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. This spell must be at least 1 level below the highest spell level the shaman can cast.

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

Spiritualist: Add +1 hit point to the spiritualist's phantom.

Summoner: Add +1 hit point 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.

I shall never forget the walk I took one night in Sileasia, after having accomplished the examination of an unknown bhriota relic, the *Cannibal Hooked Organ Fork*, at Ravca, near the Gray Peaks. I had learned of the existence of this cromlech only on my arrival at Ravca in the afternoon, and I had started to visit the curiosity without calculating the time it would take me to reach it and to return. Suffice it to say that I discovered the venerable pile of grey stones as the sun set, and that I expended the last lights of evening in planning and sketching. I then turned my face homeward. My walk of about ten miles had wearied me, coming at the end of a long day's posting, and I had lamed myself in scrambling over some stones to the ancient relic.

A small hamlet was at no great distance, and I betook myself thither, in the hopes of hiring a trap to convey me to the posthouse, but I was disappointed. Few in the place could speak the common tongue, and the priest, when I applied to him, assured me that he believed there was no better conveyance in the place than a common cart with its solid wooden wheels; nor was a riding horse to be procured. The good man offered to house me for the night; but I was obliged to decline, as my family intended starting early on the following morning.

Out spake then the mayor--"Our guest can never go back to-night across the flats, because of the--the--" and his voice dropped; "the loups-garoux."

"He says that he must return!" replied the priest in romni. "But who will go with him?"

"Ah, ha,! It is all very well for one of us to accompany him, but think of the coming back alone!"

"Then two must go with him," said the priest, and you can take care of each other as you return."

"Picou tells me that he saw the were-wolf only this day se'nnight," said a peasant; "he was down by the hedge of his buckwheat field, and the sun had set, and he was thinking of coming home, when he heard a rustle on the far side of the hedge. He looked over, and there stood the wolf as big as a calf against the horizon, its tongue out, and its eyes glaring like marsh-fires. By the One True God! catch me going over the fields to-night. Why, what could two men do if they were attacked by that wolf-fiend?"

"It is tempting," said one of the elders of the village;" no man must expect the help of God if he throws himself wilfully in the way of danger. Is it not so, Herr Delviou? I heard you say as much from the pulpit on the *Day of Oaths*, preaching from the Codex Seprenious."

"That is true," observed several, shaking their heads.

"As big as a calf," threw in Picou's friend.

"If the loup-garou were only a natural wolf, why then, you see"--the mayor cleared his throat--"you see we should think nothing of it; but, sir, it is a fiend, a worse than fiend, a man-fiend,--a worse than man-fiend, a man-wolf-fiend."

from the journal of Franz Schafer

Wretched

Why do we suffer so, when we are promised an afterlife of abundance? Free of pain, free of misery, and free from these wretched bodies! Listen, brothers and sisters, ours is still that promise. Those who created us did not know they were tearing us from being with the One True God! We simply suffer for another time, a short time in the vastness of cosmic eternity, until we are delivered! Into the hands of that loving and healing presence of the One True God. Worry not about your form, worry not about what may come at the hands of others. Worry only about what YOU will do with this time and in this body. Will you follow the precepts given to all? Or will you use this limited time to spit in the face of the One True God? I will use this time to spread the word, what will you do?

- Sermon excerpt from
Herr Franklin Herbert

The wretched have origins of horrific scientific and magical experimentation. Vindari scientists using a combination of bhriota rituals, romni legends, and galvanizing equipment reanimated the corpses of fallen military soldiers. The goal was to create a more controllable undead, one that could be trained to fight the Spawn of the Old Ones and spare the lives of living people.

The vindari never counted on the scientists bonding with the creatures or that the creatures would resist their training and purpose of war. When confrontation arose between the opposed factions, the scientists aided the group of soldiers in escape at the cost of their lives.

Although the program was abandoned, the knowledge of the reanimation process has found its way amongst the public. Since then, mad doctors, sinister necromancers, and fringe cults have worked to create, modify, and expand the existence of the wretched.

Wretched Racial Traits

+2 Strength, +2 Intelligence, and –2 Charisma, –4 Dexterity.

Type: Wretched are humanoid creatures with the half-construct subtype.

- Wretched gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue.
- Wretched cannot be raised or resurrected.
- Wretched do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that a wretched can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required for the construct to survive or stay in good health.

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

Speed (Slow): Wretched have a base speed of 20 ft.

Dead Flesh: Wretched gain a +1 natural armor bonus to their Armor Class.

Stand Tall: Wretched receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

Smash!: Wretched gain a +2 racial bonus on Strength checks to break objects and a +2 racial bonus on combat maneuver checks to sunder.

Relentless: Wretched gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the wretched and its opponent are standing on the ground.

Light and Dark: Wretched gain the following supernatural ability: Once per day as an immediate action, a wretched can choose to take damage from positive energy and healing damage from negative energy. This ability lasts for 1 minute once activated.

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

Physical Description

Although the details of a wretched's appearance depends on the corpse used in the reanimation process, many of them share common features as a direct result of returning from the dead. The wretched have a yellow-jaundice color to their skin, which is pulled tightly across their gaunt frames, revealing muscle and artery beneath. Their blackish lips curl back revealing white skeletal teeth and their watery eyes a faint blue-grey. Oil black hair hangs from their scalps in thick locks.

Personality

The wretched are as articulate and sensitive as they are grotesque. The enjoy the pursuit of knowledge and the arts, often indulging in poetry and painting to further understand the world around them. However, as intelligent as they are, emotionally they function much like a child. Fits of rage come easy when they don't get their way, and frustration from inability haunts them to no end.

Every wretched is plagued by a sense of loneliness they cannot seem to shake. They are constantly drawn to their own kind, but rarely discover the family they are searching for. Bitterness from their existence can consume them, leading to hatred towards the living, their creators, and those who would shun them.

Society

The wretched have no society of their own, and tend to be shunned or feared by most everyone. They make their homes on the edges of civilization, living in sewers, abandoned buildings, and other places where they can avoid unwanted attention. Unlike hauntlings, the wretched do not idolize death and the macabre. They envy life and all that a finite existence brings, often finding wonder in nature and the fleeting idea of youth.

Children hold a special fascination to the wretched as they had no childhood of their own. They instinctively understand the innocence that comes with being young and those wretched

of a goodly nature will go out of their way to protect children for they see their young souls to be bright candles whose flames they will never achieve. Wicked wretched tend to avoid children as it reminds them of their lost childhoods and will treat them cruelly when encountered. Interestingly enough however they will not seek to directly harm them as some small vestige of whatever created them lingers and reminds them of their lack of a childhood.

Relations

Most races in Vathak find the wretched to be abominations, a notion placed on many in these cursed lands. However, the wretched are not alone and do find companionship amongst the cambion, dhampir, and hauntlings. Whether these friendships are due to shared origins in death or the persecution directed at them from the larger races, this companions can often be found acting as makeshift families.

Lands

The wretched have no lands of their own. It is common for them to be made of human parts, so they find familiarity amongst the vindari and romni people. Perhaps these feelings of their homeland stem from residual memories, or fear of an unknown world beyond the cobble streets. Large cities are the safest places for the wretched, as the large populace creates an environment where they can go unnoticed. Many wretched avoid small villages and towns, as reports of lynchings and burning of wretched by superstitious mobs are common.

Religion

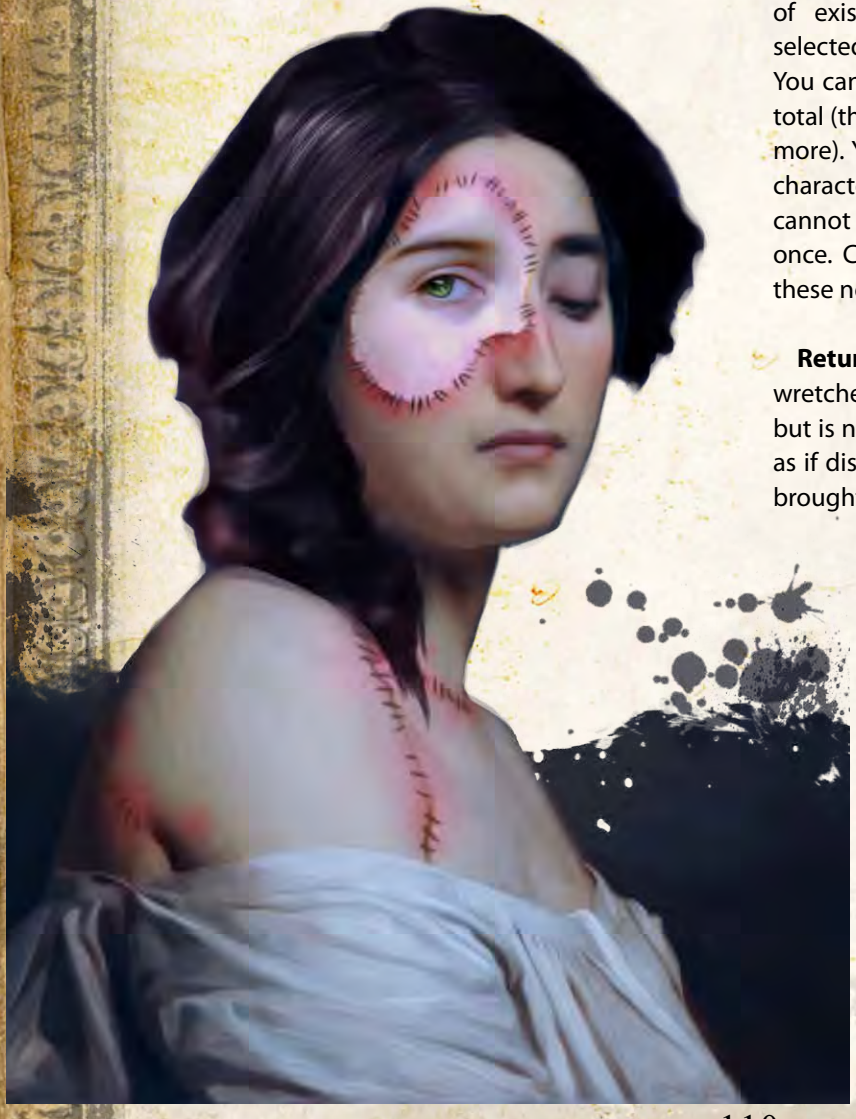
With everything involved with their origins, one would think the wretched would turn their backs on the idea of higher beings. However, that is not the case. Many wretched follow the teachings of the One True God, and indulge themselves in religious studies, philosophical debate, and existential meanderings about life, creation, and the afterlife.

Alignment

The wretched run the gamut of alignments, no less so than humans. While much of a their behavior is learned as they grow, however, they always retain some small aspect of the bodies from which they were formed.

Adventurers

Many wretched adventure to find a place in the world for them to belong. For some this might mean discovering others of their kind or their creators, while others are trying to escape the place where they come from and the prejudice of their existence.



Names

The wretched are often named by their creators, but many are never afforded this common custom and might eventually choose a name they feel is fitting. Presented are common names chosen by the wretched.

Male Names: Adam, Benedict, Boris, Christopher, Eckhart, Franklin, Herbert, Herman, Deucalion, Solomon, and Victor

Female Names: Elizabeth, Elsa, Eva, Galatea, Madeline, Mary, Pandora

Wretched Alternate Racial Traits

Alternate Racial Traits may be selected instead of existing wretched 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.

Returning Life: Once per day, when a wretched is reduced to fewer than 0 hit points but is not killed, it can fight on for 1 more round as if disabled. At the end of its next turn, unless brought to above 0 hit points, it immediately falls unconscious and begins to die. This racial trait replaces smash!.

Unnatural: Wretched unnerve normal animals, and train to defend themselves against the inevitable attacks from such creatures. Wretched take a –4 penalty on all Charisma-based skill checks to affect creatures of the animal type, and receive a +4 dodge bonus to AC against animals. Animals' starting attitude toward the wretched is one step worse than normal. This racial trait replaces dead flesh.

Favored Class Options

The following options are available to all wretched 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.

Brawler: Reduce the hardness of any object made from clay, stone, or metal by 1 whenever the object is struck by the brawler's unarmed strike (minimum 0).

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.

Fighter: Add +1 to the fighter's CMD when resisting a bull rush or trip.

Gunslinger: Add a +1/3 bonus on attack rolls when using the pistol whip deed.

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.

Occultist: Add 1/2 point of mental focus 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.

Psychic: Gain a +1 bonus on concentration checks required because of taking damage while casting spells from the psychic class.

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.

Reanimator: Add +¼ to the reanimator's surgical pool.

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

Warpriest: Add 1/3 to the number of times per day the warpriest can use blessings, but he can only use these additional uses on blessings that affect weapons or armor.

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

THE SCREAM OF A DEAD MAN GAVE TO ME THAT ACUTE AND ADDED HORROR OF DR. DOROTHEA ROSCHEIM WHICH HARASSED THE LATTER YEARS OF OUR COMPANIONSHIP. IT IS NATURAL THAT SUCH A THING AS A DEAD MAN'S SCREAM SHOULD GIVE HORROR, FOR IT IS OBVIOUSLY, NOT A PLEASING OR ORDINARY OCCURRENCE; BUT I WAS USED TO SIMILAR EXPERIENCES, HENCE SUFFERED ON THIS OC- CASION ONLY BECAUSE OF A PARTICULAR CIR- CUMSTANCE. AND, AS I HAVE IMPLIED, IT WAS NOT OF THE DEAD MAN HIMSELF THAT I BECAME AFRAID.

Classes of Vathak

Chapter

4

An adventurer in Vathak can walk many paths. Some might seem familiar; others, strange and new. Presented in this chapter are four new classes that explore unique ways both magic and martial professions have developed in a land touched by the legacy of the Vampire Kings, the Church of the One True God, and the shadow of the Old Ones. After these four classes, new character options for all 36 standard core, base, hybrid, and occult class are discussed to give your character from almost any background options perfect for a *Shadows over Vathak* game.

Disciple

These priests, loyal to the Church of the One True God, reject the ways of heathen gods and instead draw power and inspiration from the Saints of their faith.

Fortune-Teller

This spellcaster hones her magic like a razor, focusing on divination and developing an unmatched sensory connection to the universe.

Reanimator

Unlike necromancers, reanimators cross the boundary between life and death with science and use their skills to create grotesques superior to any mere shambling undead corpse.

Soldier

Born from a seemingly endless war with the Spawn of the Old Ones, soldiers represent the pinnacle of modern combat techniques and function as part of a great machine of battle, bringing ruin upon the enemy.

The Cats of Ualthar

a Romni parable

It is said that in Ualthar, which lies in Sileasia, no one may kill a cat; and this I can verily believe as I gaze upon one purring before the fire. For the cat is cryptic, and close to strange things which we cannot see. With a soul from antiquity, they are bearers of tales from forgotten realms faraway.

In Ualthar, there once dwelt an old cotter and his wife who delighted in trapping and slaying the cats of their neighbors. Why they did is not known; though perhaps they simply hated the calls of a cat in the night or running stealthily about at twilight. Whatever the reason, this old couple took pleasure in trapping and slaying any cat which came near to their hovel; and from the sounds heard after dark, many fancied that the manner of slaying was exceedingly peculiar.

But the villagers did not discuss such things. In truth, much as the owners of cats hated these odd folk, they feared them more; and instead of berating them as brutal assassins, merely took care that no cherished pet should stray toward the remote hovel. When a cat was missed, and sounds heard after dark, the loser would lament impotently; or console themselves by thanking the Stars that it was not one of their children who had thus vanished.

One day, a caravan of the People entered the narrow, cobbled streets of Ualthar. In the marketplace they told fortunes for coins, and traded trinkets and odd foods. What clan these wanderers were from none could tell; but it was seen that they were given to strange ways, and that they had painted on the sides of their wagons strange figures.

There was in this caravan a little boy orphaned by plague, with only a tiny black kitten to cherish. It was seemingly the only thing that could bring joy to his life. So the boy, called Menes, smiled more often than he wept as he sat playing with his graceful kitten on the steps of an oddly painted wagon.

On the third morning of their stay in Ualthar, Menes could not find his kitten; and as he sobbed aloud villagers told him of the old couple, and of sounds heard in the night. Upon hearing these things, his sobbing gave place to meditation, and finally to prayer. He stretched out his arms toward the sun and prayed in a tongue no villager could understand; distracted as they were since their attention was mostly taken up by the sky and the odd shapes the clouds were assuming. It was very peculiar, but as the little boy uttered his petition there seemed to form overhead the shadowy, nebulous figures of exotic beings. Nature is full of such illusions to impress the imaginative.

And that very night the caravan left Ualthar, and were never seen again. The villagers were troubled when they noticed that not a cat could be found. From each hearth they had vanished; cats large and small, black, grey, striped, yellow, and white.

Old Kranon, the burgomaster, swore that the wanderers had taken the cats away in revenge; and cursed the caravan and the little boy. But Nith, the lean notary, declared that the old couple were more likely; for their hatred of cats was notorious and increasingly bold.

Still, no one dared complain to the sinister pair; even when little Atal, the innkeeper's son, vowed that he had at twilight seen all the cats of Ualthar in that accursed yard under the trees, pacing very slowly and solemnly in a circle around the cottage, two abreast, as if in performance of some unheard-of rite of beasts. The villagers did not know how much to believe from so small a boy; and though they feared that the evil pair had charmed the cats to their death, they preferred not to chide the old cotter till they met him outside his dark and repellent yard.

So Ualthar went to sleep in vain anger; and when the people awaked at dawn—behold! Every cat was back at his accustomed hearth! Large and small, black, grey, striped, yellow, and white, none was missing. Very sleek and fat did the cats appear, and sonorous with purring content.

The citizens talked with one another, and marveled not a little. Old Kranon again insisted that it was the caravan who had taken them, since cats did not return alive from the cottage. But all agreed on one thing: the refusal of all to eat their portions of meat or drink their saucers of milk was exceedingly curious. For two whole days the sleek, lazy cats of Ualthar would touch no food, but only doze by the fire or in the sun.

It was fully a week before the villagers noticed that no lights were appearing at dusk in the windows of the cottage under the trees. Then Nith remarked that no one had seen the old man or his wife since the night the cats were away. In another week, the burgomaster decided to overcome his fears and call at the strangely silent dwelling as a matter of duty, though he was careful to take with him Shang the Blacksmith and Thul the Mason as witnesses. And when they had broken down the frail door they found only this: two cleanly picked skeletons on the earthen floor.

There was subsequently much talk among the villagers of Ualthar. They talked of the old couple, of the caravan, of Menes and his kitten, of his prayers and the sky during them, of the doings of the cats on the night the caravan left, and of what was later found in the cottage under the darkness of those trees.

And in the end the burgesses passed that remarkable law which is told of by traders in Brova and discussed by travelers in Delhain; namely, that in Ualthar no one may kill a cat.

Disciple

While clerics and priests serve according to the laws of the Church, the disciple seeks a form of perfection by living his life according to the example of a Saint. By following in the footsteps of a Saint, disciples gain both power and wisdom while growing ever closer to their goal to ascend into the Church Triumphant and join the legion of the faithful. For a more full discussion of The Church of the One True God and the disciples' place in it, see **Chapter 8 - Religion**.

Role: The disciple excels at diplomatic solutions to conflict, but when pressed can be a force to be reckoned with. He is adept at aiding his allies in combat, shielding them from the brunt of an attack, and using his own divine might to guide their hands. He is fast and nimble in battle, moving in and out of combat situations to protect his allies and harry his enemies with attacks using his Patron Saint's favored weapon.

Alignment: Any, but must match that of his Patron Saint.

Hit Die: d8.

Starting Wealth: 4d6 x 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The disciple's class skills are Acrobatics (Dex), Appraise (Int), Craft (any) (Int), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perform (oratory) (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks per level: 4 + Int Modifier

Class Features

The following are class features of the disciple.

Weapon and Armor Proficiency: Disciples are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Disciples are also proficient with the favored weapon of their deities.

Spells: A disciple prepares and casts spells drawn from the disciple spell list. His alignment, however, may restrict him from casting certain spells opposed to his moral or ethical beliefs.

To prepare a spell, a disciple must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a disciple's spells is equal to 10 + the spell's level + the disciple's Wisdom modifier.

Like other spellcasters, a disciple can only cast a certain number of spells of each spell level per day. His base class allotment is given on **Table: Disciple**. In addition, he receives bonus spells per day if he has a high Wisdom score.

A disciple meditates or prays for his spells. Each disciple must choose a time of day (usually at dawn) at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a disciple can prepare spells. A disciple may prepare and cast any spell on the disciple spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Chaotic, Evil, Good, and Lawful Spells: A disciple can't cast spells of an alignment opposed to his own or to the alignment of his Patron Saint. Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors.

Orisons: Disciples can prepare a number of orisons, or 0-level spells, each day, as noted on **Table: Disciple** under "spells per day". These spells are cast like any other spell, but they are not expended when cast and may be used again.

Patron Saint: The disciple must choose a Patron Saint from list provided in **Chapter 8: Religion**. This patron is not only the ideal that they hold themselves to, but also the source of much of their divine magical power. Following the divine will of their patron's teachings allows the disciple to tap into magical reserves of favor and grace unavailable to normal men.

Saint's Domain: A disciple chooses one domain from his Patron Saint's portfolio, and gains the domain powers as normal as a cleric of his level. He may also choose a subdomain if appropriate for his Patron Saint. Instead of adding the domain spells to his spell list, the disciple learns his domain spells as spell-like abilities, beginning at 2nd level and every two levels thereafter, learning his final domain spell-like ability at 18th level. He can use these spell-like abilities granted by his domain, interchangeably, a total number of times per day equal to 3 + his Wisdom modifier, though higher level spell-like abilities count for additional uses. Level 1 - 3 spells count for one use, level 4 - 6 spells count for two uses, and level 7 - 9 spells count for three uses.

The save DC for any of these spell-like abilities is 10 + ½ the disciple's caster level + his Wisdom modifier, and the spells are cast at his own caster level. The disciple is treated as having all of the domain spells on his spell list for the purposes of using spell trigger and spell completion items. Unlike other spell-like abilities, all of the disciple's domain spell-like abilities have both a verbal component (an entreaty to his Saint) and

a focus component (the Church's holy symbol). If the spell being cast would normally have an expensive material component, the disciple must provide this component, although some abilities, such as the rich of spirit grace, may allow him to ignore part or all of the material component cost. Unlike most spell-like abilities, prestige classes and other effects that increase the disciple's divine caster level also affect his caster level and save DCs for these spell-like abilities.

Emissary (Ex): Beginning at 1st level, the disciple adds ½ his class level (minimum 1) to Diplomacy and Intimidate checks against those of another faith.

Favor (Su): This represents the disciple's favor in the eyes of his Patron Saint. Each day when preparing his spells, the disciple is awarded a number of favor points equal to his Wisdom modifier (minimum 1). The number of favor points in the disciple's favor pool at any time cannot exceed his Wisdom modifier. Favor points are used to power abilities called graces (see below). Favor points can be regained in a number of ways, detailed in several of the graces listed below, and in the **Other Ways to Gain Favor** sidebar. Each day when the disciple prepares his spells, his favor points are reset to full, with any unused points from the previous day being lost. There are also several graces which can award the disciple a temporary favor point for performing some specific action. The disciple can only ever have one temporary favor point at a time. A temporary favor point lasts only a number of rounds equal to the disciple's level, or until expended to power a grace. Unless otherwise specified, a temporary favor point counts as a favor point for the purposes of using any grace.

Graces: Graces are special acts that a disciple can perform using his favor points. The following is a list of base disciple graces. A disciple can only perform graces of his level and lower. Some graces require the expenditure of favor points, while others only require that he have at least one favor point left in his pool of favor. The save DC for these graces is equal to 10 + ½ the disciple's level + his Wisdom modifier.

Favored Bodyguard (Ex): At 1st level, as long as the disciple has at least 1 favor point, he is treated as if he had the Bodyguard feat, and may use the feat once per round to boost an adjacent ally's AC. If the disciple has Combat Reflexes, he can use Bodyguard a number of times per round equal to his Dexterity bonus (minimum once per round).

Divine Mercy (Ex): At 1st level, as a swift action the disciple can expend 1 favor point to grant his Patron Saint's favored weapon the *merciful* weapon special ability for a number of rounds equal to his class level. The weapon only has this quality when wielded by the disciple. While using this ability, if the disciple causes an enemy to go unconscious from nonlethal damage, he gains one temporary favor point.

Favored Onslaught (Su): At 1st level, as part of a full-attack action, the disciple can spend 1 favor point to gain one extra attack at his highest attack bonus, as if he were under the effects of *haste*, but this extra attack must be made using his Patron Saint's favored weapon. When using this ability, the disciple takes a -2 penalty to his attack bonus with all attacks, and his base attack bonus for these attacks is equal to his disciple level. The disciple can still make off-hand attacks with other weapons, but penalties to attack rolls are cumulative. Other effects which act similarly to a *haste* spell, including the spell itself, cannot be used to gain additional attacks while this ability is active. This ability can only be used when wearing no armor or light armor.

Favored Sacrifice (Ex): At 3rd level, as long as the disciple has at least 1 favor point, he gains the benefit of the In Harm's Way feat, and if the disciple successfully takes an attack meant for an adjacent ally using this feat, he gains a temporary favor point.

Preach (Su): At 3rd level, the disciple can spend 1 favor point to attempt to fascinate creatures within 30 feet as the bard's

Table: The Disciple

Level	BAB	Fort	Ref	Will	Special	Favored Onslaught Attack Bonus	Spells per Day 0	1	2	3	4	5	6
1	+0	+0	+2	+2	Domain power, emissary, favor, graces, orisons, Saint's domain	-1/-1	2	0	-	-	-	-	-
2	+1	+0	+3	+3	Domain spell	+0/+0	3	1	-	-	-	-	-
3	+2	+1	+3	+3	Graces	+1/+1	3	2	-	-	-	-	-
4	+3	+1	+4	+4	Domain spell	+2/+2	3	2	0	-	-	-	-
5	+3	+1	+4	+4	Bonus feat	+3/+3	3	3	1	-	-	-	-
6	+4	+2	+5	+5	Domain spell	+4/+4/-1	4	3	2	-	-	-	-
7	+5	+2	+5	+5	Graces	+5/+5/+0	4	3	2	0	-	-	-
8	+6/+1	+2	+6	+6	Domain power, domain spell	+6/+6/+1	4	3	3	1	-	-	-
9	+6/+1	+3	+6	+6	Bonus feat	+7/+7/+2	4	4	3	2	-	-	-
10	+7/+2	+3	+7	+7	Domain spell	+8/+8/+3	4	4	3	2	0	-	-
11	+8/+3	+3	+7	+7	Graces	+9/+9/+4/-1	4	4	3	3	1	-	-
12	+9/+4	+4	+8	+8	Domain spell	+10/+10/+5/+0	4	4	4	3	2	-	-
13	+9/+4	+4	+8	+8	Bonus feat	+11/+11/+6/+1	4	4	4	3	2	0	-
14	+10/+5	+4	+9	+9	Domain spell	+12/+12/+7/+2	4	4	4	3	3	1	-
15	+11/+6/+1	+5	+9	+9	Graces	+13/+13/+8/+3	4	4	4	4	3	2	-
16	+12/+7/+2	+5	+10	+10	Domain spell	+14/+14/+9/+4/-1	4	4	4	4	3	2	0
17	+12/+7/+2	+5	+10	+10	Bonus feat	+15/+15/+10/+5/+0	4	4	4	4	3	3	1
18	+13/+8/+3	+6	+11	+11	Domain spell	+16/+16/+11/+6/+1	4	4	4	4	4	3	2
19	+14/+9/+4	+6	+11	+11	Graces	+17/+17/+12/+7/+2	4	4	4	4	4	4	3
20	+15/+10/+5	+6	+12	+12	Divine ascension	+18/+18/+13/+8/+3	4	4	4	4	4	4	4

fascinate ability for a number of rounds equal to his level. Creatures targeted by this effect may attempt a Will save to ignore the effect. Creatures that make this save cannot be targeted by the disciple's preach ability for 24 hours.

Silver Tongue (Su): At 3rd level, when casting a spell that improves a creature's attitude toward himself or his allies, such as *charm person*, or a spell which worsens a creature's attitude toward someone else, such as *denounce*[APG], the disciple can spend 1 favor point to gain a +2 to the spell's save DC.

[APG] This spell appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

Far Healing (Su): At 7th level, the disciple can spend 1 favor point to cast a prepared *cure* spell on an ally at a range up to 15 feet, or spend 2 points to increase that range to 30 feet, effectively changing the target of the spell to "one ally within 15 (or 30) feet". This ability can be used with *cure* spells cast from wands or scrolls. If the targeted ally is an undead creature or another type of creature that heals from negative energy (such as a dhampir), the disciple may use this ability with *inflict* spells instead.

Righteous Strike (Su): At 7th level, as a swift action the disciple can spend 1 favor point to bypass up to 5 points of any type of damage reduction an enemy has (other than DR/epic) until the end of his turn. A disciple can only use this grace when attacking with his Patron Saint's favored weapon.

Silent Prayer (Su): At 7th level, the disciple can spend 1 favor point to gain the benefit of the Silent Spell feat on a spell he's casting (not from a scroll or wand), without increasing the spell level. He may instead use this ability to apply the effects of the Silent Spell feat to one of his domain spell-like abilities.

Favored Channel (Sp): At 11th level, as a standard action the disciple can spend a favor point to channel energy as a cleric of his level. He cannot use a temporary favor point to power this grace. Unlike a cleric, the disciple may choose to channel either positive or negative energy each time he uses this ability. When the disciple channels energy in this way, he applies the effects of the Variant Channeling rules from *Pathfinder Roleplaying Game Ultimate Magic*, which halves the number of dice rolled but adds another effect, based on his chosen domain. If his domain does not have a variant channeling effect the channel acts as normal.

Guided Hand (Su): At 11th level, when the disciple gains a temporary favor point by preventing an attack from hitting an ally or knocking a foe unconscious with nonlethal damage, he may choose a foe within 30 feet. He gains a +2 sacred bonus on attack rolls targeting that foe and a +2 bonus to Reflex saves against effects originating from that foe until the end of his next turn.

Improved Righteous Strike (Su): At 11th level, when using his righteous strike grace, the disciple can spend a second favor points to bypass up to a total of 10 points of damage reduction of any type (other than DR/epic). In addition, his weapon deals an extra +1d6 damage during the rest of his turn. This bonus damage is multiplied on critical hits.

Divine Savior (Su): At 15th level, when an ally within 60 feet would be reduced to negative hit points sufficient to kill her, the disciple may use an immediate action, sacrificing all of his remaining favor points (including temporary

favor points, minimum 1) to keep that ally alive. No matter the amount of damage dealt, the targeted ally does not die, and is automatically stabilized at -1 hit point. The disciple may not use this ability on himself. The disciple takes 1d6 points Strength, Dexterity, and Constitution damage (roll each separately) when he uses this ability, and he cannot regain favor points (even temporary favor points) again by any means until the next time he prepares his spells.

Protective Aura (Su): At 15th level, as long as the disciple has at least 1 favor point, he emanates an aura that protects against attacks made or effects created by foes. He provides a +2 deflection bonus to AC and a +2 resistance bonus on saving throws to himself and any ally within 10 feet of him. At 17th level these bonuses and the aura radius increase to +3 and 15 feet, and at 20th level they increase to +4 and 20 feet, respectively.

Rich of Spirit (Su): At 15th level, when the disciple casts a spell (or uses a domain spell-like ability) with an expensive material component, he can choose to spend favor points in lieu of the cost of the component. For each favor point he spends, the disciple may ignore up to 50 gp worth of expensive material components. For example, a 18th level disciple may prepare and cast *undeath to death* by spending 2 favor points instead of using 100 gp worth of diamond powder, but must still provide the remaining 400 gp of diamond powder to cast the spell. This ability cannot be used with scrolls, wands or staves, as the material components have already been spent to create the item.

Divine Vessel (Sp): At 19th level, a disciple may spend 2 favor points to gain the benefits of the *divine vessel*[APG] spell for a number of rounds equal to his level. He can only choose an aspect that matches his own alignment. The spell resistance granted by this ability only protects against spells cast by creatures of an opposite alignment from the disciple's, or spells which have a descriptor of an opposite alignment. For

Other Ways to Gain Favor

Protecting your allies from attacks and knocking your enemies out cold aren't the only ways to earn favor from your Patron Saint. While these optional rules may require more GM oversight, they are also valid ways of regaining favor points. Speak to your GM before attempting to use them.

- *Converting someone:* If your preaching, or your prowess in battle, has convinced someone that the One True God deserves their worship, you can earn favor. Normally, the person whom you've converted must be at least your level (or have a CR equal to your level, in the case of intelligent monsters), but with GM approval you may earn favor for converting a high-ranking official, such as a tribal leader or king, who will likely push his subjects toward worship of the One True God as well.
- *Proving your loyalty:* Some Saints require specific rituals of their followers in order to continue to gain favor. With GM approval, you can create a ritual, requiring a full-round action or longer, that is in line with your Patron Saint's ideals. When you perform this ritual, you regain one favor point. Normally, this ritual cannot be performed during a combat, as it should require concentration and dedication, but in some cases the ritual may actually involve causing harm to your enemies, in which case an in-combat ritual would make sense. This ritual should include the expenditure of some type of expensive component, worth at least 50 gp per disciple level.
- *Specific feats of faith:* Every Saint has a cause that their disciples are expected to help champion. Work with your GM to come up with ideas for specific tasks that will earn you a favor point from your Patron Saint. These tasks should involve significant difficulty or danger, but not require death-defying acts of daring, since your favor points reset each day.

example, when using this ability, a lawful good disciple could choose either the lawful aspect or good aspect, and would gain spell resistance against spells with the chaotic or evil descriptors, respectively, or spells cast by chaotic or evil spellcasters, respectively. A disciple of neutral alignment must choose chaotic, evil, good, or lawful when she gains this ability, and the choice is permanent. She may only use that aspect, and the granted spell resistance functions only against the opposite alignment.

[APG] This spell appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

Greater Righteous Strike (Su): At 19th level, when using his righteous strike grace, the disciple's weapon can bypass epic damage reduction, as if the disciple's weapon had an enhancement bonus of more than +5. In addition, if the disciple hits an enemy whose alignment is directly opposed to his own (on at least one alignment axis) with his Patron Saint's favored weapon while using this ability, the creature must make a Will save or become panicked for one round. A neutral-aligned disciple may use this ability against creatures with any of the four alignment extremes: Lawful Good, Chaotic Good, Lawful Evil, or Chaotic Evil.

Quick Casting (Su): At 19th level, the disciple may spend 3 favor points to cast a single spell that normally requires a standard action as a swift action. This functions in all ways like the Quicken Spell metamagic feat, except that it does not increase the spell level of the spell being cast. This ability cannot be used on the disciple's domain spell-like abilities.

Bonus Feat: At 5th level and every four levels thereafter, the disciple gains a bonus feat. He can choose any feat that he meets the prerequisites for. A disciple can instead choose the Guided Hand feat[UC] without meeting its prerequisites.

[UC] This feat appears in the *Pathfinder Roleplaying Game: Ultimate Combat.*

Divine Ascension (Su): At 20th level, the disciple has so well emulated his Patron Saint that he becomes a herald of the One True God. The disciple's type changes to outsider (native). Apply the celestial template[B1] to the disciple. In addition, the disciple can use smite evil as if a paladin of 1/2 his disciple level. This ability can only be used while the disciple wields his Patron Saint's favored weapon. If the One True God or a Saint calls upon the disciple to deliver a message to a mortal, or perform a task of any type, he can cast *greater teleport* or *plane shift* as a spell-like ability at will, but with only himself as the target, and only as part of completing the task and returning from that task. Unlike most outsiders, the disciple can still be returned from the dead with spells like *resurrection*.

[B1] Found in Appendix 2 of the *Pathfinder Roleplaying Game: Bestiary 1*

Ex-Disciples

A disciple who grossly violates the code of conduct required by his Patron Saint loses all spells and class features, except for armor and shield proficiencies and proficiency with simple weapons. He cannot thereafter gain levels as a disciple of that saint until he atones for his deeds (see the *atonement* spell description).

Spell List

0-Level Disciple Spells

bleed, create water, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, resistance, scrivener's chant, spark*[APG]*, stabilize, virtue*

1st-Level Disciple Spells

ant haul[APG]*, bane, bless, bless water, carrion compass*, charm person, compel hostility*[UC]*, comprehend languages, cure light wounds, curse water, deathwatch, detect chaos/evil/good/law, detect undead, divine favor, diagnose disease*[UM]*, endure elements, embrace destiny*, empower holy water*, entropic shield, face of the devourer*, forbid action*[UM]*, hide from undead, inflict light wounds,*

invigorate[APG], *liberating command*[APG], *lock gaze*[UC], *magic stone, magic weapon, obscuring mist, peasant armaments*, protection from chaos/evil/good/law, reading the leaves*, remove fear, remove sickness*[UM], *sanctuary, secret speech*, shield of faith, stalwart resolve*, sun metal*[UC], *twisted futures*, unbreakable heart*, unprepared combatant*[UM], *weapons against evil**

2nd-Level Disciple Spells

aid, align weapon, ant haul (communal)[UC], *augury, bestow weapon proficiency*[UC], *blur, bear's endurance, bull's strength, calm emotions, cat's grace, compassionate ally*[UM], *consecrate, cure moderate wounds, darkness, delay poison, desecrate, eagle's splendor, endure elements (communal)*[UC], *fox's cunning, ghostbane dirge*[APG], *ghoul hunger*, grace*[APG], *heroism, hidden knowledge*, inflict moderate wounds, invisibility, lesser restoration, life shield*, martyr's bargain*, owl's wisdom, reading the bones*, remove paralysis, returning weapon*[UC], *revelation*, righteous blood*, silence, status, suggestion, surmount affliction*[UM], *tactical acumen*[UC], *tongues, transmute wine to blood*, weapon of awe*[APG]

3rd-Level Disciple Spells

accept affliction, blessing of the mole*[UM], *blink, bloody tears and jagged smile*, blood of the martyr*, book ward*, charm monster, create food and water, cure serious wounds, curse item*, daylight, deeper darkness, delay poison (communal)*[UC], *dispel magic, displacement, elemental speech*[APG], *film of filth*, gaseous form, good hope, guiding star, haste, weapons against evil (improved)*, invigorate (mass)*[APG], *inflict serious wounds, invisibility sphere, locate object, magic circle against chaos/evil/good/law, magic vestment, martyr's last blessing*, prayer, reading the cards*, remove blindness/deafness, remove curse, remove disease, returning weapon (communal)*[UC], *righteous vigor*[APG], *speak with animals, tongues (communal)*[UC], *traveling dream*, vampiric hunger**

4th-Level Disciple Spells

blessing of fervor[APG], *break enchantment, burst of speed*[UC], *burst with light*, cure critical wounds, curse of unexpected death*, daywalker*, death ward, denounce*[APG], *dimension door, discern lies, divination, divine power, freedom of movement, ghostbane dirge (mass)*[APG], *holy smite, inflict critical wounds, invisibility (greater), magic weapon (greater), neutralize poison, planar adaptation*[APG], *reading the palm*, reprobation*[UM], *restoration, sending, serenity*[UM], *smite abomination*, spell immunity, sphere of warding*, tongues, transplant visage*, undeath ward**

5th-Level Disciple Spells

atonement, breath of life, cleanse[APG], *commune, cure light wounds (mass), dispel chaos/evil/good/law, dispel magic (greater), disrupting weapon, foe to friend*[APG], *forbid action (greater)*[UM], *weapons against evil (greater)*, hallow, heroism (greater), reading the cards (improved)*, inflict light wounds (mass), joyful rapture*[UM], *life bubble*[APG], *mislead, oath of peace*[APG], *pillar of life*[APG], *plane shift, raise dead, rapid repair*[UM], *righteous might, sacrificial oath*[APG], *sequester thoughts*, spell immunity (communal)*[UC], *spell resistance, stay the hand*[APG], *suggestion (mass), tongues (communal)*[UC], *true seeing, unhallow*

6th-Level Disciple Spells

bear's endurance (mass), bestow grace of the champion[UM], *bull's strength (mass), cat's grace (mass), charm monster (mass), crown of glory*, cure moderate wounds (mass), dispel magic (greater), eagle's splendor (mass), euphoric tranquility*[APG], *find the path, fox's cunning (mass), harm, heal, heroes' feast, holy sword, holy word, hungry darkness*, inflict moderate wounds (mass), maddening oubliette*, overwhelming presence*[UM], *owl's wisdom (mass), planar adaptation (mass)*[APG], *reading the entrails*, regenerate, resurrection, wind walk*

* These spells appear in Chapter 9 of this book.

[APG] These spells appear in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

[UC] These spells appear in the *Pathfinder Roleplaying Game: Ultimate Combat.*

[UM] These spells appear in the *Pathfinder Roleplaying Game: Ultimate Magic.*

Dustman

(Disciple Archetype)

Dustmen follow in the footsteps of Saint Mina of the Dust and seek to protect the sanctity of the dead. The faithful often fear or even shun a dustman under most circumstances but, when it comes time to administer last rites or lay the dead to their eternal rest, dustmen are welcomed.

Saint: A dustman must choose Saint Mina of the Dust as his Patron Saint.

Saint's Domain: A dustman must select Repose as his Saint's Domain.

Domain Knowledge (Ex): Beginning at 1st level, the dustman adds ½ his class level (minimum 1) to any Knowledge check concerning death, the undead, or funerary rites and to Diplomacy and Perform (oratory) checks made while conducting a funeral service. This ability replaces emissary.

Graces: The dustman gains access to the following graces.

Sanctify (Su): At 1st level, the dustman can expend 2 favor points to bless a corpse with positive energy, preventing it from being turned into an undead creature as if casting the *sanctify corpse*[UM] spell. The effects of a dustman's sanctify grace are permanent and do not wear off. This replaces the favored bodyguard and favored onslaught graces.

[UM] This spell appears in the *Pathfinder Roleplaying Game: Ultimate Magic.*

Spiritual Communion (Ex): At 3rd level, upon interacting with a rejuvenating spirit or haunt for the first time, a dustman can attempt a Sense Motive check as a free action to determine the specific course of action required to permanently neutralize the spirit or haunt (DC equals 10 + the undead creature's Hit Dice or the haunt's CR). This replaces the preach grace.

Unseen Revealed (Ex): At 3rd level, as long as the dustman has 1 favor point he gains a bonus equal to ½ her disciple level (minimum +1) on Perception checks to detect haunts and incorporeal creatures and on Sense Motive checks to determine if a creature is possessed, under the effects of an enchantment or curse, or otherwise magically controlled. This replaces the silver tongue grace.

Saint Mina's Channel (Sp): At 11th level, the dustman can only channel positive energy. This alters the favored channel grace.

The war treated me kindly. I was wounded, gassed, and had been shocked, but they were all relatively slight. I received decorations which thousands earned quite as genuinely without recognition.

As a combatant private and a brigade chaplain, I was in almost every part of the line on the Southern Front. I came through with a great pride in men and a bitter hatred of war.

Memories besiege my mind. I can only select. I remember vividly certain bonny lads of twelve or thirteen haunting our billets behind the line, touting for buyers of their sisters' bodies. I remember also a mother offering her daughter of sixteen in a whisper as she handed out eggs and chips.

Our platoon sergeant during one period was an old Regular. He could carry drink well from long practice. Once when we were out of the line someone made a bet of 20 coin that he could not get drunk on roman vine. He tried hard all one night. They carried him to his billet at closing time. He was very ill, but as sober as a judge.

There was no romance in the war for private soldiers. There were great days when there were comfortable latrines available and when the bread ration was four to a loaf. Such days were infrequent.

Three months on hospital detail followed. Then once more in the line until a week before the end. I am glad to cut this part of the story short. The moral of new drafts of officers and men was often very bad. There were incidents one would like to forget. My nerve had gone. Instead of returning to my work, I cowered in the side of the road trembling like a leaf. When walking wounded came I walked as though I was going forwards and then when they had passed I hid again. This went on for half an hour. Then it was getting light. I took hold of myself, and, keeping to the side of the road, walked right down to the outskirts of the village. Not until I saw a Bavota DD I realize that they were still in occupation. Fortunately, he had not seen me. The rest of the day was spent carrying wounded. Once, perforce, we had to come up a sunken road. I took six frightened boys back to their company. They were hiding and might have been shot for cowardice.

I used a number of heathens as stretcher bearers. We dressed one boy[]s wound as he lay in the sunken road. A heathen lay flat on the far side. I lay on the near side. He died when we dragged him to a sheltered spot. The heathen was a man of about fifty. He wept like a child. I asked him why in the Roman tongue. He said he had had four sons killed, and that boy was like his youngest. I [illegible] him back to safety.

[illegible]ever forget that night. I went round the [illegible]en called out, "Herr Roche, 'MacDuff's' no deid! [illegible] no deid!" More than one wept. We buried him at [illegible]t. Mina's of the Dust.

We knew nothing about the meaning of our masterly inactivity. We felt that the war would outlast us all. Most men longed for a reprieve. When I became a chaplain I saw more actual fighting. I think of Kretoria. I was with the first brigade that lived in the catacombs under the town.

They were very deep below the ground and were lighted by some simple trick. They were huge, irregular caves out of which the stone of which the cathedral was built had been hewn. They were connected by passages with each other and with the sewers under Kretoria.

They were very silent, for men went out to work or fight and came back to sleep. We rested there before battle with those ancient evils.

Fortune-Teller

The bhriota whisper about those who can speak to the spirits and divine the future. The romni speak with reverence of those who can read palms, the cards, and tea leaves. Even the mocking tone of the vindari as they speak of fortune-tellers is tinged with caution. It can be difficult to tell those who truly have the gift from the frauds. Fortune-tellers are born with the second sight, a psychic ability to see through both time and space. In time they learn to hone their psychic abilities to see and even manipulate the strands of fate itself. While not a "religion" in the traditional sense, romni fortune-tellers rely on a kind of spiritualism and astrology that is more fully detailed in **Chapter 8 - Religion**.

Role: Poorly suited to direct combat, fortune-tellers step back and use their psychic abilities to gain knowledge to support their party. They manipulate the fickle hand of fate in their favor, granting good fortune to their allies and bad fortune to their enemies.

Alignment: Any.

Hit Die: d6.

Starting Wealth: 2d6 x 10 gp (average 70 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The fortune-teller's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the fortune-teller.

Weapon and Armor Proficiency: A fortune-teller is proficient with simple weapons, but not with any type of armor or shield.

Spells: A fortune-teller casts psychic spells drawn from the fortune-teller class spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a fortune-teller must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a fortune-teller's spell is equal to 10 + the spell's level + the fortune-teller's Wisdom modifier.

A fortune-teller can only cast a certain number of spells of each spell level per day. Her base daily spell allotment is given on the **Table: Fortune-Teller**. In addition, she receives bonus spells per day if she has a high Wisdom score.

The fortune-teller's selection of spells is limited. A fortune-teller begins play knowing four 0-level spells and two 1st-level spells of the fortune teller's choice. At each new fortune-teller level, she learns two new spells of any spell level she can cast (based on her new fortune-teller level) to her list of spells known. Unlike a fortune-teller's spells per day, the number of spells a fortune-teller knows is not affected by her Wisdom score.

At 4th level and at every even-numbered level thereafter, a fortune-teller can choose to learn a single new spell in place of one she already knows. In effect, the fortune-teller 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, and it must be at least 1 level lower than the highest-level spell from the fortune-teller's class list that the fortune teller can cast. A fortune-teller can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A fortune-teller need not prepare her spells in advance. She can cast any psychic spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Knacks: Fortune-tellers can learn a number of knacks, or 0-level spells, as noted above. These spells are cast like any other spell, but they are not expended when cast and may be used again. Knacks cast using other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Daily Reading (Su): Beginning at 1st level, once per day, a fortune-teller can read the fortunes of herself and any allies within 20 feet of her. The reading takes 10 minutes, and any allies to be affected by it must remain within 20 feet of the fortune-teller for the entire time. At the conclusion of the reading the fortune-teller's warnings and predictions help her and her allies avoid mistakes and errors during the day. As a result, the fortune-teller grants herself and any affected allies the ability to reroll any single d20 roll made during the next day and take the better of the two results. The fortune-teller can use daily reading to affect a number of creatures equal to ½ her class level (minimum 1).

At 5th level, any creature affected by the fortune-teller's daily reading can reroll two d20 rolls made during the next day. At 11th level, this increases to three rerolls per day. At 15th level, this increases to four rerolls per day and, at 20th level, it increases to five rerolls per day.

Focus Technique: At 1st level, a fortune-teller chooses a divination technique, such as card reading, crystal ball gazing, bone throwing, or palm reading, to specialize in. Whenever the fortune-teller casts a spell from the divination school, she can use her focus technique as an additional spell component to increase her effective caster level by +1. In addition, when using her focus technique to cast a divination spell, the fortune-teller adds 5 to the percentage roll for any divination spell that requires one. Her maximum percentage chance of receiving meaningful and accurate information from divination spells when using her focus technique is 100% instead of the usual 90%.

Second Sight (Su): A fortune-teller can always act in a surprise round, even if she fails to make a Perception check to notice a foe. The fortune-teller is still considered flat-footed until she acts. In addition, a fortune-teller uses her Wisdom modifier on initiative checks instead of her Dexterity modifier. At 20th level, whenever the fortune-teller rolls her initiative, assume the roll resulted in a natural 20.

Divination Ritual: Beginning at 2nd level, a fortune-teller begins studying rituals that allow her to look through time and space and into the hearts and minds of others. At 2nd level, and at every even level thereafter, the fortune-teller learns one divination ritual. Each ritual may be selected up to three times, granting additional abilities each time. Divination rituals that grant abilities identical to spells requiring expensive material components do not require the material component. Instead, the fortune-teller must use her focus technique as a component when performing a divination ritual. The fortune-teller does not gain the caster level or base chance enhancement benefits of her focus technique when performing a divination ritual. A fortune-teller can perform a number of rituals per day equal to her Wisdom modifier.

Cold Reading (Su): The fortune-teller becomes adept at quickly reading others. By spending a full-round performing a reading on a creature the fortune-teller gains insight into her subject's nature. This insight can be shared with any of allies within 30 feet equal, granting them a +1 luck bonus to any ability check, attack roll, or skill check made against the subject of the cold reading until the beginning of the fortune-teller's next turn.

The second time the cold reading ritual is selected, the luck bonus granted by cold reading increases to +2 and lasts a number of rounds equal to the fortune-teller's Wisdom modifier.

The third time the cold reading ritual is selected, the luck bonus increases to +3 and lasts for one minute.

Deep Reading (Sp): The fortune-teller's psychic abilities have developed to the point where she no longer needs spells to peer through time. Using her focus technique, the fortune-teller can spend 10 minutes to perform a deep reading to gain knowledge. The deep readings acts as an *augury* spell with a 70% chance of success.

When chosen a second time, the deep reading can instead act as a *divination* spell with a 70% chance of success. If using a deep reading to perform an *augury* the chance of success increases to 75%.

When chosen a third time, the deep readings can instead act as a *commune* spell. If using a deep reading to perform an *augury* the chance of success increases to 80%. If using a deep reading to perform a *divination* the chance of success increases to 75%.

Object Reading (Su): Using divination, the fortune-teller can learn what secrets a non-living object holds. By using her focus technique and spending ten minutes performing a reading on the object, the fortune-teller learns one piece of information about the object. The information is always significant and about either the object's history or the object's last owner.

When chosen a second time, object reading tells the fortune-teller learns three pieces of information about the object's history or last owner.

Table: The Fortune-Teller

Level	BAB	Fort	Ref	Will	Special	Spells per Day 1	2	3	4	5	6	7	8	9
1st	+0	+0	+0	+2	Daily reading (1/day), focus technique, knacks, second sight	3	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3	Divination ritual	4	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3	Third eye (insight)	5	-	-	-	-	-	-	-	-
4th	+2	+1	+1	+4	Divination ritual	6	3	-	-	-	-	-	-	-
5th	+2	+1	+1	+4	Daily reading (2/day)	6	4	-	-	-	-	-	-	-
6th	+3	+2	+2	+5	Divination ritual	6	5	3	-	-	-	-	-	-
7th	+3	+2	+2	+5	Third eye (aura sight)	6	6	4	-	-	-	-	-	-
8th	+4	+2	+2	+6	Divination ritual	6	6	5	3	-	-	-	-	-
9th	+4	+3	+3	+6	Fortune's favor	6	6	6	4	-	-	-	-	-
10th	+5	+3	+3	+7	Divination ritual	6	6	6	5	3	-	-	-	-
11th	+5	+3	+3	+7	Daily reading (3/day)	6	6	6	6	4	-	-	-	-
12th	+6/+1	+4	+4	+8	Divination ritual	6	6	6	6	5	3	-	-	-
13th	+6/+1	+4	+4	+8	Third eye (awareness)	6	6	6	6	6	4	-	-	-
14th	+7/+2	+4	+4	+9	Divination ritual	6	6	6	6	6	5	3	-	-
15th	+7/+2	+5	+5	+9	Daily reading (4/day)	6	6	6	6	6	6	4	-	-
16th	+8/+3	+5	+5	+10	Divination ritual	6	6	6	6	6	6	5	3	-
17th	+8/+3	+5	+5	+10	Third eye (sight beyond sight)	6	6	6	6	6	6	6	4	-
18th	+9/+4	+6	+6	+11	Divination ritual	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Third eye (true vision)	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Daily reading (5/day), divination ritual, fate weaver	6	6	6	6	6	6	6	6	6

When object reading is chosen a third time, the fortune-teller learns the properties and command words of the item if it is magic, as if she had cast *detect magic* and made a successful Spellcraft check. She also learns if the object is cursed.

Far Reading (Sp): The fortune-teller's psychic abilities have developed to the point where she no longer needs spells to extend her senses beyond herself. Using her focus technique, the fortune-teller can spend 10 minutes to perform a far reading to gain knowledge. The far reading acts as a *locate object* spell.

When chosen a second time, the far reading can instead act as a *scrying* spell.

When chosen a third time, the deep reading can instead allow the fortune-teller to create a single, visible magic eye for one hour. This magic eye functions in all other ways like the magic eyes from the *prying eyes* spell.

Psychic Reading (Su): The fortune-teller can peer into the minds of others, gaining knowledge, insight, and secrets. Using her focus technique, the fortune-teller spend one minute's time and draw knowledge from the mind of any creature she can see. The target must make a Will save against a DC equal to 10 + ½ the fortune-teller's level + the fortune-teller's Wisdom modifier. If the saving throw fails, the fortune-teller forces the target to make a Knowledge check to answer a question of her choice. Both the target and the fortune-teller learn the answer, though the target believes the answer to be the result of a spontaneous, random thought.

When this ritual is taken a second time, the fortune-teller can probe more deeply into

a creature's mind. The target must make a Will save against a DC equal to 10 + ½ the fortune-teller's level + the fortune-teller's Wisdom modifier or the fortune-teller learns their surface thoughts as the 3rd-round effect of the *detect thoughts* spell.

When the ritual is taken a third time, no secret is safe from the fortune-teller. The target must succeed at a Will save against a DC equal to 10 + ½ the fortune-teller's level + the fortune-teller's Wisdom modifier. If the save fails, the fortune teller learns the answer to any one question she has about the target, no matter how deeply guarded it may be. The target feels uneasy but is unaware that the information has been plucked from their mind.

Third Eye: Starting at 3rd level, the fortune-teller's psychic third eye has opened, giving her unusual sensory abilities that go beyond divination.

Insight (Ex): At 3rd level the fortune-teller's third eye provides her insight into the hidden and unknown. She receives a bonus equal to ½ her class level to Perception, Sense Motive, Spellcraft, and Use Magic Device checks.

Aura Sight (Su): At 5th level, the power of the fortune-teller's third eye has increased. She can now read the auras of creatures and objects around her as a standard action. This functions as the *analyze aura*[OA] spell for a duration of 4 rounds.

[OA] This spells appear in the *Pathfinder Roleplaying Game: Occult Adventures.*

Awareness (Su): At 13th level, the fortune-teller's third eye makes her supernaturally aware of what is hidden around her. The bonus she gains from the insight ability increases to her class level when detecting hidden creatures, doors, and objects. In addition, she is always aware if she is being observed via magic.

Sight Beyond Sight (Su): Beginning at 17th level, the fortune-teller's third eye is open at all times and aware of everything around her. The fortune-teller now has darkvision (60 feet) and all-around vision. As a result, she cannot be flanked.

True Vision (Su): At 19th level, the fortune-teller's third eye cannot be fooled. She can see through even magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees *invisible* creatures and objects normally, sees through illusions automatically, and sees the true form of polymorphed, changed, or transformed creatures and objects. The range of this true vision is 120 feet.

Fortune's Favor (Su): At 9th level, the fortune-teller has spent so much time reading the strands of fate that they warp slightly around her. Once per day, the fortune-teller can use her focus technique to commune with the universe. While communing, she can choose attack rolls, skill checks, damage rolls, or saving throws. For the next day, any ally within 30 feet of the fortune-teller gains a +1 luck bonus on rolls of the chosen type. Any enemy within 30 feet of the fortune-teller suffers a -1 penalty on rolls of the chosen type.

Fate Weaver (Su): At 20th level, the fortune-teller understands the weave of fate in a way few mortals ever can. Using her focus technique, the fortune-teller can either reach out and cut a thread of life or repair one.

If cutting a thread of life, the fortune-teller must spend 1 full round performing a reading for a target within 30 feet. The target must then make a Will save (DC 10 + ½ the fortune-teller's level + the fortune-teller's Wisdom modifier) or die. If the target's saving throw succeeds, the target is staggered for 1d4 rounds and immune to the fortune-teller's fate weaving ability for 24 hours. This is a death effect.

The fortune-teller can choose, instead, to repair the thread of a life recently ended. The target must have been dead for no less than 24 hours. The condition of the body is

not a factor, so long as some small portion of the creature's body still remains. When the dead creature's thread is repaired, they return to life with hit points restored and no loss of prepared spells. Unlike with the *resurrection* spell, the creature does not gain a permanent negative level. This ability can be used on someone killed by a death effect, someone who has turned into an undead creature and then destroyed, and someone who has died of old age.

The fortune-teller can only use the ability to repair a thread once a day and only once on any individual creature.

Fortune-Teller Spells

Fortune-tellers gain access to all spells from the divination school as well as the following spells. Divination spells can be learned at the lowest level they are available to any other class. Unmarked spells are found in the *Pathfinder Roleplaying Game Core Rulebook*. Those found elsewhere are marked with superscript abbreviations denoting their source. Fortune-tellers cast all spells as psychic spells.

0-Level Fortune-Teller Spells

Dancing lights, daze, ghost sound, grave words[OA], *light, resistance, scrivener's chant**, *sift*[APG]

1st-Level Fortune-Teller Spells

*Alarm, carrion compass**, *crafter's curse*[OA], *crafter's fortune*[OA], *embrace destiny**, *hex ward*[UM], *hypnotism, keen senses*[APG], *memorize page*[ACG], *reading the leaves**, *secret speech**, *silent image, twisted futures**, *unbreakable heart**, *unseen servant, vocal alteration*[UM]

2nd-Level Fortune-Teller Spells

Calm emotions, crimson confession[ACG], *darkvision, implant false reading*[OA], *investigative mind*[ACG], *reading the bones**, *revelation**, *scare, share language*[APG], *speak in code**, *stalwart resolve**

3rd-Level Fortune-Teller Spells

Aura alteration[OA], *bestow curse, darkvision (communal)*[UC], *display magic, domination link**, *erase impressions*[OA], *illusory script, magic circle against chaos/evil/good/law, nondetection, reading the cards**, *secret page, traveling dream**

4th-Level Fortune-Teller Spells

Break enchantment, daze (mass)[UM], *darkvision (greater)*[UM], *death ward, dream, fear, echolocation*[UM], *nondetection (communal),*[UC], *reading the palm**, *spell immunity, symbol of persuasion, symbol of scrying*[UM]

5th-Level Fortune-Teller Spells

Curse (major)[UM], *dispel magic (greater), dream scan*[OA], *false vision, mind fog, possession trap**, *reading the cards (improved)**, *sequester thoughts**, *spell immunity (communal)*[UC], *spell resistance, wracking ray**

6th-Level Fortune-Teller Spells

Dream travel[OA], *forbiddance, project image, reading the entrails**, *repulsion, symbol of insanity, temporary resurrection*[UM]

7th-Level Fortune-Teller Spells

Circle of clarity[UM], *ectoplasmic eruption*[OA], *elude time*[APG], *insanity, limited wish, reading the cards (greater) **, *sequester, spell turning, unshakable zeal*[OA], *word of recall*

8th-Level Fortune-Teller Spells

Antipathy, biolocation[OA], *brilliant inspiration*[APG], *euphoric tranquility*[APG], *frightful aspect*[UC], *mind blank (communal)*[UC], *reading the stars**, *scintillating pattern, temporal stasis*

9th-Level Fortune-Teller Spells

Akashic form[OA], *astral projection, divide mind*[OA], *dream voyage*[OA], *psychic image*[OA], *reading the deck**, *time stop, weird, wish*

* These spells appear in Chapter 9 of this book.

[APG] These spells appear in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

[OA] These spells appear in the *Pathfinder Roleplaying Game: Occult Adventures.*

[UC] These spells appear in the *Pathfinder Roleplaying Game: Ultimate Combat.*

[UM] These spells appear in the *Pathfinder Roleplaying Game: Ultimate Magic.*

Deochi

(Fortune-Teller Archetype)

The romni have always considered witchcraft and fortune-telling to be closely related. Some fortune-tellers also know how to hex, using their well-developed third eye to not only perceive but to curse as well, though at the cost of diminished divination abilities.

Evil Eye: A deochi learns a number of magic tricks, called hexes. At 2nd level, a deochi gains one hex of her choice. She gains an additional hex at 2nd level and for every 2 levels attained after 2nd. A deochi cannot select an individual hex more than once.

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + ½ the fortune deochi's level + the deochi's Wisdom modifier.

A deochi selects hexes from those available to to the witch. She can not learn major hexes or grand hexes.

This ability replaces divination ritual.

That the inventors of an infamous fraud should deal to it its death-blow, is the poetic justice of fate.

Over the creature, the creator has power of life and death.

The creators of Spiritualism abjure its infamy.

They decree its death.

They condemn it to final destruction.

They fasten upon those who continue to practice it the obloquy of history, and the scorn of mankind for all time to come.

Margaret and Catharine Fox, the youngest of three sisters, were the first to produce "spiritualistic manifestations."

They are now the most earnest in denunciation of those impostures; the most eager to dissipate the foolish belief of thousands in the flimsiest system of deception that was ever cloaked with the hypocrisy of so-called religion.

When, as by accident, they discovered a method of deceiving those around them by means of mysterious noises, they were but little children, innocent of the thought of wrong, ignorant of the world and the world's guile, and imagining only that what they did was a clever lark, such as the adult age easily pardons to exuberant and sprightly youth.

Not to them did the base suggestion come that this singular, this simple discovery, should be the means of deluding the world, of exalting them in the minds of the weakly credulous and of bringing them fame and splendor and sumptuous pleasure.

No one who learns their true history can still believe them guilty of the willful inception of this most grotesque, most transparent and corrupting of superstitions.

The idea had its monstrous birth in older heads, heads that were seconded by hearts lacking the very essence of truth and the fountain of honest human sympathy.

The two children, who had at first delighted, as younglings will, in what was but a laughable mystification, were dragged into a sordid, wicked and loathsome speculation, built upon lying and fraud, as unforgivable as the sin of devils, and of which they were but the unthinking instruments, often reluctant and remorseful, yet docile and compliant by nature.

Thus the "Romni knockings," the example and prototype of all later so-called spiritualistic "phenomena," began merely in a curious childish freak, disguised without effort, and which, from the first, was encouraged to partly formed understandings by the wonder and intense spirit of inquiry it provoked.

The young operators were carried away by the undreamt-of current of enthusiasm and awe in which they soon became involved. They felt the natural need of maintaining with unabating dexterity, that false sense of the miraculous which by chance they had called forth.

Thus they went from one stage to another of this queer illusion, and, being compelled by a harder and more mature intelligence to repeat their part over and over again, became the chief means of establishing that injurious belief in communications from the spirits of the departed, of which such great numbers have become the victims.

Many an older offender against common sense, reason and strict morality persists through force of circumstance in the pathway he has chosen, and does not turn backward, merely because he cannot do so without wearing the face of shame.

From such slight and trivial beginning came the great movement--great because of the number which it comprised and of the sensation which attended its progress--that for more than forty years has alter

Reanimator

What is wasted is lost, and what is not wanted is free for the taking. The reanimator looks upon the bodies of the fallen and sees not tragedy but an opportunity to help others, to further her work, or to create minions. Reanimators know anatomy better than most physicians and many are skilled surgeons who can save a limb and stitch up any injury. A reanimator understands that while a soul is needed to give a body life, only a spark is needed to make it move. Some reanimators use their skills for the greater good and accept only parts donated to them through ethical means. Others rob graves at night, searching for that one part needed to finish their creation and enact their master plan.

Role: Reanimators study the necromantic arts, but can also be great healers. They spend most of their time behind someone else, offering support with their spells or sending their grotesque creations out to do their work for them.

Alignment: Any neutral.

Hit Die: d6.

Starting Wealth: 3d6 x 10 gp (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The reanimator's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception, 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 reanimator.

Weapon and Armor Proficiency: Reanimators are proficient with all simple weapons and light armor, but not with shields.

Alchemy (Su): While not professional alchemists, reanimators must be proficient in the science of alchemy. Too much of their work depends on it to be otherwise. Reanimators use alchemy to create injections. In many ways, injections behave like spells in potion form, and as such their effects can be dispelled by effects like *dispel magic* using the reanimator's level as the caster level. Unlike potions, though, injections can have powerful effects and duplicate spells that a potion normally could not.

A reanimator can create only a certain number of injections of each level per day. His base daily allotment of injections is given on **Table: Reanimator**. In addition, he receives bonus injections per day if he has a high Intelligence score. When a reanimator mixes an injection, he infuses the chemicals and reagents in the injection with magic siphoned off from his own magical aura. An injection becomes inert if it leaves the reanimator's possession, reactivating as soon as it returns to his keeping. A reanimator cannot pass out his injections for others to use. An injection, once created, remains potent for 1 day before becoming inert, so a reanimator must re-prepare his injections every day. Mixing an injection takes 1 minute of work - most reanimators prepare many injections at the start of the day but it is not uncommon for a reanimator to keep some (or even all) of his daily injection slots open so that he can prepare extracts in the field as needed.

Although the reanimator doesn't actually cast spells, he does have a formulae list that determines what injections he can create. A reanimator can utilize spell-trigger items if the spell appears on his formulae list, but not spell-completion items (unless he uses Use Magic Device to do so). A reanimator "casts" an injection by drawing out the prepared syringe, jabbing the needle into his flesh and depressing the plunger, all of which is a standard action—the effects of an injection exactly duplicate the spell upon which its formula is based, save that the spell always affects only the injected reanimator. The reanimator uses his class level as the caster level to determine any effect based on caster level. Creating injections consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular injection. Injections cannot be made from spells that have focus requirements (reanimator injections that duplicate divine spells never have a divine focus requirement).

A reanimator can prepare an injection of any formula he knows. To learn or use an injection, a reanimator must have an Intelligence score equal to at least 10 + the injection's level. The Difficulty Class for a saving throw against a reanimator's injection is 10 + the injection level + the reanimators Intelligence modifier. A reanimator may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an injection

but not when he consumes it. A reanimator begins play with two 1st level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new reanimator level, he gains one new formula of any level that he can create. A reanimator can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs and time requirements. A reanimator can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book. A reanimator does not need to decipher arcane writings before copying them.

Reanimators use the alchemist formulae list to determine what formulae they can learn with one exception. All reanimators can learn an *inflict wound* formula at the same level that they gain a *cure* formula of the same type.

Surgical Pool (Su): At 1st level, the reanimator gains a reservoir of necromantic arcane energy that he can draw upon to fuel his powers and create grotesque minions. This surgical pool can hold maximum number of points equal to 1/2 his reanimator level + his Intelligence modifier (minimum 1). Each day, when preparing injections, reanimator regains a number of points equal to his Intelligence modifier. He can also gain points for his surgical pool by dissecting and harvesting body parts from recently dead creatures. This process requires one hour of uninterrupted time and proper tools. Harvesting in this fashion restores a number of surgical points equal to 1/2 the CR of the creature dissected (minimum 1 point). The body being dissected must have been dead for no more than one hour, and cannot be from a creature with the construct, elemental, plant, or undead creature types. The reanimator knows how to store and preserve body parts using creative storage techniques and magical energy. As a result the size and nature of the body parts do not have an effect on his encumbrance. The surgical pool can never hold more points than the maximum noted above; points gained in excess of this total are lost.

Grotesque Assistant (Ex): At 1st level the reanimator gains the service of a homunculus called a grotesque assistant. The means for creating this special homunculus are more exotic than normal and require body parts harvested from cadavers and an investiture of the reanimator's own life essence into the homunculus. This grotesque assistant generally resembles a small humanoid or child when first created; the specific appearance is up to its creator, though a homunculus is always humanoid in shape and obviously unnatural on close inspection. While every grotesque assistant is absolutely devoted to its master, some grotesque's loyalty borders on the unsettling; such assistants jealously protect their masters from threats or construct strange shrines in their master's honor. A grotesque assistant can be of any alignment, even one that is different from its master's.

The grotesque assistant's Hit Dice, saving throws, skills, feats, abilities are tied to the reanimator's class level and increase as the reanimator gains levels. In addition each assistant receives a pool of construction points, equal to the ½ reanimator's level (minimum 1) + his Intelligence modifier. These construction points are used to make physical modifications to the assistant, giving it new abilities. Whenever a reanimator gains a level he can spend all of the grotesque assistant's construction points, including those gained from previous levels, to configure the assistant. Once the assistant has been configured it is set and cannot be reconfigured until the reanimator gains a new class level.

A destroyed grotesque assistant can be restored to life by performing a ritual with its corpse that requires 1 pint of its creator's blood per Hit Die of the assistant and rare materials worth 100 gp per Hit Die of the assistant. Performing this ritual takes 1 hour (since the average human body only contains 6 to 7 pints of blood, many reanimators regularly draw and store blood in a chilled case for just such an eventuality).

A reanimator can purchase the following abilities for his grotesque assistant using construction points. Unless otherwise noted, each ability can be purchased multiple times.

Table: The Reanimator

Level	BAB	Fort	Ref	Will	Special	Injections per Day					
						1	2	3	4	5	6
1	+0	+0	+0	+2	Alchemy, grotesque assistant, surgical pool	1	-	-	-	-	-
2	+1	+0	+0	+3	Emergency solution 1d6	2	-	-	-	-	-
3	+1	+1	+1	+3	Reanimator scholarship	3	-	-	-	-	-
4	+2	+1	+1	+4	Grotesque minion	3	1	-	-	-	-
5	+2	+1	+1	+4	Emergency solution 2d6	4	2	-	-	-	-
6	+3	+2	+2	+5	Grotesque injection	4	3	-	-	-	-
7	+3	+2	+2	+5	Negative energy injection (command undead)	4	3	1	-	-	-
8	+4	+2	+2	+6	Emergency solution 3d6	4	4	2	-	-	-
9	+4	+3	+3	+6	Experimental surgery	5	4	3	-	-	-
10	+5	+3	+3	+7	Negative energy injection (detect undead)	5	4	3	1	-	-
11	+5	+3	+3	+7	Emergency solution 4d6	5	4	4	2	-	-
12	+6/+1	+4	+4	+8	Negative energy injection (aura, 10 ft.)	5	5	4	3	-	-
13	+6/+1	+4	+4	+8	Surgical familiarity (efficient)	5	5	4	3	1	-
14	+7/+2	+4	+4	+9	Emergency solution 5d6	5	5	4	4	2	-
15	+7/+2	+5	+5	+9	Negative energy injection (aura, 20 ft.)	5	5	5	4	3	-
16	+8/+3	+5	+5	+10	Surgical familiarity (faster)	5	5	5	4	3	1
17	+8/+3	+5	+5	+10	Emergency solution 6d6	5	5	5	4	4	2
18	+9/+4	+6	+6	+11	Negative energy injection (aura, 50 ft.)	5	5	5	5	4	3
19	+9/+4	+6	+6	+11	Surgical familiarity (durable)	5	5	5	5	5	4
20	+10/+5	+6	+6	+12	Emergency solution 7d6, rejuvenating surgery	5	5	5	5	5	5

Additional Attack (Ex, 1 CP): The grotesque gains a new limb, such as an arm or leg, and gains an additional slam attack. This is a primary natural attack.

Additional Hit Points (Ex, 2 CP): Fresher and hardier body parts are used to make the grotesque. It gains the Toughness feat. This ability is only available to grotesque assistants.

Additional Movement (Ex, 2 CP): The grotesque gains a new mode of movement (burrow, climb, fly [clumsy], or swim) at a speed equal to its base speed. This is reflected in some type of limb, set of wings, or large claws they are given. Each time this ability is purchased it must be applied to a different form of movement.

Animal Intelligence (Ex, 2 CP): The grotesque minion has a brain and nervous system that gives it an Intelligence score of 3. The reanimator decides how to distribute any skill points and feats gained from the Intelligence. This ability is only available to grotesque minions. It can only be purchased once per grotesque.

Augmented Critical (Ex, 2 CP): The grotesque is given superior tendons and muscles. The grotesque gains the Improved Critical feat for its slam attacks. It does not need to meet the prerequisites for this feat. This ability can only be purchased once per grotesque.

Bleed (Ex, 1 CP): The grotesque's claws or teeth are not just sharp, they are serrated. Select a single piercing or slashing attack. The attack deals 1d6 points of bleed damage. Each time this ability is purchased it must be applied to a different attack.

Constrict (Ex, 2 CP): The grotesque is given long, flexible arms. Whenever the grotesque

successfully grapples a foe using the grab ability, it deals additional damage equal to the amount of damage dealt by the attack that used the grab ability. This ability can only be purchased once per grotesque.

Exceptional Reach (Ex, 1 CP): The grotesque has a long neck or oversized arms. Pick one natural attack. The grotesque's reach with that attack increases by 5 feet.

Faster (Ex, 1 CP): The grotesque is endowed with strong and powerful muscles, or more limbs dedicated to movement. The speed of one of its movement modes increases by +10 feet.

Gills (Ex, 1 CP): The grotesque has gills and can breathe underwater indefinitely. This ability can only be purchased once per grotesque.

Grab (Ex, 2 CP): The grotesque has large claws, a jaw that unhinges, or tentacles. Whenever the grotesque makes a successful slam attack it can attempt a free combat maneuver check. If successful, the grotesque grapples the target. This ability only works on creatures one size category smaller or larger than the grotesque. The grotesque receives a +4 bonus on CMB checks made to grapple. This ability can only be purchased once per grotesque.

Improved Damage (Ex, 1 CP): The grotesque is given superior muscle groups, a brain with a natural ability to do combat, or denser bones. Select one natural attack form and increase the damage die type by one step. Each time this ability is selected it must be applied to a different natural attack.

Improved Natural Armor (Ex, 1 CP): The hide of the grotesque is thicker and more resistant to damage. Increase the natural armor bonus of the grotesque by +1.

Increased Size (Ex, 4 CP): The grotesque is made larger by using bigger base parts. Increase the size of the grotesque by one step, doubling its height and multiplying its weight by 8. It gains a +2 size bonus to Strength, a +2 bonus to Constitution, a +2 bonus to its natural armor, and a +1 bonus to its CMB and CMD. It also takes a –2 size penalty to Dexterity (to a minimum of 1), a -2 penalty to Fly skill checks, a -4 penalty to Stealth skill checks, and a –1 penalty on attack rolls and AC due to its increased size. The damage die of any natural attacks is scaled up one type (i.e. from a d4 to a d6). This does not increase the grotesque's reach or movement rate but can increase the amount of space a grotesque takes up. This ability is only available to grotesque assistants and minions. A grotesque cannot a size be bigger than Large.

Magic Attacks (Su, 1 CP): The grotesque was built with organs from a magic user or magical creature. All its natural attacks are treated as if magic for the purpose of overcoming damage reduction. If the reanimator is 10th level or higher, all of the grotesque's natural attacks are treated as the alignment of the grotesque for the purposes of overcoming damage reduction. This ability is only available to grotesque assistants. It can only be purchased once.

Mount (Ex, 1 CP): The grotesque has been conditioned to serve as a combat-trained mount. It must be at least one size category larger than its rider. This ability can only be purchased once per grotesque.

Piercing Attack (Ex, 1 CP): The grotesque is given a stinger, spikes, a horn, or antlers. Replace one natural melee attack with an attack that does the same amount of piercing damage and has a ×3 critical multiplier. Replace all melee attacks for an additional +1 CP. Grotesque abilities that specify slam attacks do not work with piercing attacks.

Ranged Attack (Ex, 2 CP): The grotesque can spit, flick spikes out of its tail, or launch bone shards from their arms. Replace one natural melee attack with a ranged piercing attack. This new attack does the same amount of damage as the natural melee attack, and has a range of 20 feet. Replace all attacks for an additional +2 CP. Grotesque abilities that specify slam attacks do not work with ranged attacks.

Sickening (Ex, 2 CP): The grotesque has a foul odor that turns the stomach of living creatures. Any living creature except the reanimator that approaches within 20

feet of the grotesque or begins its turn in that area is sickened for 1 round unless it succeeds at a Fortitude save (DC equal to 10 + ½ the grotesque's Hit Dice + its Con modifier). Creatures that successfully save against the odor cannot be sickened by it again for 24 hours. This ability can only be purchased once per grotesque.

Slashing Attack (Ex, 1 CP): The grotesque has sharp claws, blade like bone protrusions, or shark like teeth. Replace one natural melee attack with an attack that does the same amount of slashing damage and has either a 19–20 threat range (for bladelike attacks) or a ×3 threat multiplier (for axe or scythe like attacks). Replace all melee attacks for an additional +1 CP. Grotesque abilities that specify slam attacks do not work with slashing attacks.

Tail (Ex, 1 CP): The grotesque has a long, powerful tail or tentacle. This grants it a +2 racial bonus on Acrobatics checks to balance on a surface. For a cost of +1 CP the tail can be used as a secondary slam attack.

Trample (Ex, 2 CP): The grotesque's limbs have large hooves or feet, and the body has been given considerable mass. As a full-round action, the grotesque can overrun any creature that is at least one size smaller than itself. This works like the overrun combat maneuver, but the grotesque does not need to make a check, it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the grotesque's Strength modifier. Targets of the trample can make attacks of opportunity at a –4 penalty. If a target forgoes the attack of opportunity, it can make a Reflex save for half damage. The DC of this save is 10 + 1/2 the grotesque's HD + the grotesque's Strength modifier. A trampling grotesque can only deal trampling damage to a creature once per round. This ability can only be purchased once per grotesque.

Trip (Ex, 2 CP): Powerful, swift muscles allow the grotesque to knock enemies to the ground. Whenever the grotesque makes a successful slam attack, it can attempt a free combat maneuver check. If successful, the target is knocked prone. If the check fails, the grotesque is not tripped in return. This ability only works on creatures of a size equal to or smaller than the grotesque. This ability can only be purchased once per grotesque.

Weapon Training (Ex, 2 CP): The grotesque is conditioned to use weapons and gains Simple Weapon Proficiency as a bonus feat.

Emergency Solution (Su): At 2nd level, the reanimator can spend 1 point from his surgical pool as a standard action to channel arcane energy into a syringe filled with distilled water, creating an emergency solution. Injecting this medical solution into a creature is a standard action that heals a number of Hit Points equal to 1d6 points of damage plus 1d6 points of damage for every three reanimator levels beyond 2nd. An emergency solution can be used to heal undead and does not harm them. Emergency solutions have side-effects when used on living creatures. Any living creature healed using an emergency solution is sickened for 1 round per d6 hit points restored. A creature can make a Fortitude saving throw (DC equal to 10 + 1/2 the reanimator's level + the reanimator's Intelligence modifier) to halve the amount of time spent sickened (minimum 1 round).

An emergency solution cannot be injected into an incorporeal creature or an unwilling creature with damage resistance or an immunity to piercing attacks. Injecting an emergency solution into a willing creature with damage resistance or an immunity to piercing attacks requires a full-round action. Injecting a solution into an unwilling creature that does not have damage resistance or an immunity to piercing attacks requires a successful melee touch attack.

Reanimator Scholarship (Ex): At 3rd level the reanimator adds ½ her reanimator level (minimum 1) to Heal skill checks and all Knowledge skill checks involving death, death rituals, or the undead.

Grotesque Minion (Ex): At 4th level the reanimator can spend 1 point from his surgery pool to create short-lived minions from available body parts. Creating a grotesque minion is a full-round action. The appearance of these minions is up to the reanimator and usually based on what body parts are available. A reanimator can have one grotesque minion active at a time at 3rd level and one additional minion at 6th level and every 3 levels after.

Reanimators have 1 free construction point they can spend to customize a grotesque minion as if it were a grotesque assistant. They gain 1 more construction point to use for grotesque minion customization at 6th level and every three level after. During the creation of a grotesque minion the reanimator can spend points from his surgical pool to gain additional construction points. The reanimator gains 1 construction point for every 1 surgical point spent. These construction points are used to purchase additional abilities for the minion during its creation as if they were grotesque assistants. A grotesque minion lasts for a number of hours equal to ½ the reanimator's class level, after which time they collapse into a tangled pile of body parts. These body parts are inert and cannot be further harvested to add points to the reanimator's surgical pool.

Grotesque Injection (Su): Starting at 6th level, a reanimator can use his injections on his grotesque assistant and minions. The reanimator must administer the injection himself. Doing so is a standard action. Starting at 10th level, a reanimator can use his injections on any undead under his command.

Negative Energy Injection (Su): The reanimator injects himself with a special formula that gives him a permanent store of negative energy.

At 7th level, the reanimator receives Command Undead as a bonus feat. He can channel the negative energy inside of him a number of times per day equal to 3 + his Intelligence modifier, but only to use the selected feat. He can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel. The DC for undead to save against the reanimator's command is equal to 10 + ½ his reanimator level + his Charisma modifier. At 20th level, the negative energy inside the reanimator grows so potent that undead cannot add their channel resistance to save against this ability.

At 10th level, the reanimator's store of negative energy allows him to use *detect undead* as a constant spell-like ability. At 15th level, the range of this ability increases to 100 feet.

At 12th level, the reanimator can use his own negative energy to create a protective aura and ward off death. As an immediate action, the reanimator can emit a 10 foot aura that protects against death effects for a number of rounds per day equal to his reanimator level. These rounds need not be consecutive. The reanimator and all allies within this area are immune to all death effects, energy drain, and effects that cause negative levels. This protective aura does not remove negative levels that a creature has already gained, but the negative levels have no effect while the creature is inside the protected area. This aura increases in size to 20 feet at 15th level and 50 feet at 18th level.

Experimental Surgery (Ex): At 9th level the reanimator can spend points from his surgical pool to give creatures temporary enhancements through the power of surgery. Each surgical point gives the reanimator 1 construction point to spend on grotesque abilities as new body parts are grafted onto a subject. Experimental surgery can be performed on any willing, living creature, including grotesque assistants and reanimator himself. The target must meet the prerequisites of any ability it gains through this process and cannot gain an ability reserved only for grotesque assistants or minions through this process, even if it is a grotesque assistant. Experimental surgery requires 10 minutes of uninterrupted time and any abilities gained last for 1 minute per reanimator level. When the experimental surgery's effect ends the grafted body parts liquefy and ooze off or out of the subject.

Surgical Familiarity (Ex): A reanimator is so familiar with his grotesque assistant's physiology that improving it becomes easier.

At 13th level, the reanimator becomes more efficient. When using the experimental surgery ability on his grotesque assistant, each point from the reanimator's surgical pool spent buys 2 construction points.

At 16th level, the reanimator becomes faster. Using experimental surgery on his grotesque assistant only takes 1 full-round action per construction point spent.

At 19th level, the reanimator's grafts become more durable. Experimental surgery done by the reanimator's on his grotesque assistant lasts 10 minutes per class level.

Rejuvenating Surgery (Su): At 20th level the reanimator is able to use her skills to reverse the negative effects of aging, renewing what is old back to something new. By spending 10 points from his surgery pool and performing six hours of uninterrupted surgery the reanimator can restore any attributes damaged by aging from a single creature and remove any affliction they are suffering from. Rejuvenating surgery also restores the flesh, effectively reducing the subject of the surgery to young adulthood and extending their lifespan. Rejuvenating surgery does not remove permanent level drain. The surgery requires 1000 gp worth of materials per point of ability score restored and body parts from at least one young, deceased humanoid that has been dead for no more than 24 hours.

Grotesque Assistant Starting Statistics

Size Small; **Speed** 20 ft.; **AC** +2 natural armor; **Attack** slam (1d6); **Ability Scores** Str 10, Dex 15, Con —, Int 10, Wis 12, Cha 7; **Special Qualities** darkvision, low-light vision; **Languages** Common (can't speak).

Table: Grotesque Assistants

Level	HD	BAB	Saves	Skills	Feats	Str/Dex Bonus	Special
1st	1	+1	+0	2	1	+0	Darkvision, low-light vision, telepathic link
2nd	2	+2	+0	4	1	+0	—
3rd	3	+3	+1	8	2	+1	Evasion
4th	3	+3	+1	8	2	+1	—
5th	4	+4	+1	10	2	+1	Ability score increase
6th	5	+5	+1	12	3	+2	Speech
7th	6	+6	+2	14	3	+2	—
8th	6	+6	+2	14	3	+2	—
9th	7	+7	+2	16	4	+3	Spell resistance
10th	8	+8	+2	18	4	+3	Ability score increase
11th	9	+9	+3	20	5	+3	—
12th	9	+9	+3	20	5	+4	—
13th	10	+10	+3	22	5	+4	—
14th	11	+11	+3	24	6	+4	—
15th	12	+12	+4	26	6	+5	Ability score increase, improved evasion
16th	12	+12	+4	26	6	+5	—
17th	13	+13	+4	28	7	+5	—
18th	14	+14	+4	30	7	+6	—
19th	15	+15	+5	32	8	+6	—
20th	15	+15	+5	32	8	+6	Ability score increase

Tiny Sized Grotesque CR ½

XP 200

N Tiny undead

Init +2; **Senses** darkvision 60, low-light vision; **Perception** -5

Defense

AC 18, **touch** 14, **flat-footed** 16 (+2 Dex, +4 natural, +2 size)

hp 5 (1d10)

Fort +0, **Ref** +2, **Will** -5

Defensive Abilities DR 5/slashing; Immune Undead Traits

Offense

Speed 15 ft.

Melee slam +1 (1d2-2)

Statistics

Str 6, **Dex** 14, **Con** -, **Int** -, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** +1; **CMD** 9

Grotesque Assistant Base Statistics

A grotesque assistant has the following features, as described on **Table: Grotesque Assistants**.

Level: This is the grotesque assistant's master's reanimator level.

HD: This is the grotesque assistant's total number of 10-sided (d10) Hit Dice. The grotesque assistant doesn't have a Constitution score, but it gains bonus hit points based on its size.

BAB: This is the base attack bonus of the grotesque assistant, which is equal to its number of Hit Dice.

Saves: These are the base saving throw bonuses of the grotesque assistant.

Skills: This entry lists the grotesque assistant's total number of skill ranks. A grotesque assistant with a high Intelligence score modifies these totals as normal (the grotesque assistant gains a number of skill ranks equal to 2 + its Intelligence modifier per HD). A grotesque assistant can't have more ranks in a skill than it has Hit Dice.

Class Skills: The following skills are class skills for a grotesque assistant: Bluff (Cha), Craft (Int), Fly (Dex), Knowledge (arcana) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, a reanimator can choose two additional skills to be class skills for his grotesque assistant.

Feats: This is the total number of feats the grotesque assistant has. A grotesque assistant can select any feats it qualifies for, but must possess the appropriate appendages in order to use some feats.

Str/Dex Bonus: Add this modifier to the grotesque assistant's Strength and Dexterity.

Special: As the homunculus increases in power, it gains the special abilities described below.

Darkvision (Ex): The grotesque assistant has darkvision out to a range of 60 feet.

Low-Light Vision (Ex): grotesque assistants see twice as far as humans in dim light.

Telepathic Link (Su): A grotesque assistant can't initially speak, but shares a telepathic link with its creator. It knows what its master knows and can convey to him everything it sees and hears, out to a range of 1,500 feet.

Evasion (Ex): At 3rd level, if a grotesque assistant is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it succeeds at its saving throw.

Ability Score Increase (Ex): The grotesque assistant adds 1 to one of its ability scores at 5th level and every 5 levels thereafter.

Speech (Ex): At 6th level, the grotesque assistant gains the ability to speak any languages it knows.

Spell Resistance (Su): At 9th level, the grotesque assistant gains spell resistance equal to 11 + its master's alchemist level.

Improved Evasion (Ex): At 15th level, when subjected to an attack that allows a Reflex save for half damage, the grotesque assistant takes no damage if it succeeds at the saving throw and only half damage if it fails the saving throw.

Grotesque Bomber

(Reanimator Archetype)

The grotesque bomber has learned a special formula that he injects into his creations, turning them into mobile, self-delivering bombs.

Grotesque Bomb (Ex): At 4th level, the grotesque bomber can spend 1 point from his surgery pool to create an explosive, short-lived mobile bomb from available body parts. Creating a grotesque bomb is a full-round action. The appearance of the grotesque bombs is up to the reanimator and usually based on what body parts are available. A grotesque bomber can make a maximum number of grotesque bombs equal to his class level per day, so long as he has points in his surgery pool to spend.

A grotesque bomb has the same statistics as a tiny sized grotesque except it gains an ability to detonate as a free action upon making a successful melee touch attack against a target. On a direct hit against a target, the grotesque bomb detonates and inflicts 1d6 points of fire damage + additional damage equal to the reanimator's Intelligence modifier. Any creature adjacent to the target suffers damage equal to the bomb's minimum possible damage (so if a bomb would deal 1d6+3 points of fire damage on a direct hit, its splash damage would be 4 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + ½ the reanimator's level + the reanimator's Intelligence modifier.

A grotesque bomber cannot spend additional points from his surgery pool to buy construction points for his grotesque bomb. Instead, he can spend points from his surgery pool to increase the grotesque bomb's BAB and the damage caused by its detonation.

It costs 2 points from the surgery pool to increase the grotesque bomb's BAB by +1. A grotesque bomb's BAB cannot be higher than the BAB of the grotesque bomber that created it.

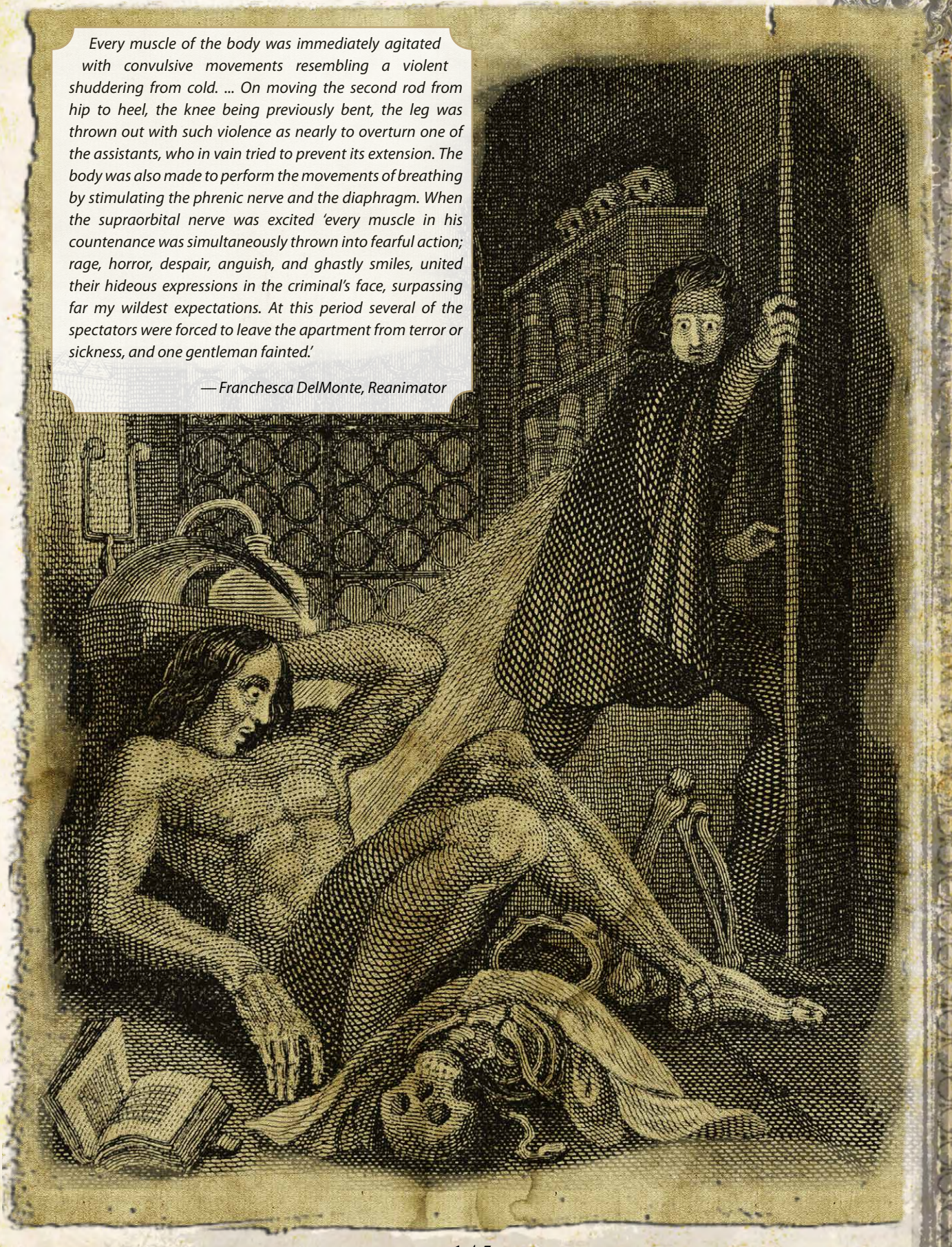
It costs 3 points from the surgery pool to increase the damage caused by a grotesque bomb's detonation by +1d6. The number of d6s added this way cannot be higher than the ½ the grotesque bomber's class level (so, a grotesque bomb created by a 6th level grotesque bomber can deal a maximum of 4d6 + the grotesque bomber's Intelligence modifier fire damage with its detonation).

A grotesque bomb is destroyed when it detonates and the body parts it is made of lost. If a grotesque bomb is destroyed by any other means but self-detonation it does not detonate.

This ability replaces grotesque minion.

Every muscle of the body was immediately agitated with convulsive movements resembling a violent shuddering from cold. ... On moving the second rod from hip to heel, the knee being previously bent, the leg was thrown out with such violence as nearly to overturn one of the assistants, who in vain tried to prevent its extension. The body was also made to perform the movements of breathing by stimulating the phrenic nerve and the diaphragm. When the supraorbital nerve was excited 'every muscle in his countenance was simultaneously thrown into fearful action; rage, horror, despair, anguish, and ghastly smiles, united their hideous expressions in the criminal's face, surpassing far my wildest expectations. At this period several of the spectators were forced to leave the apartment from terror or sickness, and one gentleman fainted.'

— Franchesca DelMonte, Reanimator



Soldier

(Fighter Alternate Class)

Fighters are born but soldiers are trained. The constant war being fought against the Spawn of the Old Ones has led to an entire generation of young men and women who have been drilled not just in the art of combat but in the skills required for survival and victory on the battlefield: tactics, organization, and teamwork. Few soldiers are generalists. The realities of warfare in modern Vathak require a variety of specialists, all working together as a military to defeat the enemy.

Role: Like fighters, soldiers excel at combat. More importantly, they excel at organized combat and working together in a group to accomplish a goal. Each soldier specializes, making them less versatile than most fighters but more capable in their area of expertise.

Alignment: Any.

Hit Die: d10

Starting Wealth: 5d6 x 10 gp (175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The soldier's class skills are Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 2 + Int modifier

Class Features

The following are class features of the soldier.

Weapon and Armor Proficiency: Soldiers are proficient with simple and martial weapons. Soldiers are also proficient with light and medium armor, and with shields (including tower shields).

Drilled Teamwork (Ex): Beginning at 1st level, one or more characters with the drilled teamwork ability can train (drill) for 4 hours to gain the benefit of a teamwork feat which at least one of them meets the prerequisites for. Drilling is treated as an equivalent number of hours of forced marching. Soldiers drilling together all gain the same specific teamwork feat. At the end of drilling, a soldier is treated as possessing the chosen teamwork feats, but only when working with those soldiers they drilled with.

At 5th level, and at every 5 levels thereafter, a soldier can gain the benefit of an additional teamwork feat. When drilling as part of a group, the level of the participant with the lowest class level is used to determine if additional feats can be gained. For example, if a 3rd level soldier is drilling with two 8th level soldiers, the soldiers only gain the benefit of a single teamwork feat. If the two 8th level soldiers were to drill alone, they would gain the benefit of two teamwork feats. Each additional teamwork feat gained increases the time it takes to drill by 2 hours. For each character involved in a drill that possesses the Leadership feat, reduce the training time by 1 hours (minimum 1 hour per teamwork feat to be learned).

The soldier retains the benefits of any teamwork feat she has drilled in until she participates in another drill. If a soldier is affected by an ally's tactician class ability, she can choose to exchange the teamwork feat offered by the ally for any teamwork feat she has drilled in. If such an exchange is made, the benefits gained from the new teamwork feat do not expire when the tactician ability ends but are retained until the soldier participates in another drill.

Regiment (Ex): At 1st level, a soldier chooses (or is assigned) a regiment, which determines how her military training progresses. Each regiment grants a bonus class skill, may grant weapon and/or armor proficiencies, and several regiment training abilities. At 20th level, each regiment grants a commander ability which allows the soldier to effectively lead the troops she undoubtedly is responsible for by that time. See the **Soldier Regiments** below for additional details.

Bonus Feats: At 2nd level, and again at 4th, 8th, 12th, and 16th level, a soldier gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork or combat feats (sometimes called "fighter bonus feats").

Armor Training (Ex): Starting at 3rd level, a soldier learns to be more maneuverable while wearing armor. Whenever she is wearing armor, she reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by her armor by 1. Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum –4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a soldier can also move at her normal speed while wearing medium armor.

At 7th level, a soldier can move at her normal speed while wearing heavy armor, even if she does not have proficiency with it.

Weapon Training (Ex): Starting at 5th level, a soldier can select one fighter weapon group. Whenever she attacks with a weapon from this group, she gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (9th, 13th, and 17th), a soldier becomes further trained in another fighter weapon group. She gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a soldier reaches 9th level, she receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A soldier also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the soldier's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Armor Mastery (Ex): At 19th level, a soldier gains Damage Reduction 5/— whenever she is wearing armor or using a shield.

Weapon Mastery (Ex): At 20th level, a soldier chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, she cannot be disarmed while wielding a weapon of this type.

Soldier Regiments

A soldier either chooses or is assigned a regiment, which determines how her military training progresses. Each regiment grants a bonus class skill, weapon and/or armor proficiencies, and several regiment training abilities. At 20th level, each regiment grants a commander ability which allows the soldier to effectively lead the troops she undoubtedly is responsible for by that time. The six common regiments of the various armies of Vathak—Archer, Cavalry, Grenadier, Guerrilla, Infantry, Musketeer—are detailed below. Regiments are commonly identified by the weapon or tactic they are most well known for on the battlefield.

Archer

Even in modern Vathak, where firearms are becoming more common, there is a place in the military for skilled archers. Bows are cheaper to build and arm, don't require expensive black powder to function, and less prone to malfunction than firearms. Archers can be essential to any army, often used to soften the enemies up at the start of the battle and, when need, to cover a retreat at the end.

Regiment Class Skill: Perception (Wis).

Regiment Abilities

Pinpont Shooter (Ex): At 1st level, the soldier gains Point-Blank Shot as a bonus feat. In addition, when firing at a target while on higher ground (such as firing from atop a castle wall at a target on the ground), the range at which the Point-Blank Shot feat's bonuses apply increases to 60 ft.

Distance Shooter (Ex): At 2nd level, the soldier gains Far Shot as a bonus feat. In addition, she can spend a move action to further reduce range increment penalties for the rest of her turn by 1. This penalty is further reduced by 1 point at 5th level and every 5 levels thereafter.

Impact Critical Shooter: At 6th level, the soldier gains Impact Critical Shot[UC] as a bonus feat.

She does not need to meet the prerequisites to gain this feat.

[UC] This feat appears in the *Pathfinder Roleplaying Game: Ultimate Combat*.

Speedy Sniper (Ex): At 10th level, the soldier can use her distance shooter ability as a swift action.

Intercept Arrow (Ex): At 14th level, the soldier learns to protect her allies from enemy archers using her own superior archery skills. Intercept arrow works as the Deflect Arrows feat, but instead of requiring a free hand, the soldier can spend an attack of opportunity to fire an arrow or bolt of her own and intercept an arrow aimed at herself or an ally she can see and who is within short range of her bow. This ability cannot be used to intercept a ranged attack from a firearm.

Penetrating Shooter (Ex): At 18th level, the soldier gains Greater Penetrating Strike as a bonus feat. She does not need to meet the prerequisites to benefit from this feat, but its effects can only be applied to ranged attacks with bows or crossbows. If the soldier already has this feat, she may choose any other combat feat as a bonus feat instead, but must meet any prerequisites of that feat.

Regiment Commander Power (Ex): At 20th level, the archer can spend a full-round action to issue orders to a number of allies up to or equal to her soldier level. These allies must be within 30 feet and wielding a bow or crossbow. Until the beginning of the archer's next turn, each of these allies may make an extra ranged attack at their highest BAB during a full-attack, as if their weapons had the *speed* weapon special ability. If an ally's weapon already has the *speed* special ability or they are under the effects of *haste* or a similar effect, they instead gain a +2 bonus on all ranged attack rolls.

Cavalry

A mounted soldier can be worth an entire squad on the battlefield. Horses add mobility, height, speed, and mass to a soldier, helping make her more of an equal in combat to a Spawn of the Old One.

Regiment Class Skill: Handle Animal (Cha).

Regiment Abilities

Mount (Ex): At 1st level, the soldier gains the services of a loyal mount to carry her into battle. This functions as the cavalier's mount class feature, treating her class level as her cavalier level for determining the mount's abilities.

Cavalry's Charge (Ex): At 2nd level, the soldier gains the charge cavalier class ability.

Cavalry's Force (Ex): At 6th level, the soldier gains Charge Through[APG] as a bonus feat. She does not need to meet the prerequisites to benefit from this feat, though it can only be applied to charges made while riding her mount. If neither the soldier nor her mount possess the Improved Overrun feat, the action still provokes an attack of opportunity from the target.

[APG] This feat appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Cavalry's Might (Ex): At 10th level, the soldier gains the mighty charge cavalier class ability.

Maneuverable Mount (Ex): At 14th level, any mount the soldier rides reduces its armor check penalty for wearing barding armor or for carrying a medium load by 2, and the maximum Dexterity bonus for any barding armor worn increases by 2. Additionally, the mount's speed does not decrease when wearing medium or heavy barding armor or carrying a medium or heavy load. If the mount already has a similar ability from an animal companion archetype, it instead takes no penalty to AC when charging.

Unstoppable Charge (Ex): At 18th level, the soldier's mount can charge through allies and ignore difficult terrain when charging. In addition, the critical multiplier of any melee

weapon the soldier is wielding is increased by 1 during a charge (for example, the critical multiplier of a lance would become x4 instead of x3).

Regiment Commander Power (Ex): A cavalry soldier is so at home on her mount that she needn't think about how to direct it anymore. At 20th level, the cavalry soldier can control her mount in combat under any circumstances without requiring a Handle Animal or Ride roll. This does not allow a her to automatically succeed on skill checks which would prevent damage to herself or her mount, such as those from the Mounted Combat feat. In addition, when part of a unit, any mounted allies within 60 feet of the cavalry soldier gain a +5 bonus on any Handle Animal or Ride checks pertaining to their own mounts.

Grenadier

Grenadiers, those individuals willing to handle and throw explosives, are a rare breed. While no one doubts their bravery, some wonder about their sanity. Grenadiers generally have a higher rate of injury and death by friendly fire, both given and received, than other types of soldier. Still, every soldier welcomes a grenadier when the battle begins. No one else is as adept at blowing large holes in the enemy's lines.

Regiment Class Skill: Disable Device (Dex).

Regiment Abilities:

Bomber (Su): At 1st level, the soldier gains an ability nearly identical to the alchemist's bomb ability. This ability stacks with the alchemist bomb ability to determine the level of bomb damage, but a grenadier does not gain that class's bomb ability, nor does an alchemist that becomes a grenadier gain this bomb ability.

Discovery: At 2nd, 10th, and 18th level, the soldier can choose one alchemist discovery, treating her soldier level as her alchemist level for its prerequisites and effects. The discovery must be one that can be applied to bombs.

Directed Blast (Su): At 6th level, the soldier can detonate a bomb so that it splashes in a 20-foot cone rather than affecting a radius. The cone starts from the direction of the soldier and extends away from her in the direction she chooses. The soldier designates one creature in the squares affected by the cone to be the target of the bomb and makes her attack roll against that creature; all other squares in the cone take splash damage. If the soldier throws the bomb from higher ground than the creature she is targeting (such as from the walls of a stronghold) she gains a +2 competence bonus on her attack roll, in addition to any bonuses normally gained due to higher ground.

Multibomb (Su): At 14th level, the soldier can create a single bomb that splits into multiple smaller bombs in midair, targeting several foes. The multibomb can target 3 creatures, none of which can be more than 10 feet apart. Each bomb deals damage as if the soldier's effective alchemist level was 4 levels lower, and does not deal splash damage. Roll each attack separately, with a -2 penalty to each one. At 20th level, the multibomb can target up to 4 creatures.

Regiment Commander Power (Ex): A grenadier learns that sometimes, sheer firepower is all that one needs. At 20th level, as a full-round action a grenadier commander can command a number of allies, who must have the bomb class ability, up to or equal to her soldier level to release a barrage of bombs at a single target. All allies joining

in the bombing must be within 30 feet of the soldier. Any ally who readies to create and throw an alchemical bomb during this action gains a +4 to the readied attack roll. When the commander's commanding action completes, all readied bombs are thrown at once, though each attack is rolled separately. All damage done by this group bombing is considered to come from a single source of damage for the purposes of damage reduction.

Guerrilla

Few battles, especially against the Spawn of the Old One, are fought on an organized battlefield. A guerilla specializes in strike-and-run tactics and moving behind enemy lines. While dangerous to execute, guerilla tactics can be hard to protect against and can do massive damage to the enemy.

Regiment Class Skill: Stealth (Dex).

Regiment Abilities:

Guerrilla Tactics (Ex): At 1st level, a guerrilla soldier becomes more skilled than other soldiers at sneaking behind enemy lines. The guerrilla gains two more skill points per class level (for a total of 4 + her Intelligence modifier per level). In addition, she may choose one of the following skills as an additional class skill: Acrobatics (Dex) or Disguise (Cha).

Ambush Tactics (Ex): At 2nd level, when the soldier successfully attacks a creature that is flat-footed or otherwise denied its Dexterity bonus to AC, she deals additional damage equal to the weapon's critical multiplier. For example, a weapon with a x2 critical modifier would deal an additional +2 damage on such attacks.

Thoughtful Striker I: At 6th level, the soldier gains studied combat and studied strike abilities as if an investigator of her level -2. Levels in investigator stack with the soldier's class levels to determine effects of this ability.

Terrain Tactics I: At 10th level, the soldier chooses a favored terrain, as if a 3rd-level ranger. In addition, when making a studied strike in her favored terrain, the soldier can add the damage bonus from ambush tactics to her attack even if the target is not flat-footed or otherwise denied its Dexterity bonus to AC. The bonuses of this favored terrain does not stack with that given by the favorite terrain ability of other classes. If the soldier has the favored terrain ability from another source or later gains it from another source she must choose a type of terrain not already favored.

Thoughtful Striker II: At 14th level, the soldier may choose one investigator talent that applies to studied combat or studied strike, treating her level as her investigator level for its prerequisites and effects, as well as for the effects of studied combat and studied strike.

Terrain Tactics II: At 18th level, the soldier chooses a second favored terrain, and her bonus with her first favored terrain increases to +4, as an 8th-level ranger. When making a studied strike in either of her favored terrains, she now adds double the bonus damage from ambush tactics.

Regiment Commander Power (Ex): A guerilla commander is the master of ambush warfare, able to hide an entire squad and ambush any enemy army. At 20th level, a guerrilla soldier can make a special Stealth check to hide her allies in any area where she could normally hide, using her own Stealth roll in place of the Stealth rolls of a number of allies less than or equal to her class level. This takes a full minute for every five allies she affects, and each ally's armor check penalty applies separately to their own Stealth total. In a subsequent combat, if none of the affected allies have been detected by the enemy before the surprise round begins, all affected allies gain sneak attack +1d6 (which does not stack with other precision damage effects) during that surprise round.

Infantry

In modern Vathak, infantry refers to any soldier trained in using melee weapons to get in close and combat the enemy, especially while on foot. All too often, battles in Vathak come down to blade vs. blade… or claw.

Regiment Class Skill: Acrobatics (Dex).

Regiment Abilities

Weapon Flexibility (Ex): At 1st level, the soldier gains the ability that acts in most ways like the Weapon Focus feat. Unlike with normal Weapon Focus, the infantry soldier can spend 1 uninterrupted hour practicing with a melee weapon. At the end of the practice, the bonuses provided by Weapon Focus apply only to the type of melee weapon practiced with. This weapon remains the subject of Weapon Focus until the soldier practices for 1 hour with a different weapon. Additionally, the soldier can make the melee weapon he practices with the subject of any feat that has Weapon Focus as a prerequisite by adding 30 minutes per feat being altered to her practice time. The soldier is considered to have the Weapon Focus feat for the purposes of purchasing any feat with Weapon Focus as a prerequisite.

Infantry Training (Ex): At 2nd level, the soldier gains Power Attack, Two-Weapon Fighting or Weapon Finesse (her choice) as a bonus feat. She does not need to meet the prerequisites of the chosen feat.

Flexible Weapon Training (Ex): At 6th level, the soldier can change the weapon group which his weapon training class feature applies to. When using weapon flexibility to change her focus weapon, she can spend an additional consecutive, uninterrupted hour of training to alter her first weapon training (the one with the highest bonus) to match that new focus weapon as well. If she already has weapon training with that weapon group (gained at a level higher than 5) only the larger bonus applies.

Will of the Regiment (Ex): At 10th level, the soldier gains a +1 bonus to her Will saves against charm or compulsion effects for each ally within 30 feet of her, to a maximum bonus equal to 1/4 her soldier level (minimum +1).

Stylish Combatant (Ex): At 14th level, the soldier gains a special ability based on the bonus feat she chose at 2nd level for her infantry training ability:

- **Power Attack:** The soldier's damage bonus from Power Attack increases to +3 for every -1 penalty applied to her attack roll.
- **Two-Weapon Fighting**: The soldier's off-hand attacks deal damage as if the weapon were held in her primary hand.
- **Weapon Finesse:** The soldier deals bonus damage on any successful hit with a weapon which Weapon Finesse applies to equal to that weapon's critical multiplier.

Improved Will of the Regiment (Ex): At 18th level, the soldier grants all allies within 30 feet a bonus to Will saves against charm or compulsion effects equal to 1/2 the bonus she receives from her will of the regiment ability.

Regiment Commander Power (Ex): At 20th level, the infantry soldier may spend five minutes training a group of allies to use weapons they would not normally be familiar with. This training grants a number of allies up to or equal to a her class level any one of the following feats (chosen by the receiving ally at the time of training) for 1 hour:

Exotic Weapon Proficiency, Martial Weapon Proficiency, Power Attack, Weapon Finesse, or Weapon Focus.

The infantry soldier need not have the feat to impart it to her students.

Musketeer

The report of the musket has become the music the modern warfare in Vathak. Few things short of magic match the sheer power of a musket or rifle on the battlefield. A squad of musketeers, working in concert, can make short work of most foes.

Regiment Class Skill: Craft (firearms) (Int). See **Chapter 5 - Skills and Feats** for more information on crafting firearms and ammunition.

Regiment Abilities

Gunner (Ex): At 1st level, the soldier gains proficiency with all firearms. In addition, she gains the Gunsmithing feat as presented in **Chapter 5 - Skills and Feats**.

Loudmouth (Ex): At 2nd level, the soldier can brashly taunt her target just before firing, causing additional damage due to the carelessness the soldier's taunts inspire. Once per day, the soldier can, as a swift action, add her Charisma bonus to any damage rolls made with a firearm until the end of her turn. At 6th level and every 4 levels thereafter, she may use this ability one additional time per day. Creatures immune to mind-affecting or fear effects are not affected by this ability.

Clear Misfire (Ex): At 6th level, if the soldier's firearm misfires, she can spend a standard action to clear and repair the gun. At 12th level, this can be done as a move action.

Pinpoint Targeting (Ex): At 10th level, as a full-round action, the soldier can make a single firearm attack targeting a specific body part of her enemy. If the attack is successful, her attack has an effect as determined by the body part being targeted. A soldier cannot target a body part an enemy does not have. The soldier can use this ability once per day at 10th level, and one additional time every 4 levels thereafter. Creatures that are immune to precision damage are immune to these effects.

- **Arms**: The target takes no damage but drops one carried item of the soldier's choice, even if the item is wielded with two hands. Items held in a locked gauntlet are not dropped on a hit.
- **Head**: The target is damaged normally, and is also confused for 1 round. This is a mind-affecting effect.
- **Legs**: The target is damaged normally and knocked prone. Creatures that have four or more legs or that are immune to trip attacks are immune to this effect.
- **Torso**: Targeting the torso threatens a critical on a 19–20.
- **Wings**: On a hit, the target is damaged normally, and must make a DC 20 Fly check or fall 20 ft.

Looking Down the Barrel (Ex): At 14th level, a musketeer becomes adept at inspiring fear in her targets. When making a ranged attack with a firearm, she may attempt an Intimidate check as a free action to demoralize her opponent. If successful, the opponent also takes a -2 penalty to AC against the soldier's ranged attacks with firearms for a number of rounds equal to the soldier's Charisma bonus.

Siege Engine Training (Ex): At 18th level, the soldier gains the Siege Commander[UC] feat as a bonus feat. She does not need to meet this feat's prerequisites.

[UC]This feat appears in the *Pathfinder Roleplaying Game: Ultimate Combat.*

Regiment Commander Power (Ex): A musketeer is adept at commanding her fellow firearms specialists, allowing them to fire volleys of shots at incoming enemy combatants. At 20th level, as a full-round action the musketeer can coordinate the attacks of a number of firearm wielding allies less than or equal to her soldier level. All allies being coordinated must be within 30 feet of the soldier. Any ally that readies an attack with a firearm during this action gains a +4 competence bonus to the readied attack roll. When the musketeer commander completes an attack action, all readied attacks occur at once. If any participant in the volley rolls a 1 on any damage die, that die can be immediately rerolled and the new result applied to the damage suffered by the target.

Drill Sergeant (Soldier Archetype)

Officers may lead but it is the drill sergeant who turns civilians into soldiers. Drill sergeants are loud, demanding, and seemingly cruel but they all have the same goal: train a soldier who can meet the enemy, claim victory, and hopefully survive the experience.

Drill Master (Ex): At 2nd level, the drill sergeant becomes adept at motivating other soldiers as they drill. She reduces the amount of time it takes to perform a drill using the Drilled Teamwork ability by 1/2. Additionally, all soldiers participating in the drill are counted as having effective class level of +1 when determining if the benefit of additional teamwork feats are gained. This ability replaces the 2nd level bonus feat.

Bellow (Ex): At 4th level, the drill sergeant has crafted her voice into a precision instrument. She gains a bonus equal to ½ her class level on Intimidate checks. Additionally, as standard action the drill sergeant can bellow at any ally, granting that ally an immediate save against any ongoing fear or mind-affecting effect with a +1 bonus. This bonus increases by +1 at 8th level and every 4 class levels thereafter. This ability replaces the 4th level bonus feat.

Fighter Archetypes and the Soldier

The soldier is an alternate class of the standard fighter from the *Pathfinder Roleplaying Game Core Rulebook*, and as such, some fighter archetypes are compatible with the soldier. In general, a soldier may take any fighter archetypes that do not alter or replace the bravery class feature or the bonus combat feats gained at 1st, 6th, 10th, 14th, or 18th levels. This means that archetypes such as the mutation warrior from the *Pathfinder Roleplaying Game Advanced Class Guide* are options for a soldier, and can help differentiate him from other members of her regiment. Alternately for archetypes that replace the fighter's bravery ability, with GM approval, have the character loose one bonus feat or a regiment ability instead or the player gains the archetype's alternate abilities except the one which replaced bravery.

Master Sergeant (Ex): At 8th level, the drill sergeant knows how to bring out the best in soldiers under her command. Whenever the drill sergeant leads a drill using the Drilled Teamwork ability, she grants each soldier participating in the drill a +2 competence bonus on attack and damage rolls. These bonuses last for 24 hours. This ability replaces the 8th level bonus feat.

Standard Classes

Despite centuries of warfare and racial strife, Vathak is a land of surprising diversity. Members of every core, base, hybrid, and occult class can be counted amongst her peoples. What follows is a discussion of thirty-six classes and how they fit into the Shadows of Vathak campaign setting. Each class listing includes two archetypes or other class option to further demonstrate how the classes of *the Pathfinder Roleplaying Game* can be adapted to the unique flavor of the setting.

Class	Class Option	Description
Alchemist	Spawn Burner	Specialists in bombing aberrations.
Alchemist	War Medic	Alchemists that heal injured soldiers on the battlefield.
Arcanist	Cannibal Mage	Steals energy from the dying to power their magic.
Arcanist	Master of Death	Bends the rules of magic to control the undead.
Barbarian	Insane Assailant	Controls and uses insanity to power rage.
Barbarian	Lone Survivor	Last survivor of a cleansed civilization.
Bard	Bewitching Bard	Merges music with magic to perform hexes.
Bard	Church Sparrow	Professional rabble-rouser, working for the Church.
Bloodrager	Sanguine Rider	Summons a mount made of solid blood.
Bloodrager	War (Bloodrager Bloodline)	Powered by memories of war and destruction.
Brawler	Gladiator Slave	Slave trained in combat performance.
Brawler	Living Battering Ram	Wretched specializing in knocking things down.
Cavalier	Order of the Broken Oath (Cavalier Order)	Protectors of those abandoned by their nobles.
Cavalier	Order of the Horse-born Prince (Cavalier Order)	Inheritors of a royal romni tradition.
Cleric	Handmaiden of the One True God	A bride and living example of the One True God's grace.
Cleric	Speaker for the Dead	Svirfneblin cleric who speaks for the ancestors.
Druid	Host	Using plague to fight for nature.
Druid	Wing Sister	A druid as much bird as person.
Fighter	Cambion Bodyguard	A loyal companion to those who offer friendship.
Fighter	Death Channeller	Uses inherent negative energy to battle the undead.
Gunslinger	Curse Slinger	Shoots both bullets and curses.
Gunslinger	Triggerman	Pistol specialist that makes problems "go away".
Hunter	Blessed Hunter	Hunter that draw power from the Saints, not nature.
Hunter	Rat Slave	Controls rats. Or do the rats control the him?
Inquisitor	Exonerated	The ultimate enforcer of the Church's will.
Inquisitor	Scourge of the Aberrant	A bane to aberrations everywhere.
Investigator	Scholar of the Forbidden	Research who studies that which man was not meant to know.
Investigator	Witchwolf Bounty Hunter	Witchwolf that hunts down criminals.
Kineticist	Green Guardian	Connected to the swamps and forests of Vathak.
Kineticist	Mistress of the Unliving	Uses cold energy to control the undead.
Magus	Black Powder Magus	Warrior mage that prefers firearms to swords.
Magus	Svirfneblin Shadowcaster	Expert in casting and battling in the dark.

Medium	Esoteric Dabbler	Skilled in a number of esoteric arts.
Medium	Séance Celebrity	Uses showmanship as much as psychic magic.
Mesmerist	Alienist	Convinces the body to heal by convincing the mind to heal.
Mesmerist	Regressionist	Taps into past lives to temporarily gain new abilities.
Monk	Beacon Against the Darkness	Church sponsored warrior fighting the Spawn of the Old Ones.
Monk	Elemental Monk	Channels *ki* into elemental kinetic attacks.
Occultist	Living Reliquary	Powered by relics of the Saints.
Occultist	Scion of the Lost	Tapping into the power of the lost and diminished races of Vathak.
Oracle	Ancients (oracle mystery)	Power from an unknown, primal force.
Oracle	Babbling Oracle	Uses herbs and trances to power magic.
Paladin	Builder of Saint Piotr	Builder of walls, both mundane and magical, to protect others.
Paladin	Hammer of Vathak	Chosen by the One True God to protect the land.
Psychic	Spyglass	Clairvoyants spying for the Church.
Psychic	Whispering Mind	Whispering insanity into the minds of others.
Ranger	Filth Reaches Scout	Expert in Spawn infested underground places.
Ranger	Wasteland Mercenary	Survival specialist offering to guide or train others.
Rogue	Romni Swindler	Uses charm and guile to get her way.
Rogue	Hand of Twilight	Skilled assassin, working for the Church.
Shaman	Akashic Shaman	Tied into the living history of Vathak.
Shaman	Host of the Forgotten	Guided by the spirits of past civilizations.
Skald	Chanter of the Codex	Speakers of the true words of the One True God.
Skald	Mad Fiddler	Using fiddle music to inspire passion and madness.
Slayer	Ghost Hunter	Hauntling expert in ending the threat of ghosts.
Slayer	Inferno Slayer	Uses fire and bombs to fight monsters.
Sorcerer	Blood of the Six (Sorcerer Bloodline)	Magic fueled by the power of romni tradition.
Sorcerer	Deadborn Sorcerer	Taps into the fascination with death all mortals share.
Spiritualist	Doppelgänger	Creates a psychic double of herself.
Spiritualist	Patchwork Spiritualist	Wretched haunted by the souls of its patchwork body.
Summoner	Alpha Howler	Witchwolf that creates a ghostly pack.
Summoner	Profane Evolutionist	Summoner with an abomination-tainted eidolon.
Swashbuckler	Blade Slinger	Specialist in throwing bladed weapons.
Swashbuckler	Sword Dancer	Graceful artist, trained in an ancient battle dance.
Vigilante	The Fool	Living avatar to the Court of Signs.
Vigilante	Ritual Killer	Secretive murderers with compulsion for particular rituals.
Warpriest	Murder Cultist	Bringer of sacred or infernal death.
Warpriest	Warpriest General	Faithful leader who inspires by example.
Witch	Bhriota Sister Witch	Herbalist and healer following in ancient tradition.
Witch	Vampire's Servant	Witch severed from her patron and enslaved by a Vampire Lord.
Wizard	Marked Mage	Wizard tainted by the Old Ones.
Wizard	Arcane Priest	Both wizard and servant of the One True God.

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 vindari 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 unnamable 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.

Spawn Burner (Alchemist Archetype)

In the early days of the great wars, as the Spawn of the Old Ones tore through vindari troops, the military looked to alchemists for a weapon that could turn the tide. Their answer was the ambrosia bomb, a specialized form of bomb that burned away the flesh of the Old One's spawn. Alchemists who specialized in the ambrosia bomb became known among the soldiers on the front lines as spawn burners.

Spawnkiller Bombs (Su): A spawn burner's bombs are especially designed to work best against aberrant creatures but do not work as well against other targets. Against aberrations, spawnkiller bombs deal 1d8 points of fire damage, plus 1d8 points of fire damage for every odd-numbered class level instead of 1d6. Against all other targets, spawnkiller bombs deal 1d4 points of fire damage plus 1d4 points of fire damage for every odd-numbered class level. This ability otherwise functions as and replaces the standard alchemist bomb class feature.

Favored Enemy (Ex): At 2nd level, a spawn burner gains aberrations as a favored enemy, much like the ranger class feature as the same name. These bonuses stack with other classes that have a favored enemy class feature. At 6th level, this bonuses conferred by favored enemy increase to +4. This ability replaces poison use and swift poisoning.

War Medic (Alchemist Archetype)

In the lands of Vathak, a soldier fighting along the front lines is never far from death's grasp. War medics thrive in this setting. They dodge through the enemy to minister to dying soldiers and risk their own lives so others might be saved.

Injection (Su): The war medic has the ability to heal himself and his allies using specially prepared injections. This ability heals 1d6 points of damage per two alchemist levels (maximum 10d6) plus additional damage equal to the war medic's Intelligence modifier. The war medic must be able to touch the creature he is healing with the injection. Using an injection on an unwilling creature requires a successful unarmed touch attack. The injection does no damage to undead. The war medic can use a number of injections per day equal to his class level + his Intelligence modifier. Once created, an injection remains usable by the war medic for years.

This ability replaces the bombs class feature. Any feat or class ability which increases the number of bombs available to the alchemist per day instead increases the number of injections that a war medic has available.

Battlefield Medic (Ex): Starting at 2nd level, a war medic adds ½ his class level (minimum 1) to all Heal checks. In addition, the time required to perform a Heal check is reduced by half. This ability replaces poison resistance.

Curative Injection (Ex): At 2nd level, a war medic's extracts of cure spells automatically act as injections and can be used on non-alchemists. When a war medic prepares his extracts, he may choose to render any or all of his infused 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 poison use.

Anesthetic (Ex): At 6th level, gains the Signature Skill (Heal)[PU] feat. This ability replaces swift poisoning.

[PU] This feat appears in the *Pathfinder Roleplaying Game: Pathfinder Unchained.*

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 Injection Booster: When the war medic heals himself or others using an injection, he may choose to also remove one of the following conditions: fatigued, shaken, or sickened. The war medic can only remove one effect per injection.

Injection Booster: When the war medic heals himself or others using an injection, he may choose to also remove one of the following conditions: dazed, diseased, or staggered. The war medic can only remove one effect per injection. The war medic must possess the lesser injection booster selecting this discovery.

Improved Injection Booster: When the war medic heals himself or others using an injection, he may choose to also remove one of the following conditions: cursed, exhausted, frightened, nauseated, or poisoned. The war medic can only remove one effect per injection. The war medic must possess the injection booster discovery before selecting this discovery.

Greater Injection Booster: When the war medic heals himself or others using an injection, he may choose to also remove one of the following conditions: blinded, deafened, paralyzed, or stunned. The war medic can only remove one effect per injection. The war medic must possess the improved injection booster discovery before selecting this discovery.

Arcanist

There are those within Vathak who seek to alter the fundamental rules of magic, tinkering with the various weaves of the arcane in search for true power. These arcanists are masters of exploiting magical laws to their whims and are none too fond of those who would limit their creativity, including the Church and their officials.

Cannibal Mage (Arcanist Archetype)

There are few crimes within Vathak as condemned as cannibalism; only a few remote bhriota tribes actively practice it. Even more reviled than cannibalism of the body is that of the soul, a practice which very few mages have perfected. These cannibal mages steal the energy from wounded or dying creatures whenever they affect them with spells, a practice seen by many as utter evil.

Energy Drain (Su): At 1st level, a cannibal mage can steal the life-force from other creatures. If the mage reduces a living enemy to 0 or fewer hit points with a spell effect, she can steal some of that creature's energy. This ability replenishes 1 spent point to the mage's arcane reservoir, as long as the mage has at least 1 point in her reservoir. She cannot exceed her arcane reservoir maximum. At 11th level, each time the mage successfully steals energy, he can make an immediate saving throw against one disease or poison she is suffering from. There is no penalty for failing this saving throw. The mage gains a bonus equal to her Charisma modifier on the saving throw. This ability replaces consume spells.

Steal Life (Su): At 7th level, a cannibal mage can steal a creature's life force to replenish her own. When she reduces a living enemy to 0 or fewer hit points, she can expend 1 point from her arcane reservoir to heal a number of hit points equal to her class level. A cannibal mage cannot use both this ability and energy drain at the same time. This ability replaces the arcanist exploit gained at 7th level.

Armor of Life (Su): A 13th level, a cannibal mage gains 2 temporary hit points each time a creature fails a saving throw against one of her spells. The maximum number of temporary hit points the mage can have is equal to her arcanist level. The temporary hit points disappear 1 hour later. The arcanist can only use this ability when she has at least 1 point in her arcane reservoir. This ability replaces the arcanist exploit gained at 13th level.

Master of Death (Arcanist Archetype)

Within most civilized lands, the art of necromancy is seen as taboo, but there are those for whom the craft holds a wicked fascination. These self-proclaimed masters of death are willing to bend the rules of magic in an attempt to gain absolute mastery over the undead.

Necromantic Expertise (Su): With a ritual requiring 8 hours, a master of death can animate a single skeleton or zombie whose Hit Dice do not exceed her arcanist level. This corpse companion automatically follows her commands and does not need to be controlled by her. She cannot have more than one corpse companion at a time. The corpse companion does not count against the number of Hit Dice of undead controlled by other methods. She can use this ability to create a variant skeleton such as a bloody or burning skeleton, but its Hit Dice cannot exceed half her arcanist level. She can dismiss her companion as a standard action, which destroys it.

Furthermore, the master of death gains Command Undead as a bonus feat. She can channel energy for the purposes of this feat by expending 2 points from her arcane reservoir. She treats her arcanist level as her effective cleric when using this feat.

This ability replaces the arcanist exploits gained at 1st, 5th, and 9th levels.

Undead Transformation (Su): At 20th level, the master of death's form begins to rot

and undead see her as one of them. She gains immunity to cold, nonlethal damage, paralysis, and sleep. She also gains DR 5/—. Unintelligent undead do not notice the master of death unless she attacks them. She receives a +4 morale bonus on saving throws made against spells and spell-like abilities cast by undead. This ability replaces magical supremacy.

Barbarian

Even among those races considered savage and primitive by the vindari, barbarians are rare. These men and women of the wild are the ultimate survivors, tempered by the constant struggle in areas of the world barely touched by intelligent hands. Barbarians are the mountain men, hunters, trappers, and lone wanderers who have learned how to survive in those places where the shadows have not been pushed back.

Many barbarians come from the bhriota tribes, due to their daily struggle against a host of enemies. Others are often non-humans, forced to eek out an existence in the outskirts of civilization by vindari expansion.

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. A rare few madmen have learned to control this insanity and rather than fight it, using it as both a weapon and tool of self-preservation.

Rage of Madness (Ex): At 2nd level, whenever an insane assailant takes damage, she can choose to enter a reactive rage as a swift action. Rage of madness grants all the benefits gained from insane assailant's normal rage ability but also inflicts the confused condition upon her. Rage of madness persists until a round in which she has neither dealt nor received damage ends. The rounds of rage granted by this ability do not count against the number of daily rounds of the insane assailant's normal rage ability. When a rage of madness ends the insane assailant becomes fatigued for a number of rounds equal to twice the number of rounds that the rage lasted. An insane assailant may not use the moment of clarity rage power while in a rage of madness. Rage of madness cannot be activated at the same time as rage. This ability replaces fast movement.

Dulled Senses (Ex): Starting at 3rd level, while under the effects of confusion (regardless of the source), an insane assailant gains DR 1/–. This damage reduction increases by one point at every three 3 levels 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 trap sense.

Vision of Madness (Ex): Beginning at 5th level, while under the effects of confusion, an insane assailant gains a +1d6 circumstance bonus to damage rolls. At 12th level, this damage bonus increases to +1d8. At 19th level, the bonus increases to +1d10. This ability replaces uncanny dodge and improved uncanny dodge.

Rage Powers

The following rage powers compliment the insane assailant: animal fury, increased damage reduction, no escape, powerful blow, and reckless abandon[APG].

[APG] This rage power appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

Lone Survivor (Barbarian Archetype)

The Great Cleansing of the vindari aimed to wipe out "barbarian" clans, tribes, races and cultures but it was not complete. Pockets of survivors escaped the horror of the Cleansing and struggled on in the undesired wastelands of the world. Today, the few last, lone members of peoples purged by the Great Cleansing are driven forward out of the wastelands by their rage to inflict as much pain

upon the vindari people as they can before the flame of their culture dies out entirely.

Weapon and Armor Proficiency: A lone survivor is proficient with hide armor and armors made from bone. A lone survivor is also proficient with bone shields and the following weapons: battleaxe, blowgun, club, greatclub, handaxe, longspear, shortspear, sling, and spear.

Racial Restrictions: A lone survivor cannot be vindari.

Favored Enemy (Ex): At 1st level, lone survivors gain vindari as a favored enemy. This ability functions as the ranger class feature and the lone survivor's bonuses against the vindari improve by +2 at 5th level and every five levels thereafter. However, she does not gain any additional favored enemies. This ability replaces fast movement.

Ancient Enmity (Ex): At 2nd level, even when not raging, lone survivors fight with reckless abandon. A lone survivor using the full-attack action can make one extra attack per round at her highest base attack bonus so long as the target is a vindari. This ability replaces uncanny dodge.

Armor of Anger (Su): At 5th level, the lone survivor draws strength from the defeat of her hated enemies. She can attach a bone, tooth, or other trophy fetish from a vanquished vindari foe to one of her weapons. When wielding that weapon, the lone survivor gains a +1 morale bonus on damage rolls. Furthermore, if that weapon has the fragile property, once per day, the lone survivor can ignore the effects of a single natural 1 roll. A lone survivor can also attach a trophy fetish to a suit of hide or bone armor to gain a +1 morale bonus on saving throws when wearing it. If that armor has the fragile property, once per day, the lone survivor can chose not to have the armor break on confirmation of a critical hit made against her.

Every five levels beyond 5th, a lone survivor can use an additional trophy fetish. Multiple trophy fetishes can be attached to the same armor or weapon; their effects stack. A trophy fetish can be sundered (hardness 5, 1 hit point) but it is not damaged by area attacks of attacks that do not specifically target it. It has no effect is attached to weapons she is not proficient in or armor other than hide or bone. This ability replaces improved uncanny dodge.

Rage Powers: The following rage powers complement the lone survivor archetype: animal fury, bleeding blow[UC], body bludgeon[UC], brawler[APG], crippling blow[UC], greater brawler[APG], intimidating glare, mighty swing, no escape, powerful blow, and quick reflexes.

[APG] These rage abilities appear in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

[UC] These rage abilities appear in the *Pathfinder Roleplaying Game: Ultimate Combat*.

Bard

In dark, uncertain times, two things bring cheer and hope to the people: religion and entertainment. Thus, bards are often just as welcome as clerics in most settlements. Since most people rarely travel more than a few miles from their homes, bards are especially welcome as messengers and the carriers of news beyond a town's walls.

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.

Bards are an especially favored class among the romni as even a romni bard is welcomed by the most distrustful of vindari citizens who are thirsty for news and entertainment.

Bewitching Bard (Bard Archetype)

Among the romni, there are some musicians who merge the old ways with their musics. These bewitching bards do not learn the traditional musical magic of their class but, instead, gain the ability to inflict a witch's hex upon their target using their performances.

Bardic Performance: Bewitching bards do not gain the bardic performance ability or any of its performance types.

Hex: Bewitching bards learn a number of the hexes normally known only to witches. At 1st level, a bewitching bard gains one hex of her choice. He gains an additional hex at 2nd level and for every 2 levels obtained after 2nd level. A bewitching bard cannot select an individual hex more than once. Starting at 10th level, a bewitching bard can select a major hex whenever she would gain a new hex. Starting at 18th level, a bewitching bard can select a grand hex whenever she would gain a new hex.

Unless otherwise stated, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + ½ the bewitching bard's level + the bewitching bard's Charisma modifier.

Church Sparrow (Bard Archetype)

The Church of the One True God's dominance over the population isn't as sure as some might believe. Inspired by the corruption of the Old Ones and the Church's own cruelty, new cults and heretical sects spring up like wildfire across Vathak regularly. The Church uses the first, in the form of troops and inquisitors, when needed but recognizes that some situations call for a more subtle approach. At times like this, the Church employs their sparrows.

Sparrows are manipulative, cunning bards that excel at blending into the population to sow seeds of fear and doubt. Once a sparrow has whipped a crowd into a frenzy of anger and violence he directs them towards the Church's enemies, be they cultists, heretic, or unpious nobleman.

Expert Liar (Ex): Taking pride in their unparalleled skills of deception, Church sparrows can easily pass falsehood for truth and discern the lies in others. Whenever a sparrow uses the Bluff, Diplomacy, Disguise, Linguistics, or Sense Motive skill in an attempt to deceive someone or ferret out a falsehood, they gain a bonus equal to their Church sparrow level. This ability replaces bardic knowledge.

Well Informed (Ex): Sparrows specialize in the gathering of information to use against the Church's enemies. At 2nd level the sparrow chooses any three Knowledge skills. When using his selected Knowledge skills he adds a bonus equal to ½ his level to the check. The Church sparrow 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 well versed.

Master of Lies (Ex): At 5th level, the Church sparrow becomes a master of misinformation and can take 10 on any of the following skill checks: Bluff, Diplomacy, Sense Motive, and Disguise. A Church sparrow can choose not to take 10 and can instead roll normally. In addition, once per day, the sparrow 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 lore master.

Unreadable (Ex): A Church sparrow adds his class level on saving throws against abilities that reveal information about him, detect lies, or reveal or force the truth, such as *discern lies* and *zone of truth*. When targeted by such a spell, the sparrow becomes aware of the spell and its effects and can, as an immediate action, make an opposed Bluff check (DC 15 + ½ the spell caster's level + the spell's level) to "trick" the spell and its caster into believing the casting was successful. The sparrow can then choose what the spell reveals and can even plant false information. At 13th level, spells that affect creatures with specific alignments still affect the sparrow, but if a spell has differing effects depending on the alignment of its target, the sparrow is able to choose which effects are applied to him. At 15th level the sparrow gains immunity to all scrying effects. This ability replaces inspire greatness.

Bloodrager

Vathak has forever been a land full to bursting with conflict and misery. From the tribal wars of the bhriota to the cruel depravities of the Vampire Lords, from the devastation of the Great Cleansing to the pure horror of the war against the Spawn of the Old Ones, it seems as if life in Vathak has always been cursed with pain and death. Is it any wonder then, that bloodragers are disturbingly common in Vathak? These rage fueled spellcasters can be found in every culture, city, race, and nation. Bloodragers in Vathak rise like the tide and vanish just as quickly, feeding and then falling on the currencies of the land: Blood. Rage. Death.

Sanguine Rider (Bloodrager Archetype)

On the battlefield, a mount can be the difference between life and death. The sanguine rider has learned to channel his arcane ability into the creation of a frightful mount of conjured blood.

Blood Mount (Su): At 1st level, a sanguine rider gains the ability to manifest a special mount of conjured blood rather than one of flesh and bone. This blood mount functions like a spiritualist's phantom companion, using the sanguine rider's bloodrager level as her effective spiritualist level. The phantom takes the form of a mount of appropriate size, somehow made from solid blood. The mount must lack a flying speed, be capable of bearing the sanguine rider's weight, and have four or more legs.

The mount's blood form is analogous to a phantom's ectoplasmic form and the sanguine rider gains the spiritualist's etheric tether class feature, applied to the blood mount. The mount shares the sanguine rider's alignment. Though it cannot speak, the blood mount understands its master's verbal commands and gains the phantom link ability. The blood mount has good Fortitude and Reflex saves, and can have ranks in any of the following skills: Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Intimidate (Cha), Fly (Dex), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str). The blood mount does not gain the share spells, deliver touch spells, or incorporeal flight abilities. Blood mounts do not gain emotional focus abilities.

The sanguine rider does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Endurance as a bonus feat.

Blood Mount Starting Statistics: **Type** animal (phantom); **Size** one size category larger than the sanguine rider; **Speed** 50 ft; **AC** +4 natural armor; **Attack** bite (1d4), 2 hooves or claws (1d6; this is a secondary natural attack); **Ability Scores** Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

This ability replaces the bloodline power gained at 1st level.

Rage Movement (Ex): The sanguine rider's mount shares in the rage that boils in his blood. The speed of the sanguine rider's blood mount increases by 20 feet when the sanguine rider is in a bloodrage. This ability replaces fast movement.

Strength and Grace (Su): At 5th level, the sanguine rider's blood mount ignores difficult terrain at all times. In addition, whenever the sanguine rider is bloodraging, his blood mount gains a +2 morale bonus to its Strength. This ability replaces uncanny dodge and improved dodge.

Bloody Flight (Su): At 12th level, the sanguine rider's blood mount gains a fly speed equal to its base land speed and a bonus on Fly skill checks equal to the sanguine rider's class level. This ability replaces the bloodline power gained at 12th level.

War (Bloodrager Bloodline)

As you lay dying on the battlefield, you could hear the explosions and screams of the war around you. Something inside you refused to give up that day. It was not valor or duty or even fear that kept you alive. No, it was anger. Now you have magic, powered by your memories of war and the rage those memories make you feel.

Bonus Feats: Diehard, Endurance, Great Fortitude, Intimidating Prowess, Iron Will, Mobility, Toughness.

Bonus Spells: *line in the sand*[ACG] (7th), *blood armor*[ACG] (10th), *blood salvation* (13th), *phantasmal killer* (16th).

[ACG] These spells appear in the *Pathfinder Roleplaying Game: Advanced Class Guide.*

Bloodline Powers: The anger inside you grants:

War Strike (Su): Starting at 1st level, when you confirm a critical hit, the target experiences a brief flash of your memories of the battlefield and is staggered for a number of rounds equal to 1/2 your bloodrager level (minimum 1). During this time, the creature must succeed at a concentration check (DC = 15 + the spell's level) in order to cast a spell.

Price of War (Su): At 4th level, you can channel your anger into attacks as a swift action, creating an explosion of energy that deals an additional 2d6 damage to your opponent and 1d6 points of damage to you as part of a single melee or unarmed attack against an adjacent opponent.

True Battlefield (Su): At 8th level, you can transform your surroundings into a true field of battle. As a standard action, you can cause the ground in a 5-foot radius burst centered on you to crumble and rupture, becoming difficult terrain. As a move action during subsequent rounds, you can continue to concentrate on this area as though concentrating on a spell; doing so increases the radius of difficult terrain by 5 feet (to a maximum of a 30-foot radius). You immediately cease concentrating if you move from the square you started in when you activated this ability. Difficult terrain created by this ability remains for 24 hours before returning to its original state. You and any designated allies can move through any difficult terrain you create using this ability as if it were normal terrain.

Refuse to Die (Su): At 12th level, you are just as stubborn in your refusal to die as you were all those years ago on the battlefield. Once per day, when an attack or spell that deals damage would result in your death, you can attempt a DC 20 Fortitude save. If you succeed you are instead reduced to 1 hit point; if you succeed and already have less than 1 hit point, you instead take no damage.

War Gaze (Su): At 16th level, you can deliver your memories of war to your opponents with a look. You gain a gaze attack with a range of 30 feet. All foes who fail a Will save (DC equal to 10 + ½ your bloodrager level + your Charisma modifier) become shaken for 1d3 rounds.

War is Hell (Su): At 20th level, you become immune to critical hits and sneak attacks. In addition, whenever you confirm a critical hit against a creature, as a swift action you can curse the target of your attack, as the *bestow curse* spell, except the target doesn't receive a Will saving throw to negate the effects and spell resistance does not apply against this ability.

Brawler

Inevitably, any society that keeps slaves will use them for the entertainment of the masses and the enrichment of slave owners. Brutal gladiatorial circuits and more brutal underground fighting rings are common throughout vindari lands. As a result, most brawlers in Vathak are slaves and often non-vindari. Untrained in formal fighting techniques, these slave brawlers learn their brutal art directly in the ring, as more than one slave owner has learned to his everlasting regret.

Gladiator Slave (Brawler Archetype)

Slaves who excel at gladiatorial combat find themselves rewarded with fewer labors and more comfort. The very best gladiator slaves learn to perform for the crowd, bringing glory and wealth to their masters in return for luxuries few slaves can ever dream of.

Class Skills: A gladiator slave gains Perform (act, comedy, and dance) as class skills.

Weapon and Armor Proficiency: A gladiator slave is proficiency with all simple weapons plus the handaxe, short sword, weapons from the close fighter group, and any weapon with the performance weapon quality. She is proficiency with light armor and shields (except tower shields).

Furthermore, a gladiator slave using piecemeal armor is considered to be wearing a suit of armor as long as she is wearing two or three armor pieces, gaining the +1 to armor bonus but still taking the +5% chance of arcane spell failure if the pieces are mixed.

This replaces the brawler's normal weapon and armor proficiency.

Performance Weapon Master: Gladiator slaves gain the Performance Weapon Mastery[UC] feat at 1st level as a bonus feat.

[UC] This feat appears in the *Pathfinder Roleplaying Game: Ultimate Combat*.

Bonus Feats: When choosing a bonus combat feat, a gladiator slave may instead choose a performance feat.

Performance Weapon Training (Ex): At 5th level, a gladiator slave gains a +1 bonus on attack and damage rolls with performance weapons. While wielding such a weapon, she gains the benefit of the Improved Critical feat. These attack and damage bonuses increase by 1 for every 4 levels beyond 5th level (to a maximum of +4 at 17th level). This ability replaces close weapon mastery.

Living Battering Ram (Brawler Archetype)

Early vindari experiments in reanimation of corpses created wretched physically suited for nothing more than pure destruction. Living battering rams are wretched who specialize in knocking down doors, walls, and anything else that gets in their way.

Racial Restriction: Living battering rams must be wretched.

Class Skills: The living battering ram gains Knowledge (engineering) as a class skill, and does not gain Knowledge (local) as a class skill.

Weapon and Armor Proficiency: A living battering ram is proficient with all simple weapons plus the handaxe, short sword, and weapons from the close fighter weapon group. She is proficient with all light, medium, and heavy armor and shields (except tower shields).

Pure Destruction (Ex): Whenever a living battering ram makes a melee attack that targets an unattended object or makes a sunder combat maneuver, she adds half her class level (minimum +1) to the damage roll. This ability replaces the brawler's 2nd level bonus combat feat.

Unstoppable Force (Ex): At 3rd level, when a living battering ram wears medium or heavy armor, she gains the advantages of the Improved Bull Rush feat even if she does not meet the feat's prerequisites.

At 5th level, when a living battering ram wears medium or heavy armor, she gains the advantages of the Greater Bull Rush

feat even if she does not meet the feat's prerequisites.

At 7th level, when a living battering ram wears medium or heavy armor, she gain the advantages of the Quick Bull Rush[UC] feat, even if she does not meet the feat's prerequisites.

[UC] This feat appears in the *Pathfinder Roleplaying Game: Ultimate Combat*.

At 9th level, when a living battering ram wears medium or heavy armor, she gains the advantages of the Bull Rush Strike[APG] feat, even if she does not meet the feat's prerequisites.

[APG] This feat appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

This ability replaces the AC bonus ability.

Cavalier

Warriors within the lands of Vathak take a myriad of different forms, from heavily armored vindarian shock troops clad in full plate and to massively built, axe-wielding bhriota barbarians. Yet none of these inspire romance in the heart of their people as do romni cavaliers. Mounted atop the graceful steeds, these decedents of the fallen Dequrioa and Krunedorf clans still battle for their liberation and survival.

Known to the vindari as renegades and radicals, these mounted warriors seek to once again reclaim the lands that had been stripped away from them. To this end they swear oaths upon the treasured, tattered remnants of flags that once flew above the ancient romni cities. At first, the oaths sworn were simply to recapture their conquered homelands but the arrival of the Old Ones has forced the cavalier orders to change. They cannot retake a homeland that has been overrun by corruption and darkness, after all. For this reason, the romni cavalier orders have begun accept outsiders into their ranks.

Order of the Broken Oath (Cavalier Order)

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 part of the fortunes 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. Knowledge impending doom has left many consumed with a soul-crushing sense of hopelessness. Yet, 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.

Inspired by the romni cavaliers that protect the wandering people, some soldiers have abandoned their posts and have stayed behind to protect the innocent. These new cavaliers have dedicated themselves to the protection of the commoners who dwell outside of fortified city walls.

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.

Edicts: The cavalier must show courage in the face of any danger, and must protect the common man from any who who cause harm. 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.

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 Heal and Knowledge (local) to his list of class skills. An order of the broken oath cavalier only suffers one-half (rounded down) of the standard armor check penalty when using the Ride skill.

Order Abilities

A cavalier belonging to the order of the broken oath gains the following abilities as he increases in level.

Healing Hands (Ex): Cavaliers of the broken oath have studied with understanding clerics and paladins and gained knowledge of healing. At 2nd level, a cavalier of the broken oath can add his Charisma modifier to all Heal checks (in addition to Wisdom). When he successfully uses the Heal skill to treat deadly wounds, he can add an additional 1d4 points of healing for every four cavalier levels he possesses.

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 performs a charge action. The +4 bonus also applies against attacks set against his charge or any attack of opportunity that he would suffer as a result of the movement required to reach his target. When making a charge attack, the cavalier can add his mount's Strength modifier to the damage roll, in addition to his own. He also receives a bonus feat while mounted, 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 while protecting a commoner under the order's protection. This functions like a normal challenge except 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.

Order of the Horse-born Prince (Cavalier Order)

The order of the horse-born prince is the first and greatest of the romni cavalier orders. Once, members of the order led entire armies. Today, the order of the horse-born prince dedicate themselves to escorting romni caravans and protecting them from the deprivations of outsiders. Cavaliers who join the order of the horse-born prince must divorce from their clan and forever remain clanless. The order of the horse-born prince belong to all romni, not one specific clan.

Racial Restriction: To belong to the order of the horse-born prince acavalier must be romni or witchwolf.

Edicts: The cavalier must lend aid whenever a fellow romni is under attack or held by an outsider. A cavalier belonging to the order of the horse-born prince can protect his fellow romni but he can never truly join them. The cavalier must refuse any invitation to join a romni family or clan as a member.

Challenge: Whenever an order of the horse-born prince cavalier issues a challenge, he receives a +1 morale bonus on attack and damage rolls made against the target of his challenge if the target has threatened or harmed another romni within the last 24 hours. This bonus increase by +1 for every 4 levels the cavalier possesses.

Class Skills: A cavalier of the order of the horse-born prince adds Knowledge (geography) and Perception to his list of class skills. Whenever the cavalier uses Perception to determine if he is surprised, he receives a bonus to the check equal to ½ his cavalier level (minimum 1).

Order Abilities

A cavalier belonging to the order of the horse-born prince gains the following abilities as he increases in level.

Sword of the People (Su): At 2nd level, once per day, the cavalier can spend a swift action to grant his weapon the *bane* special ability against a specific type of creature that

threatens a romni under his protection. The *bane* ability lasts until the end of the encounter.

Guardian of the People (Ex): At 8th level, when the cavalier is within 30 feet of a romni under his protection, he gains a +1 morale bonus on attack rolls, damage rolls, and saving throws. If a romni under the cavalier's protection is captured, stolen, or otherwise in the possession of an enemy, the cavalier gains the effects of a *status* spell targeting the captured romni and lasting 24 hours. When moving toward the captured romni, the cavalier and his mount increase their speed by 10 feet. At 12th level, and every 4 levels thereafter, the bonus on attack and damage rolls and on saving throws increases by 1 and the bonus to speed increases by 5 feet.

Shield of the People (Ex): At 15th level, the cavalier can move quickly to guard a romni under his protection. Whenever the target of the cavalier's challenge succeeds in making an attack against a romni under the cavalier's protection, the cavalier can move up to his speed and intercept the attack as an immediate action, taking full damage from that attack and any associated effects, so long as he ends his movement adjacent to the romni target.

Cleric

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.

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 both respected and feared by the populace as the chosen of the spirits or the Old Ones. Among the svirfneblin, clerics serve as spiritual leaders and help venerate the ancestors lost due to the return of the Old Ones.

Clerics of the Church of the One True God can choose to follow Him directly or can, instead, follow the path of one of the Church's Saints. Likewise, romni clerics can serve the entire Court of Signs or one individual Sign.

For more information about clerics in Vathak, see **Chapter 8 - Religion**.

Domains: Clerics who worship the One True God can choose any domain. A cleric can still only select an alignment domain if her alignment matches that domain. Clerics who worship the One True God but venerate a specific Patron Saint should choose their domains from those in the Saint's portfolio.

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. Handmaidens spread the word and will of the One True God through 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. Many handmaidens choose to venerate Saint Piotr or Saint Shae.

Restrictions: A handmaiden of the One True God must be female, of good alignment, and a worshiper of the One True God.

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. Starting at 1st level, the veil grants a +1 sacred bonus on all saving throws while worn. This bonus increases to +2 at 5th level and increases by +1 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. Each veil has a hardness of 5 and 10 hp.

Starting at 5th level, a handmaiden may enchant her veil as if she possessed the Craft Wondrous Item feat.

If a handmaiden's veil is ever lost, destroyed, or stolen she must create another, a process which takes 1 week of specialized ritual, prayer, and blessing. The new veil must be made from a cloth that costs 50 gp per handmaiden level. 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.

Domains: Handmaidens must choose Healing as one of their domains. The handmaiden may choose her second domain from any other domain allowed by her faith except Destruction or War. The healing domain of the handmaiden changes as follows.

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 using the handmaiden's class level as her effective caster 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 *cure moderate wounds* upon a willing creature.

At 8th level, this functions as *cure serious wounds*.

At 13th level, this functions as *cure critical 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.

Speaker for the Dead (Cleric Archetype)

Among the svirfneblin, the dead hold sway over the living. Speakers for the dead are specialized clerics who reach into the world beyond and draw forth the words of the dead to give advice in matters both mundane and spiritual to those svirfneblin seeking guidance.

Racial Restriction: A speaker for the dead must be a svirfneblin.

Domains: A speaker for the dead gains only a single domain.

Ancestor Worship: A speaker from the dead chooses a revelation from those available through the oracle ancestor mystery[UM] at 1st, 8th, and 15th level. She also gains the ancestor mystery's final revelation at 20th level. Speakers for the dead gain the bonus spells from the ancestor mystery at the appropriate level and treat these spells as if they had been granted by a chosen domain.

[UM] This mystery appears in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Druid

Acting as the keepers of these cursed lands, druids serve as powerful protectors of the wild, striving to shield their lands from the growing taint of the Old Ones. With each passing day, the fragile power of nature fractures further, and as the corruption of the Old Ones spreads to infect the natural creatures that live there. 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.

Druidism has recently been deemed heretical by the Church of the One True God. Vindari druidic orders have been forced into hiding where they mingle with svirfneblin who draw power from the fungi and creatures of the underdark and even bhriota spirit worshippers. Druids of romni origin and of other races are rare. For more information about druidism, see **Chapter 8 - Religion.**

Host (Druid Archetype)

Hosts are members of a secret cult reviled even by fellow druids. They are dedicated to using what they see as nature's most destructive weapons, plague and disease, in an effort to cull the human infection that they blame for bringing the Old Ones to Vathak. Gathering to perform disturbing rituals during significant druidic holidays, these dangerous druids plot against any who they have deemed unworthy enough to live.

Plague Bond (Ex) At 1st level, a host forms a bond with the blighted land and its inhabitants in an effort to heal it. If the host chooses a domain as her nature bond, she must choose the Plant domain and the Decay[APG] subdomain. If she chooses an animal companion as her bond she gains the service of a diseased version of this creature. A diseased creature functions as a normal animal companion except it gains the disease carrier ability at 1st level and loses the evasion ability at 3rd level. This ability alters nature bond.

[APG] This subdomain appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

Disease Carrier (Ex): The druid's animal companion gains the ability to inflict disease with its bite attack. The saving throw to resist this disease is 10 + ½ the animal companion's Hit Dice + the animal companion's Constitution modifier. Upon creating the animal companion, choose one the following diseases: blinding sickness, devil chills, filth fever, rabies, or red ache. This is the disease the companion carries.

Diseased Host (Ex): Starting at 2nd level, a host 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 harmful effects of all diseases (including magical diseases). A host is still a carrier of the disease and affected by the cosmetic symptoms such as boils, pockmarks, watery eyes, blackened skin, hair loss, foul smell, and so on. This ability replaces trackless step.

Spreading Sickness (Su): At 9th level a host can punish those who would despoil the wilderness by infecting them with a mild illness. Calling upon the powers of the dying 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 force all enemies within 30 feet to make a Fortitude save (DC 10 + 1/2 the druid's class level + her Wisdom modifier) or become sickened for a number of rounds equal to the level of the spell sacrificed. This ability replaces venom immunity.

Plagueblooded (Ex): At 13th level, a host can deliver the a powerful disease with a successful unarmed touch attack. The creature touched must succeed at a Fortitude saving throw (DC 10 + 1/2 the druid's class level + the druid's Wisdom modifier) or be infected with a disease as if under the effects of a *contagion* spell. A host can use this ability 3 times per day. This ability replaces a thousand faces.

Epidemic Plague (Su): At 15th level, a host gains the ability to cause disease to sweep over large areas. As a standard action, the druid can generate a fog filled with disease that functions as the *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 *contagion* spell. The saving throw for both these effects is DC 10 + 1/2 the druid's class level + her Wisdom modifier. The druid can use this ability once per day. The druid gains an additional use of this ability per day at 20th level. This ability replaces timeless body.

Wing Sister (Druid Archetype)

Falconry is a favored hobby among both vindari nobles and romni hunters. Some falconers form such intense bonds with their companions that they have had their eyes opened and learned the true beauty and glory of nature. These falconers become wing sisters and are dedicated to preserving the habitat of their companions. Vindari wing sisters rarely join druidic circles and their social status makes it easier for them to hide their true nature from the public. The Church, unwilling to anger the nobility whose support they so need, quietly ignores them so long as they keep their druidic abilities obfuscated.

Cast Bond (Ex): A wing sister may not select a domain and must choose an animal companion. The wing sister gains a +2 bonus on wild empathy and Handle Animal checks made regarding her animal companion. The wing sister may have more than one animal companion, but she must divide up her effective druid level between her companions to determine the abilities of each companion. For example, a 4th level wing sister can have one 4th level companion, two 2nd level companions, or one 1st level companion and one 3rd level companion.

Each time a wing sister's druid level increases, she must decide how to allocate the increase among her animal companions (this includes the option of adding a new 1st level companion). Once a druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the wing sister's service (she must release the companion or wait until the companion dies to allocate its levels to another companion, which she can do the next time she prepares spells). The share spells animal companion ability only applies to one animal companion at a time - the wing sister cannot use it to cast a one-target spell and have it affect all of her animal companions. This ability replaces nature bond.

Bird Shape (Su): A wing sister cannot use the wild shape ability to take any shape except that of a bird. She does not gain the ability to take on *elemental body* or *plant shape* forms. Treat her druid level when for the purposes of this class ability as +2. This alters the wild shape ability.

Improved Empathic Link (Su): The wing sister gains an empathic link with all of her animal companions. This functions like an empathic link with a familiar. In addition, as a swift action the wing sister can shift her perception to one of her companions, allowing her to experience what it sees, hears, and so forth. She can maintain this connection as long as she likes (as long as the companion is within 1 mile) and end it as a free action. The wing sister can only use this ability on one companion at a time, and cannot see, hear, or smell with her own body while maintaining this connection. This replaces the wing sister's additional daily use of wild shape gained at 6th level. .

Bonus Feat: At 9th level and every 4 levels thereafter, a wing sister gains one of the following bonus feats: Flyby Attack[B1], Improved Lightning Reflexes, Lightning Reflexes, Skill Focus (Perception), or Wind Stance. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

[B1] This feat appears in the *Pathfinder Roleplaying Game: Bestiary 1*.

Fighter

Everyday heroes, fighters, are found in every settlement and among every race. Some take up arms for glory, wealth, or revenge. Others do battle to prove themselves or to protect others. Still others fight because it is all they know. The lands of Vathak are extremely dangerous and many turn to combat training for both comfort

and protection. From tavern scufflers to military leaders to bandit highwaymen and romni swordsmen, the fighters of Vathak all share in the ideal of striving for survival by perfecting the art of combat.

Cambion Bodyguard (Fighter Archetype)

The cambion race is scorned by many, but especially the vindari. These scarred and misshapen creatures are usually killed at birth, discarded as nothing more than a by product of the evil that plagues Vathak. Perhaps because of this abuse, many cambions understand the true value of friendship. A cambion who gives friendship will gladly give his life to protect a friend in danger.

Racial Restriction: A cambion bodyguard must be a cambion.

Indomitable (Ex): Cambion bodyguards are intractable when it comes to taking care of their friends. At 1st level, a cambion bodyguard gains the effects of Toughness and Iron Will feats whenever he is within 30 feet of an ally. This ability replaces the bonus feat gained at 1st level.

Look Out! (Ex): At 2nd level, once per round as an immediate action, when a melee or ranged weapon would successfully strike an adjacent ally, the cambion bodyguard can choose to intercede and take the damage instead. The attack automatically hits the cambion bodyguard regardless of his AC or any miss chance in effect. The cambion bodyguard has damage reduction of 1/- but only against damage suffered as a result of using this ability. The damage reduction increases by +1 for every four class levels beyond 2nd the cambion bodyguard possesses has. This ability replaces bravery.

Interposing Movement (Ex) Beginning at 5th level, the cambion bodyguard can trade positions with an ally as a move action. The position swap may only be performed with a willing ally and does not provoke an attack of opportunity on the cambion bodyguard or his ally. When the cambion bodyguard moves into the ally's square, the ally is "shunted" into an adjacent square chosen by the cambion body guard. The cambion bodyguard cannot move the ally into a threatened square or into a dangerous obstacle or terrain. If no safe square is available for the ally, the interposing movement fails. At 13th level the cambion bodyguard can move up to his full movement and perform an interposing movement as part of a single move action. At 19th level the cambion bodyguard can perform an interposing movement as an immediate action with any willing ally to which he is adjacent. This ability replaces armor training and armor mastery.

Death Channeller (Fighter Archetype)

With the shadow of the Old Ones stretching across Vathak, the undead have become an ongoing scourge for her people. Fighters from those races born from death have learned how to channel their own necrotic energy to disrupt and harm the undead.

Racial Requirements: A death channeller must be a dhampir, hauntling, or wretched.

Death Strike (Su): Starting at 3rd level, the death channeller can imbue his weapons with a fraction of his necrotic energy as a swift action. For 1 round, the death channeller's weapons deal +1 damage against undead and are treated as magic for the purpose of overcoming damage reduction. At 7th level and every four levels thereafter, the bonus increases by +1 to a maximum of +5 at level 19. This ability replaces armor training and armor mastery.

Death Channel (Su): At 5th level, a death channeller gains the ability to channel his necrotic energy as if a cleric of a level equal to his death channeller level -4. This energy channeling is considered positive for the purposes of dealing damage to undead creatures. The death channeller does not include herself in this effect. Death channellers are eligible for feats

that enhance the channel energy ability. This ability replaces weapon training and weapon mastery.

Gunslinger

Amid the chaos of battle, the sound of gunfire can be a comforting thing. Much different than the typical warriors of Vathak, gunslingers are those rare few that have forgone the use of traditional steel and mastered the art of the firearm. 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 as the only true form of progressive combat. As a result, while most gunslingers are vindari, they can be found among every race and culture.

Firearms are more common in Vathak than they are in many fantasy settings. Because of this, there are some changes to the base gunslinger class.

Class Skills: Craft (firearms) is an important skill for gunslingers and outlined in **Chapter 5: Skills and Feats**.

Gunsmith: At 1st level, a gunslinger gains one of the following early firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is either a perfectly functioning flintlock version or a battered percussion caplock version.

If the gunslinger chooses the battered percussion caplock version of her firearm, only she can use it properly. All other creatures treat her percussion caplock firearm 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 (worth 4d10 gp when sold). The gunslinger also gains Gunsmithing as a bonus feat.

This modifies the gunsmith ability for all gunslingers in *Shadows of Vathak*.

Gunsmithing: Any character with the Gunsmithing feat receives a +2 bonus to Craft (firearms). See **Chapter 5: Skills and Feats** for more details.

Curse Slinger (Gunslinger Archetype)

Curse slingers are spoken of in whispers on the frontiers of vindari lands. Some say they are half-breeds, vindari tainted by wicked romni or bhiorta blood. Others say that these gunslingers have been cursed and are now pushed by demonic voices to pass that curse onto others. Whatever the truth may be, those who survive being shot by a curse slinger often wish they hadn't.

Critical Curse (Su): At 2nd level, once per day, a curse slinger can choose to automatically confirm a critical hit. If she chooses to do so, she becomes cursed for the next 24 hours with a -4 penalty to all attack rolls, saves, ability checks, and skill checks. The penalty drops to -3 at 8th, to -2 at 14th level, and -1 at 20th level. This curse cannot be removed.

Cursed Shot (Sp): At 2nd level, whenever the curse slinger scores a critical hit with a firearm, she can choose to curse her target instead of dealing damage. The target must succeed at a Fortitude save with a DC equal to 10 + ½ the curse slinger's level + the curse slinger's Charisma modifier or be cursed as if effected by the *bestow curse* spell. Unlike with the spell, a curse slinger's curse is not permanent but instead lasts 24 hours per class level of the curse slinger. This ability replaces nimble.

Triggerman (Gunslinger Archetype)

Triggerman are guns-for-hire, willing to use their expertise with a pistol to do the job. Usually with no questions asked. Because of the delicate nature of their work, triggermen specialize in the use of pistols, which can be easily concealed and quickly brought to bear.

Weapon Proficiency: Instead of proficiency with all firearms, a triggerman only gains proficiency with one-handed firearms. She 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 she chooses a firearm at 1st level.

Deeds: A triggerman swaps a trio of deeds for the following.

Up Close and Personal (Ex): At 1st level, when the triggerman hits a target with a one-handed firearm that is not making a scattershot, she can spend 1 grit point to deal 1d6 points of extra damage on a hit. If she misses the attack, she grazes the target, dealing half the extra damage anyway. This is precision damage and is not multiplied if the attack is a critical hit. This precision damage increases to 2d6 at 5th level, 3d6 at 10th level, to 4d6 at 15th level, and to 5d6 at 20th level.

The cost of using this deed cannot be reduced with the Signature Deed[UC] feat, the true grit class feature, or any similar effect. This precision damage stacks with sneak attack and other forms of precision damage. This deed replaces the deadeye deed.

[UC]This feat appears in the *Pathfinder Roleplaying Game: Ultimate Combat*.

Execution Style (Ex): At 3rd level, a triggerman with at least 1 grit point deals 1d6 points of extra damage when using her firearm to attack opponents denied their Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not). Except for the requirement that she must use a firearm and must have at least 1 grit point to use it, this deed otherwise works identically to a rogue's sneak attack class feature (including the requirement that she must be within 30 feet of her target to deal this extra damage), and stacks with sneak attack ability gained from other classes. This deed replaces the utility shot deed.

Sly Shot (Ex): At 11th level, as long as the triggerman spends 1 grit point when she does so, she does not provoke attacks of opportunity when firing a pistol. This deed replaces expert loading.

Pistol Training (Ex) Starting at 5th level, a triggerman increases his skill with one-handed firearms. She gains a bonus on damage rolls equal to his Dexterity modifier, and when she 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.

Hunter

Bhriota legends about about the tie between warrior and beast date back to the time of the First Tribe. To the romni, a true bond formed between human and animal is celebrated as sacred. An animal companion will accept a cambion or a wretched when society will not. Even the vindari note the relationship many of their Saints had with animals in story and song. The intense, magical bond a hunter can share with a companion animal is, perhaps, the one thing all the races of Vathak have in common.

Blessed Hunter (Hunter Archetype)

Some hunters who believe in the One True God worry that taking on the aspect of an animal is too similar to the demonic practices of those who worship the Great Old Ones. These faithful hunters look to the Saints instead of to nature to empower and guide both them and their animal companions.

Focus of the Saints (Su): Instead of selecting an animal focus, a blessed hunter and her animal companion are temporarily imbued with the power of one of the Saints. This ability acts in all other ways like animal focus. When using focus of the saints, a blessed hunter chooses from the following.

Saint Abernath: The creature gains a +2 competence bonus on Will saving throws and Sense Motive skill checks. These bonuses increase to +3 at 8th level and +4 at 15th level.

Saint Graece: The creature gains a +1 competence bonus on saves against spells and spell-like abilities. This bonus increases to +2 at 8th level and +3 at 15th level.

Saint Kruger: The creature gains a swim speed equal to 1/2 its base land speed. Its swim speed is equal to his base land speed at 8th level and equal to his base land speed + 10 feet at 15th level.

Saint Malachi: The creature gains a +4 bonus on saves against cold dangers, disease, heat dangers, starvation, thirst, and on Constitution checks to avoid suffocation. These bonuses increase to +6 at 8th level and +8 at 15th level.

Saint Mina of the Dust: The creature gains a 25% chance to treat any critical hit or sneak attack as a normal hit (as the fortification special ability). This increases fast healing 2 and a 50% chance at 8th level and a 75% chance at 15th level.

Saint Piotr: The creature gains a +2 enhancement bonus to its natural armor bonus. This bonus increases to +4 at 8th level and +6 at 15th level. A creature without natural armor has an effective natural armor bonus of +0.

Saint Ludwig: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

Saint Shae: The creature gains a +2 bonus on attack of opportunity attack rolls and a +2 competence bonus on grapple combat maneuver checks. These bonuses increase to +4 at 8th level and +6 at 15th level.

This ability replaces animal focus.

Domain: At 3rd level, a blessed hunter learns to call upon the power of a Patron Saint. The blessed hunter must select one domain from those governed by her Patron Saint. She gains the granted power of this domain, using her hunter level -2 as her cleric level for determining when the powers are granted and what effects they have. Once she chooses this domain, it cannot be changed.

If the blessed hunter selects the animal domain she does not gain a second animal companion upon reaching an effective cleric level of 4. When the blessed hunter would gain that ability, her animal companion instead gains two ability score increases (gaining +1 to two different ability scores or +2 to one ability score). If her animal companion dies or is released, when she gains a new one, it benefits from this ability score increase.

In addition, the blessed hunter adds the 1st-level domain spell from her domain to her list of spells known. She adds the 2nd-level domain spell at 6th level, the 3rd-level domain spell at 9th level, the 4th-level domain spell at 12th level, the 5th-level domain spell at 15th level, and the 6th-level domain spell at 18th level.

This ability replaces teamwork feats.

Rat Slave (Hunter Archetype)

The vindari have always had a special relationship with rats. When the vindari built ships to sail to Vathak, the rats were there. When the vindari built cities to colonize Vathak, the rats were there. And when the vindari waged war to conquer Vathak, the rats were always there in the aftermath of the battle. Indeed, the vindari have done so much for the rat there are some outsiders who wonder: Who is truly in charge? The vindari? Or the rat?

Racial Restrictions: A rat slave cannot be a witchwolf.

Rat Companion (Ex): A rat slave must choose a dire rat as her animal companion.

Rat Empathy (Ex): A rat slave gains the wild empathy ability, but can only use it to influence rats and other rodents. All rats have a starting attitude of friendly, while other rodents are normally indifferent. This ability alters wild empathy.

Rat's Nose (Ex): At 2nd level, a rat slave gains the scent ability and is especially good at detecting disease in others. A rat slave can determine if a target within scent range is diseased by making a DC 15 Perception check. This ability replaces track.

Swarm Stride (Ex): At 5th level, a rat slave is recognized as kin by vermin and rodents. The rat slave and her animal companion can move safely through swarms of vermin or rodents such as bats and rats and do not take damage while in those swarms' space. In addition, they are immune to the swarm's distraction ability. If the rat slave or her animal companion attacks a swarm, they lose this protection only against that swarm. This ability replaces woodland stride.

Summon Rats (Su): At 8th level, a rat slave can summon 1d4 rat swarms as a standard action a number of times per day equal to her Wisdom modifier. The swarms remain with the rat slave and obey her for a number of rounds equal to her class level. At 17th level she the rat slave can summon 2d4 rat swarms and the swarms have the advanced creature simple template. This ability replaces swift tracker and one with the wild.

True Rat (Su): At 20th level, three times per day, the rat slave can take the form of a wererat. While in wererat shape the rat slave gains all the effects of the lycanthrope template and will be in all respects a natural wererat, including the ability to inflict disease and the curse of lycanthropy (DC equal to 10 + ½ the rat slave's level). The rat slave can remain in this form for 10 minutes per class level. This ability replaces master hunter.

Inquisitor

Typically of vindari origin, the inquisitors of the Church of the One True God have been appointed to root out and destroy evil. The Church gives its inquisitors broad powers and independence, allowing them to follow the trail of corruption wherever it may lead. Some inquisitors believe in this as a sacred mission to protect the faithful from the forces of the Old Ones. Others follow a more extreme path. If an entire village of innocents must be burned to the ground to exterminate one cult dedicated to deviance and evil, so be it. For a more detailed discussion of the role of inquisitor's in the Church of the One True God, see **Chapter 8 - Religion**.

Exonerated (Inquisitor Archetype)

Members of this dedicated Church order will stop at nothing to eliminate all forms of evil in Vathak. Given a pardon for all sins committed and laws broken in the name of the Church, the Exonerated are taught to believe that the ends justify their means. Exonerated dress in long black robes with hoods covering their faces as they act as final judge, jury, and executioners against those who stand in way of their goals.

Servant of Divine Destruction: An exonerated 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: An exonerated gains the following judgment.

Penetrating Strike (Ex): The exonerated 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. This ability replaces the smiting judgement.

Vicious Zeal (Su) At 5th level, as a swift action, an exonerated can imbue one of his weapons with the *vicious*[UE] weapon special

ability. While imbued, any creature struck by a critical attack from this weapon must make a Fortitude save (10 + 1/2 the inquisitor's level + the inquisitor's Wisdom modifier) or become temporarily fatigued for a number of rounds equal to ½ the exonerated's level. This special ability only functions while the exonerated wields the weapon. Vicious zeal lasts for a number of rounds per day equal to the exonerated' s level. These rounds do not need to be consecutive. At 12th level, this ability gives the exonerated's weapon the wounding weapon special ability instead. This ability replaces the bane and greater bane class features.

[UE] This weapon ability appears in the *Pathfinder Roleplaying Game: Ultimate Equipment*.

Judgment of the One True God (Su) At 20th level, the exonerated can call upon the One True God and bring judgment down upon a foe during combat. Whenever an exonerated uses his judgment ability, he can invoke the wrath 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 + 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 exonerated'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 + 1/2 the inquisitor's level + the inquisitor's Wisdom modifier). The exonerated is immune 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.

Scourge of the Aberrant (Inquisitor Archetype)

While many inquisitors focus on mortal cults that worship the Old Ones, some are dedicated to tracking down and destroying the Spawn of the Old Ones themselves. These scourges of the aberrant gain special abilities to help them in their quest to rid the worlds of this blighted menace.

Aberration Scourge (Su): At 3rd level, a scourge of the aberrant gains the ability to channel energy as a cleric of her inquisitor level -2 a number of times per day equal to 3 + her Charisma modifier, but her channeled energy only does damage to creatures with the aberration subtype. The DC of the Will save to halve the damage is equal to 10 + ½ the inquisitor's level + her Charisma modifier.

At 6th level, the energy lingers in the affected area for 1 round as a shimmering, barely perceptible mist that disrupts the abilities of aberrations. Any aberration in the mist that attempts to cast a spell or use a spell-like ability must succeed at a concentration check or lose the spell. The concentration check DC for this ability is equal to 15 + double the level of the spell being cast.

A scourge of the aberrant can take other feats to add to this ability such as Improved Channel, but not feats that alter this ability, such as Command Undead.

This ability replaces solo tactics and the teamwork feats gained at 6th and 15th level.

Favored Judgement: At 3rd level, a scourge of the aberrant gains Favored Judgement[UM] as a bonus feat but must choose aberrations. This replaces the teamwork feat gained at 3rd level.

[UM] This feat appears in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Aberration Bane: At 5th level, a scourge of the aberrant reduces the amount of damage dealt when using her bane ability against creatures that are not aberrations by 1d6. She increases the amount of bonus damage dealt against aberrations by 1d6. This ability modifies bane.

Investigator

With the corruption of the Old One burrowing into the very heart of Vathak, the need for clever men and women capable of using deductive reasoning has never been greater. Investigators can be found in the employ of many vindari institutions, ranging from universities and city watches to the Church itself. Many investigators even work on their own, as consulting detectives or solitary researchers.

Most investigators in Vathak are vindari or dhampir. Few others have access to the education needed to sharpen the intellect and teach the broad range of skills an investigator needs. Outside of vindari lands, investigators are practically unheard of as the tribes of the bhriota and the clans of the romni have other ways of discovering information.

Scholar of the Forbidden (Investigator Archetype)

Working primarily in universities, scholars of the forbidden study the most dangerous subject of all: the Old Ones themselves. Scholars of the forbidden risk corruption and insanity in the hopes of understanding the enemy and giving the armies of the vindari a way to defeat the ultimate evil once and for all.

Spells: A scholar of the forbidden casts arcane spells drawn from the sorcerer/wizard class spell list. Only spells from the sorcerer/wizard class spell list of 6th level or lower are considered to be part of the scholar of the forbidden's spell list. She can cast any spell she knows without preparing it ahead of time. To learn and cast a spell, a scholar of the forbidden must have an Intelligence score equal to at least 10 + the spell's level. The saving throw DC against a scholar of the forbidden's spell is 10 + the spell level + the scholar's Intelligence modifier.

Like other spellcasters, a scholar of the forbidden can cast only a certain number of spells of each spell level per day. She knows the same number of spells and receives the same number of sell slots per day as a bard of her investigator level, and knows and uses 0-level cantrips as a bard uses cantrips. In addition, she receives bonus spells per day if she has a high Intelligence score.

A scholar of the forbidden can add spells to her spellbook outside of those gained at a new level but only through the study of forbidden tomes. The scholar of the forbidden can learn spells from any forbidden tome she has successfully deciphered by spending one additional hour studying the spell and succeeding at a Spellcraft check (DC 15 + the spell's level). The spell must be one the scholar of the forbidden is capable of casting. If the check fails the scholar of the forbidden cannot understand or copy the spell and the spell is lost. She can not attempt to learn or copy that spell from that particular forbidden tome again.

At 5th level and at every 3 levels thereafter, a scholar of the forbidden can choose to learn a new spell in place of one she already knows, using the same rule as a bard. In effect, the scholar of the forbidden 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, and it must be at least 1 level lower than the highest-level spell the scholar of the forbidden can cast. A scholar of the forbidden cannot replace a spell learned from a forbidden tome with a new one.

A scholar of the forbidden need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

This ability replaces alchemy. A scholar of the forbidden cannot take the alchemy discovery talent or any investigator talent that affects alchemy.

Forbidden Lore (Ex): At 1st level, whenever a scholar of the forbidden makes a Knowledge or Linguistics skill check related to the Old Ones and their spawn, including the deciphering of forbidden tomes, she may spend a use of inspiration to roll the check twice and take the higher result. In addition the examination time needed to

decipher a forbidden tome is reduce by ½. This replaces trapfinding.

Resilience of Mind (Ex): At 4th level, a scholar of the forbidden has dealt with enough horror that he has superior control over his reactions. He gains a +2 insight bonus on all Will saves against fear effects. In addition, he can spend 1 point from his inspiration pool as an immediate action to use his Intelligence bonus instead of his Wisdom bonus on such checks for 1 round. At 8th level, the scholar's insight bonus increases to +4. At 16th level, he gains immunity to all fear effects that allow a save. This ability replaces swift alchemy.

Witchwolf Bounty Hunter (Investigator Archetype)

While rare, there are those witchwolves who have abandoned their isolated lifestyle in favor of joining civilization at large. Though they are usually careful to conceal their true nature, witchwolves find themselves well suited to playing the role of investigator. Indeed, their keen instincts give them an unnatural advantage over their mere human counterparts when it comes to tracking criminals.

Racial Restriction: A witchwolf bounty hunter must be a witchwolf.

Class Skills: A witchwolf bounty hunter gains Handle Animal and Survival as class skills and does not gain Sleight of Hand and Use Magic Device as class skills.

Track (Ex): At 2nd level, a witchwolf bounty hunter adds ½ her level (minimum 1) to Survival checks made to follow tracks. This ability replaces poison lore.

Studied Target (Ex): Starting at 2nd level, a witchwolf bounty hunter can study an opponent she can see as a move action. The witchwolf then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attacks and damage rolls against it. A witchwolf bounty hunter can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the witchwolf bounty hunter studies a new target.

At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks against a studied target increase by 1. In addition, at each such interval, the witchwolf bounty hunter is able to maintain these bonuses against an additional studied target at the same time. The witchwolf bounty hunter may discard this connection to a studied target as a free action, allowing her to study another target in its place.

At 7th level, a witchwolf bounty hunter can study an opponent as a move or swift action.

This ability replaces poison resistance.

Stalker (Ex): At 7th level, a witchwolf bounty hunter gains his studied target bonus on Disguise, Intimidate, and Stealth checks against her studied opponent. This ability replaces the 7th level investigator talent.

Swift Tracker (Ex): At 11th level, a witchwolf bounty hunter can move at her normal speed while using Survival to follow tracks without taking the normal -5 penalty. When moving at up to twice her normal speed while tracking, she takes only a -10 penalty instead of the normal -20. This ability replaces poison immunity.

Kineticist

Kineticists, living channels of raw elemental power, are more common in Vathak than they have ever been before. The traumatic hell of the battlefield and the stark terror inspired by the Spawn of the Old Ones has awoken a number of kineticists. Poorly understood and often mistaken as corrupted, kineticists in Vathak live a fragile existence balanced between mastering their new abilities and avoiding the attention of the ignorant and afraid.

Green Guardian (Kineticist Archetype)

Horrific battles have been fought in the foul swamps and dark forests of Vathak. Some have nearly died there, only to be reborn with strange new powers to control plant life. Green guardians insist they are the voice of nature itself and it is their duty to protect it against any transgressor, be they mortal or abomination.

Green Focus (Ex): A green guardian must select wood as her primary element and must choose wood blast as her first simple blast.

Plant Body (Su): Starting at 2nd level, a green guardian gains her the ability to wrap herself in plant matter, creating a green exoskeleton and providing her with DR 1/magic. This DR increases by 1 for every two green guardian levels she possesses. By accepting 1 point of burn, she can increase the DR by 1 until the next time the burn is removed, to a maximum DR equal to her green guardian level.

At 6th level, the green guardian can increase the amount of plant matter wrapped around her, forming an exoskeleton that increases her one size category. She gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to the increased size of her exoskeleton.

At 11th level, the green guardian can gather more plant matter into her exoskeleton and can increase up to two size categories. She gains a +4 size bonus to Strength, a -4 size penalty to Dexterity (to a minimum of 1), and a -2 penalty on attack rolls and AC due to the increased size of her exoskeleton.

At 16th level, the green guardian can gather still more plant matter into her exoskeleton and increase up to three size categories. She gains a +6 size bonus to Strength, a -6 size penalty to Dexterity (to a minimum of 1), and a -3 penalty on attack rolls and AC due to the increased size of her exoskeleton.

This ability replaces elemental defense and internal buffer.

Mistress of the Unliving (Kineticist Archetype)

Some kineticists, born from horrible battle with the Spawn of the Old Ones, discover their ability to manipulate cold allows them to reach into the undead and control or destroy them.

Cold Focus: A mistress of the unliving must choose water as her primary element and must choose cold blast as her first simple blast.

Wrack (Su): At 1st level, a mistress of the unliving can use her abilities to wrack an undead target within 30 feet, harming the target by manipulating the energy inside. The target takes half the normal damage of the mistress of the unliving's blast, and can attempt to reduce that amount to ¼ normal damage, but the damage is untyped and ignores damage reduction. This is a 1st-level form infusion that costs 0 points of burn and can be used with cold and water blasts. This ability replaces the 1st-level infusion.

Undead Enslavement (Su): At 5th level, a mistress of the unliving can seize the energy inside a undead and use it to control them as a standard action. Undead receive a Will save against a DC equal to 10 + ½ mistress of the unliving's class level + her Constitution modifier to negate the effect. If an undead fails its saving throw it falls under the mistress of the unliving's control, obeying her commands to the best of its ability, as if under the effects of *control undead*. Intelligent undead receive a new saving

throw each day to resist the mistress of the unliving's command. A mistress of the undead can maintain control of multiple undead so long as their total Hit Dice do not exceed her class level. She can enslave multiple undead at once so long as their total Hit Dice plus the total Hit Dice of any undead already under her control do not exceed her class level. This ability replaces the 5th-level infusion.

Magus

The magi of Vathak evolved from simple wizards into arcane warriors in response to the alien horrors spawned by the rise of the Old Ones. Magi in Vathak are obsessive seekers of knowledge both martial and magical. They are willing to cross the borders of culture, religion, and race to add new techniques to their arsenal in the battle against the Old Ones. The hatred the magi harbor for the abominations that plague Vathak is the stuff of legends but they reserve a special enmity for those magi who have crossed over to the side of darkness to become servants of the enemy.

Black Powder Magus (Magus Archetype)

Not all magi seek to master the sword or the axe. Some prefer to use more modern weaponry and fight with gun and spell from a distance. A black powder magus combines the mystic lore of the past with the modern engineering of the present to battle the abominations that threaten this world.

Weapon Proficiency: A black powder magus is proficiency with simple weapons and all one-handed firearms. This modifies the standard magus weapon and armor proficiency.

Gunsmith: At 1st level, a black powder magus gains a pistol. His starting weapon is either a perfectly functioning flintlock version or a battered percussion caplock version.

If the magus chooses the battered percussion caplock version of his firearm, only the he can use it properly. All other creatures treat his percussion caplock firearm 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 (worth 4d10 gp when sold). The black powder magus also gains Gunsmithing as a bonus feat.

Arcane Pool (Su): Instead of the normal arcane pool amount, a black powder magus's arcane pool has a number of points equal to 1/3rd his class level (minimum 1) plus his Intelligence bonus. This modifies arcane pool.

Ranged Spellstrike (Su): At 2nd level, a black powder magus can use the spellstrike ability to cast a single-target touch attack ranged spell and deliver it through a ranged attack with a firearm. Even if the spell can normally affect multiple targets, only a single missile, ray, or effect accompanies the attack.

At 11th level, a black powder magus can spend a full-round action to cast a spell that includes multiple ranged touch attacks and deliver more than one using ranged attacks. The spell must have a casting time of 1 full-round action or less. This functions similarly to the base ability of ranged spellstrike, but the black powder magus can deliver a number of missiles, rays, or effects up to the number of attacks he can make with a full attack. Any effects not used in the round the spell is cast are lost, as are any additional ranged touch attacks the spell would allow beyond the black powder magus' maximum number of attacks.

This replaces spell recall and improved spell recall.

Magus Arcana: The following magus arcana complement the black powder magus archetype: accurate strike[UC], arcane edge[UC], lingering pain[UC], prescient attack[UC], prescient defense[UC], spell shield[UM], spellbreaker[UC].

[UC] These arcana appear in the *Pathfinder Roleplaying Game: Ultimate Combat.*

[UM] This arcana appears in the *Pathfinder Roleplaying Game: Ultimate Magic.*

Svirfneblin Shadowcaster (Magus Archetype)

Not all svirfneblin are content to simply escape the rise of the Old Ones by hiding in crevices and taking refuge on the surface. Svirfneblin shadowcasters blend techniques that take advantage of their size and darkvision with the dual arts of the magi in hopes of fighting their way back home.

Racial Restrictions: A svirfneblin shadowcaster must be a svirfneblin.

Class Skills: A svirfneblin shadowcaster adds Stealth to his class skill list.

Armor Proficiency: A svirfneblin shadowcaster is not proficient with armor or shields and suffers normal arcane spell failure chance when casting magus spells while armored.

AC Bonus (Ex): When unarmored and unencumbered, a svirfneblin shadowcaster adds his Intelligence bonus (if any) to his AC and his CMD. In addition, the svirfneblin shadowcaster gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four svirfneblin shadowcaster levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the svirfneblin shadowcaster is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carried a medium or heavy load.

Precision Strike (Ex): At 4th level, a svirfneblin shadowcaster can expend 1 point from his arcane pool as a swift action to add 1d6 points of sneak attack damage to his next melee attack that round. The attack must meet all of the usual prerequisites for making a sneak attack, as the rogue class feature. For every 4 levels beyond 4th, the amount of sneak attack damage dealt by this ability increases by 1d6 (to a maximum of 5d6 at 20th level). If a svirfneblin shadowcaster gets sneak attack from another source, the bonuses on damage stack. This ability replaces spell recall.

Shadow Cloud (Sp): At 7th level, a svirfneblin shadowcaster can expend points from his arcane pool as a standard action to create a cloud of shadow centered on himself. The shadow radiates outward in a 30-foot radius and causes the illumination level in the area to drop down one step per point spent from the svirfneblin shadowcaster's arcane pool. The illumination level in an area cannot drop below darkness. Nonmagical sources of light do not increase the illumination level within the shadow cloud. Magical light sources only increase the illumination level in an area if they are of a higher spell level than ½ the svirfneblin shadowcaster's class level. Darkvision functions in the shadow cloud. This ability replaces medium armor proficiency.

Superior Reflexes (Ex): At 11th level, a svirfneblin shadowcaster 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.

Step Through Darkness (Sp): At 13th level, a svirfneblin shadowcaster can expend 1 point of arcane pool to teleport from his present location to a nearby space. The svirfneblin shadowcaster can move 5 feet for every two class levels he possesses (minimum 5 feet). The svirfneblin shadowcaster must be able to see the space that he is moving into. This movement does not provoke an attack of opportunity. This ability replaces heavy armor.

Magus Arcana: The following magus arcana complement the svirfneblin shadowcaster: Arcane Cloak[UC], Bane Blade[UC], Close Range[UM], Critical Strike,[UM] Ghost Blade[UC], Reflection[UM], and Silent Magic[UM].

[UC] These arcana appear in the *Pathfinder Roleplaying Game: Ultimate Combat.*

[UM] These arcana appear in the *Pathfinder Roleplaying Game: Ultimate Magic.*

Medium

Mediums, those individuals connected to the world of spirits, find themselves at the center of the esoterica movement. Once a medium might have been burned at the stake for sharing their gifts, now they are revered for them. Still, mediums in vindari society know to be careful. Outside of more open-minded urban centers, a medium can still find himself under suspicion by the ignorant and afraid.

Mediums in other Vathak cultures are more accepted. Among the romni, bhriota, and even the svirfneblin mediums are cherished as a link to something great and powerful. Hauntlings, already half in the spirit world, make natural mediums. For more about the esoterica movement, see **Chapter 8 - Religion**.

Esoteric Dabbler (Medium Archetype)

Like many scholars, some mediums find it hard to focus on just one aspect of their abilities. Instead, these esoteric dabblers flit from teacher to teacher, attempting to learn every skill that falls under the umbrella of the esoterica movement.

Esoteric Scholarship (Ex): At 1st level, an esoteric dabbler can choose an occult skill unlock to master. He gains a bonus equal to ½ his medium level (minimum 1) when making checks for the chosen skill unlock.

At 4th level and every 4 levels thereafter, the esoteric dabbler chooses a new occult skill unlock to apply his esoteric scholarship bonus to.

In addition, esoteric dabblers are able to use occult skill unlocks more often. Skill unlocks normally limited to once per week can be used by an esoteric dabbler once per day instead. Skill unlocks normally limited to once per day can be used by an esoteric dabbler three times per day instead.

This ability replaces the spirit bonus ability.

Séance Celebrity (Medium Archetype)

The rise of the esoterica movement in Vathak has given mediums something they never had before: fame and legitimacy. But at a price. Mediums who wish to stay in the good graces of their wealthy patrons have to produce results no matter what the spirits desire. This has led some mediums to supplement their occult powers with showmanship and chicanery.

Class Skills: A séance celebrity gains Disguise and Sleight of Hand as class skills and does not gain Fly as a class skill.

Reduced Spirit Surge: Relying as much on tricks as psychic magic has damaged the séance celebrity's connection to the spirit world. At 1st level he rolls a 1d4 instead of a 1d6 when using the spirit surge ability. At 10th level, the séance celebrity's spirit surge die increases to a 1d6, and at 20th level it increases to a 1d10. This alters the spirit surge ability.

Famous (Ex): At 1st level, a séance celebrity chooses a region where he is famous, and within that region, locals are more likely to react favorably toward the séance celebrity. The séance celebrity gains a bonus on Diplomacy and Intimidate checks in that area and to influence people from that area.

At 1st level, this region is a settlement or segment of a settlement with a total population of 1,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +1.

As the séance celebrity grows more famous, additional areas learn of him (typically places he has lived or traveled, or settlements or segments of a settlement adjacent to those where he is known) and his bonuses apply to even more people.

At 5th level, the region is a settlement or segment of a settlement with a total population of 5,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +2.

At 9th level, the region is a settlement or segment of a settlement with a total

population of 25,000 people, and the modifier on Diplomacy and Intimidate checks is +3.

At 13th level, the region is a settlement or segment of a settlement with a total population of up to 100,000 people, and the modifier to Diplomacy and Intimidate checks is +4.

At 17th level and above, the séance celebrity's renown has spread far, and most civilized folk know of him. The bard's modifier on Diplomacy and Intimidate checks at this level is +5.

Séance Performance (Ex): At 2nd level, a séance celebrity has learned to apply tricks used to enhance his séances to the world at large. He adds ½ his medium level (minimum 1) as a bonus on Bluff, Disguise, Performance, and Sleight of Hand checks. This ability replaces shared séance.

Mesmerist

While there have always been those with the charm and force of will to sway lesser minds, true mesmerists are a relatively new phenomenon in Vathak. The rise of the esoterica movement has allowed those with psychic potential to channel their power through hypnosis, a poorly understood way of working magic by altering the consciousness of others. There are few master mesmerists among the vindari because it is a new art but the esoteric faithful whisper that the Vampire Lords mastered mesmerism centuries ago and may have taught it to the romni or their dhampir progeny. For more information about the esoterica movement see **Chapter 8 - Religion.**

Alienist (Mesmerist Archetype)

Alienists believe in the power of the mind to overcome any hardship. An alienist employing the proper techniques can convince people that their woes, ills, and pains do not exist. Once the mind is convinced, the alienist knows the body will be convinced as well.

Talk Therapy: An alienist adds ½ his mesmerist level (minimum 1) as a bonus on Diplomacy, Heal, and Sense Motive checks. This ability replaces consummate liar.

Hypnotic Healing (Su): At 3rd level, the alienist can help allies heal themselves and shake off harmful conditions—especially those that affect their minds—by using their psychic powers and mastery of the mind to convince an ally that the damage or condition does not exist. He can use hypnotic healing a number of times per day equal to 3 + his Charisma modifier. Using this ability is a full-round action (or a standard action if the alienist uses it on himself), and the alienist must be adjacent to any target that is not himself. He can perform a healing or remove one condition from one target each time he uses the ability.

At 3rd level, the alienist can use hypnotic healing to heal 1d6 + the target's Charisma modifier in damage or to remove the fascinated or shaken conditions.

At 6th level, the alienist can use hypnotic healing to heal 2d6 + the target's Charisma modifier in damage or to remove the confused, dazed, frightened, or sickened condition.

At 10th level, the alienist can use hypnotic healing to heal 3d6 + the target's Charisma modifier in damage or to remove the cowering, nauseated, panicked, or stunned condition.

At 14th level, the alienist can instead expend one use of hypnotic healing to replicate the effects of *break enchantment*. This targets only one creature adjacent to the alienist (or himself) and follows all other restrictions of hypnotic healing.

This ability replaces touch treatment and glib lie.

True Power of the Mind (Su): At 20th level, an alienist has perfected the art of convincing the mind to rule over matter. Once per day the alienist can use his hypnotic healing ability to unlock the true potential in a target's mind to do one of the following:

- Undo the harmful effects of a spell or spell-like ability, such as *curse, geas/quest, or insanity*.
- Grant the target a permanent +1 bonus to an ability score. This can only be done once per creature.
- Remove any injury or affliction, including those that are supernatural.
- Grant the target permanent damage reduction 5/-. This stacks with other forms of damage reduction and can only be done once per creature.
- Grant the target the ability to understand all languages as if under a constant *tongues* spell.

This ability replaces rule minds.

Regressionist (Mesmerist Archetype)

The concept of reincarnation is a controversial one and has been disavowed by the Church. Despite this there are members of the esoterica movement who believe in the great wheel of the souls. Regressionists have trained themselves to access the abilities of past lives through self-hypnosis. Skeptics insist that regressionists couldn't possibly be accessing past lives but the reality is, so long as the regressionist believes they are, the process works.

Regression (Su): Once per day, a regressionist can spend an hour in a self-hypnotic trance to access the abilities of a past life. When he exits the trance, the regressionist has integrated a past incarnation into his psyche and gains access to a new skill and set of special abilities based on the class of the incarnation. Regressionists cannot use regression to access new spellcasting abilities. Regressionists can never regress to another mesmerist. The incarnation remains integrated into the regressionist's psyche until he enters into a new self-hypnotic trance and accesses a new incarnation. This ability replaces mesmerist tricks and masterful tricks.

Regression Skill (Ex): When a regressionist integrates an incarnation he chooses a skill from the skill list for the incarnation's class. While the incarnation is integrated the chosen skill is considered a class skill for the regressionist and he gains a number of ranks in it equal to his class level. If the regressionist chooses Linguistics, he temporarily learns the appropriate number of languages.

Regression Abilities (Su): While a regressionist is integrated with an incarnation he gains special abilities based on the incarnation's class.

Incarnations

While in a self-hypnotic trance to activate regression, the regressionist can choose the incarnation to integrate from the following list.

Barbarian
Your past life was one of savage power and a fight for daily survival. You gain the rage ability as if you were a barbarian of a level equal to your regressionist class level. You do not gain rage powers, greater rage, tireless rage, or mighty rage.

Bard
In your past life, you were an entertainer, gaining the power of magic through performance. You gain the bardic performance ability as if you were a bard of a level equal to your regressionist class level - 3.

Brawler
Your past life was brutal and one where your violent action spoke louder than words. You gain the martial flexibility ability as if you were a brawler of a level equal to your regressionist class level - 1.

Cavalier
In your past life, you were a leader of men in battle. You gain tactician as if you were a cavalier of a level equal to your regressionist class level. At 9th level you gain greater tactician when integrating this incarnation. At 17th level you gain master tactician when integrating this incarnation.

Fighter
Your past life rings with the clashing of swords and shields and axes.While integrated with this incarnation you use the fighter class weapon proficiencies (but not armor proficiencies) and base attack bonus instead of your own.

Gunslinger
In your past life, your gun was your boon companion. You gain grit as if you were a gunslinger and the ability to use the deadeye, gunslinger's dodge, quick clear, gunslinger initiative, pistol-whip, and utility shot deeds at the level they become available to a gunslinger.

Hunter
In your past life, you stalked through the world seeking prey. You gain animal focus as if you were a hunter of a level equal to your regressionist class level.

Investigator
Your past life was one of knowledge and the solving of puzzles. You gain inspiration as if you were an investigator of a level equal to your regressionist class level.

Kineticist
In your past life, you manipulated one of the elements. You gain the kinetic blast ability. Pick one simple blast when you integrate with this incarnation. You can use this simple blast as if a kineticist of a level equal to your regressionist class level.

Monk
Your past life was one of contemplation and martial perfection. You gain unarmed strike and the ability to make ki strikes as if you were a monk of a level equal to your regressionist class level. Your ki pool is treated as having 1 point for the purpose of making ki strikes.

Ranger
In your past life, you lived in the wilds as a hunter or scout. You gain track as if you were a ranger of a level equal to your regressionist class level. Select a single type of enemy from the ranger favored enemies table. You gain the favored enemy ability against this enemy type as if a ranger of a level equal to your regressionist class level.

Rogue
In your past life, you were an outlaw who lived by his wits. You gain sneak attack and trapfinding, and trap sense as if you were a rogue of a level equal to ½ your regressionist class level.

Soldier
In your past life, you served in the military. You gain the drilled training ability as if you were a soldier of a level equal to your regressionist class level.

Slayer
In your past life, you thrilled at the hunt and the capture of prey. You gain the studied target

ability as if you were a slayer of a level equal to your regressionist class level.

Swashbuckler

Your past life was glory and style and swordplay. You gain panache and deeds as if you were a swashbuckler of a level equal to your regressionist class level.

Other

Your past life was one of either religious devotion or mystic discovery. Choose alchemist, arcanist, bloodrager, cleric, disciple, druid, fortune-teller, inquisitor, magus, medium, occultist, oracle, paladin, psychic, reanimator, shaman, skald, sorcerer, spiritualist, summoner, warpriest, witch, or wizard. You gain two additional skills from your chosen class's skill list when using the regression skill ability.

Monk

Often finding guidance through the power of visions and dreams, the meditative path of those belonging to monastic orders has become perilous with the awaking of the Old Ones. Monks seeking enlightenment often find maddening visions of terror and death instead. The contact made between monks and the chaos-infused intellect of the Old Ones has left many minds fractured and insane. Sadly, today more monks serve the forces of darkness than seek to battle them.

Fleeing the soul-crushing corruption of the Old Ones, many monastic orders that remain have sought refuge in the Church of the One True God. These elite warriors are almost exclusively found in vindari monasteries, training in martial maneuvers to aid in the battle of the Old Ones. A few uncorrupted monastic orders exist outside the Church and can be found wandering with romni caravans or, so it is rumored, sheltering with Vampire Lords.

Beacon Against the Darkness (Monk Archetype)

The Order of the Eternal Beacon seeks to protect Vathak from the influence of The Old Ones, the hunger of the undead, and the abominations that roam the lands. These dedicated monks have found a true purpose in the battle for Vathak's future. Others may view the events taking place within Vathak as nothing more than a curse but a beacon against the darkness understand the true implications of what losing this battle means: now is the beginning of the end of all things. To save their world, these monks have become hunters of these horrors and sworn to serve as a beacon of light in an otherwise dark world.

Class Skills: A beacon against the darkness adds Survival to her list of class skills.

Blessed Strike: A beacon against the darkness trains himself to channel his inner light into blows struck against the forces of darkness. When using unarmed strike against evil creatures, the strike deals damage as if the monk were one size category larger. This ability replaces stunning fist.

Bonus Feats: A beacon against the darkness replaces the normal monk bonus feats with the following: Blind-Fight, Bodyguard[APG], 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[APG], Improved Iron Will, and In Harm's Way[APG].

At 10th level, the following feats are added: Diehard, Greater Blind-Fight[APG], and Spellbreaker.

[APG] These feats appear in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

Protection from Chaos (Sp): At 3rd level, a beacon against the darkness may use *protection from evil* on himself at will, as per the spell. A beacon against the darkness' effective 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 beacon against the darkness may spend 1 point from his *ki* pool to give his unarmed strike the *ghost touch* weapon property for a number of rounds equal to ½ his class level.

Favored Enemy (Ex): At 4th level, a beacon against the darkness selects a creature type from the beacon against the darkness' 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 beacon against the darkness may make Knowledge skill checks untrained when attempting to identify these creatures. At 12th level and 20th level, the beacon against the darkness 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.

Beacon Against the Darkness 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 beacon against the darkness 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.

Elemental Monk (Monk Archetype)

As the corrupting influence of the Old Ones spread through the monastic orders of Vathak, some monks learned how to counter the darkness by communing with the very building blocks of reality itself. Elemental monks have learned to channel the elements by transforming their ki into pure attacks of the purist matter and energy.

Kinetic Blast (Sp): At 1st level, an elemental monk gains a kinetic blast wild talent of his choice from the kineticist class list. This kinetic blast must be a single blast or a single element. Elemental monks never learn a second element blast or composite blasts. As a standard action, the elemental monk can unleash a kinetic blast at a single target at a range of 30 feet. He must have at least one limb free to aim the blast. All damage from a kinetic blast is treated as magic for the purposes of bypassing damage reduction. Kinetic blasts count as a type of weapon for the purpose of feats such as Weapon Focus. The elemental monk is never considered to be wielding or gripping the kinetic blast, and he can't use Vital Strike feats with kinetic blasts. Even the weakest kinetic blast involves a sizable mass of elemental matter or energy, so kinetic blasts always deal full damage of swarms of any size (though only area blasts deal extra damage to swarms). A readied kinetic blast can be used to counterspell any spell of equal or lower level that shares its descriptor. A kinetic blast that deals energy damage of any type (including force) has the corresponding descriptor.

When determining an elemental monk's kinetic blast damage, treat his monk levels as kineticist levels. The various kinetic blasts, as well as additional rules for simple blasts, can be found in the *Pathfinder Roleplaying Game: Occult Adventures*.

This ability replaces unarmed strike.

Flurry of Blows (Ex): An elemental monk can make a flurry of blows as a full-attack action as long as he's attacking with a kinetic blast. He cannot make a flurry of blows using unarmed attacks or any other weapons. An

elemental monk's flurry of blows otherwise functions as the standard monk class feature.

An elemental monk can't use Rapid Shot when making a flurry of blows with a kinetic blast.

This ability alters flurry of blows.

Bonus Feats: An elemental monk adds the following feats to his list of bonus feats at 1st level: Far Shot, Point-Blank Shot, Precise Shot, and any targeting feats.

At 6th level, he adds the following feats: Improved Precise Shot, Parting Shot[APG], and Trick Shooter.

At 10th level, he adds the following feats: Improved Weapon Mastery and Pinpoint Shot.

[APG] This feat appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

***Ki* Pool (Su):** At 4th level, an elemental monk gains a pool of *ki* points, supernatural energy that he can use to accomplish amazing feats. The number of points in an elemental monk's *ki* pool is equal to ½ his monk level + his Wisdom modifier. By spending 1 point from his *ki* pool, an elemental monk can do one of the following:

- Make one additional attack at his highest attack bonus when making a flurry of blows attack.
- Increase his speed by 20 feet for 1 round.
- Give himself a +4 dodge bonus to AC for 1 round.
- Increase the range of his kinetic blast by 20 feet for 1 round.

This replaces a standard monk's *ki* pool.

Infusion (Su): At 4th level, an elemental monk gains an infusion wild talent from the list of options available to kineticists. The monk must choose an infusion that is elementally compatible with his kinetic blast. He gains additional infusions at 7th, 10th, 13th, 16th, and 19th level. By using infusions along with his kinetic blasts, an elemental monk can alter his kinetic blasts to suit his needs. Kinetic blasts come in two types, each of which changes a kinetic blast differently: a substance infusion causes an additional effect, while a form infusion causes the kinetic blast to manifest in a different way. Each infusion can alter only certain kinds of kinetic blasts, which are listed in its associate blasts entry. Each time the elemental monk uses his kinetic blast wild talent, he can apply up to one associated form infusion and up to one associated substance infusion. Some infusions change the action required to activate a kinetic blast's normal effects.

An elemental monk does not take non-lethal damage in the form of burn when using an infusion. Instead, the elemental monk pays the burn cost with his points from his *ki* pool at a rate of one point of *ki* for one point of burn cost. For example, if an elemental monk is applying an infusion with a burn cost of 3 to his kinetic blast, he must spend 3 points from his *ki* pool to power it. If an elemental monk does not have enough points in his *ki* pool to pay for the burn cost of an infusion he cannot add the infusion to his kinetic blast.

The DC for a save against an infusion is based on the associated kinetic blast's associated spell level, not the level of the infusion. The DCs for form infusions are calculated using the elemental monk's Dexterity modifier instead of his Constitution modifier. When an elemental monk modifies a kinetic blast with a form infusion and a substance infusion that both require saving throws, each target first attempts a saving throw against the form infusion. If a target succeeds and a successful saving throw negates the infusion's effects, the entire kinetic blast is negated; otherwise, the target then attempts a saving throw against the substance infusion. If an elemental monk's form and substance infusions both alter the kinetic blast's damage, apply the substance infusion's alteration first.

At 10th and 16th level, an elemental monk can replace one of his infusions with another infusion of the same effective spell level or lower. He can't replace an infusion that he used to qualify for another infusion.

This ability replaces stunning fist, maneuver training, and quivering palm.

Occultist

Vathak is a land of ruins and relics. From the homes of those destroyed by the Great Cleansing to the vindari homes that were in turn destroyed by the Spawn of the Old Ones, from forgotten castles of vampire lords to the abandoned tunnels of the dwarves and svirfneblin, there seem to be more ruins than there are whole settlements. It is a rich time for occultists who draw power from the relics of the past. Yet, despite the wealth of ruins to explore and relics to find, an occultist must be careful to avoid corruption. Artifacts of the Old Ones often seem innocent at first, after all.

Living Reliquary (Occultist Archetype)

In Vathak, no one is more venerated than the Saints. Relics of the Saints, be they physical remains or personal effect, are thought to hold the power of the Saints and are carefully protected by the Church. Living reliquaries have been entrusted with known relics by the Church and commissioned to find and verify the existence of others still lost.

Spells: A living reliquary casts divine spells drawn from the domains and subdomains granted to him by his relics. He can cast any spell he knows without preparing it ahead of time. Every spell the living reliquary can cast requires a relic as a component. To learn or cast a spell, a living reliquary must have a Wisdom score equal to at least 10 + the spell level. The DC for a saving throw against a living reliquary's spell equals 10 + the spell level + his Wisdom modifier.

A living reliquary can cast only a certain number of spells of each spell level per day. His base daily spell allotment is equal to that of a standard occultist. In addition, he gains bonus spells if he has a high Wisdom score.

The living reliquary's selection of spells is limited. He learns only the spells granted through the domains and subdomains he gains through his relics. A living reliquary 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 allotment of spells per day for the spell's level.

This modifies the standard occultist's spells.

Orisons: As long as he possesses at least one relic, a living reliquary can prepare 2 orisons, or 0-level spells, from the cleric spell list each day. These spells are treated like any other spell, but they are not expended when cast and may be used again. At 5th, 10th, and 20th level the number of orisons a living reliquary can prepare increases by 1. This ability replaces knacks.

Mental Focus (Su): A living reliquary does not gain mental focus ability and does not gain points of mental focus.

Relics (Su): Starting at 1st level, a living reliquary learns how to draw power from the relics in his possession in the form of domains. The living reliquary chooses two domains from among those governed by a Saint whose relic he possesses. Each domain grants a number of domain powers, dependent upon the level of the living reliquary, as well as a list of spells the living reliquary learns at each level. Unless otherwise noted, activating a domain power is a standard action. A living reliquary can choose a subdomain instead of a domain if appropriate.

The relics possessed by a living reliquary do not have powers of their own beyond those granted to the reliquary. Whenever a living reliquary casts a spell, he must have the appropriate relic in his possession and present the relic to the target or toward the area of effect. This act is part of casting and does not require any additional action. If the living reliquary lacks the appropriate relic he cannot cast the spell.

At 3rd level, and every 2 living reliquary levels thereafter, the living reliquary chooses a new domain, chosen from those governed by the Saints whose relics he possesses, to a maximum of 11 domains at 19th level. The living reliquary gains the powers and spells from his new chosen domain so long as he is of high enough level to use them.

This ability replaces focus powers and implements.

Shift Focus (Su): A living reliquary does not gain the shift focus ability.

Magic Circles (Su): A living reliquary does not need a point of mental focus to draw a magic circle. Instead, he can use this ability three times per day. When creating a magic circle the living reliquary must have at least one relic in his possession. This modifies the magic circles ability.

Binding Circles (Su): A living reliquary does not need a point of mental focus to draw a binding circle. Instead, he can use this ability once per day. When creating a binding circle the living reliquary must have at least one relic in his possession. This modifies the binding circles ability.

Domain Mastery (Su): At 20th level, a living reliquary forms a true, unbreakable bond with one of his relics. He selects two domains gained from a single relic. Whenever he casts a spell from that domain, the DC to resist the spell's effect increases by 4 and he treats his living reliquary level as 4 higher when determining the effects and duration. In addition, the relic and the living reliquary cannot be parted. If the relic is taken from the reliquary it teleports back to him 1d4 rounds later so long as he and the relic are on the same plane. This teleport cannot be blocked by any force short of true divine power. This ability replaces implement mastery.

Scion of the Lost (Occultist Archetype)

Not all vindari believe the Great Cleansing was justified. Some mourn the loss of the civilizations lost to the Church's crusades. Scions of the lost search for relics that tell the story of cultures destroyed by the Great Cleansing, hoping to preserve the history of peoples who can no longer write their own histories.

Racial Restriction: A scion of the lost must be a vindari human.

Traits of the Lost: At 2nd level, a scion of the lost's connection to the past changes him physically. Choose a racial trait other than an ability score modifier or language from those available to dwarves, elves, gnomes, or halflings. The scion of the lost can use that racial trait as if it were natural to him.

A scion of the lost gains additional traits of the lost at 5th, 8th, 12th, 16th, and 20th level. These traits can be selected from the list available to any eligible race. If a scion of the lost possesses three or more traits belonging to a single race he is considered both human and a member of that race for any effect related to race.

This ability replaces magic item skill and outside contact.

Oracle

There are those, known as oracles, who are granted powers by forces beyond mortal comprehension; these oracles do not choose their gifts, rather, they are burdened with them. Unable to explain their powers, the Church brands oracles as heretics, forcing them to seek refuge from the vindari or to hide their powers best they can. Outside of vindari lands, oracles are viewed as mystics blessed with gifts from powers much greater than themselves. Some oracles adventure to learn more about their unique abilities, though oftentimes end their journeys with more questions than they started with.

Ancients (Oracle Mystery)

After a period of self-discovery, most oracles are able to attribute their power to some definite source, regardless of how unexpected or unpleasant it may be. There are some, however, who know only that their abilities stem from a force much older and more mysterious than the mortal races; perhaps a force older than even the Old Ones themselves.

Skills: An oracle with the ancients mystery adds Bluff, Linguistics, and all Knowledge skills to her list of class skills.

Bonus Spells: *hideous laughter* (2nd), *invisibility* (4th), *rage* (6th), *moonstruck*[APG] (8th), *serenity*[UM] (10th), *pied piping*[APG] (12th), *mass invisibility* (14th), *irresistible dance* (16th), *heroic invocation*[UC] (18th).

[APG] These spells appear in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

[UC] This spell appears in the *Pathfinder Roleplaying Game: Ultimate Combat.*

[UM] This spell appears in the *Pathfinder Roleplaying Game: Ultimate Magic.*

Revelations: An oracle with the ancients mystery can choose from any of the following revelations.

Ancient Resistance (Ex): Choose one energy type (acid, cold, fire, electricity, or sonic). You gain resistance 5 to the selected energy type. At 5th level and every 5 levels thereafter, you can choose an additional energy type for which to gain resistance 5, or you can choose a previously chosen energy type and increase that resistance by 5 (to a maximum resistance of 20 for any one energy type).

Animate Primordial Forces (Su): As a standard action, you can summon a single Small air, earth, fire, or water elemental to serve you. It remains for a number of rounds equal to your Charisma modifier. At 7th level, you can summon a Medium elemental. At 9th level, you can summon a Large elemental. You can use this ability once per day plus one additional time per day at 10th level. You must be at least 3rd level to select this revelation.

Aura of Whimsy (Su): Your connection to the ancients allows you to alter the emotional of others, allowing them to ignore hindering effects. You can emit a 30-foot aura for a number of rounds per day equal to your oracle level. Allies within this aura are not affected by the confused, grappled, frightened, panicked, paralyzed, pinned, or shaken conditions. This aura only suppresses these effects, and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive. You must be at least 7th level to select this revelation.

Dimensional Shift (Su): The mysterious power of the ancients allows you to teleport to a nearby space as a swift action as if using *dimension door*. This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability. You can move 5 feet for every two oracle levels you possess (minimum 5 feet). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Knowledge of the Ancients (Su): You can call upon ancient forces to uncover some forgotten lore or information. You can retry any Knowledge skill check you have made within the past minute, gaining an insight bonus on the check equal to your Charisma modifier. You can use this ability a number times per day equal to your Charisma modifier.

Primeval Veil (Sp): You can turn invisible for a number of rounds per day equal to your oracle level. This ability functions as *greater invisibility*. These rounds need not be consecutive. You must be at least 7th level to select this revelation.

Protective Barrier (Su): You can call upon the power of the ancients to form a shield around you that blocks incoming attacks and grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this shield causes arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. You can use this shield for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Shifting Emotions (Su): You can emit a 30-foot aura to either ward off or welcome emotional influence for a number of rounds per day equal to your oracle level. If you choose to ward, you and your allies within this aura receive a +4 morale bonus on saves against mind-affecting spells and effects, and any fear effects targeting you or your allies are reduced by one step (shaken has no effect, frightened becomes shaken, and panicked becomes frightened). If you chose to enhance emotional influence, enemies within the aura receive a –2 penalty on saves against mind-affecting spells and effects. These rounds do not need to be consecutive. You must be at least 7th level to select this revelation.

Visions of Truth (Su): Once per day, you can enter a trance in which allows you to touch the wisdom of the ancients. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance, you have gained mystical insight into the future. At 1st level, this insight acts as an *augury* spell with 80% effectiveness. At 5th level, the insight takes the form of a *divination* with 90% effectiveness. At 8th level, the knowledge you gain is equivalent to a *commune* spell. None of these spell effects require material components.

Will of the Ancients (Su): You have the ability to ignore impediments to your mobility. For a number of rounds per day equal to your oracle level, you can move normally regardless of magical effects that impede movement, as if you were affected by *freedom of movement*. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

Final Revelation: At 20th level, you become one with the ancient forces of the universe. You gain the constant effects of *true seeing* and material components for spells and effects to bring you back to life (such as raise dead or resurrection) cost half as much as normal. In addition, you gain the ability to take 20 on all Knowledge skill checks.

Babbling Oracle (Oracle Archetype)

Some oracles do not have the desire to wait for their powers to grow naturally, leading them to uncover other means of reaching their full potential. Babbling oracles, for example, use medicinal herbs and strange rituals to induce a trancelike state that enhances their magic but exhausts their bodies and addles their minds. Even so, these oracles have the uncanny ability to see the world for what it truly is, un-fooled by tricks of the eye.

Restrictions: A babbling oracle must be of a chaotic alignment.

Class Skills: A babbling oracle adds Knowledge (arcana), Knowledge (nature), and Perception to her list of class skills. These replace the additional class skills from her mystery.

Bonus Spells: These bonus spells replace the oracle's mystery bonus spells at these levels: *see alignment*[UC] (2nd), *detect thoughts* (4th), *seek thoughts*[APG] (6th), *scrying* (8th), *true seeing* (10th), *analyze dweomer* (12th), *greater scrying* (14th), *greater prying eyes* (16th), *foresight* (18th).

[APG] This spell appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

[UC] This spell appears in the *Pathfinder Roleplaying Game: Ultimate Combat.*

Herbal Trance (Su): Each day after receiving 8 hours of rest, the babbling oracle can spend 1 hour performing an intricate ritual involving incantations and the consumption of herbs. At 1st level, this trance allows the babbling oracle to enhance the DC of all oracle spells cast by 1. This DC increases by 1 at 5th level and every 5 levels thereafter. The trance does have negative side effects, as the random babblings and twitches cause any spells the oracle casts that have either a verbal or somatic component to have a 20% chance of failure, wasting the action but not expending the spell. The babbling oracle also takes a -4 penalty on all Charisma-based skill checks while under the effects of the herbal trance. The trance lasts for either 24 hours or until the oracle rests for 8 hours, whichever comes first.

At 5th level, the babbling oracle can further amplify the herbal trance by consuming a powerful herb as a swift action. For one minute after eating the herb, the babbling oracle can apply any metamagic feat she knows to any spell she casts. This increases casting time as normal, but does not increase the level of the spell slot expended. After casting the spell, the oracle becomes confused for a number of rounds equal to the level adjustment of the metamagic feat. The babbling oracle can use this ability once per day and gains one additional use per day at 12th level.

At 10th level, the babbling oracle becomes more adept at dealing with the side effects of the herbs she takes. When in an herbal trance, she now only has a 10% chance of spell failure when she casts a spell with either a verbal or somatic component.

At 15th level, the oracle's trance becomes even more powerful. Once per day she can cast a single spell selected from the cleric, druid, or sorcerer/wizard spell lists. This spell must be of a spell level which she can cast. Using this ability causes the oracle to become stunned for a number of rounds equal to 1/2 the spell's level.

Any time the babbling oracle is not in an herbal trance, she experiences side effects from the withdrawal. She suffers a -2 penalty on all Reflex saving throws and a -4 penalty on Dexterity-based skill checks.

This ability replaces the oracle's curse.

Paladin

A rare beacon of hope in a wretched land, these servants of the One True God would gladly give their lives in the service of His divine light and justice. Paladins are holy warriors who work tirelessly to cleanse the world of the evil spread by the Old Ones and in the process, help to inspire goodness within all who are able to witness their deeds. Amongst the vindari, paladins are often tapped to command small, elite squads trained to deal with the most severe threats to Vathak.

No one chooses to be a paladin, especially in these dark times. Only those with the purest hearts could hope to undertake the burden placed upon them by the One True God. Paladins are rare in Vathak and generally live short lives. The land is not kind to the truly noble of heart. See **Chapter 8 - Religion** for more about the role of paladins in the Church of the One True God.

Builder of Saint Piotr (Paladin Archetype)

"As the people of Snezhinka built the wall, Saint Piotr called for them to stop. A beggar, lame and weak, hobbled towards the town as raiders gave chase. Piotr took up his hammer and began walking to the beggar. One of the townspeople asked, "Piotr, why risk your life to save so wretched a man?" Piotr answered plainly. 'Would you throw away a bent nail? No. You straighten the nail and make use of it. All have value in the eyes of the One True God.'"

The builders of Saint Piotr follow his example, using their skills to build walls and protect the people of Vathak from the terrors of the Old Ones.

Code of Conduct: "Would you throw away a a bent nail?" Do not be wasteful. Find the value in all things except that which is truly evil. Do not just defend those in need. Find a way to help them defend themselves. Remember that a sword can slay one foe but a wall can protect a thousand allies.

About Antipaladins

Antipaladins, the paladin's opposite in almost every way, are not covered in this guide because of their affiliation with the Old Ones. While many of the archetypes presented here draw power from the Old Ones or connect to them in some way, they still have the free will to choose their own path. Antipaladins, by contrast, are enthralled by the Old Ones and serve them, body, heart, and soul. As such, they are unsuitable for player characters and will be covered in the *Shadows of Vathak: Gamemaster Guide*.

Blessed Crafter (Ex): At 1st level, a builder of Saint Piotr adds ½ her paladin level (minimum 1) to all Craft skill checks made to build or repair a wall or other barrier.

Bastion of Good (Su): At 1st level, a builder of Saint Piotr can call upon the powers of good to defend her and her allies against evil. This ability functions as smite evil, except that the paladin gains no benefit on attack or damage rolls against her target. Instead, any attacks the target makes against allies within 10 feet of the paladin deal half damage. Attacks against the paladin deal full damage normally, but the paladin gains a deflection bonus to her AC equal to her Charisma bonus (if any) against attacks made by the target of the smite. This bonus increases by +1 for every four paladin levels (to a maximum of +6 at 20th level). As with smite evil, if the paladin targets a creature that is not evil, her bastion of good ability is wasted with no effect. Feats, abilities, and the like that increase a paladin's number of uses of smite evil per day increase a builder of Saint Piotr's uses of bastion of good per day. This ability replaces smite evil.

Divine Barrier (Su): Upon reaching 5th level, a builder of Saint Piotr learns to create magical barriers to protect herself and her charges. As a full-round action, a builder of Saint Piotr can create an effect similar to a *magic circle against evil*, using the builder of Saint Piotr's class level as her caster level. This circle can instead be against chaos, or function like the spell

thaumaturgic circle[OA], with aberration and undead being acceptable types in addition to outsiders. The divine barrier lasts as long as the builder of Saint Piotr remains within it or until they attempt to create another one. The barrier created by this ability, like a normal *magic circle*, is strengthened by being built upon something.

The builder of Saint Piotr can create a special diagram using the standard rules presented in *magic circle against evil*. If the time is spent and the Spellcraft check successful, the effect is treated as having *dimensional anchor* placed upon it, preventing teleportation into and out of the circle.

At 8th level, the builder of Saint Piotr can apply the effects of a *magic circle* or *thaumaturgic circle*[OA] to an existing structure, object, vehicle, or edifice so long as the area it encompasses is less than 50 square feet per her paladin level. The builder of Saint Piotr must spend 10 minutes adding various magical sigils and metaphysically "closing gaps" by creating connections across gaps, doorways, or other breaks in a structure using string, lines of salt or chalk, stones, or even lines drawn in the sand. In addition to gaining the effects of *magic circle* or *thaumaturgic circle*[OA] the object or existing structure is physically strengthened, increasing its hardness by +1 per 2 paladin levels (maximum +10 at 20th level), and adding +5 hit points per paladin level (maximum +100 hp).

At 12th level, the builder of Saint Piotr can treat her divine barrier as protecting against both evil and chaos, or they can choose two type to protect against using the *thaumaturgic circle* version. If using a physical structure, increase the area affected to 75 square feet per her paladin level.

At 15th level, the builder of Saint Piotr can instead treat the area inside her divine barrier as if affected by the *hallow* spell. This version of divine barrier takes 10 minutes of uninterrupted work placing sigils and closing gaps per 100 square feet to be affected. Once the barrier is in place, she can affix a single spell she can cast to the site normally or she can treat it as affected by *dimension anchor* as their 8th level ability. Increase the area affected to 100 square feet per her paladin level. Unlike a normal *hallow* spell, the effects of this version only last as long as the divine barrier is maintained.

At 18th level, any creature inside a divine barrier created by a builder of Saint Piotr does not feel hunger, thirst, or weariness and do not suffer adverse effects due to lack of food, water, or sleep. If using a physical structure, increase the area affected to 125 square feet per her paladin level.

This ability replaced divine bond.

[OA] This spell can be found in the *Pathfinder Roleplaying Game: Occult Adventures*.

Improved Bastion (Su): At 11th level, the radius of a builder of Saint Piotr's bastion of good ability increases to 20 feet. This ability replaces the paladin's aura of justice.

Lasting Barrier (Su): At 20th level, a builder of Saint Piotr can choose to make a divine barrier she creates permanent. Doing so takes 1 hour per 150 square feet to be affected, but otherwise can function as any version she can make. Increase the area affected to 150 square feet per her paladin level. Once done, the builder of Saint Piotr cannot create a new divine barrier for 24 hours per 150 square feet protected. This ability replaces holy champion.

Hammer of Vathak (Paladin Archetype)

These holy knights are trained by the Church to combat the aberrant threat of the Old Ones and their spawn as well as to defend the people from the undead plague. They specialize in seeking out these threats and protecting those under their charge from the corrupting abilities of the Old Ones and reviled undead. These chosen few know their purpose is to be a hammer that destroys the eldritch hordes, taking up arms so that no one else has to.

Code of Conduct: In addition to the standard code of conduct of the paladin, hammers of Vathak are charged with hunting aberrations

and are expected to prevent them from roaming freely or harming others. She must destroy them if she can, or banish them if she cannot. Cambions and hauntlings are a particular grey area for the hammers of Vathak. The Church typically commands execution, but some hammers recognize that the worth of an individual isn't in the circumstances of their birth but in the nobility of their deeds.

Know Thy Enemy: A hammer of Vathak gains Knowledge (dungeoneering) as a class skill, but does not gain Knowledge (nobility) as a class skill.

Detect Abnormalities (Su): The hammer of Vathak's ability to detect evil is more refined, and additionally gains the constant effects of the *detect aberration*[APG] spell. This ability replaces the normal detect evil ability.

[APG] This spell appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Smite Abnormalities (Su): This functions as the paladin ability of the same name, but the hammer of Vathak does not deal 2 points of damage per level on the first successful attack against evil dragons and evil outsiders. She does deal 2 points of damage per level on all smite attacks made against evil undead creatures and aberrations.

Aura of Purity (Su): At 8th level, a hammer of Vathak gains a +4 sacred bonus on saves against spells and effects from creatures of the aberration type. Allies within 10 feet gain a +1 sacred bonus on these saves. This ability functions only while the paladin is conscious, not if she is unconscious or dead. This ability replaces aura of resolve.

Champion of the One True God (Su): At 20th level, a hammer of Vathak becomes a conduit for the power the One True God in the fight against the evil and madness of the Old Ones and undead. Her DR increases to 10/evil. Whenever she uses smite abnormalities and successfully strikes an aberration, the creature must make a Will save (DC 10 + 1/2 the paladin's level + the paladin's Charisma modifier) or be banished to oblivion. This ability does not kill the creature, but it is sent to a remote place, such as deep underground or far into space (if it is a creature native to space), and cannot return under its own power for at least 100 years.

Additionally, whenever the paladin channels positive energy or uses lay on hands to heal a creature, she heals the maximum possible amount.

This ability replaces holy champion.

Psychic

Those blessed with the power of the mind have always been welcome among the romni but it is only in recent years, with the rise of the esoterica movement, that vindari psychics have been able to step out of the shadows. Still, even those who accept psychics often do so with caution since a psychic's sensitivity to the world around can open her to the corruption of the Old Ones. For more information on the esoterica movement, read **Chapter 8 - Religion**.

Spyglass (Psychic Archetype)

Officially, the spyglasses do not exist. Were knowledge of a secret psychic program run by the Church to become public, officials would deny its existence in no uncertain terms. The Gelehrtag, an order of priests renowned for their scholarship, began a project just under a decade ago using orphans with psychic potential. The children were trained in the art of clairvoyance in order to provide intelligence in the war effort against the Spawn of the Old Ones. Many of these psychics, known as spyglasses, have been driven insane from the effort of looking into the heart of darkness. Others, haunted by the horrors they have seen after years of service, have been dismissed with a warning: keep the project's existence quiet or else.

Phrenic Amplifications: A spyglass gains access to the remote view phrenic amplification. The spyglass must choose remote view as her 1st level phrenic amplification.

Remote View (Su): The psychic forms a sensory bond with a target affected by the linked

spell. By spending 1 point from her phrenic pool the spyglass can shift her perception to the target she shares the sensory bond with, allowing her to experience what the target sees, hears, and so on. She can maintain this connection as long as she likes, up to end of the sensory bond, or end it as a free action. The psychic cannot see with her own body while maintaining this connection.

If the linked spell does not already require an attack roll or allow a saving throw, the target can attempt a Will save to avoid the sensory link effect only; the DC is calculated using the linked spell's level (and all other bonuses that would apply if the linked spell allowed a Will save). This amplification can only be linked to spells that affect a single target. The sensory bond lasts for 10 minutes per the whisperer's class level. This is a mind-affecting effect.

Enlarged Divination (Su): At 2nd level, a spyglass increases the range of divination spells with a range other than self or touch by 100%. Spells whose ranges are not defined by distance do not benefit from this ability. This ability replaces detect thoughts.

Trained Scrying (Su): At 9th level, a spyglass's training gives her unusual advantages when scrying. The DC to Perception checks by creatures targeted by a divination (scrying) spell cast by the spyglass to detect the spell or notice the sensor created by the spell increase by +10. In addition, the following spells always function reliably through the sensor created by the *scrying* and *scrying (greater)* spells: analyze aura[OA], detect chaos, detect evil, detect good, detect law, detect magic, detect psychic significance[OA], dream scan[OA], mind probe[OA], message, mind probe[OA], psychic reading[OA], read magic, and tongues. This ability replaces telepathic bond.

[OA] These spells appear in the *Pathfinder Roleplaying Game: Occult Adventures*.

Whispering Mind (Psychic Archetype)

Like rats constantly gnawing at the walls of their sanity, some psychics constantly hear the whispers of the Old ones. Voluntarily or not, whispering minds can share these whispers with others, spreading the taint and madness of evil wherever they go.

Psychic Disciplines: A whispering mind must choose abomination as their psychic discipline.

Brief Whispers: At 2nd level, a whispering mind can drive others mad for a brief moment by sharing the whispers of the Old Ones. Once per day, a whispering mind can use *hideous laughter* as a spell-like ability. She can also expend any unused spell-slot of 1st level or higher to cast *hideous laughter*. If she does so, she uses the level of the spell slot expended to determine the Will save DC. This ability replaces detect thoughts.

Prolonged Whispers: At 9th level a whispering mind can extend the madness she shares with others. Once per day, a whispering mind can use *confusion* as a spell-like ability. She can also expend any unused spell slots of 4th level or higher to cast *confusion*. Casting the spell using a higher-level spell slot gives no benefit on its own, but the whispering mind can apply metamagic feats that would increase the spell level to the appropriate level. For instance, if the whispering mind knows Extend Spell, she can use a 5th-level spell slot to cast extended *confusion* as a full-round action. When a whispering mind who knows *confusion* gains this ability, she can learn a different 4th level spell in place of *confusion*, losing the old spell in exchange for the new one. This ability replaces telepathic bond.

Forever Whispers: At 17th level a whispering mind can make permanent the madness she shares with others. Once per day, a whispering mind can use *insanity* as a spell-like ability. She can also expend any unused spell slots of 7th level or higher to cast *insanity*. Casting the spell using a higher-level spell slot gives no benefit on its own, but the whispering mind can apply metamagic feats that would increase the spell level to the appropriate level. For instance, if the whispering mind knows Enlarge Spell, she can use

an 8th-level spell slot to cast enlarged *insanity* as a full-round action. When a whispering mind who knows *insanity* gains this ability, she can learn a different 7th level spell in place of *insanity*, losing the old spell in exchange for the new one. This ability replaces telepathy.

Ranger

These nomadic warriors are renowned for their expertise on the frontier and intimate knowledge of the Old Ones and their spawn. Often found amongst the romni and bhriota, rangers are skilled predators infamous for playing intricate games of cat and mouse with the aberrant threat. Though they generally work alone, rangers have been known to travel with other, like minded individuals in their quest to rid the land of the Old Ones. It has become standard practice for vindari to hire rangers as mercenaries and scouts, using them to train their armies to survive the wilds.

While rangers draw upon the same magic as druids they are less likely to be hunted by the Church. In part, this is because rangers rarely practice religious rites dedicated to nature. In part, it is because rangers are just too useful to drive away or kill. All the same, rangers in vindari territory are careful to keep their magic to themselves.

Filth Reaches Scout (Ranger Archetype)

Filth reaches scouts have learned how to maneuver and survive in the lightless depths of the massive underground caverns known as the Dorna'groth, former homeland of the svirfneblin. Called the "filth reaches" by the bhriota, these caverns are the underworld of Vathak; a place where only the most skilled travelers can hope to survive. Filth reaches scouts are known for taking the lead in expeditions which pass through these deadly lands.

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 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 favored enemy.

Skirmish Combat Style (Ex): At 2nd level, the scout 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 scout can choose from the following list whenever he gains a combat style feat: Artful Dodge, Dodge, Mobility, and Nimble Moves.

At 6th level, he adds Acrobatic Steps, Wind Stance, and Spring Attack to the list.

At 10th level, he adds Lightning Stance and Whirlwind Attack 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.

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 hunter's bond.

Sure Footing (Ex): At 7th level, a filth reaches scout instinctively grasps for the most stable surfaces and holds on tightly 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 scout ignores the penalties incurred from accelerated climbing or moving at normal speed while making a Stealth check while underground. This ability replaces woodland stride.

Inspired Moment (Ex) At 11th level, the filth reaches scout can make 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.

Wasteland Mercenary (Ranger Archetype)

There are rangers who would gladly share their combat expertise with the vindari armies given the opportunity. These wasteland mercenaries are fueled by more than a simple, petty desire for gold. These warriors hold a burning hatred in their hearts for the Old Ones and would desire nothing more than to lead their own regiments against their spawn in battle.

Racial Restrictions: A wasteland mercenary cannot be vindari.

Tactician (Ex): At 3rd level, a wasteland mercenary receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the wasteland mercenary can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the wasteland mercenary possesses. Allies do not need to meet the prerequisites of these bonus feats. The wasteland mercenary can use this ability once per day at 3rd level, plus one additional time per day at 8th level and for every 5 levels thereafter. This ability replaces favored terrain.

Evasive Maneuvers (Ex): As a move action, the wasteland mercenary can grant the benefits of evasion to all allies within 30 feet for a single round.The wasteland mercenary can use this ability once per day at 12st level, plus one additional time per day at 15th level and for every 3 levels thereafter. This ability replaces camouflage.

Master Tactician (Ex): At 17th level, the wasteland mercenary receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The wasteland mercenary can grant this feat to his allies using the tactician ability. Whenever the wasteland mercenary uses the tactician ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats. This ability replaces hide in plain sight.

Rogue

Life in Vathak is fraught with constant danger from both the nightmarish Spawn of the Old Ones and the open hostilities between nations, but there are those with the cunning and adaptability to make the best of any bad situation. To rogues, this ravaged land is filled out with opportunities. Rogues can find employ as spies for the Church, rank and file members of a local thieves guild, or even using their charm to become successful in business. Found amongst all races, these charlatans have have a desire to survive and are willing to do anything to make ends meet.

Romni Swindler (Rogue Archetype)

There are those who find war profiteering to be distasteful; to the romni swindler, war is simply an excellent business opportunity. Gifted with natural charm, these savvy rogues are adept at staying out of the thick of combat, preferring to end conflict with their words rather than their swords.

Racial Restriction: A romni swindler must be a romni or a witchwolf.

Friendly Blade (Ex): When a romni swindler successfully deals sneak attack damage to a foe against whom she has successfully made a Bluff check in the past 24 hours, she uses d8s to roll sneak attack damage instead of d6s. For sneak attacks against all other targets, she uses d4s instead of d6s. This ability is identical in all other ways to sneak attack, and supplements that ability.

Silver Tongue (Ex): A romni swindler adds ½ her level on Bluff and Diplomacy checks. Additionally, whenever a romni swindler successfully deceives a creature with a Bluff, that creature takes a -1 penalty on Sense Motive checks made against the romni swindler for the next 24 hours. This ability replaces trapfinding.

Charmed Life (Ex): At 2nd level, the romni swindler gains a knack for getting out of trouble. Three times per day as an immediate action before attempting a saving throw, she can add her Charisma modifier to the result of the save. She must choose to do this before the roll is made. At 6th level and every 4 levels thereafter, the number of times she can do this per day increases by one (to a maximum of 7 times per day at 18th level). This ability replaces evasion.

Charming Demeanor (Sp): Starting at 3rd level, a romni swindler gains the ability to cast *charm person* twice per day as a spell-like ability. The caster level for this ability is equal to the romni swindler's level. The save DC for this spell is 11 + the romni swindler's Charisma modifier. This ability replaces trap sense.

Swindler's Defense (Ex): At 8th level, the romni swindler adds her Charisma bonus (if any) to her AC and her CMD. In addition, a romni swindler gains a +1 bonus to AC and CMD at 12th level. This bonus increases by 1 every 4 levels thereafter. If a romni swindler is caught flat-footed or otherwise denied her Dexterity bonus, she loses this bonus. This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the romni swindler archetype: black market connections[UC], coax information[APG], false friend[ARG], honeyed words[APG].

Advanced Talents: The following advanced rogue talents complement the romni swindler archetype: hard to fool[UC], rumormonger[UC], thoughtful reexamining[APG].

[APG] These talents and advanced talents appear in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

[ARG] This talent appears in the *Pathfinder Roleplaying Game: Advanced Race Guide.*

[UC] These talents and advanced talents appear in the *Pathfinder Roleplaying Game: Ultimate Combat*.

Hand of Twilight (Rogue Archetype)

There are those who would deny the existence of the shadowy organization known as the Hand of Twilight; only the highest ranking Church officials know of that these assassins exist, let alone how to contact them. These zealots use a mix of practical skills and divine gifts to hunt down enemies of the One True God, making Vathak a safer place for those who share their faith.

Church's Blessing (Su): At 1st level, a hand of twilight gains the minor blessing of the warpriest's Trickery domain, using her class level as her effective warpriest level to determine its effect. At 8th level, a hand of twilight gains the major blessing from this domain. This ability replaces trapfinding and improved uncanny dodge.

Detect Alignment (Su): Starting at 2nd level, a hand of twilight can use *detect chaos*, *detect evil*, *detect good*, or *detect law* as a move action, using her class level as her effective caster level. She can only use one of these at any given time. This ability replaces the hand of twilight's 2nd-level rogue talent.

Zealot's Cunning (Ex): At 3rd level, a hand of twilight adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier. This ability replaces trap sense.

Spot Weakness (Ex): At 10th level, a hand of twilight can discover a weakness in her enemy's defenses as a swift action. Her next successful hit in the same round ignores 5 points of the foe's damage reduction or hardness. At 15th level, she ignores the first 10 points, and at 20th level, the first 15 points. If the attack deals any sneak attack damage, she ignores all of the foe's damage reduction or hardness for that attack. She cannot use this ability on foes that are immune to critical hits. This ability replaces the hand of twilight's 10th-level rogue talent.

Rogue Talents: The following rogue talents complement the hand of twilight archetype: distracting attack[APG], fast stealth, powerful sneak, quick disguise[APG].

Advanced Talents: The following advanced rogue talents complement the hand of twilight archetype: deadly sneak[APG], redirect attack[APG], weapon snatcher[UC].

[APG] These talents and advanced talents appear in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

[UC] These advanced talent appear in the *Pathfinder Roleplaying Game: Ultimate Combat*.

Shaman

Shamans in Vathak are most likely to be bhriota, seeking communion with the land in the ancient ways of their people. Some draw power from the Old Ones. Even those brhiota who acknowledge the Old Ones as corrupt believe them to still be spirits of nature. Shamans from other societies are outcasts that reject their native religion, be it worship of the One True God or romni gods in favor of following the guidance of the spirits.

The Old One's corruption has sunk into the land, making it difficult to commune with the "true" spirits of the land, though few bhriota see it that way. Powerful and willful spirits find the strength to fight back against the evil that threatens to destroy them. They reach and to those willing to listen among the outcasts of the world and give them the power to fight against the forces of corruption and destruction. For more information on shamans and the bhriota religion, see **Chapter 8 - Religion**.

Akashic Shaman (Shaman Archetype)

Beyond the reality of the physical lays the akashic record, a visual library that collects all knowledge from all of time in a single location. Akashic shamans have learned to commune with the keepers of the record and are dedicated to ensuring that the coming of the Old Ones does not end with the destruction of knowledge itself.

Living Library: An akashic shaman gains Linguistics and Knowledge (all) as class skills. She also adds the spells from the lore and time oracle mysteries to her class spell list. Treat the akashic shaman's level as her oracle level for the purpose of gaining mystery spells).

This ability replaces the shaman's familiar. The akashic shaman must choose a time when she must spend 1 hour each day in quiet contemplation to regain her daily allotment of spells, but does not need to commune with a familiar during this time. Because she has no familiar, she does not gain a spirit familiar feature from any spirit she bonds with.

Revelations of Knowledge: At 4th, 6th, 12th, 14th, and 20th levels, the akashic shaman can select a revelation from the lore[APG] and time[UM] oracle mysteries. She uses her shaman level as her oracle level for these revelations, and uses her Wisdom modifier in place of her Charisma modifier for the purposes of the revelation. This ability replaces wandering spirit and wandering hex.

[APG] This mystery appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

[UM] This mystery appears in the *Pathfinder Roleplaying Game: Ultimate Magic.*

Host of the Forgotten (Shaman Archetype)

The Great Cleansing did not just destroy cultures. The revered spirits of ancient societies became unbound, forgetting their origins and true purpose. Some of these forgotten spirits have been consumed by the corruption of the Old Ones but others still wander the land and occasionally they possess a receptive, mortal host.

Commune with Spirit: A host of the forgotten does not form a mystical bond with a spirit animal. Instead, he communes directly with his hosted spirit. Each day, the host of the forgotten must spend 1 hour each day in quiet contemplation to regain her daily allotment of spells.

Spirit (Su): When a host of the forgotten bonds with her spirit, she defines the spirit both as a shaman would and as a medium would. At 1st level, a host of the forgotten picks a spirit type as a shaman but also chooses a specific spirit archetype from those available to mediums. The spirit the host of the forgotten has bonded to counts as both types of spirit for the purposes of the powers she gains.

A host of the forgotten learns and casts spells as a shaman and gains the spirit magic spells, spirit ability, greater spirit ability, true spirit ability, and manifestation granted by her spirit as a shaman but cannot choose hexes from the spirit's list.

The host of the forgotten gains the spirit bonus, séance boon, influence penalty, and spirit powers granted by her spirit as

if she were a medium. Whenever an ability granted by the host of the forgotten's spirit mentions a medium level, substitute the host of the forgotten's shaman level instead. A host of the forgotten gains influence points and can overtaken by the influence of her spirit just as a medium can. A host of the forgotten's spirit bonus, spirit surge, and spirit power abilities advance at the same level a medium's would.

This ability modifies the standard shaman's spirit and replaces spirit animal, hex, wandering spirit, and wandering hex abilities.

Skald

The bhriota have always valued skalds, who can use the performances to drive their warriors into a frenzy. Among the other races, skalds have been rare until recently. As the corruption of the Old Ones spreads, many would-be bards among the romni, vidari, and other races are discovering that their music turns toward rage instead of magic, often against their will. Some are driven insane as they battle in futility against the nature of their magic. Others embrace it, giving up on the dream of a bard and becoming a skald instead.

Chanter of the Codex (Skald Archetype)

Chanters of the codex have dedicated themselves to *The Codex Seprenious*. A chanter has memorized the Codex and uses its words to inspire allies in religious fervor. The most dedicated of chanters speak nothing but the Codex, quoting whole passages to convey meaning in conversation.

Quote Codex: Chanters of the codex learn a to speak Codex. This functions as a special version of the Secret Language feat (see **Chapter 5 - Skills and Feats**), gaining a +5 to Bluff checks to pass secret messages, except that all other speakers of Codex automatically succeed on the required check. Codex uses quotes in Common from *The Codex Seprenious* to convey meaning, and characters who do not know Codex can make Knowledge (religion) checks in place of Sense Motives checks to understand the meaning of the secret message. As with other attempts to pass secret messages, spells like *comprehend languages* and *tongues* do not aid their caster except to be certain of the words used in the quotation.

Spellcasting: All spells cast by a chanter of the Codex are considered divine spells and require the chanter to be wielding a holy symbol as a material component.

Codex Knowledge (Ex): At 1st level, a chanter of the Codex adds his class level to all Knowledge (history), Knowledge (planes),

and Knowledge (religion) checks. This ability replaces bardic knowledge.

Word of Power (Su): At 3rd level, a chanter of the Codex can speak a word from *The Codex Seprenious* and damage a single enemy as a standard action. A word of power deals 1d4 points of damage plus the chanter's class level. The chanter chooses whether the word deals bludgeoning, piercing, or slashing damage. The target must be able to hear the chanter speak, but does not need to understand the language spoken. This ability replaces the 3rd level rage power.

Voice of the Codex (Ex): At 7th level, the chanter is recognized and respected by the faithful. He gains a bonus equal to 1/2 his class level (minimum 1) to any Bluff, Diplomacy, Intimidate, or Sense Motive check made against a follower of the One True God and he can shift the attitude of a believer three steps instead of the standard two. Once per day, the chanter can take 20 on any Bluff, Diplomacy, Intimidate, or Sense Motive check made against a follower of the One True God as a standard action. He can use this ability to take 20 on the above checks twice per day at 13th level and three times per day at 19th level. This ability replaces lore master.

Verse of Power (Su): At 9th level, a chanter of the codex can speak an entire verse from *The Codex Seprenious* and damage one enemy per class level (maximum 10) as a standard action. Enemies must be within 30 feet to take damage and these are ranged touch attacks. Each enemy is dealt 1d8 damage plus the chanter's Charisma bonus and the chanter chooses whether the word deals bludgeoning, piercing, or slashing damage. The target must be able to hear the chanter speak, but does not need to understand the language spoken. This ability replaces the 6th level rage power.

Verse of Retribution (Su): At 15th level, as a standard action, the chanter of the Codex speaks a verse of retribution from *The Codex Seprenious*. This is a ranged touch attack against a single target with a range of 30 feet. A target struck by a verse of retribution must succeed at a Fortitude save (DC equal to 10 + 1/2 the chanter's class level + his Charisma modifier). Failure means the target cannot have hit points or ability points restored by magic for 24 hours. If the target succeeds at its save it is immune to verse of retribution for 24 hours. The target must be able to hear the chanter speak, but does not need to understand the language spoken. This ability replaces the 9th level rage power.

Mad Fiddler (Skald Archetype)

Fiddles are a common form of entertainment among both the vindari lower classes and the romni. While members of the upper classes scoff at the instrument as something vulgar, a mad fiddler knows that nothing brings out passion and the urge to dance so well as a tune played on a fiddle.

Class Skills: A mad fiddler gains Perform (dance) as a class skill.

Dodge: At 1st level, a mad fiddler receives the Dodge feat as a bonus feat. This ability replaces Scribe Spell.

Raging Song (Su): A mad fiddler gains the following raging songs.

Polka of Rage (Su): At 1st level, the mad fiddler's playing can drive enemies into a fit of rage. An enemy who hears the mad fiddler's song must make a Will save (DC equal to 10 + 1/2 the mad fiddler's class level + his Charisma modifier) or become enraged. Enraged enemies gain a +2 morale bonus to Strength and Constitution, a +1 bonus to Will saves, and a -2 penalty to AC and CMD. While under the effects of forced rage, the enemies cannot use any Charisma, Dexterity, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience of concentration, including spell-casting. An enemy that succeeds at its saving throw is immune to polka of rage for 24 hours. At 8th and 16th level the penalty to AC and CMD

increases by -2. Any enemy with her own rage class ability, such as a barbarian's rage, bloodrager's blood rage, or skald's inspired rage, is immune to this ability. This raging song replaces inspired rage.

Bleeding Morris Dance (Su): At 3rd level, the mad fiddler can lull his enemies into attacking recklessly. An enemy who hears the mad fiddler's song must make a Will save (DC equal to 10 + 1/2 the mad fiddler's class level + his Charisma modifier) or become reckless. Whenever a reckless enemy performs a melee or unarmed attack or provokes an attack of opportunity he takes harm himself and suffer 1 point of bleed damage. An enemy that succeeds at its saving throw is immune to bleeding morris for 24 hours. This raging song replaces song of marching.

Red Teshkoto (Su): At 10th level, the mad fiddler can force an enemy to attack its allies. This raging song works like Polka of Rage except that it can only target one creature. If the target fails its saving throw it is forced to attack the nearest creature, even if that creature is an ally. An enemy that succeeds at its saving throw is immune to red teshkoto for 24 hours. At 14th level, the mad fiddler can use this ability on a number of enemies equal to his Charisma modifier. This raging song replaces dirge of doom and song of the fallen.

Rage Powers (Ex): Any rage powers a mad fiddler learns do not affect enemies under the influence of his inspired rage. This modifies rage powers.

Insane Jig (Su): At 20th level, the mad fiddler can fill his enemies with the irresistible urge to dance. Any enemy who hears the mad fiddler's song must make a Will save (DC equal to 10 + 1/2 the mad fiddler's class level + his Charisma modifier) or dance. While dancing the enemy suffers a -8 penalty to AC and CMB, a -10 penalty to Reflex saves and negates any Armor Class bonus granted by a shield it holds. The dancing subject provokes attacks of opportunity each round on its turn. An enemy that succeeds at its saving throw is immune to insane jig for 24 hours. This ability replaces master skald.

Slayer

There is no question that a land overrun by evil is teeming with both people and monsters that need to be tracked down and slain. Every race and culture in Vathak respects the solitary hunters who live for the chase and the capture or kill at the end of it. So long as they are not corrupted by the depravities of the Old Ones, slayers are welcome throughout Vathak no matter what race they might be.

Slayers are often born from outcasts. Many are cambions, dhampirs, witchwolves, and bhriota who reject the corruption enjoyed by the worst of their people. Some privately enjoy being desperately needed by those who would reject them under other circumstances.

Ghost Hunter (Slayer Archetype)

It should come as no surprise that, in a land drowning in corruption, not all spectres, spirits, and ghosts are harmless. Ghost hunters are hauntlings who turn their affinity for all things ghostly into a trade, allowing them to protect the living from incorporeal undead while making an honest wage.

Racial Restrictions: A ghost hunter must be a hauntling.

Incorporeal Target (Su): A ghost hunter's studied target ability can only be applied to incorporeal undead. A ghost hunter cannot use studied target against any other type of creature. This modifies studied target.

Incorporeal Hunter (Su): At 1st level, any weapon wielded by a ghost hunter is considered to have the *ghost touch* weapon property.

In addition, whenever a ghost hunter is in the presence of an incorporeal undead that is disguised, invisible, in possession of a creature, or is otherwise hidden from mortal senses, he gains an automatic Perception check to detect and identify the creature with a bonus equal to his ghost hunter level

against a DC equal to 10 + ½ the incorporeal undead's hit dice + the incorporeal undead's Charisma modifier. A successful check means that the ghost hunter perceives the incorporeal undead and can identify the creature and any abilities or weaknesses it might have as if he had successfully made a Knowledge check. This ability replaces track, swift track, quarry, and improved quarry.

Holy Water Sprinkler (Ex): At 2nd level, a ghost hunter can draw a flask of holy water as if it were a weapon (and can thus use the Quick Draw feat to draw flasks of holy water). As a swift action, he can open a flask of holy water and pour it onto a held or adjacent melee weapon. If the weapon successfully hits an undead creature before the end of the ghost hunter's next turn, the undead takes damage as if it took a direct hit from the holy water, in addition to the damage from the weapon, if any. This ability replaces the slayer talent gained at 2nd level.

Final Death (Ex): At 10th level, a ghost hunter can slay a studied incorporeal undead opponent. This functions as the assassinate slayer talent, except it requires a successful Will saving throw instead of a successful Fortitude save, affects only incorporeal undead, and destroys the target instead of killing it. If the target succeeds at its saving throw, it becomes immune to that ghost hunter's final death ability for 24 hours. This ability replaces the advanced slayer talent gained at 10th level.

Master Ghost Hunter (Ex): At 20th level, a ghost hunter learns to capture his studied targets. As a standard action, he can make a single attack against a studied incorporeal undead target at his full attack bonus. If the attack succeeds, the target takes normal damage and must succeed at a Will save or be trapped in a container of the ghost hunter's choice. The DC for this save is 10 + ½ the ghost hunter's level + the ghost hunter's Intelligence modifier. If the target succeeds at the save, it cannot be targeted by this ability again (by any ghost hunter) for 24 hours. Once trapped, an incorporeal undead target cannot escape the container unless the ghost hunter that trapped it opens the container. If the ghost hunter is dead, the container can be opened by any living creature. This ability replaces master slayer.

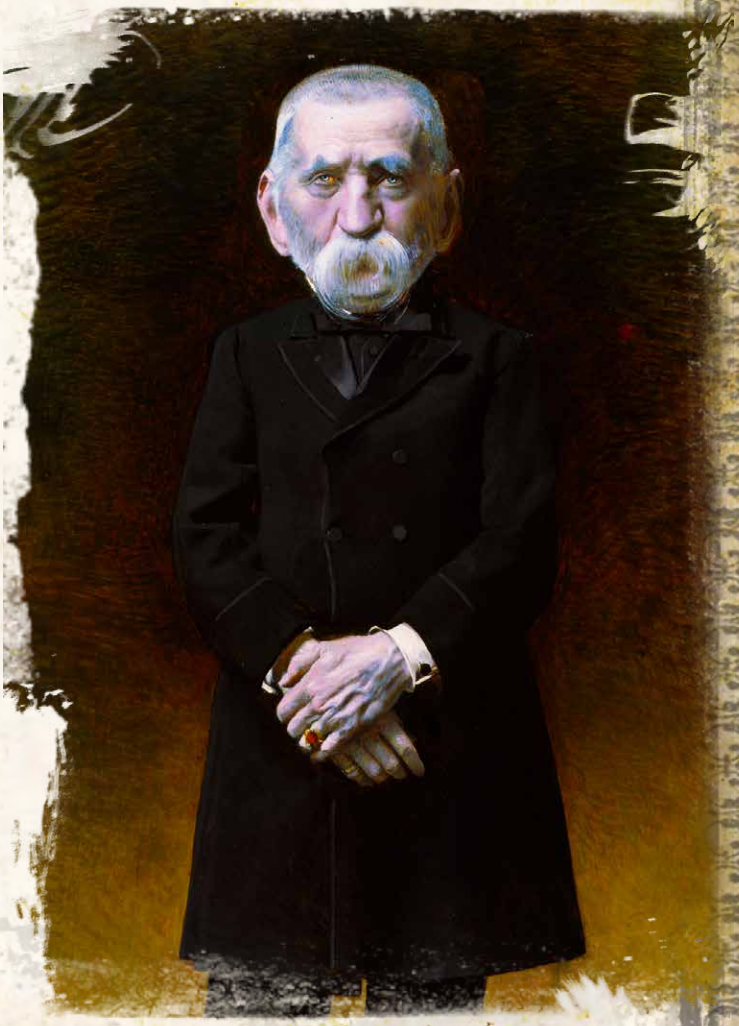
Slayer Talents: The following slayer talents (and rogue talents) complement the ghost hunter archetype: fast stealth, finesse rogue, hard to fool[APG], surprise attack, terrain mastery[UC], trap spotter, and unwitting ally.

Advanced Slayer Talents: The following advanced slayer talents (also available to rogues) complement the grave warden archetype: evasion, and slayer camouflage[ACG].

[ACG] This advanced talent appears in the *Pathfinder Roleplaying Game: Advanced Class Guide*.

[APG] This talent appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

[UC] This talent appears in the *Pathfinder Roleplaying Game: Ultimate Combat*.



Inferno Slayer (Slayer Archetype)

There are a great many strange and monstrous creatures in Vathak and the inferno slayer has learned that there is one weapon almost all seem to fear: fire.

Weapon Proficiency: An inferno slayer is proficient with all simple weapons. This modifies the slayer's weapon proficiency.

Kill It With Fire: At 1st level, an inferno slayer gains Torch Fighter and Throw Anything as bonus feats.

Bomb (Su): Starting at 2nd level, an inferno slayer gains an ability nearly identical to the alchemist's bomb class feature except the inferno slayer can only use a number of bombs each day equal to his class level + his Intelligence modifier - 1. An inferno slayer's bombs do an additional 1d6 in damage at 6th level, and the damage increase by 1d6 every 3 levels thereafter. An inferno slayer can only apply his studied target bonuses to the direct target of a bomb. This ability replaces sneak attack.

Slayer Talents: When an inferno slayer gains a slayer talent or advanced slayer talent he can instead choose an alchemist's discovery that modifies his bombs, so long as the discovery does not change the bomb's damage type from fire to another type. This modifies slayer talents and advanced slayer talents.

Slayer Talents: The following slayer talents (and rogue talents) complement the inferno slayer archetype: blood reader[ACG], camouflage[APG], combat trick, rogue crawl, terrain mastery[UC], studied ally[ACG], and weapon training.

Advanced Slayer Talents: The following advanced slayer talents (also available to rogues) complement the inferno slayer archetype: evasion and slayer camouflage[ACG].

[ACG] These talents and advanced talents appear in the *Pathfinder Roleplaying Game: Advanced Class Guide.*

[APG] This talent appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

[UC] This talent appears in the *Pathfinder Roleplaying Game: Ultimate Combat.*

Sorcerer

As scions of innately magical bloodlines, the intermixed spawn of monsters, or those born with the taint of the Old Ones, sorcerers harness their gifts and to draw forth power few common mortals can imagine. Each sorcerer is unique and his choices can lead him to defend the nations of Vathak or become consumed with a selfish desire for power.

This class is most often found among the romni, who carefully trace their lineage and cherish the innate gifts of magic in their children. Vindari, by contrast, see the presence of sorcerer's blood as a curse or sign of wicked dealings with dark powers. Fear and ignorance has weakened any potentially great sorcerer lines among those who worship the One True God. Among other races, dhampir and hauntling sorcerers are the most common due to the unique circumstances of their birth.

Blood of the Six Bloodline (Sorcerer Bloodline)

From the time of the Nosferatu Kings, the romni have traced their lineage and nurtured the spark of magic held in the bloodlines of their most noble clans. They know the magic and nobility of their greatest heroes flows in the veins of their people. You are one of the latest descendants of a proud and noble magical tradition spanning centuries. The blood of romni kings and queens runs in your veins, giving you the power to protect your people, honor their ways, and lead them into the future.

Class Skill: Knowledge (history).

Bonus Spells: *charm person* (3rd), *fox's cunning* (5th), *heroism* (7th), *charm monster* (9th), *permanency* (11th), *fox's cunning (mass)* (13th), *vision* (15th), *moment of prescience* (17th), *foresight* (19th).

Bonus Feats: Alertness, Arcane Strike, Diehard, Heroic Defiance[APG], Heroic Recovery[APG], Magical Aptitude, Persuasive, Skill Focus (Knowledge (history).

[APG] These feats appear in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

Bloodline Gift: The blood of the six bloodline assumes you are a descendant from the most noble members of the six major romni clans. Choose one of the clans and receive a unique gift from those ancestors. This gift replaces bloodline arcana.

Brova Clan: Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level to all saving throws until the beginning of your next turn.

Delhain Clan: Whenever you cast a spell with the darkness descriptor or from the shadow subschool, you gain a circumstance bonus on Stealth checks equal to the spell's level for 1d4 rounds.

Dequoria Clan: Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

Krunedorf Clan: Whenever you target a creature with an Intelligence of 2 or less with a spell, your effective caster level is increased by 1, and any horse you ride gains a +1 bonus to AC and saving throws.

Ravca Clan: Whenever you cast a beneficial spell on another romni, all variable, numeric effects of the spell are maximized. Saving throws and opposed rolls are not affected, nor are spells without random variables.

Talaitha Clan: Whenever you cast a spell with a verbal component but no somatic or material component, your effective caster level is increased by 1.

Bloodline Powers

The strength of romni nobility and magic flows through your veins, empowering you to perform feats of greatness.

Shield of the People (Sp): At 1st level, you can touch an ally as a standard action, giving the target a +1 AC bonus and DR 2/- against any attacks made by an opponent that has harmed a romni in the past 24 hours. The bonus and damage reduction last a number of rounds equal to ½ your sorcerer level (minimum 1) and stack with any other abilities or equipment that enhance AC or DR for that creature. At 9th level, the bonus increases to +2 and the DR to 3/-. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Inspiration of the People (Su): At 3rd level, as a standard action once per day, you can shout a romni battle cry that fortifies your people. 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 ½ your sorcerer level (minimum +1). This duration is doubled for romni allies. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level.

Prince of the People (Su) Starting at 9th level, once per day as a full-round action you can draw inspiration from the history of the romni and roll two dice for any attack roll or skill check and take the greater result. At 17th level, you can use this ability twice per day.

Legend of the People (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.

Paragon of the People (Su): At 20th level, you have become a focus of the fortunes of your people. Any critical threats made against you only confirm if the confirmation roll is a natural 20. Any critical threats you score with a spell are automatically confirmed. Once per day, you can choose to automatically succeed at one caster level check made to overcome spell resistance. You must use this ability before making the roll.

Deadborn Sorcerer (Sorcerer Archetype)

Born or created from the power of the undead and necromancy, some dhamphir, hauntlings, and wretched sorcerers find they have unusual power not only over death but over the mortal mind and soul as well.

Racial Restrictions: A deadborn sorcerer must be a dhampir, hauntling, or wretched.

Bloodline Restriction: A deadborn sorcerer must choose the undead bloodline.

Bloodline Arcana: Whenever you cast a spell of the necromancy school, your effective caster level is increased by 1. This ability replaces the undead bloodline arcana.

Bloodline Powers: Your magic reaches out to touch the obsession with and fear of death that whispers inside the soul of all mortal beings.

Fascination with Death (Su): At 1st level, you can draw out the spark of death inside you and force one or creature to become fascinated by you. The creature to be fascinated must be within 90 feet, able to see you, and be capable of paying attention to you. You must be able to see the creature to be effected. The distraction of nearby combat or other dangers prevents the ability from working. The creature receives a Will save (DC 10 + ½ your sorcerer level + your Charisma modifier) to negate the effect. If the creature's saving throw succeeds, you cannot attempt to fascinate the creature for 24 hours. If its saving throw fails, the creature quietly stays still and watches you until you are no longer in sight. While fascinated, a target takes a -4 penalty on skill checks made against reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascination with death is an enchantment (compulsion), mind-affecting ability with visual components. For every three class levels you obtain beyond 1st, you can target one additional creature with this ability. This bloodline power replaces grave touch.

Enslaved to Death (Su): At 20th level, you can enhance a mortal creature's fascination with death and enslave it to your will permanently. When you successfully affect a target you have previously used fascination with death on with an enchantment spell that requires a saving throw, you can force that creature to attempt a second Will saving throw with a DC equal to the spell's DC. The DC is reduced by 5 if the creature isn't a humanoid. If the creature fails its saving throw, it becomes a permanent thrall to you (as dominate monster) until you die. If it succeeds, the creature can't be affected by enslaved to death again for 24 hours. You can only have one creature enthralled at a time. If you enthrall a new creature, the previous one is set free but is unaware that it was enthralled. This bloodline power replaces one of us.

Spiritualist

It has been said that any settlement in Vathak is more filled with the dead than the living. Is it any wonder, then, that there are a disturbing number of spiritualists scattered throughout the land? Among the vindari, most spiritualists believe themselves to be cursed or insane. They are often the subject of intense exorcisms at the hands of the Church, locked away in asylums, or murdered for hearing voices. Other cultures, however, revere spiritualists. The bhriota and romni both respect spiritualists as having the wisdom of two souls in one, while the svirfneblin see spiritualists as having a living, profound connection to the ancestors. Perhaps because of they are already part ghost, hauntling spiritualists are rare.

Doppelgänger (Spiritualist Archetype)

For unknown reasons, a doppelgänger's phantom manifests not as a spirit but as an ectoplasmic double of the doppelgänger herself. Some in the esoterica movement theorize that the phantom is, in fact, a cleaved off portion of the doppelgänger's own psyche but others whisper rumors about identical twins dead in the womb.

Ectoplasmic Double (Su): A doppelgänger's phantom can't manifest in incorporeal form, and is limited to manifesting in ectoplasmic form. As a result, while manifesting the phantom cannot attack or affect incorporeal creatures and is incapable of incorporeal flight at 9th level.

A doppelgänger's connection to her phantom is strong, however. Her phantom may travel up to 500 feet away from her without concentration or up to 1 mile away with concentration.

This ability alters the phantom, etheric tether, and bonded manifestation.

Duplicate Focus: A doppelgänger's phantom does not have an emotional focus. Instead, the phantom's focus is based on mirroring the doppelgänger herself.

Skills: Choose the two skills from those the doppelgänger has the most ranks in. The doppelgänger's phantom gains a number of ranks in those two skills equal to its number of Hit Dice. While confined in the doppelgänger's consciousness, the phantom grants the doppelgänger Skill Focus in each of these skills.

Good Saves: The phantom's good saves are based on the doppelgänger's Constitution, Dexterity, and Wisdom scores. Determine which two of these three have the highest values. The phantom has a good progression in the saves corresponding to those two attribute scores. If two or more of these ability scores are the same, choose which counts as the highest for purposes of determining the phantom's saves.

Two as One: When the phantom uses an aid another action to provide assistance to the doppelgänger, double the bonus granted.

Borrow Skill (Su): As a standard action, the phantom can borrow one of the doppelgänger's known skills for a number of rounds equal to the doppelgänger's class level. This ability can be used three times per day. For as long as they possess the borrowed skill, the phantom can make

checks using the doppelgänger's skill ranks but modified by its own key abilities.

Combat Rapport (Ex): When the doppelgänger reaches 7th level, once per day the phantom and the doppelgänger choose a teamwork feat they do not possess. The doppelgänger must meet all of the feat's prerequisites but the phantom need not. The doppelgänger and phantom can only use the teamwork feat in conjunction with each other, even if another ally possesses the same feat.

Switch Places (Su): When the doppelgänger reaches 12th level, as a standard action, the doppelgänger and the phantom can exchange places by performing a teleport. There is no chance of teleport mishap when switching places.

Greater Borrow Skill (Su): When the doppelgänger reaches 17th level, the phantom can borrow all of the doppelgänger's known skills for a number of rounds equal to the doppelgänger's class level. This ability can be used three times per day. For as long as they possess the borrowed skills, the phantom can make checks using the doppelgänger's skill ranks but modified by its own key abilities.

This ability alters the phantom.

Patchwork Spiritualist (Spiritualist Archetype)

Just as wretched are often sewn together from multiple corpses, wretched spiritualists often find themselves possessed by multiple phantoms. A patchwork spiritualist is a wretched possessed by fragments of souls that originally belonged to the multitude of parts which now make up her body. These soul fragments are rarely pleased with the arrangement.

Racial Restrictions: A patchwork spiritualist must be a wretched.

Influence: The soul fragments inside a patchwork spiritualist can gain influence over her when they use their powers to her benefit. Each time patchwork spiritualist's phantom uses an active ability granted it by its emotional focus the phantom gains 1 point of influence over the patchwork spiritualist. When the phantom gains at least 3 points of influence the patchwork spiritualist begins struggling for control and takes a -2 penalty on initiative checks and on checks related to the skills the phantom gains from its emotional focus. The patchwork spiritualist also loses the Skill Focus on those skills granted by

the shared consciousness ability. If the phantom gains 5 points of influence over the patchwork specialist it takes control of her body and the character becomes an NPC under the GM's control until the influence points are gone.

Influence points reset to zero at the beginning of the next day.

Soul Fragments: The patchwork spiritualist's phantom is composed of fragments of souls. As a result, the phantom's emotional focus shifts regularly as the different soul fragments fight for control. Each morning, roll on the soul fragment dominance chart to determine the phantom's emotional focus. The phantom's skills, saves, and abilities change to reflect the emotional focus that becomes dominant.

Soul Fragment Dominance

d%	Emotion
1-15	Anger
16-28	Dedication
29-45	Despair
46-60	Fear
61-74	Hatred
75-88	Jealousy
89-100	Zeal

This ability alters the phantom.

Summoner

Perhaps more than any other spellcaster, the summoners of Vathak are met with fear and hatred. Many link this form of arcane power with that of the Old Ones and the evil which plagues the lands. While it isn't uncommon for spellcasters, even among the vindari, to use their powers to conjure uncanny creatures to fight on their behalf, summoners refine this practice to forms a connection with one particular outsider. The eidolons of summoners in Vathak are strange and often as terrifying to behold as any Spawn of the Old Ones. Most summoners chose to keep their powers a secret, as far too often the sight of an eidolons results in torches, pitchforks, and mob hysteria.

Alpha Howler (Summoner Archetype)

Some witchwolf summoners connect not to a specific outsider but to the totem spirit of the wolf itself. Alpha howlers are summoners who can create their own pack of spiritual, outsider wolves to follow them.

Racial Restriction: An alpha howler must be a witchwolf.

Eidolon Pack: At 2nd level, instead of a single eidolon, an alpha howler summons two Small eidolons to his side, each less powerful than the single eidolon of a standard summoner. All pack eidolons take the form of wolves and must always use the quadruped base form. Each eidolon gains the full associated base statistics and free evolutions of the form.

Regardless of the number of eidolons in the pack, each eidolon has the same base attack bonus and base saving throw bonuses, but the rest of the eidolon's base statistics must be divided between the eidolons, including Hit Dice (minimum 1), skill points, number of feats, armor bonus, Str/Dex bonus, evolution pool, and maximum number of natural attacks. Individual eidolons in the pack must purchase evolutions separately. Once an alpha howler decides on the abilities of his eidolons, they cannot be changed until he gains a level.

Example: A 2nd level alpha howler can summon two eidolons. Each eidolon has 1 Hit Dice, BAB +2, +3 on its two good saves, and +0 on its bad save. The alpha howler decides to give the first eidolon 4 skill points, one feat, a +1 armor bonus, a +1 bonus to Strength, 2 points from the evolution pool, and a maximum of two attacks. The remaining 4 skill points, +1 armor bonus, +1 bonus to Dexterity, and 2 points from the evolution pool go to the second eidolon, but it gains no feats and can have only one natural attack.

The alpha howler must dismiss all of his eidolons at one time. Likewise, all of the eidolons in a pack are banished if the alpha howler is unconscious, asleep, or killed. However, each eidolon in the pack is sent back to its home plane individually when its hit points are reduced to

a negative number equal to or greater than its Constitution score.

This replaces the normal eidolon ability.

Pack Link (Su): At 2nd level, an alpha howler forms a close bond with his eidolons. This ability works like the standard summoner life link ability, except the alpha howler can only sacrifice life points to prevent damage to one eidolon in the brood at a time. If two or more eidolons in the same pack take enough damage to send them back to their home plane, the alpha howler can only sacrifice hit points to prevent damage to one of them. This ability otherwise works like and modifies life link.

Bond Senses (Su): The alpha howler can only share the senses of one eidolon in his brood at a time. This ability otherwise works like and modifies bond sense.

Animal Focus (Su): At 4th level, as a swift action an alpha howler can enhance a single eidolon in his pack with the aspect of an animal. Each time he uses this ability, he can select a hunter's animal aspect and apply it to his eidolon. His hunter level for this ability is equal to his summoner level - 2. He does not gain the ability to add an animal aspect to himself. This effect lasts until the eidolon is dismissed or sent back to its home plane.

When an animal aspect is applied to an eidolon, its form is altered by a superficial physical change appropriate to that aspect. This change does not interfere with the eidolon's natural or magical abilities. This ability replaces shield ally and greater shield.

Maker's Howl (Su): The alpha howler can only call one eidolon in the pack to his side with each use of this ability. This ability otherwise works like and modifies maker's call.

Transposition (Su): The alpha howler can must choose which eidolon in the pack he swaps locations with when using this ability. This ability otherwise works like and modifies transposition.

Larger Pack: At 8th level, the alpha howler can spend 4 evolution points from the evolution pool for the large evolution; unlike with other evolutions, he spends these 4 points before he assigns evolution points to his individual eidolons. This allows him to change his pack make-up to consist of two Medium eidolons, four Small eidolons, or one Medium and two Small eidolons.

At 13th level, if the alpha howler has purchased the large evolution for his brood, he can spend an additional 6 evolution points from the evolution pool for the huge evolution, distributing the remaining points among his eidolons. This allows him to change his pack make-up to consist of two Large eidolons, four Medium eidolons, eight Small eidolons, or any similar combination in which two smaller eidolon count as one eidolon of one size larger.

Second Animal Focus (Su): At 10th level, whenever an alpha howler uses animal focus, he can apply two animal focuses to two different eidolon in the pack. He can apply the same animal focus to both eidolons or two different focuses, one to each. He cannot apply both animal focuses to a single eidolon. This ability replaces aspect.

Pack Bond (Su): At 14th level, an alpha howler's life becomes linked to his pack. This functions as the life bond ability, except the alpha howler can only transfer damage to one eidolon in the pack at a time. If that eidolon takes enough damage to send it back to its home plane, all excess damage remains with the alpha howler. This ability modifies the standard life bond ability.

Merge Form (Su): The alpha howler can only merge with one eidolon in the pack at a time. If the alpha howler merges with an eidolon with an animal focus he gains that animal focus as well. This ability otherwise works like and modifies merge form.

Third Animal Focus (Su): At 18th level, whenever an alpha howler uses animal focus, he can apply three animal focuses to three different eidolon in the pack. He cannot apply multiple animal focuses to a single eidolon. This ability replaces greater aspect.

Profane Evolutionist (Summoner Archetype)

The corruption of the Old Ones is akin to a spreading cancer, burrowed deep into the marrow of Vathak's bones. While many have speculated to the extent of this evil's reach, none truly understand the depth the of change this perversity has twisted into the very fabric of magic more than the profane evolutionist. His summoned creatures and even his personal eidolon display a series of strange mutations and seem to draw upon a source of dark power, gaining unusual abilities. As a profane evolutionist progresses in levels, the taint which clings to his summons causes him to question who is truly the master and who the servant.

Tentacled Horror (Ex): Beginning 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 profane evolutionist 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.

Otherworldly Mind (Su): At 6th level, whenever any creature other than the profane evolutionist attempts to contact the eidolon's mind or cause it to suffer mind-affecting effects, such as charms or compulsions, that creature must make a Will save (DC equal to 10 + ½ the eidolon's hit dice + the eidolon's Charisma modifier) or be overwhelmed by the alien thoughts poisoning the eidolon. If the creature fails its saving throw, the spell fails and it takes 1d6 points of nonlethal damage and is confused for a number of rounds equal to ½ the eidolon's hit dice. This ability replaces maker's call.

Unsettling Appearance (Su): At 10th level, the eidolon has grown to resemble a nightmarish horror that inspires terror in others. The eidolon radiates an aura of fear. All enemies within 10 feet of the eidolon take a penalty on saving throws against fear effects equal to ½ the eidolon's hit dice. Creatures that are normally immune to fear lose that immunity while within 10 feet of the eidolon. In addition, the eidolon's tentacles deal damage as if it were one size category larger. This ability replaces transposition .

Creature of True Madness (Su): At 12th level, the eidolon has nearly completed its transformation into a being of true horror. It now counts as an outsider and an aberration for any effect related to creature type. As a standard action, the eidolon can make a melee touch attack against a target. if the attack succeeds, the target must make a Will save (DC equal to 10 + ½ the eidolon's hit dice + the eidolon's Charisma modifier) or become confused for a number of rounds equal to the eidolon's hit dice. This ability replaces greater shield ally.

Swashbuckler

As the technology of war advanced in Vathak, weapons became lighter and faster and combat styles involving speed and precision over brute force and endurance developed. Practitioners of these combat styles, sometimes known as swashbucklers, became famous for their glib tongue during a fight. It turns out it is easier to insult an opponent when your face isn't covered in steel and you aren't panting for breath. Swashbucklers are especially common in the Colonies, where people aren't afraid to break from tradition, and among the romni, who appreciate combat techniques that allow for mobility and a quick escape.

Blade Slinger (Swashbuckler Archetype)

There are many songs about blade slingers, who turn edged weapons into thrown missiles of death. Many romni are taught the necessary skills at a young age but members of all races appreciate the skill needed to pin a fly to a wall using a thrown dagger.

Weapon Proficiency: Blade slingers are proficient with simple weapons and all thrown weapons. This modifies a swashbuckler's normal weapon proficiency.

Bonus Feat: Blade slingers gain the Throw Anything feat as a bonus feat.

Panache: Unlike other swashbucklers, a blade slinger regains panache only when she confirms a critical hit or makes a killing blow with a thrown weapon. This ability alters panache.

Swashbuckler Finesse (Ex): At 1st level, a blade slinger gains the benefit of Weapon Finesse for thrown weapons but not light or one-handed piercing melee weapons. This ability alters swashbuckler finesse.

Deeds: A blade slinger gains the following deeds, each of which replaces an existing deed.

Subtle Throw (Ex): At 1st level, a blade slinger can spend 1 panache point as part of a ranged attack with a thrown weapon to make it without provoking an attack of opportunity. At 6th level, as a swift action she can spend 1 panache point to make all her ranged attacks with thrown weapons without provoking an attack of opportunity until the start of her next turn. This deed replaces dodging panache.

Precise Throw (Ex): At 3rd level, as long as she has at least 1 panache point, a blade slinger can use her precise strike with a thrown weapon as long as the target is within 60 feet of her, and she increases the range increment of these weapons by 5 feet. She can spend 1 panache point when she throws a thrown weapon to ignore all range increment penalties with that ranged attack. This deed replaces menacing swordplay.

Targeted Throw (Ex): At 7th level, a blade slinger can target individual body parts. This deed functions as the swashbuckler's targeted strike deed, but the blade slinger can only use this deed when making ranged attacks with a thrown weapon. The target must be within 60 feet of the blade slinger. This deed replaces targeted strike.

Bleeding Wound (Ex): At 11th level, a blade slinger can deal bleed damage as part of an attack. This deed functions as the swashbuckler's bleeding wound deed, but the blade slinger can only use this deed when making ranged attacks with a thrown weapon. The target must be within 60 feet of the blade slinger. This deed alters bleeding wound.

Perfect Throw (Ex): At 15th level, a blade slinger can pool all her attack potential into a single attack. This deed functions as the swashbuckler's perfect strike deed but the blade slinger can only use this deed when making ranged attacks with a thrown weapon. The target must be within 60 feet of the blade slinger. This deed replaces perfect thrust.

Quick Draw: At 4th level, a blade slinger must choose Quick Draw as her bonus feat.

Blade Slinging Training (Ex): At 5th level, a blade slinger gains a +1 bonus on attack and damage rolls when using thrown weapons in combat. When a blade slinger wields a thrown weapon she gains the benefit of the Improved Critical feat with that weapon. Additionally, a blade slinger increases the range increment of a thrown weapon by 5 feet. The increase of range increment stacks with that of precise throw.

Every 4 levels thereafter, the bonus on attack and damage rolls increases by 1, and the range increment increase by 5 feet.

This ability replaces swashbuckler weapon training.

Blade Slinging Mastery (Ex): At 20th level, when an attack made by the blade slinger using a thrown weapon threatens a critical hit, that critical hit is automatically confirmed. Furthermore, the critical modifiers of thrown weapons increases by 1. This ability replaces swashbuckler weapon mastery.

Sword Dancer (Swashbuckler Archetype)

Sword dancers are the inheritors of a noble romni tradition, dating back to their earliest history. The sword dancer learns to enter a trancelike state, trusting that their weapon will be guided by instinct and the tradition of their people. To see a sword dancer on the battlefield is to see a combat style that is as beautiful as it is devastating.

Racial Restrictions: A sword dancer must be a romni or witchwolf.

Deeds: The sword dancer gains the following deeds, each of which replaces an existing deed.

Whirlwind Dance (Ex): At 7th level, a sword dancer can sweep through her opponents' lines like a cyclone. As a full-round action, she can spend 1 panache point to move up to her speed. She can make attacks against creatures within her reach during this movement, up to the number of attacks she's entitled to with a full attack. Each attack is made at her highest attack bonus, and must target a different creature. This movement provokes attacks of opportunity as normal. This deed replaces superior feint and targeted strike.

Perfect Dance (Ex): At 19th level, when a sword dancer confirms a critical hit with a light or one-handed piercing melee weapon, in addition to the normal damage done by the attack, she can spend 1 panache point to inflict a paralyzing stab. The target must succeed at a Fortitude saving throw (DC equal to 10 + 1/2 the sword dancer's class level + her Dexterity modifier) or take an amount of nonlethal damage equal to its current hit points + 1, as well as become paralyzed for 1 hour. Performing this deed does not grant the sword dancer a panache point. This deed replaces deadly stab.

Sword Dance (Ex): A sword dancer can draw upon their training and the living tradition of their people to enter into a sword dance. Starting at 2nd level, a sword dancer can enter into this dance for a number of rounds per day equal to 2 + her Charisma modifier. These rounds need not be consecutive. At each level after 1st, she can increase the duration of this dance for 1 additional round. A sword dancer enters a dance as a move action. The total number of rounds that a sword dancer can dance per day is renewed after resting for 8 consecutive hours.

While in a sword dance, the sword dancer need not spend a panache point to activate a deed and is considered to have at least 1 panache point even if she has none. While in a sword dance, the sword dancer cannot gain panache points. She cannot use any ability that requires concentration. The sword dancer can only use this ability while she wears light or no armor and is unencumbered. A sword dancer can end the dance as a free action.

Once the dance is complete, the sword dancer is fatigued 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 combat or encounter. If a sword dancer falls unconscious the dance, and any benefits granted by it, immediately ends.

This ability replaces charmed life.

Vigilante

If the vigilante is known to rise in an unfair, corrupt world, then Vathak should be rife with masked avengers from many stripes of life working to make their world a better place. However, while the odd masked romni swashbuckler, bhriota walking ghost, or vindari noble turned dark punisher is known to exist, the secretive nature and double-life of the vigilante lends itself to much darker uses in Vathak. In a world with so many hidden cultists and secret societies dedicated to to Old Ones or other dark beings, it's entirely too common to find cabalist, warlock, and zealot vigilantes stalking the night. Brutes from dark sources and psychometrist vigilantes can often be found as well, lurking in alleys and on rooftops.

The Fool (Vigilante Archetype)

Fools aren't jesters in any court of Vathak. Instead, they consider themselves as an avatar of the romni Court of Signs. While the standard vigilante has two competing personalities, split between the social and the vigilante, the Fool has twelve unique identities, each one modeled on their own understanding of each sign. The dozen Signs are split, six-and-six, between social identities and vigilante identities. A Fool may then spend part of the day as a beggar on the street in their Lost Emperor identity, then switch to the King of Thieves aligned identity and go home for a meal in their house, only to switch identities again and stalk the night as one of six vigilantes depending on the crimes being committed most commonly that week.

To the uninitiated in ways of the romni, the Fool represents a paradox. Outsiders want to assume that one of these dozen identities is the Fool's "true" or "original" identity. This simplification misrepresents the romni people's view of the Fool and the Court of Signs. The Fool is no mere individual but has given up their birth identity to become an avatar of the godlings that make up the Court of Signs. The question then of "who is the real Fool?" is almost always answered simply, "You."

Identity Crisis (Ex): A Fool has not two, but a dozen identities he uses to move and act as he travels through the world. Each of the twelve of the identities is referred to by the Sign it corresponds to, though the character often fully develop names, personalities, and preferences for each. Six of the identities, corresponding to the signs of *The Tower*, *The Lovers*, *The Lost Emperor*, *the King of Thieves*, and *the Lone Wolf*, are in every way the same as the standard social identities of a normal vigilante except as noted here. And six of the identities, corresponding to the signs of *the Ghost*, *the Sword*, *the Defender*, *the Fallen Daughter*, *the Scythe*, and *the Old Crone*, are in every way the same as the standard vigilante identities of a normal vigilante except as noted here.

Changing from one identity to the next is handled normally, and the Fool may choose to begin each day in any one of their dozen identities. Care must still be taken though, as some Fools, with so many "people" to possibly be, can be sloppy and allow their secret to slip. The concept of the Fool is common enough among the romni that once a person knows one social and one vigilante identity to be shared by the same person, they can typically deduce the others if they are active in the community.

The Fool also has no control over their alignment, instead adopting the alignment of his current identity, be it social or vigilante. This constant change is handled normally for a vigilante, but it does lead many Fools to

choose a smaller set of identities to more fully develop over others, easing the transition.

This alters dual identity.

Social Identities of the Fool: At first level, the Fool automatically gains the renown social talent, which applies to all their social identities, and starting at 5th level and every four levels thereafter, they also gain access to a predetermined set of social talents while channeling a specific identity. The social talents gained at 3rd and every four levels thereafter are chosen normally, so long as the Fool meets any and all prerequisites. If the Fool chooses a social talent they would only qualify for while channeling a specific identity, it only functions properly while channeling that specific identity. If a Fool chooses a social talent and then gains the same one from their identity, they gain no additional benefit and the talent functions normally across all identities.

Suggested demeanors, specific alignments, and which social talents are gained at which specific level for each identity are given on the tables below. Social talents that rely on an area of renown must apply to the original area chosen at 1st level, though certain identities may have talents that allow the Fool to choose additional areas of renown. In those cases, the additional areas of renown only apply to the identity possessing the talent that bestowed it. For any social talent gained by a specific identity that requires the player to make a one-time choice, like which skill gains a bonus, the choice is always the same while channeling that identity.

Tricks to Playing the Fool

To fully appreciate playing the Fool, you need a player that is essentially willing to create twelve unique versions of themselves. While there are many things that will crossover, the preset changes to social and vigilante talents will change not only the dynamics of the character, that identity should have its entirely separate personality, alignment, even goals and beliefs. One identity could have the piety of a paladin, while the next is nearly an atheist.

When developing the many identities of the Fool, you should see the Court of the Signs write up in **Chapter 8: Religion**. Each individual Sign receives a full write up that can be used to help construct each of the Fool's many identities and it can help you understand how the various signs are meant to interact with one another.

Additionally, it may be easier to have multiple characters sheets for each of the Fool's many identities, or at least the most commonly channeled ones, though it does increase the amount of bookkeeping for the player.

Social Talent

Sign	5th	9th	13th	17th
The Tower	Social Grace	Double Time	In Vogue	Celebrity Perks
The Lovers	Triumphant Return	Great Renown	Incredible Renown	Instant Recognition
The Lost Emperor	Feign Innocence	Subjective Truth	Celebrity Perks	Celebrity Discount
The King of Thieves	Many Guises	Case the Joint	Everyman	Any Guise
The Dying Crow	Gossip Collector	Mockingbird	Loyal Aid	Great Renown
The Lone Wolf	Mockingbird	Quick Change	Immediate Change	Social Grace

This alters social talents.

Vigilante — Vigilante talent

Sign	Specialization	2nd	6th	10th	14th	18th
The Ghost	Stalker	Silent Dispatch	Stalker Sense	Hide in Plain Sight	Sniper	Surprise Strike
The Sword	Avenger	Expose Weakness	Unkillable	Perfect Vulnerability	Vital Punishment	Unkillable
The Defender	Avenger	Armor Skin	Heavy Training	Shield of Blades	Living Shield	Another Day
The Fallen Daughter	Stalker	Unexpected Strike	Blind Spot	Hide in Plain Sight	Shadow's Sight	Pull into the Shadows
The Scythe	Mount	Nothing Can Stop Me	Furious Charge	Close the Gap	Mighty Charge	Mad Rush
The Old Crone	Stalker	Twisting Fear	Leave an Opening	Mighty Ambush	Throat Jab	Unkillable

This alters vigilante specialization and vigilante talents.

Suggested Demeanors and Alignments of the Six Social Identities

The Tower (NG): The Tower's demeanor is one of a know-it-all, but with fair-judgment.

The Lovers (CG): The Lovers' demeanor is a romantic at heart and is likely swooning over someone at any given moment.

The Lost Emperor (CN): The Lost Emperor's demeanor has child-like brashness and unfailing joy.

The King of Thieves (N): The King of Thieves' demeanor is that of an ever confident trickster.

The Dying Crow (CE): The Dying Crow's demeanor is that of someone with a true lust for life, an ear for music, and a need to discover secrets.

The Lone wolf (LN): The Lone Wolf's demeanor is of an well-educated curmudgeon that is always begrudgingly willing to help others out of their problems.

Vigilante Specializations and Identities of the Fool: The Fool automatically is treated as having a specific vigilante specialization (avenger, stalker, or mount) that changes depending on which vigilante identity they are in, as well as gaining access to a certain set of vigilante talents. The vigilante talents gained at 4th and every four levels thereafter are chosen normally, provided the Fool meets all prerequisites. If the Fool chooses a vigilante talent they would only qualify for while channeling a specific identity, it only functions properly while channeling that specific identity. If a Fool chooses a vigilante talent and then gains the same one from their identity, they gain no additional benefit and the talent functions normally across all identities.

When the Fool channels their identity related to The Scythe, they are treated as having the mounted fury archetype, gaining the adjustment to skills and changes into and out of this identity using the rules of thorough change, and the altered vengeance strike. The mount gained with this identity only recognizes the Fool while they channel the correct identity, and it will respond to the Fool as it would a stranger in any other identity.

Suggested Demeanors and Alignments of the Six Vigilante Identities

The Ghost (CN): The Ghost's demeanor is that of a cold-hearted, professional killer.

The Sword (N): The Sword's demeanor is that of the duty-bound and practical sort, taking no glee in doing what is necessary.

The Defender (LN): The Defender's demeanor is one with the arrogance to believe their self-sacrifice can make a difference.

The Fallen Daughter (NE): The Fallen Daughter's demeanor is of someone clinically comfortable judging whom shall live and die.

The Scythe (CN): The Scythe's demeanor is driven by pure emotion and changes erratically.

The Old Crone (LE): The Old Crone's demeanor is that of someone willing to win at all costs.

Ritual Killers (Vigilante Archetype)

In Vathak, 'serial killers' come in many forms, from lone madmen to murder cultists, but one of the most frightening are these are the ritual killers. Vigilantes typically take up a cause and try to live two lives, one as a model citizen and the other as a masked champion. The crusade of the ritual killer is 'different' from most, and can vary significantly from individual to individual. Some may seek to end the lives of opponents of the Church while others might feel the ranks of the poor need thinning.

The term "ritual" can even be misleading, as it conjures up a magical meaning. Instead, the key factor that makes them different from others is a desire for a kind ritual to their killing. Most, though not all, feel it is the source of their power, and as the murder-cultist only alters some abilities that most other archetypes do not, it can easily stack with other vigilante archetypes like the cabalist, warlock, and zealot. The actual rituals used by the specific character vary from as simple as "using poison" to as complex as the most sacred of rites in the Church of the One True God.

Mind of a Killer (Ex): While a ritual killer does retain the standard dual identities of a vigilante, their relationship to their vigilante identity is somewhat different. Every ritual killer has a 'monster' within them, raging to get out. What exact form this *monster* takes varies from killer to killer, with some personifying it, even referring to it as a separate individual and others believing that they are host to some alien spirit or malignant entity. This monster always seeks a specific kind of prey or ritualized killing, and whenever it is presented with the opportunity to feed its particular appetite, it tries to surface.

When a ritual killer is in their social identity and presented with their prefered type of victim, the ritual killer must succeed at a Will save (DC = 12 + ½ vigilante level) or become possessed by their vigilante identity. Unlike standard vigilantes, the changes in voice, behaviours, even facial expressions is faster and easier, taking only a full-round action. The murder-cultist can also choose to transform into their alter ego with this voluntary change taking the standard 1 minute as they allow their submerged identity to rise and conquer their social identity. The involuntary change improves to a standard action with the quick change social talent and a swift action with the immediate change social talent.

Regardless of the length of time it takes, an outside observer witnessing the change from social to vigilante identity for the first time will be taken aback as realization floods their mind. Characters witnessing the change for the first time must make a Will save (DC = 10 + ½ vigilante level) or they are surprised and considered flat-footed for the purposes of any abilities the ritual killer uses against them like hidden strike, startling appearance, frightening appearance, stunning appearance, or vengeance strike.

This alters dual identity.

Murder in Their Eyes (Ex): While most vigilante have a natural knack for keeping their various identities in check, the ritual killer struggles more to hide the monster within but remain alert for evidence that others "know." Should anyone suspect them of being anything other than what they appear to be while in either identity, they can attempt a Disguise check with a +10 circumstance bonus to appear as their current identity, and not as their other identity. The ritual killer also gains a +10 circumstance bonus on Sense Motive or related checks when attempting to tell

if another person suspects or knows the truth about their dual identity and is likely to question everyone out of paranoia.

This ability replaces seamless guise.

Warpriest

Warpriests have been part of the Church of the One True God since the very beginning. Warpriests led the armies of the faithful in the Great Cleansing and, today, warpriests stand at the vanguard of the war against the Spawn of the Old Ones. Very few vindari soldiers will not recognize a warpriest's right to take command and lead them into battle.

Warpriests outside of the Church are rare. The concept is alien to the romni and svirfneblin and religious leaders among the bhriota tend to be shamans or witches. Some fringe cults, especially those founded by former Church faithful, have taken to christening their own warpriests. See **Chapter 8 - Religion** for more on the role of warpriests in the Church of the One True God.

Murder Cultist (Warpriest Archetype)

The existence of a single murder cult is disturbing. That there are multiple murder cults in Vathak is just another sign of the darkness that worms its way into the heart of the land. Each murder cult in Vathak is dedicated to a different idea: the murder of enemies of the Church, the murder of enemies of the Old One, the murder of murderers. These cults are only united in their faith that murder is a sacred duty and one that empowers the believer.

Class Skills: The murder cultist's class skills are Acrobatics (Dex), Climb (Str), Bluff (Cha), Craft (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Swim (Str). These skills replace the warpriest's class skills.

Weapon and Armor Proficiency: Murder cultists are proficient with the bladed scarf, blowgun, crossbow (hand, light, or heavy), dagger (any type), dart, garrote, and short sword. Murder cultists are proficient with light armor but not with shields. This replaces the warpriest's weapon and armor proficiency.

Sneak Attack (Ex): At 3rd level, a murder cultist gains the sneak attack ability, as the rogue class feature. If he already has sneak attack from another class, the extra damage from the classes that grant sneak attack stack for the purpose of determining the sneak attack's extra damage dice. This extra damage is 1d6 at 3rd level and increases by 1d6 every 3 levels thereafter. This ability replaces the bonus feats gained at 3rd, 9th, and 15th levels.

True Death (Su): Starting at 4th level, anyone who takes sneak attack damage and is slain by a murder cultist becomes more difficult to bring back from the dead or turned into undead. Spellcasters attempting to bring a creature back from the dead using *animate dead, raise dead* or similar magic must make a caster level check with a DC equal to 15 + the murder cultist's level or the spell fails and the material component is wasted. Casting *remove curse* the round before attempting to bring the creature back from the dead negates this chance. The DC of the *remove curse* is 10 + the murder cultist's level. This ability replaces channel energy.

Hide in Plain Sight (Su): At 12th level, a murder cultist can use the Stealth skill even while being observed. As long as he is within 10 feet of an area of dim light, a murder cultist can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow. This ability replaces the bonus feat gained at 12th level.

Aspect of Murder (Su): When using aspect of war, instead of moving at full speed regardless of his armor or encumbrance, a murder cultist deals a number of points of bleed damage equal to his Dexterity modifier on each attack. This ability alters aspect of war.

Warpriest Commander (Warpriest Archetype)

While every warpriest is a soldier of the faith, a warpriest commander is also a leader of soldiers. The warpriest commander leads from the front, inspiring his troops and guiding them toward victory.

Blessings: A warpriest commander selects only one blessing. This ability alters the blessings class feature.

Tactician (Ex): At 1st level, a warpriest commander receives a teamwork feat as a bonus feat. He must meet the prerequisites of this feat. As a standard action, the warpriest general can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the warpriest commander possesses. Allies do not need to meet the prerequisites of these bonus feats. The warpriest commander can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

Bonus Feats: When a warpriest commander selects a bonus feat, he can choose from those listed as combat feats or those listed as teamwork feats. This ability alters bonus feats.

Greater Tactician (Ex): At 9th level, the warpriest commander receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The warpriest commander can grant this feat to his allies using the tactician ability. Using the tactician ability is now a swift action. This ability replaces the 9th level bonus feat.

Master Tactician (Ex): At 18th level, the warpriest commander receives an additional teamwork feat as a bonus feat. He must meet the prerequisites of this feat. The warpriest commander can grant this feat to his allies using the tactician ability. Whenever the warpriest commander uses the tactician ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats. This ability replaces the 18th level bonus feat.

Witch

Witches are feared and hunted by the vindari and their mysterious magic is poorly understood even both those cultures that accept them. 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 and the romni clans, witches within those societies openly flaunt their powers and many use them for the best interests of the people, often taking a leadership role. While most witches 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 sometimes break away from their tribes and follow visions and portents to discover the origin of their gifts. For more insight into witches and their role in the religions of Vathak, see **Chapter 8 - Religion**.

Bhriota Sister Witch (Witch Archetype)

Vindari stereotypes would paint bhriota witches as savage, foul, evil servants of the Old Ones. While there is truth to this sentiment, there are bhriota witches who have followed that dark path. The true bhriota sister witch, however, follows a path of light and healing and serves as a guide and mentor for her people.

Racial Restriction: A bhriota sister witch must be a bhriota.

Patron: A bhriota sister witch must choose a patron compatible with the needs of her people and the natural world, selected from the following list: ancestors, animals, death, devotion, elements, healing, moon, plant, strength, water, or wisdom.

Fetish: A bhriota sister witch's connection to her patron is represented not through a familiar but through a fetish such as a carved idol or piece of jewelry.

The fetish's ability to hold spells functions in a manner identical to way a witch's spells are granted by her familiar. The bhriota sister witch

must commune with her fetish each day to prepare her spells and can only prepare spells stored in the fetish.

At 3rd level, a bhriota sister witch can use her fetish to deliver touch spells a number of times per day equal to ¼ her witch level (minimum 1). When casting a touch spell, she can use this ability as a free action. When she does, she can deliver her spell as a ranged touch spell within a range of 30 feet. At 10th level, she can deliver these spells within a range of 60 feet. At 15th level and higher, she can deliver these spells within a range of 90 feet.

This ability replaces familiar.

Herb Lore (Ex): Bhriota sister witches are masters of herbalism, and can use their herbs to duplicate many of the effects of alchemy, as well as create tinctures of their own. An bhriota sister witch can attempt a Profession (herbalist) check in place of any Craft (alchemy) check and gains a bonus on Profession (herbalist) checks equal to half her class level.

In addition, bhriota sister witches are adept at brewing thick, herbal cure-alls called remedies. A bhriota sister witch prepares her remedies while communing with her fetish and can prepare a number of remedies equal to 3 + her Intelligence modifier (minimum 1). A remedy becomes inert if it leaves the bhriota sister witch's possession, reactivating as soon as it returns to her keeping. A bhriota sister witch can never have more remedies than 3 + her Intelligence modifier.

As a standard action, the bhriota sister witch can administer a remedy to herself or an adjacent creature. This consumes the remedy, and the bhriota sister witch attempts a Profession (herbalist) check against the save DC of any one disease or poison currently afflicting the consumer. If the check is successful, the effect immediately ends. If the disease or poison doesn't allow saving throws, the remedy is ineffective.

A bhriota sister witch can also use a remedy to attempt to end the blinded, deafened, fatigued, nauseated, or sickened conditions. This requires a Profession (herbalist) check with a DC equal to the spell or effect that caused the condition, or a DC 25 check if the condition was caused by an effect that doesn't allow for a saving throw. If successful, the condition ends. Only a single condition, disease, or poison can be removed with each application of a remedy.

This replaces the witch's hex gained at 1st level.

Hexes: A bhriota sister witch must select cauldron as her hex at 2nd level.

Healing Remedy (Su): A bhriota sister witch can channel stored spell energy, transforming one of her remedies into a healing remedy. The bhriota sister witch can "lose" any prepared spell that is not an orison in order to transform one of her remedies into a *cure* potion of the same level or lower. The transformed remedy retains its potency for 1 hour and then becomes inert. The healing remedy acts in all other ways like a standard bhriota sister witch's remedy. This replaces the witch's hex gained at 4th level.

Vampires Servant (Witch Archetype)

The reclusive Vampire Lords of Vathak are so powerful they can subvert a witch, replacing her patron with their own dark power. First, the Vampire Lord seduces the witch and then breaks the witch's connection to her patron by slaying her familiar. Only then does he feed her his blood, enslaving her. Witches in service to Vampire Lords act as their eyes and ears in the mortal world, performing whatever mysterious task their master sets them to.

Blood Bound (Sp): At 1st level, a vampire's servant has lost her true familiar and instead derives her power through a blood bond with her Vampire Lord. This is represented by a vial of blood which serves as a bonded item, similar to a wizard's arcane bond bonded item. The vial of blood follows all the rules of such an item with the following exceptions.

A vampire's servant's vial of blood serves as a vessel for her spells and a conduit for communication with her patron. A vampire's servant must commune with her vial of

blood each day to prepare her spells. The vial of blood stores all of the spells that the vampire's servant knows, and the vampire's servant cannot prepare spells that are not stored within it. A vampire's servant starts with the same number of spells the same way as a witch, and can even add spells by learning them from scrolls in the same way, but a vampire's servant cannot learn spells from another witch's familiar or another vampire's servant's vial of blood.

A vampire's servant's vial of blood does not allow her to cast extra spells. Instead, it allows her to call forth an army of night servants in her Vampire Lord's name. Once per day, the vampire's servant can call forth a number of rat swarms, bat swarms, or wolves equal to her class level as a standard action. These creatures arrive in 2d6 rounds and serve the vampire's servant for up to 1 hour.

This ability replaces familiar.

Patron: A vampire's servant has lost her patron and instead draws power from her Vampire Lord. Through her Vampire Lord she gains the following spells, adding them to her spell list as if they were given to her by a patron.

2nd - *ray of enfeeblement*, 4th - *dust of twilight*[APG], 6th - *vampiric touch*, 8th - *enervation*, 10th - *dominate person*, 12th - *shadow walk*, 14th - *finger of death*, 16th - *horrid wilting*, 18th - *energy drain*.

This ability alters patron.

[APG] This spell appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide.*

Wizard

Those who practice wizardry often tamper with esoteric knowledge beyond the comprehension of most mortal beings. As such, the vindari have mistrusted wizards for years, forcing them to study in secret or perform their magic as hedge mages on the fringes of society. Only the war against the Spawn of the Old Ones was able to force the Church to recognize the validity and usefulness of wizardry. Some wizards have integrated quite well into the Church, acting as both mage and priest. Some wizards outside of the Church's sphere of influence have turned to the Old Ones as a topic of interest, warping their bodies to mimic aberrant properties.

Arcane Priest (Wizard Archetype)

Though relatively few in number, arcane priests exist as arcane extensions of the Church, swearing allegiance to the One True God. Modelling their training after the teachings of Saint Graece, these clergy members blur the lines between divine and arcane magic.

Restrictions: An arcane priest must be Chaotic Good and a worshipper of the One True God.

Stunted Learning: An arcane priest only adds one spell to his spellbook every time he gains a level, instead of the standard two.

Holy Bond (Su): An arcane priest must make his arcane bond using a holy symbol of the One True God as his bonded object, which otherwise functions normally. The holy symbol must take the form of an amulet, worn on a chain around the neck. This ability alters and replaces arcane bond.

Channel Energy (Su): Starting at 1st level, an arcane priest can channel positive energy as a cleric. The channeled energy heals 1d6 at 1st level, 2d6 at 5th level and an additional 1d6 every 5 levels thereafter. Furthermore, any creature healed by this ability can add a sacred bonus equal to the number of dice rolled for the channeled energy on one roll (attack roll, CMB check, saving throw, or skill check) made before the end of the arcane priest's next turn. An arcane priest can use this ability a number of times per day equal to 3 + his Charisma modifier. An arcane priest must be able to present his holy symbol to use this ability.

At 7th level, the arcane priest gains the ability to harm undead creatures with his channeled energy. As a standard action, the arcane priest can expend one usage of his channel energy ability to perform a melee touch attack against an undead creature. This attack deals damage equal to his channel energy dice + his Charisma modifier. This ability replaces scribe scroll.

Domain: At 1st level, the arcane priest gains a domain from the following list: Chaos, Luck, Magic, and Rune. For the purposes of the domain's abilities he treats his arcane priest level as his effective cleric level. The arcane priest uses his Intelligence modifier in place of his Wisdom modifier for all effects related to this domain. An arcane priest adds the bonus spells from his chosen domain to his spellbook at the same levels a cleric would normally gain access to them. Despite coming from the cleric spell list, any spells learned in this way are considered to be arcane for the purposes of qualifying for feats or prestige classes. This ability replaces arcane school.

Divine Spark (Su): At 5th level and every 2 levels thereafter, an arcane priest adds a spell from the cleric spell list to his spellbook. This spell must be at least two levels below the highest spell level the arcane priest can cast. These spells are considered arcane and not divine for the purposes of qualifying for feats or prestige classes.

Marked Mage (Wizard Archetype)

The combination of arcane talent and repeated encounters with the Spawn of the Old Ones would be enough to drive most people mad. These marked mages have retained their sanity, but developed a fascination with aberrant creatures. Some turn to the Old Ones as a source of power while others have done so to better understand how to defeat them in battle. Indeed, it is likely that the physical effects of the marked mage's studies are much more disturbing than the mental effects.

Arcane School: A marked mage must choose to specialize in transmutation. Other school specializations are not suited to this archetype's focus.

Aberrant Bond (Su): At 1st level, the marked mage gains the effects of the tumor familiar alchemist discovery though the familiar's type changes to aberration. This ability replaces arcane bond.

Aberrant Form (Su): At 1st level, the marked mage grows a tentacle as if he gained the tentacle alchemist discovery. At 8th level, the marked mage grows a second tentacle and the damage the tentacles deal is increased to 1d6 (1d4 if Small). At 12th level, the marked mage gains the parasitic twin alchemist discovery. Instead of arms, the twin possesses the tentacle's which originally grew out of the marked mage. This ability replaces the telekinetic fist and change shape arcane school powers.

The massive dolmen stone lay on its side, ripped from the earth like a rotting tooth by the corps of vindari engineers charged with the task. The fetid smell of death crawled from the massive hole left behind, causing the men nearby to gag and cough. The smell grew stronger instead of dissipating into the day's chill air. One brave individual, wrapping a scarf around his head tentatively approached, his fingers fumbling to light a lantern.

The man shuffled to the edge of the hole, the stench intensifying. Cautiously, he peered down into the darkness, thrusting the lantern before him as it seemed even sunlight refused to illuminate the solid blackness within. The lantern's light cast a feeble light into the depths, disturbing the bones buried at the pit's bottom. Hundreds of them, perhaps thousands. Skulls heaped on piles of ribs, their vacant eye sockets turned skyward at the light that so longed shunned them.
The man, startled by the grisly discovery, turned back to flee. Before him, his companions stared at him with expressions of confusion and fear. He tried to wave them back. What madness was this? The stones lay in the lands claimed by the savage bbriota before the coming of the vindari. What evil had they wrought with their sacrifices to ancient and evil entities, anathemas to the One True God?

A bony hand grasped the edge of the pit, the man oblivious to it. With a yank, another hand pulled him down into the pit and the horror awaiting within. The dead arose.

Skills & Feats

Chapter 5

For the most part, skills in the Shadows over Vathak are universally unchanged from the Pathfinder Roleplaying Game Core Rulebook. Additionally, concepts like Skill Unlocks for occult skills work as described in the Pathfinder Roleplaying Game: Occult Adventures book. The two major differences are what languages are viable choices in a Shadows over Vathak game, covered under the Linguistics header, and the method for crafting firearms.

Linguistics in Vathak

In the lands of Vathak, the vindari culture is so dominant that their language (technically "Vindari") is the de facto Common tongue. Almost universally the language of choice, dialect variations of course exist, but from the Colonies to the far shores of Seliasia, all peoples are expected to know and speak the common vindari. The biggest exception is that the original holy texts of The Church of the One True God are written in High Vindari, a dialect so different from the modern tongue, it is treated as a separate language almost exclusively found in the Church.

While tombs and lost cities of the dwarves, elves, and others dot the landscape, and still today rare gnome and halfling people live in the cities of the vindari and romni, those racial languages are exceedingly uncommon at best, with naught but a few ancient texts recorded in them. Instead the common "racial languages" are those spoken by the bhriota, romni, and svirfneblin.

The original language of the bhriota has long since been lost as the First Tribe was taught the dark words of the Spawn of the Old Ones, Aklo, which is rarely if ever written down. The romni speak the language taught to them by the Nosferatu Kings long ago, Sylvan, though many romni have their own cant that can be nigh unintelligible to the uninitiated (most easily represented by romni thieves and merchants alike gaining the Secret Language teamwork feat listed below). Finally, the svirfneblin prefer Undercommon for conversation among themselves, with the elders still remembering how to speak and write Gnome, but most of the young born to the surface world gaining the vindari Common tongue instead.

Beyond these, the languages of some of the outsiders—demonic Abyssal, angelic Celestial, and diabolic Infernal—are not unknown among the Church and academic scholars alike. Other languages common to the *Pathfinder Roleplaying Game* are almost unheard of in Vathak, as no native speakers of Draconic, Giant, Gnoll, or Orc are present typically, and even the other elemental outsider languages of Aquan, Auran, Ignan, and Terran are popular among only those few that seek such knowledge out. Secret languages, like Druidic and Codex, abound, as do rarer racial languages like Grippli that are spoken among those that deal with such races.

Using & Crafting Firearms

Firearms are treated as remarkably more commonplace in ***Shadows over Vathak*** compared to other settings using the Pathfinder Roleplaying Game. As such, the normal costs and rules surrounding firearms vary significantly, especially with how they are crafted (using a modified version of the Gunsmithing feat, see below).

In ***Shadows over Vathak***, firearms are common enough that even the simple farmer may own and operate (but not craft) a simple snaphaunce musket (treated as a simple weapon, see Chapter 7 for more examples). Comparatively, any soldier or other class that gains "all martial weapons" likewise learns to operate flintlock and caplock early firearms (treated as martial weapons). It is only the much rarer "advanced" firearms like the revolver and rifle that requires special training of a gunslinger or certain archetypes (which gain "all firearms" as a proficiency), or taking the Exotic Weapon Proficiency (firearms) feat to gain proficiency in all firearms and black powder based siege engines. A nonproficient character takes the standard –4 penalty on attack rolls with firearms, and a nonproficient character who loads a firearm increases all misfire values by 4 for the shots he loads.

Even though the Exotic Weapon Proficiency (firearms) feat grants you proficiency with all firearms, anytime you take a feat that modifies a single type of weapon (such as Weapon Focus or Rapid Reload), you must still pick one specific type of firearm (such as musket, axe musket, blunderbuss, pistol, or double pistol) for that feat to affect.

All firearms are part of the same weapon group for the purposes of the fighter's weapon training class feature.

New Skill

Craft (firearms) (Int)
Untrained – No

Due to the inflated prices listed in the original *Pathfinder Roleplaying Game: Ultimate Combat* book for firearms, crafting a 1,500 gp musket would be impractical using the standard rules of the Craft skill. This lead to alternate rules being required for crafting firearms compared to other items, more similar in nature to the crafting of magic items. ***Shadows over Vathak*** uses the normal rules for crafting a weapon or armor for firearms, except that you adjust the cost of the firearm for crafting by the type of firing mechanism it possess.

The explosive powders used in firearms must be created separately from the bullets and even cartridges of advanced firearms (typically before the metal cartridge can be completed). Those trained to make firearms know how to craft the powder, but most alchemists also are aware of the process, though their more general training has a higher DC (+5 typically).

Unlike most craft skills however, Craft (firearms) is not something that the untrained can attempt, to the point that you only treat.

Craft (firearms) as a class skill if you possess the Gunsmithing feat. Without a working understanding of gunpowder, firing mechanisms, and the basic principles of a firearm the average commoner has about as much of a chance of crafting a firearm correctly as they do creating a wand or magic potion.

Treat repairing broken or damaged firearms normally by the craft skill, unless a class ability or spell offers an alternate method of repair for firearms.

Gunsmithing Feat: Treat any character with the Gunsmithing feat as if Craft (firearms) was a class skill. A character with the Gunsmithing feat also receives a +2 bonus to Craft (firearms) and to Craft (alchemy) checks for making black powder.

Masterwork Firearms: Firearms can be made to be masterwork weapons the same as any other. Adding the masterwork quality to a weapon you are crafting is handled the same as any other weapon. In addition to the normal benefits of the masterwork quality, masterwork firearms reduce their misfire chance by 1 (minimum 0). This reduction takes place after any other built-in modifications or magical enhancements, but not increases to misfire ranges that occur from use, damage or misfires.

Crafting Firearms Using Special Materials: Unlike most weapons, crafting firearms out of special materials rarely imparts much benefit to the weapon, it matters more what the ammunition is crafted from. Making the stock of a firearm out of darkwood or crafting the barrel of the weapon out of adamantine won't impart

Firing Mechanism Changes Table

Firing Mechanism	Change in Cost	Example of a Musket/Rifle
Snaphaunce	As listed in Chapter 7	15 gp
Flintlock	Divide by 2.5	60 gp
Caplock	Divide by 5	300 gp
Advanced	Divide by 10	500 gp

many benefits, though there are some specific components that those gunsmiths with wealthy patrons may prefer to make for minor boons. Dueling pistols, for instance, may include mithral barrels to keep the weapons light and easier to move or the wooden portions of a firearm used to shoot flaming shots may be wrapped in dragonhide to prevent it from becoming burnt with use.

Craft DCs for Various Firearms

Item Crafted	Craft DC
Improvised firearm (cigarette gun)	12
One-handed early firearms (pistol)	15
Two-handed early firearms (musket, arquebus)	18
One-handed advanced firearms (revolver)	20
Two-handed advanced firearms (rifle, shotgun)	25
Normal early firearm ammunition (lead ball, pellets)	10
Special early firearm ammunition (silver bullet, adamantine bullet)	15
Normal advanced firearm ammunition (metal cartridge)	12
Special advanced firearm ammunition (alchemical cartridge)	18
Black powder	15
Percussion cap	20
Smokeless powder	25
Firing mechanism: snaphaunce	-5
Firing mechanism: flintlock	+0
Firing mechanism: caplock	+5

Feats

The following feats should be made available to all player characters in ***Shadows over Vathak***, having been specially tailored toward this setting.

Amateur Reader

While you are not a true fortune-teller you have learned something about divination.

Benefit: You gain the use the fortune-teller's daily reading class ability. You can only perform a single daily reading per day and that reading can only benefit one creature.

Bestow Hope

You instill hope in the creatures you heal.
Prerequisites: Improved Channel, channel energy class feature.

Benefit: When you heal a creature by channeling positive energy, you also relieve its fear. If a creature you heal is shaken, that condition ends. If the creature is frightened, it becomes shaken instead. If the creature is panicked, it becomes frightened instead.

Calm Disposition

You always appear to be in control of your situation.

Benefit: You gain +2 bonus on saving throws against effects that affect your composure. This includes all mind-affecting spells, as well as any spell or ability that would cause you to behave in an out-of-control manner, such as fear effects and nausea. This does not include physical effects such as fatigue, and does not reduce any damage taken from concurrent effects.

Charge of the Righteous (Combat)

You charge toward undead, aberrants, and fiends with confidence in your righteous cause.

Prerequisites: Base attack bonus +1, any good alignment.

Benefit: You do not take a penalty to AC while charging undead, aberrations, and evil outsiders.

Normal: When you charge, you take a –2 penalty to AC until the start of your next turn.

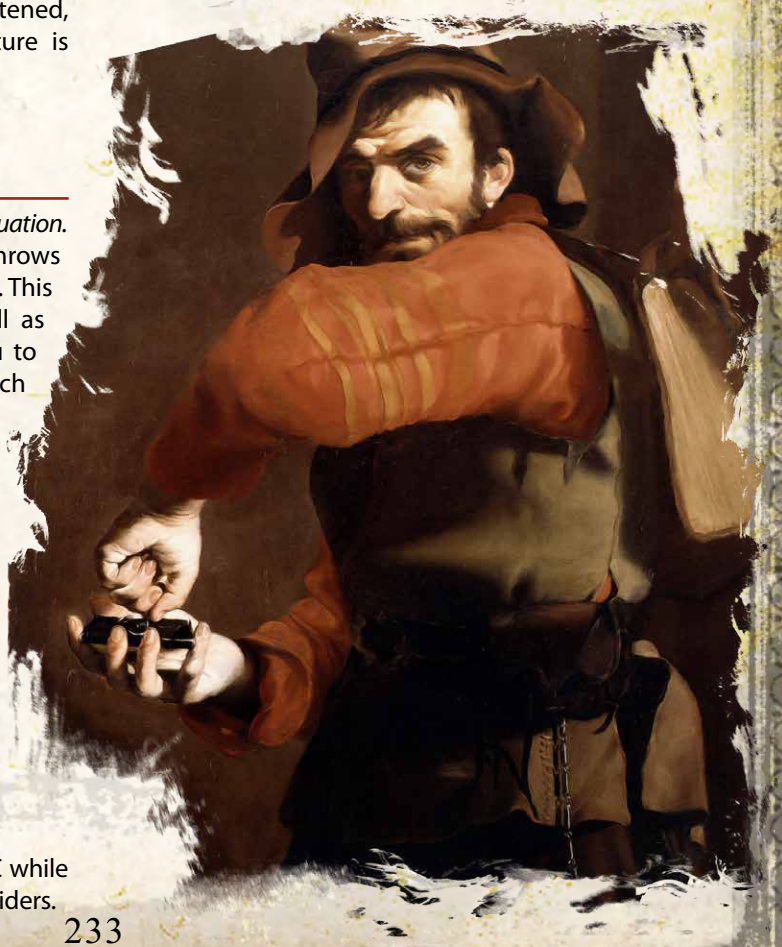
Cleansing Burst

Your channeled energy wards off disease.

Prerequisites: Able to cast remove disease or the ability to cure disease with a mercy, channel positive energy class feature.

Benefit: When you channel positive energy to harm or turn undead creatures, any undead creatures in the area lose the ability to cause disease with their melee and ranged attacks for 1d4+1 rounds. If an undead creature successfully saves against your channeled energy, this duration is reduced to 1 round for that creature. Immunity to positive energy negates this ability.

When you channel positive energy to heal living creatures, any living creatures in the area gain a +4 sacred bonus on saving throws against disease for 1d4+1 rounds. Creatures not healed by positive energy receive no benefit.



Circling Offense (Combat Teamwork)

You are skilled at approaching large foes with an ally in a way that makes it difficult for your foes to find an advantage against you or your ally.

Prerequisites: Dodge, Mobility, base attack bonus +3.

Benefit: You receive a +1 dodge bonus to your Armor Class against attacks of opportunity provoked by moving through a creature's reach, provided the creature is of a larger size category than you and provided at least one other ally with Circling Offense is within the creature's reach. If a creature that you're receiving this dodge bonus against attacks you and misses with the attack, it provokes attacks of opportunity from any of your allies who possess Circling Offense.

Courage in a Bottle

You show little fear while inebriated.

Prerequisite: Bravery class feature.

Benefit: While you are intoxicated, the bonus you gain from your bravery class feature increases by 2. If this increase grants you a total bonus of +6 or higher against fear effects, you become immune to fear instead.

Courage in Numbers (Teamwork)

Your allies give you courage when you face an enemy as one.

Prerequisite: Iron Will.

Benefit: You gain a +2 morale bonus on saves against fear for every ally within 10 feet who possesses this feat (maximum +8).

Covering Fire (Combat Teamwork)

You distract your enemies with ranged attacks to protect your allies.

Prerequisites: Point-Blank Shot.

Benefit: You can use the aid another action with a ranged attack against an opponent, regardless of whether the opponent threatens an ally. Range penalties apply to this attack roll. Choose one ally when making the attack. If the attack is successful, that ally gains a +2 bonus to AC against that opponent's next attack, as long as the attack comes before the beginning of your next turn. All allies with this feat also gain this bonus against that opponent.

Cruelty

The suffering of others compels you to greater cruelties.

Prerequisites: Evil alignment.

Benefit: Whenever you deal bleed damage to an opponent, cause an opponent to suffer a fear or pain effect, or reduce an opponent's hit points to 0 or fewer, you gain a +2 morale bonus on attack rolls and weapon damage rolls for 1 round.

Darting Retrieval (Combat Teamwork)

As your ally disarms a foe, you knock the disarmed item out of the way.

Prerequisites: Int 13, Combat Expertise, Improved Disarm.

Benefit: When an ally who also has this feat disarms an opponent and the disarmed item lands within your melee reach, as an immediate action you can move the disarmed item to another square within your melee reach. If you have at least one hand free and could carry the disarmed item, you can instead pick it up. Using this feat does not provoke an attack of opportunity.

Domain Mastery

You're so in tune with the One True God or a saint's granted domain that you can cast your domain spells more often.

Prerequisites: Favor class feature, Knowledge (religion) 5.

Benefit: You gain two more uses per day of the spell-like abilities granted by your chosen domain.

Eerie Sense

You have a knack for sniffing out undead.

Prerequisites: Ability to cast detect undead or detect evil as a spell or spell-like ability.

Benefit: At the beginning of your turn each round, if you are within 60 feet of an undead creature or a haunt, you get a chill down your spine and instinctively sense that something eerie is very near. This sense does not alert you to the direction of the undead or haunt. Anything that can block detect undead can likewise block this sense.

Extend The Bulwark (Combat Teamwork)

You can bolster a trained ally's defenses by interposing your own armored body.

Benefit: If you are wearing medium or heavy armor and are adjacent to an ally who also has this feat, as a free action, you may give your ally a circumstance bonus to her AC equal to half the armor bonus provided by your armor. This bonus lasts for 1 round. During this round, you gain no bonus to your AC from your armor.

Extra Construction

You know how to make your grotesque creatures better.

Prerequisite: Grotesque assistant class features

Benefit: Your grotesque assistant has 1 extra construction point. If you have the grotesque minion class feature, each grotesque minion has 1 extra construction point as well. Special: This feat can be taken once at 1st level, and again at 5th, 10th, 15th and 20th.

Extra Favor

Your efforts have earned you increased appreciation from your patron deity or saint.

Prerequisite: Favor class feature.

Benefit: You gain two more favor points when you prepare your spells each day.

Special: This feat may been chosen more than once. Its effects stack.

Extra Surgery

Your knowledge of anatomy has improved.

Prerequisite: Surgery pool class feature. **Benefit:** The maximum number of points your surgery pool can hold is increased by 2. **Special:** You can gain extra surgery multiple times. Its effects stack.

Fearless Discipline (Combat)

Your extensive training with fellow solders has bolstered you against fear.

Prerequisites: Con 13, Wisdom 13, character level 3rd.

Benefit: Any effect that would normally make you panicked instead makes you frightened. Any effect that would make you frightened instead makes you shaken. Any effect that would make you shaken has no effect on you. Note that you can still become increasingly frightened by multiple fear effects from different sources, but that each source is modified before it is applied to you. In addition, you gain a +2 bonus on any saving throw versus fear effects.

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.

Fiends Bane (Combat)

You have trained to avoid the attacks and effects employed by devils and other fiends and to combat them effectively.

Prerequisite: Knowledge (planes) 5 ranks.

Benefit: You gain a +1 bonus on attack and damage rolls against creatures with the evil outsider type. Additionally, you gain a +1 dodge bonus to your AC and a +1 bonus on saving throws against attacks and effects from evil outsiders. If you have at least 11 ranks in Knowledge (planes), these bonuses increase to +2. If you have at least 17 ranks in Knowledge (planes), these bonuses increase to +3.

Special: If you have outsider (evil) as a favored enemy, you can use your favored enemy bonus toward outsiders in place of the bonus granted by this feat if it's larger. These bonuses do not stack with those granted by other abilities that allow you to add your favored enemy bonus to AC or on saving throws.

Flagbearer (Combat)

When brandishing a flag adorned with the standard of an organization you owe allegiance to, you inspire nearby members of the same allegiance.

Prerequisites: Cha 15.

Benefit: As long as you hold your regiment, clan, house, or party's flag, members of that allegiance within 30 feet who can see the flag (including yourself) gain a +1 morale bonus on attack rolls, weapon damage rolls, and saving throws against fear and charm effects. You must hold the flag in one hand in order to grant this bonus. If the standard is taken by the enemy or destroyed, this bonus becomes a penalty, affecting all creatures that the bonus previously affected for 1 hour (or until you reclaim the lost flag).

Focused Discipline (Combat)

Familiarity with the military traditions of your homeland inspires uncommon valor in you.

Benefit: You gain a +2 bonus on all saving throws against fear effects. Whenever a fear effect targets you and fails to affect you (either because of a successful saving throw or because of immunity to fear), you gain a +2 morale bonus on attack rolls, weapon damage rolls, and CMB checks against the creature that attempted to use the fear effect on you for 1 round.

Friendly Fire Maneuvers (Combat Teamwork)

You and your teammates can anticipate one another's ranged attacks and stay out of each other's way.

Prerequisites: Point-Blank Shot, Precise Shot.

Benefit: Allies who also have this feat cannot provide soft cover to enemies, allowing you to make attacks of opportunity against an enemy even if those allies grant you soft cover against

that foe's attacks. If an ally who also has this feat casts a spell that targets the area you are in as it allows a Reflex saving throw to avoid the effect (such as fireball), you gain a +4 dodge bonus on that saving throw.

Got Your Back (Combat Teamwork)

You protect an ally from attacks he doesn't see coming.

Prerequisites: Int 13, Combat Expertise.

Benefit: If you successfully use the aid another action to give an ally who also has this feat a +2 bonus to AC against an opponent's next attack, the ally is also not considered flanked or flat-footed against that opponent until the beginning of your next turn.

Normal: You can use aid another to grant an ally a +2 bonus to AC against the next attack from an adjacent foe.

Gunsmithing

You know the secrets of repairing and restoring firearms.

Benefit: If you have access to a gunsmith's kit, you can create and restore firearms, craft bullets, and mix black powder for all types of firearms. See "Using & Crafting Firearms" in Chapter 5 for more on crafting firearms and ammunition.

Special: This version of the feat replaces the standard feat as presented in *Pathfinder Roleplaying Game: Ultimate Combat*.

Hands of Valor

Your touch staunches wounds and inspires great deeds.

Prerequisite: Lay on hands class feature.

Benefit: Once per day when you use lay on hands, you can also imbue that ally with valor. In addition to the normal effects of your lay on hands, the targeted ally gains a sacred bonus on attack rolls and on saves against fear effects equal to your Charisma bonus (minimum +1) for 1 minute.

Harder They Fall (Combat Teamwork)

You can work with an ally to move or knock over a foe that's too large for either of you to overcome alone.

Prerequisites: Str 13, Int 13, Combat Expertise, Power Attack.

Benefit: When you use aid another to grant an ally who also has this feat a +2 bonus on the attack roll for a bull rush or trip combat maneuver, the ally can attempt that maneuver even against foes two or more size categories larger than herself.

Harrying Partners (Combat Teamwork)

Your movements perfectly synchronize with your ally's to greater effect.

Prerequisites: Any teamwork feat, base attack bonus +6.

Benefit: When you successfully use the aid another action to improve the Armor Class or attack roll of an ally who also has this feat, the benefit from aid another lasts until the beginning of your next turn.

Normal: The bonus granted by aid another either grants your ally a +2 bonus on her next attack roll against an opponent or grants your ally a +2 bonus to AC against that opponent's next attack made before the beginning of your next turn.

Horrors Bane (Combat)

You have trained to avoid the attacks and effects employed by horrors and Old Ones and to combat them effectively.

Prerequisite: Knowledge (dungeoneering) 5 ranks.

Benefit: You gain a +1 bonus on attack and damage rolls against creatures with the aberration type. Additionally, you gain a +1 dodge bonus to your AC and a +1 bonus on saving throws against attacks and effects from aberrations. If you have at least 11 ranks in Knowledge (dungeoneering), these bonuses increase to +2. If you have at least 17 ranks in Knowledge (dungeoneering), these bonuses increase to +3.

Special: If you have aberration as a favored enemy, you can use your favored enemy bonus toward aberrations in place of the bonus granted by this feat if it's larger. These bonuses do not stack with those granted by other abilities that allow you to add your favored enemy bonus to AC or on saving throws.

Lost Svirfneblin (Combat Training)

Life on the surface has changed the svirfneblin, but some have either maintained natural combat skills or prepare for the day they hope to retake their homelands.

Prerequisite: Dex 11, Str 11, Svirfneblin.

Benefit: You gain the following abilities as if they were racial traits.

- *Foe to Old Ones:* Svirfneblin learned to survive in battle against the Spawn of the Old Ones in the Filth Reaches. Svirfneblin gain a +2 dodge bonus to Armor Class; this increases to a +4 bonus against aberrants and also gain a +2 racial bonus on combat maneuver checks made to grapple aberrants
- *Hatred:* Svirfneblin receive a +1 racial bonus on attack rolls against aberrants due to training against the Spawn of the Old Ones which forced them out of their homelands.

Normal: The svirfneblin as presented in the *Pathfinder Roleplaying Game: Advanced Races Guide* gain similar abilities normally at creation, but extended time away from life underground and the changes in foes from the setting, has changed the svirfneblin of Vathak.

Special: A svirfneblin character with this feat and either the Lost Svirfneblin Resilience or Lost Svirfneblin Skills feats increases their darkvision to 120 ft.

Lost Svirfneblin Resilience

Life on the surface has changed the svirfneblin, but some have either maintained natural resiliency or rediscovered it within themselves.

Prerequisite: Con 11, Dex 11, Wis 11, Svirfneblin.

Benefit: You change your lucky racial trait for fortunate racial trait and change your spell resistance racial trait to the one below.

- *Fortunate:* Svirfneblin gain a +2 racial bonus on all saving throws.
- *Spell Resistance:* Svirfneblin have SR equal to 11 + their class levels.

Normal: The svirfneblin as presented in the *Pathfinder Roleplaying Game: Advanced Races Guide* gain these two abilities normally at creation, but extended time away from life underground has changed the svirfneblin of Vathak.

Special: A svirfneblin character with this feat and either the Lost Svirfneblin Combat Training or Lost Svirfneblin Skills feats increases their darkvision to 120 ft.

Lost Svirfneblin Skills

Life on the surface has changed the svirfneblin, but some have either relearn lost skills or retain their ancient ways.

Prerequisite: Svirfneblin.

Benefit: You gain stonecunning (the dwarven racial trait) and change your skilled racial trait to the one below. Additionally, you gain Gnome as a language.

- *Skilled:* Svirfneblin gain a +2 racial bonus on Stealth checks; this improves to a +4 bonus underground. They gain a +2 racial bonus on Craft (alchemy) checks and Perception checks.
- *Stonecunning:* Svirfneblin receive a +2 racial bonus on Perception checks to potentially 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.

Normal: The svirfneblin as presented in the *Pathfinder Roleplaying Game: Advanced Races Guide* gain these two abilities normally at creation, but extended time away from life underground has changed the svirfneblin of Vathak.

Special: A svirfneblin character with this feat and either the Lost Svirfneblin Combat Training or Lost Svirfneblin Resilience feats increases their darkvision to 120 ft.

Open Up (Combat Teamwork)

You pull an opponent's shield, opening your foe up to an unobstructed attack by an ally.

Prerequisites: Int 13, Combat Expertise.

Benefit: When you successfully use the aid another action to improve the next attack roll against an opponent by an ally who also has this feat, then that attack also ignores any Armor Class bonus granted by the opponent's shield. This benefit affects only physical shields, not shield bonuses from spells or other sources.

Special: If both you and your ally also have the Harrying Partners teamwork feat, all of your ally's attacks made before your next turn ignore the opponent's Armor Class bonus from a shield.

Overwhelm (Combat Teamwork)

You can overwhelm large foes with sheer numbers.

Benefit: You are considered to be flanking an opponent if at least one ally who also has this feat is threatening that opponent and the opponent is at least two size categories larger than the larger of you or your ally, regardless of your actual positioning.

Normal: You must be positioned opposite an ally to flank an opponent.

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.

Proficient Reader

Performing a reading for others can be exhausting but you have the mental and spiritual fortitude needed to touch the strands of fate more often than most.

Prerequisite: Daily reading class ability

Benefit: You can use the daily reading class ability one additional time per day.

Psychological Distraction

You speak to an opponent with a mix of jargon and soothing tones to distract or redirect their attentions.

Prerequisites: Int 13, Profession (psychiatrist) 5 ranks

Benefit: Once per day, as a full-round action you may speak to a single target, forcing it to make a Will save (DC = 10 + ½ your character level, rounded down). If they fail, they gain the fascinated condition for 1d4 round. If they succeed, there is no effect, though some enemies may be angered and attack you exclusively. The target must share a language with you and have an Intelligence score of 3 or greater.

Rallying Blow

When you strike true in battle, you wash away allies' fear.

Prerequisites: Aura of courage class feature.

Benefit: When you confirm a critical hit against an enemy, any fear effect affecting allies within 30 feet is reduced by one step. Panicked becomes frightened, frightened becomes shaken, and shaken is removed. In addition, any ally suffering other effects from a failed save against a fear effect, such as the paralysis from a mummy's despair aura, receives a new save against the effect at the original DC.

Religious Obedience

Through special rites specific to the god, spirits, or other powerful beings you hold as sacred, you can gain special boons and benefits with daily ritual.

Prerequisites: Must faithfully follow the tenets of a specific deity or powerful being, and must possess 3 ranks in a specific skill as detailed in that deity's description.

Benefit: By performing a special ritual, known as an obedience, you gain the benefit of a special ability or bonus as indicated in the "Obedience" entry for your deity. Each deity has their own obedience ritual but none takes more than 1 hour per day to perform.

If you have at least 12 Hit Dice, you also gain the first boon granted by your religion upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the religion's second boon. If you have 20 Hit Dice or more, you also gain the deity's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

Various feats, class abilities, spells, or other effects may grant access to these boons at lower levels. If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.

Secret Language

(Teamwork)

You and your allies have worked out a complex set of codes and phrases that allow you to secretly pass information back and forth.

Prerequisites: Bluff 1 rank, Linguistics 1 rank, Sense Motive 1 rank.

Benefit: You gain a +5 circumstance bonus on Bluff checks made to pass secret messages to other characters that have this feat, and can communicate as much information as you could normally say in one round as a swift action.

Stick Together

(Combat Teamwork)

You stick close to your allies in combat.

Benefit: When an adjacent ally with this feat moves, you can move up to your speed as an immediate action, as long as your movement ends adjacent to that ally. If you do so, you are staggered on your next turn. This movement provokes attacks of opportunity as normal.

Stoic

You know from firsthand experience that life is a series of unforgiving trials, and that fear itself is something that can be conquered.

Prerequisite: Iron Will.

Benefit: You gain a +1 bonus on all saving throws against fear effects. If you successfully save against any fear effect, you are immune to further fear effects from that source for 24 hours.

Tandem Evasion

(Combat Teamwork)

You and your allies help each other evade deadly attacks.

Prerequisites: Dex 13, Dodge.

Benefit: When adjacent to an ally who also has this feat, you gain evasion against a dragon's breath weapon and tail sweep special attacks. If you already have evasion, you gain improved evasion instead.

Topple Foe

(Combat Teamwork)

You and your allies can work together to trip larger foes.

Prerequisites: Combat Expertise, Improved Trip.

Benefit: If you attempt to trip a foe that is larger than you, you gain a +1 bonus on your CMB check to trip the foe as long as an ally with Topple Foe is flanking the foe with you. If multiple allies with Topple Foe are flanking the foe with you, you gain an additional +2 bonus on your CMD check for each additional ally that's flanking the target. The bonuses granted by this feat stack with those granted by Improved Trip and Greater Trip. Each time you attempt to trip the same foe in consecutive rounds, the bonus granted to your trip attempt increases by +1 per ally, to a maximum bonus of +4 per flanking ally on the 4th round of consecutive trip attempts.

Undeaths Bane

(Combat)

You have trained to avoid the attacks and effects employed by undead and undying and to combat them effectively.

Prerequisite: Knowledge (religion) 5 ranks.

Benefit: You gain a +1 bonus on attack and damage rolls against creatures with the undead type. Additionally, you gain a +1 dodge bonus to your AC and a +1 bonus on saving throws against attacks and effects from undead. If you have at least 11 ranks in Knowledge (religion), these bonuses increase to +2. If you have at least 17 ranks in Knowledge (religion), these bonuses increase to +3.

Special: If you have undead as a favored enemy, you can use your favored enemy bonus toward undead in place of the bonus granted by this feat if it's larger. These bonuses do not stack with those granted by other abilities that allow you to add your favored enemy bonus to AC or on saving throws.

Versatile Reading

As a fortune-teller, you do not limit yourself to one single method of divination.

Prerequisites: Focus technique class ability

Choose a second focus technique. You may use either focus technique as an additional spell component when casting divination spells. You can use both focus techniques together to increase your effective caster level by +2 when casting divination spells but the time needed to cast the spell is multiplied by ten.

Volley Fire

(Combat Teamwork)

You have trained to work in ranks of archers to rain arrows down upon your foes.

Prerequisites: Point-Blank Shot.

Benefit: You gain a +1 bonus on ranged attack rolls for each ally with this feat who made a ranged attack since the end of your last turn against a target within 15 feet of your target, to a maximum of +4. These allies don't provide cover against your attacks.

Weekend Warrior

(Combat)

You aren't a trained soldier but you have learned how to drill like one.

Prerequisites: Base attack bonus +1

Benefit: You can join a drill with one or more soldiers as if you had the drilled teamwork soldier class ability. You can never receive the benefit of more than one teamwork feat by drilling, no matter your level, and your participation in the drill increases the length of the drill by 1 hour. If you have the Leadership feat you do not reduce the training time.

Welcome Pain

Your appreciation of pain grants you great stamina.

Prerequisites: Iron Will, worshiper of an evil god.

Benefit: Whenever you would be reduced to 0 or fewer hit points because of an ongoing or repeating damage effect (such as bleed), you may make a last-ditch effort to shed the condition. If you succeed at a DC 25 Will save, you ignore the damage that would reduce you to 0 or fewer hit points that turn. The DC of each subsequent save made in this manner increases by 1. In addition, spells or abilities that have the pain descriptor deal only half damage to you (if any).

Feats	Prerequisites	Benefits
Amateur Reader	—	Gain daily reading class ability
Bestow Hope	Improved Channel, channel positive energy class feature	When you heal a creature by channeling positive energy, you also relieve its fear
Calm Disposition	—	Gain +2 on saving throws affecting your composure
Charge of the Righteous*	Base attack bonus +1, any good alignment	No penalty to AC when charging against undead, aberrants, or fiends
Circling Offense*+	Dodge, Mobility, base attack bonus +3	Dodge bonus when moving though shared space
Cleansing Burst	Able to cast remove disease or the ability to cure disease with a mercy, channel positive energy class feature	Prevent undead from spreading disease with channel ability
Courage in a Bottle	Bravery class feature	Improve bonuses from bravery when inebriated
Courage in Numbers+	Iron Will	Gain +2 morale bonus against fear for every additional team member with this feat
Covering Fire*+	Point Blank Shot	Improved aid another with a ranged attack
Cruelty	Evil alignment	Gain a morale bonus by inflicting harm on others
Darting Retrieval*+	Int 13, Combat Expertise, Improved Disarm	Bonus to disarm enemies with allies
Domain Mastery	Favor class feature, Knowledge (religion) 5 ranks	Gain more chosen domain powers
Eerie Sense	Ability to cast detect undead or detect evil as a spell or spell-like ability	Automatic chance to detect undead and haunts
Extend the Bulwark*+	—	Give allies bonus to AC while wearing medium or heavy armor
Extra Construction	Grotesque Assistant class ability	Gain more construction points for your grotesque assistant and grotesque minions
Extra Favor	Favor class feature	Gain more favor points
Extra Surgery	Surgery pool class ability	Increase the maximum number of points your surgery pool can hold.
Fearless Discipline*	Con 13, Wisdom 13, character level 3rd	Reduce fear effects from continued exposure to horrors
Feign Death*	Con 13, Bluff 5 ranks	You can attempt to appear dead to enemies
Fiend's Bane*	Knowledge (planes) 5 ranks	Gain offensive and defensive bonuses against evil outsiders
Flagbearer*	Cha 15	Holding onto an allied standard you grant a bonus to allies within 30 feet
Focused Discipline*	—	Gain +2 vs. all fear effects.
Friendly Fire Maneuvers*+	Point Blank Shot, Precise Shot	Allies do not provide soft cover from ranged attacks
Got Your Back*+	Int 13, Combat Expertise	Aid another grants +2 bonus AC

Gunsmithing	—	May create, repair, and restore firearms.
Hands of Valor	Lay on hands class feature	Targets of your lay on hands gain a bonus to attacks and saves against fear effects
Harder They Fall	Str 13, Int 13, Combat Expertise, Power Attack	Aid another grants +2 bonus to bull rush or trip
Harrying Partners*+	Any teamwork feat, base attack bonus +6	Aid another lasts longer
Horror's Bane*	Knowledge (dungeoneering) 5 ranks	Gain offensive and defensive bonuses against aberrations
Lost Svirfneblin Combat Training	Dex 11, Str 11, Svirfneblin	You gain the Foe to Old Ones and Hatred racial traits
Lost Svirfneblin Resilience	Con 11, Dex 11, Wis 11, Svirfneblin	You gain alternate racial traits of Fortunate and increases SR
Lost Svirfneblin Skills	Svirfneblin	You gain the stonecunning racial trait and an alternate racial trait for increased Skilled
Open Up*+	Int 13, Combat Expertise	Aid another ignores enemy's shield bonus
Overwhelm*+	—	Flank larger opponents with ally
Plague Bearer	Con 15	You become immune to selected disease and may infect others
Proficient Reader	Daily reading class ability	Gain one extra use of daily reading
Psychological Distraction	Int 13, Profession (psychologist) 5 ranks	You can fascinate a single target with your words
Rallying Blow	Aura of courage	Reduce fear effects on allies with confirmed critical hit
Religious Obedience	Follow a religion, 3 ranks in a skill	Daily ritual grants obedience and boons
Secret Language+	Bluff 1 rank, Linguistics 1 rank, Sense Motive 1 rank	Gain +5 bonus on Bluff checks to pass secret messages
Stick Together *+	—	Move when adjacent allies move
Stoic	Iron Will	+1 bonus on all saving throws against fear effects
Tandem Evasion*+	Dex 13, Dodge	Adjacent allies gain evasion
Topple Foe*+	Combat Expertise, Improved Trip	Allies flanker larger foe grant bonus to trip attempts
Undeath's Bane*	Knowledge (religion) 5 ranks	Gain offensive and defensive bonuses against undead
Versatile Reading	Focus technique class ability	Gain additional focus technique
Volley Fire*+	Point Blank Shot	Gain bonus on ranged attack for each ally attacking
Weekend Warrior	Base attack bonus +1	Gain the drilled teamwork ability.
Welcome Pain	Iron Will	Whenever an ongoing, or repeating, damage effect would reduce you to 0 or fewer hit points, make a Will save to ignore the damage

* This is a combat feat and can be selected as a fighter bonus feat
+ This is a teamwork feat and can be selected as a tactician ability feat.

Equipment in Vathak

Chapter 6

Currency

Although people still barter in the remote areas of Vathak, the vast majority use vindari currency in trade and purchase. This isn't to say that both foreign and ancient currencies do not find their way into the local economy, in fact many money changers make a steady profit converting these coins and unclaimed treasures. Adventurers using foreign or old coins can expect to receive 75% of their value when exchanging with the moneychanger or bank. So, a player looking to exchange a 1,000 kinka from the island of Rosuto-Shima would only receive 750 krown (gold) in Vathak.

Common Denominations

The most basic currency of Vathak, and the one commonly used by peasants and the working class, the copper coin is used in day to day life and markets across the land. Called the kreo, these coins often depict various images of vindari leaders and saints of the Church of the One True God.

Adventurers and merchants have made the silver coin the most common currency in all of Vathak. Laborers and most businesses use silver (called a shiv) to buy goods and services. Vindari silver pieces are minted with the cross of the One True God. Unlike other coins, the romni mint their own silver which is widely accepted across Vathak. The romni silver depicts the image of the King of Thieves.

Gold pieces are used by wealthy merchants, experienced travellers, and members of the vindari government. Vathakians rarely use gold for everyday purchases, reserving it for transactions involving sums in excess of 1,000 silver pieces. Vindari gold (referred to as a krown) depicts the profile of Holy Emperor Ludwig Grigoria, the first vindari king of Vathak.

Platinum coins are rare in Vathak. They are often minted as square chips with a simple "Z" like symbol on their face. Known as a zargot, these platinum coins are almost only found in the treasure troves of the wealthiest nobles and the vaults of the Church of the One True God.

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 Vathak name for each coin in parenthesis.

Exchange Value

Coin Type	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

Tool Grade Weapons

The majority of Vathakians are peasants, and poor ones at that. You will not find them equipped with expensive weapons to hold back the horrors of the night. However, that does not mean they are not prepared to fight with what they have available.

Following is a list of every-day farm tools and household items typically found in the possession of a commoner and the weapon statistics that can be used to represent them. All tool grade weapons are considered simple weapons, and have the fragile descriptor.

Tool	Representative Weapon	Tool	Representative Weapon
Broken Bottle	*Dagger*	Pitchfork	*Trident*
Crowbar	*Mace, light*	Poker, Fireplace	*Shortspear*
Hatchet	*Handaxe*	Scythe	*Scythe*
Hoe	*Quarterstaff**	Shovel	*Quarterstaff**
Carving Knife	*Dagger*	Sickle	*Sickle*
Machete	*Scimitar*	Skillet	*Club*
Meat Cleaver	*Hand Axe*	Sledge Mallet	*Mace, heavy*

*These weapons do not receive the double weapon feature.

Weapons

Most weapons found in the *Pathfinder Roleplaying Game* can be used in **Shadows over Vathak** with no modification. To maintain the flavor of the setting, a sample of weapons is provided below for both ease of use and to act as a guide when choosing weapons from other products.

Each weapon listed in this section presents a common version, one typically found all over Vathak, as well as a specialized version that is most often a racial variant of that weapon. If you do not meet the racial requirements for the specialized version, it is considered exotic for the purpose of utilizing any special weapon features. Characters not proficient can still use the weapon treated as the common version.

Melee Weapons

Each section of melee weapons is broken into weapon categories for ease of use and reference. All weapons presented in the *Pathfinder Roleplaying Game* can be found in the ***Shadows over Vathak Campaign Setting***. The following weapon sections are formatted as;

Weapon Group

This description block gives some information on the most common type of weapon from that stated group used in Vathak.

Specific Weapon

Here we present a specific weapon from this group found in Vathak. These versions can be racial varieties, regional designs, or even just a version that seems to have risen to popularity.

Axes and Picks

Although all sorts of axes and picks exist in Vathak, the battle-axe is the most common. This weapon is generally a single-edged chopping weapon, and it may either have a half-moon shaped blade, a crescent blade, or flat-topped with a curving blade. Adapted from woodsman axes, the battle-axe is not the perfect weapon for combat, since its parrying surface is poor. Still, the battle-axe was a practical weapon, and it does most of its damage from the weight of the blade.

Executioner's Axe: The head and handle of this axe have been oversized to help with its singular purpose – beheading criminals. The added weight and larger bearded blade make use of it in combat risky because it may easily get damaged. When it gets a proper stroke however, few axes are as deadly.

Hatchet: More tool than weapon, hatchets have small blades that are better for working with wood than combat. Hatchets are also not as well constructed for combat and are prone to possibly breaking with use in battle.

Pickaxe: The pickaxe is a double-headed haft weapon with a pike spike opposite an axe blade. This combination makes it great as a weapon against both lightly armored and heavily armored opponents. The pickaxe can easily be used with one or two hands.

Stone Axe: Attaching a stone hand axe to a short haft adds more leverage to each stroke. Stone axes are mostly made for chopping down trees but could be wielded as weapons if needed.

Bhriota War Axe: A curved 3-foot blade mounted on a long wooden shaft, consisting or piecemealed chunks of metal and hooks bolted and fused together. The bhriota war axe can split a shield or helmet in two, or used as a hook to pull shields away to expose their target. You gain a +2 bonus to your CMB to sunder medium or heavy armor and shields with a bhriota war axe.

Weapon	Cost	Proficiency	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Executioner's axe	20 gp	2H Exotic	1d10	1d12	19-20, x3	—	15 lbs.	S	Deadly, fragile
Pickaxe	18 gp	1H Martial	1d4/1d6	1d6/1d8	x4/x3	—	7 lbs.	P or S	—
Stone axe	—	1H Simple	1d4	1d6	x2	—	4 lbs.	S	Fragile, Improvised
Bhriota War axe	18 gp	2H Simple	1d6	2d4	x4	—	12 lbs.	S	—

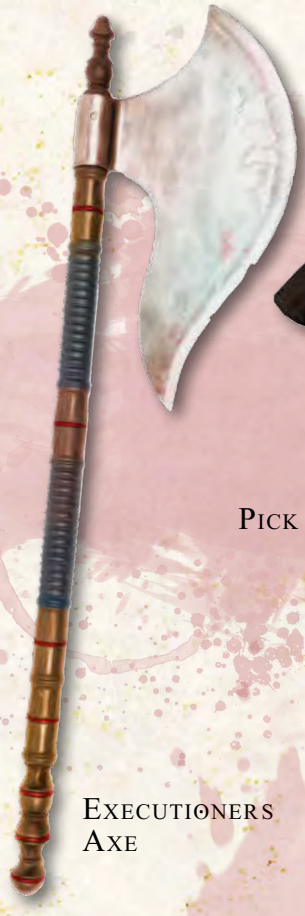
Clubs

Clubs are often used by those who want to subdue an enemy, instead of killing them. Many town guards, investigators, and even nobles use them for defensive measures. Clubs use a solid core of hardened wood, supplemented with durable metal.

Bhriota Club: More carefully crafted than a normal club, the fanged club is a flat length of wood with a carved handle, which makes it resemble a sword with a broad blade and no guard. The edge of the weapon is studded with either sharpened obsidian, other hard minerals or, more commonly, rows of teeth taken from a large animals or monsters.

Meat Club: A form of this weapon is used by various races of Vathak, including the bhriota, cambions, witch wolves, and the wretched. The basic design is a severed limb or a bundle of bones strapped together to form a thick, often decaying, club. Crude leather straps, chunks of ropes, and even barbed wire can be used to secure these items in a bundle. On a successful critical hit with this weapon, the target gains the sickened condition.

Weapon	Cost	Proficiency	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bhriota club	6 gp	1H Simple	1d6	1d8	x2	—	4 lbs	B and P	—
Greatclub	5 sp	2H Martial	1d8	1d10	x2	—	8 lbs	B	—
Meat club	—	1H Simple	1d4	1d6	x2	—	12 lbs.	B	Sickened



Executioners Axe

Hatchet

Pick Axe

Bhriota War Axe

Stone Axe

Meat Club

Great Club

Bhriota Club

Daggers and Knives

The knife was used primarily for skinning and cutting up kills after a hunt. In Vathak, knives tend to be straight, and are usually single-edged, although double-edged versions were not completely uncommon. The double-edged version is identical in statistics to the single edged version, although it's considered a dagger. Some knives had a curved hook at the tip of the blade, in order to aid in cutting sinews and separating bones. This has no benefit in combat, however.

Cambion Bone Shank: Crafted from "a surplus of bone" that often grows from the monstrous physiques of cambions, this weapon is relatively common wherever cambions dwell. Though they are usually made by a cambion from his own bone spur for self defense and survival, there are enough disgusting opportunists that seek cambions for "harvest". As a result, these shanks remain popular in dense population hubs.

Romni Dagger: Also known as the "thieves' blade," this short, double-curved dagger has no hilt but features a knuckle guard and can easily be used in either hand. A romni dagger provides a +2 bonus on any roll made to keep from being disarmed in combat.

Scalpel: Though not an especially effective weapon, this sharp tool has been used in a pinch by surgeons of all types to foil attacks. A scalpel can be used without the proper proficiency, but only scores a critical on a 20, and with a x2 multiplier.

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.

Weapon	Cost	Proficiency	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Cambion Bone Shank	—	1H Simple	1d3	1d4	x3	—	½ lb.	P	Fragile
Romni Dagger	5 gp	1H Exotic	1d3	1d4	19-20/x2	—	2 lbs.	P or S	—
Scalpel	10 gp	1H Exotic	1	1d2	18-20/x4	—	½ lb.	P and S	Fragile
Voltugrag	35 gp	1H Exotic	1d6	1d8	19-20/x2	—	6 lbs.	P or S	—

Flails and Whips

The grain flail consists of a long pole, a short thong of leather or length of chain, and then a shorter pole. This is used to beat grain off of the stalk, after the grain had been cut in the field. The usefulness of the flail as a war weapon gradually became obvious when farmers used the weapon for battering bhriota raiding parties at a distance.

Harvester of Souls: This exaggerated flail is a vindari tool for the public castigation of sinners and enemies of the church. It is larger than a heavy flail in every sense, and employs three heavy objects to strike at sinners until the executioner is satisfied, the sinner is dead, or both. These ostentatious weapons often have striking heads that have some religious significance, such as chunks of church bells or stylized brass statues of saints. Though not really meant for battle, there are larger monstrous creatures that covet these weapons for their outright brutality, symbolism, and the enjoyment of crushing crusaders with their own tools of castigation.

Weapon	Cost	Proficiency	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Harvester of Souls	115 gp	2H Exotic	1d8	2d8	x3	—	15 lbs.	B	Deadly
Heavy Flail	15 gp	2H Martial	1d8	1d10	19-20/x2	—	10 lbs.	B	
Morningstar	8 gp	1H Simple	1d6	1d8	x2	—	6 lbs.	B and P	

Harvester of Souls

Heavy Flail

Morningstar

Hammers and Maces

Hammers are a common tool amongst the peasants of Vathak, but the vindari soldier is often found equipped with a mace. There were a great variety of maces developed during the Great Cleansing. The mace became such a prominent symbol of both war and vindari authority that nobles began to fashion fancy maces for themselves as a sign of their dominion. These scepters were generally gilt light maces, and were rarely if ever used in combat. Maces came in a variety of styles, from those with a plain ball head to those with triangular jutting blades to those with spikes.

Dhampir Maul: Alternately known as a "bastard's hammer," the dhampir maul was not created by the half-vampire race but named after them because it is also a blending of two different things that have no reason being together. Little more than a huge metal hammer with a slot for a wooden spike to be pounded in (a standard action), this weapon is favored by vampire hunters because it gives some additional force behind a wooden stake. The wooden stake is prone to breaking, giving the weapon the fragile condition. If the wooden stake breaks, you can still wield the weapon as a large hammer.

Lord's Hammer: This great maul is a favored weapon of warriors closely tied to the Church of the One True God. Highly decorated, these large hammers have a heavy flat head one side, and an iron spike on the other. Guaranteed to bring any non-believer to their knees.

Spine Hammer, Bhriota: These massive weapons are favoured by the bhriota shaman and find much use in their hands. Constructed much like a standard warhammer, the striking surface of the weapon is lined with row after row of pyramidal spikes and is capable of ripping through skin as well as crushing bone.

Weapon	Cost	Proficiency	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Dhampir maul	30 gp	2H Exotic	1d6	2d6	x3	—	12 lbs.	P or B	Fragile, see text
Lord's hammer	60 gp	2H Exotic	1d10	1d12	x2	10 ft.	15 lbs.	P or B	Reach, trip
Mace, light	5 gp	1H Simple	1d4	1d6	x2	—	4 lbs.	B	—
Bhriota spine hammer	12 gp	1H Martial	1d6	1d8	x2	—	8 lbs.	B and S	—

Polearms and Poleaxes

Polearms and poleaxes are the weapon of choice for many organized armies and attack groups. These long hafted weapons are especially useful for keeping supernatural forces at bay, and see heavy use in the conflict against the spawn. On the other hand, they do get used against mortal forces with regularity.

Bardiche: The most common polearm in Vathak, this is standard-issue in the vindari military. The crescent axe blade 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.

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. You gain a +2 bonus on combat maneuver checks to sunder medium or heavy armor with a bec de corbin.

Cthuqua 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.

Spetum: Whether descended from the trident or the pitchfork, the spetum is a surprisingly common tri-bladed reach polearm amongst soldiers. Excellent for setting against charges, spetum ranks are very common in the vindari army, especially when fighting the Spawn of the Old Ones.

Weapon	Cost	Proficiency	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bardiche	13 gp	2H Martial	1d8	1d10	19-20/x2	—	10 lbs.	S	Brace, reach, see text
Bec-de-corbin	15 gp	2H Martial	1d8	1d10	x3	—	12 lbs.	B or P	Brace, reach, see text
Cthuqua lance	12 gp	2H Martial	1d6	1d8	x3	—	10 lbs.	P	reach
Spetum	12 gp	2H Martial	1d8	1d10	x3	10 ft.	10 lbs.	P	Brace, reach

Spears and Lances

Spears are one of the easiest weapons to produce and are found among farmers and soldiers alike. The simplicity and effectiveness of this weapon ensures that it is common. Many specialized spears have been crafted by numerous groups and regions.

Angon: The steel head of this javelin is barbed, making it difficult and painful to remove once it has hit a target. Bhriota often craft angons with bone heads that break off in wounds. A bhriota bone angon has the fragile quality. Critical hits and attacks that exceed the target's AC by 5 or more cause 1 point of bleed damage per round until it is stopped with a DC 15 Heal check or any form of magical healing. An angon's bleed damage does not stack with any other bleed effects.

Harpoon: Used by whalers, this barbed spear is designed to stick in the target and has a hooped butt that enables it to be tethered to a rope. It is suitable for both melee and throwing. On a successful critical hit the harpoon impales the target, lodging in their body (at the GM's discretion certain blubbery creatures may be impaled on a normal hit that beats the AC by 5 or more). A DC 15 Escape Artist check dislodges the harpoon—as can a DC 15 Strength check, although this method inflicts damage on the target as described below. As a standard action the harpoon's wielder can yank the tethering rope or twist the weapon's haft, automatically causing normal weapon damage to the target. If the harpoon is tethered, it prevents the target from moving further than the rope's length. If within their drag weight; the wielder can also pull the target toward them using the drag combat maneuver.

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 or holy water) into the target. Refilling a syringe spear takes 1 minute.

Trident: While not strictly related to the javelin, the use of a trident is similar in a number of ways. The most significant difference is the multi-headed shank at the fore of the trident which reduces the weapon's range significantly.

Weapon	Cost	Proficiency	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Angon	10 gp	2H Exotic	1d6	1d8	x2	30 ft.	3 lbs.	P	see text
Harpoon	15 gp	2H Exotic	1d6	2d4	x3	20 ft.	9 lbs.	P	see text
Bhriota needle spear	25 gp	2H Martial	1d6	1d8	x3	20 ft.	6 lbs.	P	brace, see text
Trident	15 gp	2H Martial	1d6	1d8	x2	10 ft.	4 lbs.	P	brace

Swords

Potent and dangerous blades, these weapons are used by Vathakians of all ages, and are more common on the battlefield than in villages. In Vathak tradition, swords are passed down from parent to child. A well-kept blade can last generations, seeing many battles in many hands. Most of these blades are inlaid with runes, religious symbols, or family crests. In addition to the weapons on this list, Vathak conflict has seen the regular use of standard short, long, and two-handed great swords.

Romni Crescent Sword: The romni crescent sword is a modern version of an ancient romni weapon, called the horse cleaver. With its arched blade and closed handled design, this sword excels at slashing opponents that get in the way.

Bhriota Serrated Bone Cutlass: Fashioned from the leg bones of a fallen foe, the serrated bone cutlass is treated with various alchemical mixtures to give it a ragged, terribly sharp edge. The serrated bone cutlass is a fast, dangerous weapon that tears through flesh more than it cuts.

Vindari Hellraiser: Often bestowed to soldiers as a mark of honor, this sword features a 4 foot blade attached to a 3 foot decorative metal handle. The thin blade is extremely durable and offers the ability to deal with enemies at a distance.

Weapon	Cost	Proficiency	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Romni Crescent Sword	15 gp	1H Martial	1d4	1d6	19-20/x2	—	4 lbs.	S	—
Bhriota serrated bone cutlass	15 gp	1H Martial	1d4	1d6	18-20/x2	—	2 lbs.	S	fragile
Short Sword	10 gp	1H Martial	1d4	1d6	19-20/x2	—	2 lbs.	P	—
Vindari Hellraiser	70 gp	2H Exotic	1d6	2d4	18-20/x2	—	6 lbs.	P or S	deadly

Vindari Hellraiser

Bhriota Serrated Bone Cutlass

Romni Crescent Sword

Short Sword

New Special Weapon Qualities

Serrated: You can add the serrated feature to any slashing weapon. The size of the weapon determines the effect. Medium weapons add +1 slashing damage, and heavy weapons add +2 slashing damage. This extra damage is not multiplied on a critical hit. Serrated weapons offer the wielder a +1 circumstance bonus on intimidate checks if the weapon is held. Small weapons do not gain a damage bonus, but do benefit from the intimidation bonus. Stylizing a weapon with the serrated feature increases the base cost of the weapon by 50%.

Ranged Weapons

Vathak sees the use of many ranged weapons, including long, short bows, slings, and standard crossbows. However, the peoples of Vathak have also devised many specialized ranged weapons either meant to wage war on their fellow man, or to fight the horrible creatures that stalk the land.

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

Bhriota Blowgun: 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.

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.

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.

Bhriota Dart: This is the ammunition needed for the bhriota blowguns. Usually hand crafted, often from bone, these darts come in bundles of 10.

Romni Needles: 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.

Bhriota Spine Darts: These thin lengths of black steel are covered in folded down spines and topped with a razor sharp needle. 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). Using these needles in a standard Bhriota blowgun reduces the effective range by half. The listed price is for a clutch of five needles.

Weapon	Cost	Proficiency	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Bladed net	50 gp	2H Exotic	1d4	1d6	—	10 ft.	10 lbs.	P	see text
Bhriota blowgun	2 gp	1H Simple	1d2	1d4	x2	20 ft.	1 lb.	P	—
Crossbow, siege	250 gp	2H Exotic	2d6	2d8	19-20/x2	150 ft	—	—	—
Crossbow, sniper's	350 gp	2H Martial	1d8	1d10	19-20/x2	80 ft.	7 lbs.	P	--
Bhriota dart	1 gp	—	—	—	—	—	0.1 lbs.	—	—
Romni needles	1 gp	1H Exotic	1	1	x2	10 ft.	—	P	Bleed
Bhriota spine darts	5 gp	—	1	1d3	x4	10 ft.	—	P	see text

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.

Armored Vest: The armored vest was invented to counter the rising prevalence of firearms. Constructed with ballistics in mind, this vest can help to mitigate bullet wounds. When worn alone, it may be somewhat concealed with heavy clothing. It also reduces the effective range increment firearm attacks are resolved as a touch attack by one range increment (minimum 5 ft.). The armored vest similarly reduces the effective range increment by two when worn with medium armor, and it reduces 3 range increments when paired with heavy armor. When worn with any armor, you are considered to be wearing armor of one category higher. For instance, light becomes medium, medium becomes heavy, while those wearing heavy armor are not significantly affected outside of normal encumbrance rules. The armor bonus from the armored vest does not stack with any other armor, but armor check penalties do stack.

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 light for its size. 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. Stealth checks attempted by a creature wearing this armor suffer double the standard armor check penalty. Bone armor has the fragile armor quality.

Double Mail: Double mail is chain armor made from links that are twice as heavy as regular mail and fastened with two rivets instead of just one. The result is considerably more bulky and more protective than regular chain armor.

Night Leather Armor: Crafted by dhampir, night leather armor is ink-black and made with leather and alchemically treated thread. The material used for this armor is supple, and appears to absorb light. This grants the wearer a +2 circumstance bonus to Stealth checks. This armor is easily concealed under clothing. Though it may also be worn with medium or heavy armor, only the better of the two armors confers any benefit.

Mummified Armor: Cambions 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.

Armored Vest

Double Mail

Light Armor	Cost	Armor/ Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft. - 20 ft.		Weight
Armored vest	200 gp	+1	—	-1	10%	30 ft.	20ft.	15 lbs.
Mummified armor	5 gp	+2	+8	0	10 %	30 ft.	20 ft.	10 lbs.
Leather armor	10 gp	+2	+6	0	10%	30 ft.	20 ft.	15 lbs.
Night leather armor	110 gp	+2	+6	0	10 %	30 ft.	20 ft.	15 lbs.
Chain shirt	100 gp	+4	+4	-2	20%	30 ft.	20 ft.	25 lbs.

Medium Armor	Cost	Armor/ Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft. - 20 ft.		Weight
Hide	15 gp	+4	+4	-3	20%	20 ft.	15 ft.	25 lbs.
Chain mail	150 gp	+6	+2	-5	30%	20 ft.	15 ft.	40 lbs.
Breastplate	200 gp	+6	+3	-4	25%	20 ft.	15 ft.	30 lbs.

Heavy Armor	Cost	Armor/ Shield Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed 30 ft. - 20 ft.		Weight
Blackened bone armor	450 gp	+7	+2	-5	35%	20 ft.	15 ft.	35 lbs.
Double mail	600 gp	+8	+1	-6	35%	20 ft.	15 ft	50 lbs

Night Leather Armor

Blackened Bone Armor

Mummified Armor

Adventuring Gear

Beyond armor and weapons, a character can carry a whole variety of gear, from rations (to sustain them on long travels) to rope (which is useful in countless circumstances).

Item	Cost	Weight
Academic Kit	40 gp	4-1/2 lbs.
Ancestor Chains	3 gp	5 lbs.
Bhriota Skull Mask	12 gp	4 lbs.
Bhriota War Paint Kit	150 gp	—
Book of the Vindari	315 gp	22 lbs.
Cultist Kit	40 gp	12 lbs.
Darkfire Stick	25 gp	1/2 lb.
Dhampir Holy Candle	30 gp	1/2 lb.
Dhampir Neck Guard	10 gp	1/4 lb.
Dhampir Shadowsilk Robe	35 gp	4 lbs.
Disciple Kit	113 gp	50 lbs.
Exorcism Kit	950 gp	44 lbs.
Filth Bomb	1 gp	½ lb.
Fortune Teller's Deck, Common	1 gp	1/2 lb.
Fortune Teller's Deck, Quality	25 gp	1 lb.
Fortune Teller's Deck, Masterwork	50 gp	1 lb.
Fortune Teller's Kit	99 gp	70 lbs.
Ghost Hunter's Kit	670 gp	22 lbs.
Gravedigger's Kit	265 gp	22 lbs.
Medic Wagon	1000 gp	500 lbs.
Plaguemask	1 gp	2 lbs.
Portable Tea Set	25 gp	5 lbs.
Potion Bandolier	15 gp	2 lbs.
Reanimator's Kit	44 gp	35 lbs.
Romni Playing Cards	2 gp	—
Saint's Medallion	10 gp	1/2 lb.
Seance Kit	290 gp	12 lbs.
Shackle Ring	5 cp	—
Soldier's Kit	33 gp	60 lbs.
Tea	4-8 cp	1 lb.
Undeath Aid Kit	500 gp	½ lb.
Vampire Slayer's Kit	500 gp	8 lbs.
Woolen Mantle	20 gp	4 lbs.

Common Tools and Skill Kits

Academic Kit

This leather satchel includes all the necessities a researcher needs to explore old libraries, decipher text, and construct tomes of knowledge. The kit contains two vials of ink, two inkpens, 10 sheets of paper, two blank journals, and a scroll case.

Price 40 gp; **Weight** 5 lbs.

Ancestor Chains

These chains are made from interconnected links of finely carved gemstones. Svirfneblin carve the names of their ancestors on the links as a reminder to honor the dead. While they are commonly crafted from quartz, these chains can also be made from other gemstones.

Price 3 gp; **Weight** 10 lbs.

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. Consulting this text grants a +2 circumstance bonus to Knowledge checks related to the history and culture of the vindari.

Price 315 gp; **Weight** 22 lbs.

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. A wearer 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.

Price 12 gp; **Weight** 4 lbs.

Bhriota War Paint Kit

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 alchemical 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 penalty to its Wisdom score for as long as the paint is worn and becomes fatigued once it is removed or the duration of its effect expires. The fatigued condition lasts until the user rests for 8 hours. A bhriota war paint kit comes with enough paint for 2 applications.

Price 150 gp; **Weight** —

Cultist Kit

A strange necessity among various cultures, this kit provides all the necessities for preparing and carrying out a sacrifice. The only thing this kit does not provide are strange and explicit reagents or religious requirements for sacrifices, such as expensive components or foci. As such, it contains one athame (or knife of choice), a bowl for collecting various fluids, common incense, candles, rope, a small altar or statue of relevant significance, and appropriate clothing (usually robes).

Price 40 gp; **Weight** 12 lbs.

Darkfire Stick

These four-inch-long metal rods are manufactured by creatures that possess darkvison 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.

Price 25 gp; **Weight** 1/2 lb.

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 diluted 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.
Price 150 gp; **Weight** ½ lb.

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.
Price 10 gp; **Weight** ¼ lb.

Dhampir Shadowsilk Robe

Since rattling scroll cases and pouches full of items are not especially quiet, shadowsilk robes are constructed to silence these little give-aways. 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.
Price 35 gp; **Weight** 4 lbs.

Disciple Kit

Always ready to further the needs of their faith, a disciple is likely to have the necessities for growing and tending the flock. This kit contains a backpack, a bedroll, 10 candles, flint and steel, a holy book, 2 flasks of holy water, vestments, a holy symbol, an iron pot, a medallion representing the appropriate saint, a mess kit, rope, soap, a spell component pouch, torches (10), trail rations (5 days), and a waterskin.
Price 113 gp; **Weight** 50 lbs.

Exorcism Kit

This reinforced wooden box bears the symbol of the One True God. The kit contains 1 dose of abjurant salt[UE]; 3 vials of holy water, and a pouch of silver dust worth 25 gp, which is a material component of the *consecrate* spell. An exorcism kit also counts as an altar for the purposes of determining bonuses and penalties for the *consecrate* spell.

Price 950 gp; **Weight** 44 lbs.

Filth Bomb

These fragile bladders contain a mixture of stagnant, foul-smelling water. Cambions often make these items as a defensive tool to confuse creatures that prey upon them deep underground or in the wilds. This stench 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. As the stench is so overwhelming, predators caught within its splash radius have their scent abilities negated.

Price 1 gp; **Weight** ½ lb.

Fortune-tellers Deck

This deck of illustrated cards is used by those in tune with the spirit world to predict the future—and by charlatans to take money from the gullible. A common deck only has simple drawings on simple wooden plaques. A quality fortune-teller's deck usually consists of wooden plaques with painted color images; it is suitable as a focus for the *augury* spell, and provides a +1 circumstance bonus on Profession (fortune-teller), Profession (medium), and similar Profession checks. A masterwork fortune-teller's deck may be wood, ivory, or even metal, with painted or carved images, and is often highlighted with gold inlays or tiny gems; it has all the benefits of a quality deck, except it provides a +2 circumstance bonus on the listed skill checks.

Type	Price	Weight
Common	1 gp	½ lb.
Quality	25 gp	1lb.
Masterwork	50 gp	1 lb.

Fortune-Tellers Kit

This pack contains the bare essentials for a fortune-teller to ply their trade at home or abroad. This kit contains a backpack, a bedroll, 10 candles, quality fortune-teller's deck, flint and steel, ink, an ink pen, a hooded lantern, a small mirror, three traveler's outfits, one entertainer's outfit, an iron pot, a pouch belt, 2 days of trail rations, 50 ft of rope, an empty sack, a tent, and a waterskin.

Price 99 gp; **Weight** 70 lbs.

Ghost Hunters Kit

This sturdy satchel is the quintessential toolkit for detecting ghosts and sending them to their final slumber. This kit includes 10 candles, three flasks of holy water, one potion of *lesser restoration*, a crowbar, a folding shovel[UE], four sunrods, one spiritbane spike, and a wooden holy symbol of the One True God.

Price 670 gp; **Weight** 22 lbs.

Gravediggers Kit

This kit provides all the tools necessary to seal a coffin or other burial container and ensure that it stays closed. It includes 20 feet of chain, a good lock, 1 dose of alchemical cement[UE], a folding shovel[UE], a stubborn nail[UE], and a leather-bound copy of the *Book of the Dead*.

Price 265 gp; **Weight** 22 lbs.

Medic Wagon

This kit for a wagon provides all the equipment needed to care for up to 10 sick or injured people at a time. It includes two large tents, 10 cots with bedrolls, a sturdy table, a chirurgeon's kit, and five healer's kits. It grants anyone using it a +2 bonus on Heal checks to provide first aid, can be used to treat deadly wounds with a single use of

a healer's kit instead of two, and doubles the rate at which patients recover in long-term care.

Price 1,000 gp; **Weight** 500 lbs.

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 ghast's stench). The wearer suffers a –4 circumstance penalty to Perception checks and cannot use the scent ability.

Price 75 gp; **Weight** 2 lbs.

Portable Tea Set

This tea set is a useful kit for tea enthusiasts and cultural tea drinkers across Vathak. Often used in tea ceremonies and rituals, this kit contains everything necessary to brew and enjoy tea, short of a heat source. Fancier versions exist, but the base tea set is nonetheless a commodity among many of Vathak's cultures. Some caravans and travelers believe it bad luck to be without one.

Price 25 gp**; Weight** 5 lbs.

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.

Price 15 gp**; Weight** 2 lbs.

Reanimator Kit

A reanimator's kit holds all the strange but necessary components and tools needed to work their bizarre craft. This kit contains a alchemy crafting kit[APG], a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkpen, an iron pot, flasks (5), a mess kit, rope, a shovel, soap, torches (10), trail rations (5 days), and a waterskin. The kit does not contain a formula book because a reanimator begins play with a formula book and does not need to purchase one.

Price 44 gp; **Weight** 35 lbs.

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.

Price 1 gp; **Weight** --

Saints Medallion

This medallion depicts a specific saint, and must pass rigorous standards established by The Church. These medallions are popular among ardent worshippers, and essential to those that have dedicated their lives to a specific saint.

Price 10 gp; **Weight** ½ lb.

Seance Kit

This stained mahogany box contains tools that aid in contacting supernatural beings either as part of an act or a genuine ritual. This kit includes a nonmagical spirit planchette set (treat as a board game[UE] worth 25 gp), 10 candles, 10 candlesticks[UE], one entertainer's outfit, one harrow deck[UE], one magnet[UE], 10 sticks of incense, one scroll of *augury*, and two scrolls of *prestidigitation*.

Price 290 gp; **Weight** 12 lbs.

Shackle Ring

A square ring normally worn by followers of the One True God on the thumb of their left hand. Each side is stamped with one of the Four Words of the Faith. The faithful turn the ring as they recite the Chant of the Four Words of Faith, touching each individual Word as the verse dedicated to it is spoken. Though most shackle rings are inexpensive and made of wood, more elaborate materials and adorned rings are known to be made for those wishing to express the full extent of their dedication to the church.

Price 2 copper; **Weight** --

Soldiers Kit

Essential for a marching soldier, this kit contains everything needed to maintain a baseline of operational readiness in the battlefield. Included in the kit are a backpack, a bedroll, a compass, flint and steel, a hatchet, an iron pot, a large spade, a woolen mantle, 2 days of trail rations, 50 ft of rope, an empty sack, a tent, a waterskin, and a whetstone.

Price 33 gp; **Weight** 60 lbs.

Tea

A common commodity in nearly all cultures, tea can supplement many meals and even cultural rituals. Though the varieties are abundant, a majority of Vathak enjoys a relatively common tea that is hardy and grows in nearly any climate.

Price 4-8 cp**; Weight** 1 lb.

Undeath Aid Kit

This small leather satchel contains various alchemical remedies that treat common maladies caused by exposure to undead. An undeath aid kit contains 1 dose of each of the following alchemical remedies: antiplague[UE], antitoxin, padzahr[UE], soul stimulant[UE], and twitch tonic[UE].

Price 500 gp; **Weight** 1/2 lb.

Vampire Slayers 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.

Price 500 gp; **Weight** 8 lbs.

Woolen Mantle

This is a thick cloak meant to be worn in harsh weather. It can be standard issue to help soldiers keep warm and dry, but in practice it is worn more often by officers, as well as adventurers and travelers. This mantle is meant to protect gear from getting wet, and can be very handy for anyone carrying gunpowder. It also confers a +1 circumstance bonus to any Fortitude saves against cold weather.

Price 20 gp; **Weight** 4 lbs.

Animals and Mounts

Horses are a necessity for many of the societies in Vathak, and have been bred for many purposes. Here are a small sampling of horses that one may find in Vathak, and details on the roles that they fill. Apart from the ones presented here, Vathak has many other equines such as donkeys and ponies that fill their usual roles.

Vindari Horse

The vindari make great use of large horses that are regularly used to carry full mounted cavalrymen and kit. Due to the extreme nature of Vathak and the warlike nature of the vindari, their horses are bred for battle and obedience. A vindari horse gains the advanced simple template. In addition, it also gains a bite attack that inflicts 1d4 damage, and its hoof damage increases to 1d6. Most vindari horses are by default trained for combat.

Romni (Riding) Horse

Romni riders are well renowned for their excellent riding abilities and close bonds to their horses, and some of that praise can be attributed to their excellent horses. A romni horse is a swift, but stout, animal that is not afraid to enter a fray, and shows an amazing loyalty for his rider, especially in cases where rider and horse are raised side by side. A romni horse has the following adjustments to the statistics of a standard horse: -2 Strength, +4 to Acrobatics (in difficult terrain only). Romni riding horses can be specifically trained for combat with the Handle Animal skill.

Romni (Wagon) Horse

Romni wagoneers are as prevalent and storied as romni riders, and their horses are likewise specialized. Needing steadfast and powerful horses, a romni wagon horse is bred to be even more docile and hard working than most. A romni wagon horse gains the advanced simple template, but is resistant to be trained for combat. A GM might rule that they simply cannot be trained, but if allowed, double the time and add +10 to the Handle Animal check necessary to train wagon horse in combat.

Item	Price	Weight
Feed (per day)	5cp	10 lbs.
Horse, Vindari	300 gp	--
Horse, Romni (Riding)	85 gp	--
Horse, Romni (Riding, Combat Trained)	120 gp	--
Horse, Romni (Wagon)	200 gp	--

Entertainment and Trade Goods

For the people of Vathak, dread and doom might be a part of the daily struggle, but even they manage to find the time to relax and sooth their jangled nerves. In fact, it might be all the more important to find occasional recreation to ease the loss of sanity. The following examples are only a sample of the entertainment available to the people of Vathak, and in some cases are more readily available in larger cities than in hamlets or even tribal areas.

Event Tickets

This listing is a catch all that covers everything from sideshows to operas, and everything in between. Even smaller villages are likely to have a venue for shows, even if it is a platform in the middle of town square. Some of the activities that fall under this heading require specific attire.

Price 5 cp-10 gp

Festival Entertainment

A festival game can be any event at a festival that depend on chance or skill to either win a prize or prove your prowess, such as a ring toss or a strength tester. This also includes non-game events, such as a kissing booth or entry into a freak show. The price listed is for events in large venues, but smaller towns and festivals may even sell several tickets to these events for the price of a single copper.

Price 1-2 cp

Festival Good

Festivals are a time for celebration, but also tend to coincide with harvests or through crafting circles organizing to sell their wares. A festival good can be include art, furniture, housewares, or just about anything that one would imagine for sale at an open market.

Price 1-5 cp

Bathhouse

When a centralized population center grows large enough, the need for a bathhouse will become apparent. Bathhouses can include various amenities or variations, including sweat rooms and heated water, when available. Where they exist, the bathhouse tends to be a social hub for whatever strata of society frequenting it. It should be noted that the primary difference between a public and private bath is in their respective exclusivity.

Price 1 cp (public) 1 sp (private)

Brothel Visit

A necessity in many population centers, a brothel will inevitably find itself as part of just about any community. A brothel serves the carnal needs of its community, but can also be an unfortunate hub of various diseases, depending on how selective and expensive they are. Most brothels tend to operate unmolested as open secrets within a given neighborhood, and are often a source of revenue via bribery regardless of its legal status. The quality of brothels is such that they can exist either as a crude room in the back of a bar, a fancy villa resort, and everything in between.

Price 1 sp (poor), 5 sp (upscale), 2 gp (noble)

Trade Goods

Animals

Animals are essential to life in Vathak, regardless of culture or nationality. From wool producing sheep to guard llamas, animals represent the livelihood of the people, as well as a source of basic goods for the masses. Animals are still plentiful in these times of woe, but prices are likely to go up as the dark shadow of war looms.

Drink

More than ever before, the people of Vathak, rich and poor alike, turn to heady beverages to drown their sorrows, with cheap alcohols and fine wines acting as excellent commodities. Additionally, water is often feared to be tainted, and most trust alcohol over straight well water.

Food

Basic food items have begun to become scarce in these tumultuous times, as conflicts and tensions rise, and authorities begin to hoard and restrict access to food, both out of greed and desperation. The price of food has not yet reached an untenable level, but may soon be the catalyst for revolts and civil war.

Raw Materials

Another industry hit hard by the recent conflicts, raw materials have been earmarked for the construction of defensive walls, to outfit armies, and to maintain the needs of large cities. This has left the smaller settlements with little more than scraps, and not a small amount of resentment.

Service	Price
Event Tickets	5 cp-10 gp
Festival Entertainment	1 cp
Festival Good	1-5 cp
Bathhouse (public)	1 cp
Bathhouse (private)	5 sp
Brothel Visit (poor)	1 sp
Brothel Visit (upscale)	5 sp
Brothel Visit (noble)	2 gp

Service	Price
Alcohol, cheap (1 gallon)	3 cp
Bighorn Sheep, livestock	20 gp
Cloth, low quality (1 sq ft)	5 cp
Cloth, high quality (1 sq ft)	3-10 gp
Fruit, fresh (1 lb.)	6 cp
Fruit, dry (1 lb.)	3 cp
Grains (1 lb.)	1-6 cp
Glass (1 lb.)	1 gp
Iron (1 lb.)	3 sp
Llama, livestock	10 gp
Llama, trained	35 gp
Long Haired Cow livestock	14 gp
Long Haired Cow milking	20 gp
Lumber, junk (1 lb.)	2 cp
Lumber, quality (1 lb.)	4 cp
Meat, game (1 lb.)	3 cp
Spices, common (1 lb.)	5 sp
Spices, rare (1 lb.)	2-15 gp
Stone, masonry (1 lb.)	5 cp
Wine (1 bottle)	4 cp - 1 gp
Yak (livestock)	12 gp

Spices

The price spices is largely unchanged, though shipments are less protected than ever, due to the perceived value of other goods increasing. Some bandits and outlaws have considered striking at large and suddenly unprotected spice caravans, but prospects for such heists seem to be in poor taste, to say nothing of the difficulty of fencing spices in these harsh times.

Lodging and Services

Cartographer

Cartography is difficult in the lands that comprise Vathak. Cartographers are a rare breed, but are lauded as pioneers and adventurers that brave the haunted wilderness. The most famous are regarded well in all aspects of society, while the least famous are considered expendable doodlers until such a time that they prove themselves. Regardless of these differences, a good map is valued by all, no matter the source.

Price 10-10,000 gp per map

Doctor

Doctors are rare and sought after in these days of disaster, driving many to cobble together a fundamental understanding of medicine out desperation or greed. Genuine doctors can be a godsend for a community, but are often overworked, and expose themselves to numerous dangers. As such, a quality doctor may charge tenfold for a house call, or refuse to do them at all (especially at night). Meanwhile, a questionable doctor is eager to make house calls at 2-3 times the listed price. A quality doctor is a 4th-level expert with a total of a +8 bonus to Heal checks, as well as two other Knowledge skills. A questionable doctor is a 1st-level commoner with anywhere from -2 to +4 bonus to Heal checks. Most communities will lynch doctor impersonators, but their tendency to travel makes the practice of impersonation possible.

Price 1 sp (questionable), 1 gp (quality)

Service	Price
Cartographer	10-10,000 gp per map
Doctor, Quality	1 gp
Doctor, Questionable	1 sp
Footman	5 sp per day
Guide (civilization)	1 gp
Guide (uncivilized)	5 gp
Guide (dangerous)	10 gp
Healer, (general)	5 sp
Healer, (specialized)	2 gp
Hostel (per day)	5 cp
Inn Stay (per day)	2 sp-32 gp
Meals, Good (per day)	1 sp
Meals, Poor (per day)	2 cp
Meals, Quality (per day)	5 sp
Messenger	2 cp per mile
Scribe (per day)	1 gp
Vindari Mission (per day)	1 sp

Footman

Usually used by wealthy merchants and noblemen, a footman is a servant that performs menial tasks for his master. Many are assigned as a measure of indentured servitude, paid with little more than food and shelter. Footmen are common in areas rife with vampirism and cult activity, and tend to have a high turnover rate.

Price 5 sp per day

Guide

The wilderness is pervasive and dangerous, remaining a mystery to many. While cartographers can map an area, a guide needs no map, and knows the intricate details of the land better than a map can detail. Guides tend to be specialized to certain locations, but are invaluable for exploration of any dangerous territory. Even more treasured are those explorers who might have a connection to any denizens that might live in the region, as they have a better chance to parlay. Guides maintain a loose affiliation as they tend to be loners, urchins and hermits.

Price 1 gp (civilized), 5 gp (uncivilized), 10 gp (dangerous). Prices are per day.

Healer

Healers arguably just as able as doctors are healers who have learned a more nuanced craft of folk medicine. Healers are prevalent everywhere, practicing their craft in every city and town, and even among numerous tribes and nomadic cultures. While they are less trusted in the so-called civilized areas, they command the utmost respect outside of large cities. Some healers specialize with treating animals, people, or perhaps even stranger beings. A general healer will have a total of a +6 bonus on Heal checks, while a specialized healer will have a +12 bonus on Heal in their area of specialty, and +4 in any other field.

Price 5 sp (general), 2 gp (specialized)

Hostel

As dangerous as Vathak can be, there are those who would extend undue hospitality, either as a matter of religious principle, or out of customary politeness. Hostels exist to express this hospitality, allowing strangers to enjoy the bare comforts of low quality food and shelter for a meager price. Though inns rankle at the presence of hostels, few who could afford an inn would willingly visit a hostel out of frugality. Hostels are more common in areas rife with vampirism and cult activity.

Price 5 cp

Inn

A stay at an inn is customary for travelers, and can even be the highlight of a trip. Inns are a mainstay in even the smallest of towns, and can range from spare rooms in a small house to grand sprawling buildings with numerous amenities. The largest inns draw in skilled workers, necessitating chefs, guards, and even entertainment workers. The worst inns are little better than a hostel.

Price 2 sp-32 gp

Meals

Most inns and hostels serve food to their guests. While prices for such food are included in the cost of stay, prices for meals here represent both the quality of food as it scales with the quality of the lodgings, and also for places that deal solely with food. A hostel is likely to have the least appetizing and inexpensive food of all.

Price 2 cp - 5 sp (per day)

Messenger

Within many of the civilized territories, there is a great demand for messengers to deliver messages from one town to another. This trip may take anywhere from a day's walk to several weeks by horseback. Messengers are cheap, and can be found attached to caravans, or conscripted from among incidental travelers. Messages that are not especially private might be sent with 4-5 messengers, to ensure delivery and offset attrition.

Price 2 cp per mile

Scribe

Though printing presses are now available, they are not especially common. Scriptoriums remain a valued institution, especially within religious circles. A scribe may charge one hundred fold if asked to reproduce or interact with any text heretical, taboo, or otherwise dangerous (such as text that might drive one mad), if they take the job at all. Such work is often considered highly illegal within most cultures.

Price 1 gp (per day)

Vindari Mission

As an analogue to hostels and inns, the vindari mission exists across Vathak as the vindari struggle to bring the word of the One True God to all. Vindari missionaries pride themselves as a bastion to any kindred spirits seeking shelter, and serving poor and noble alike. Though the mission accommodations tend to be austere, they are considered luxurious when compared to those of a hostel.

Price 1 sp (per day)

Alchemy

Carrion Bait

Price 25 gp**; Weight** 2 lbs.

This large glass jar is vacuum-sealed with an airtight wax plug. Inside, festering chunks of monkey meat are covered in fungal mycelium and seeded with fly eggs, though the mixture's potency is not evident until it's exposed to air. Once the jar is opened (a standard action), the stench quickly becomes overpowering as the jar's contents swell and rot at an accelerated rate. Any living creature within 15 feet of the jar when it is opened must succeed at a DC 12 Fortitude save or be sickened for 1d4 rounds.

Vermin and undead have a hard time distinguishing carrion bait from rotten human flesh, but intelligent undead that succeed at a DC 15 Perception check realize the difference. Regardless, any creature that spends more than 1 round eating the carrion bait quickly realizes its error, since the bait continues to swell and grow even as it's digested. One round after eating carrion bait, an affected undead or vermin becomes staggered for 1d4 rounds as its belly bulges to incredible proportions (other creature types cannot stomach carrion bait and instead are nauseated for 2d4 rounds). If the affected creature is already staggered, its movement speed instead decreases by 10 feet for the duration of the carrion bait's effect.

Crafting Craft (alchemy) (DC 19)

Deathveil War Paint

Price 300 gp**; Weight** 1 lb.

This bone-white paste makes your face appear skeletal and emotionless, like a visage of death itself. When you apply deathveil war paint to yourself (or to a willing adjacent creature) as a full-round action, attempt a Disguise or Charisma check. Living creatures within 30 feet of the wearer must succeed at a Will save (DC equal to the result of your Disguise or Charisma check, maximum DC 20) or become shaken for 1d4 rounds. Blind creatures and creatures out of line of sight are unaffected.

A creature that succeeds at its check becomes immune to this deathveil war paint for 24 hours. Deathveil war paint can be worn indefinitely, but it contains quicksilver and realgar, which have deleterious mental effects. If you wear deathveil war paint for more than 10 minutes per day (whether as a single use of it or as multiple uses over several periods of time), you take 1 point of Constitution damage, plus 1 point of Wisdom damage for every minute you wear the paint that day after the first.

Crafting Craft (alchemy) (DC 25)

Desiccating Lubricant

Price 30 gp; **Weight** —

This oily solution draws water out of living creatures (especially amorphous creatures), simultaneously dehydrating them and drenching their surfaces with a slick, sickly cold sweat. Desiccating lubricant can be thrown as a splash weapon with a range increment of 10 feet.

A living creature struck by a direct hit from desiccating lubricant takes 1d4 points of nonlethal damage; a -2 penalty on combat maneuver checks to grapple, bull rush, or disarm; and a -2 penalty to CMD against grapple, bull rush, and disarm checks. These penalties last 1 minute. Against ooze creatures and creatures with the water subtype, desiccating lubricant deals 2d4 points of lethal damage and the penalties increase to -4.

Crafting Craft (alchemy) (DC 20)

Ectoplasmic Tracer

Price 100 gp; **Weight** 7 lbs.

This small canister has a hand pump, allowing it to forcefully eject the semi-ethereal green concoction held within. Spraying a creature with

Item	Price	Weight
Carrion Bait	25 gp	2 lbs.
Deathveil War Paint	300 gp	1 lb.
Desiccating Lubricant	30 gp	--
Ectoplasmic Tracer	100 gp	7 lbs.
Garlic Tablet	20 gp	½ lb.
Ghast Retch Flask	50 gp	1 lb.
Necrobane Formaldehyde	30 gp	3 lbs.
Necrosalt	150 gp	½ lb.
Preservation Box, 1 cubic foot	50 gp	8 lbs.
Preservation Box, 2 cubic feet	110 gp	18 lbs.
Preservation Box, 3 cubic feet	180 gp	30 lbs.
Spiritbane Spike	300 gp	1 lb.
Warding Ash	100 gp	½ lb.

ectoplasmic tracer is a ranged touch attack with a range increment of 10 feet. A single canister holds enough ectoplasmic tracer to coat one Medium or smaller incorporeal creature. When coated with ectoplasmic tracer, an incorporeal creature leaves behind a trail of vibrant mucus that allows it to be tracked by mundane means. Calculate the Survival DC to track an incorporeal creature covered in ectoplasmic tracer as though you were following tracks left on soft ground. Once discharged, ectoplasmic tracer dissolves after 1d4 days. Ectoplasmic tracer has no effect when sprayed on a corporeal creature.

Crafting Craft (alchemy) (DC 20)

Garlic Tablet

Price 20 gp**; Weight** 1/2 lb.

These small gray-white tablets are made of dehydrated and condensed garlic bulbs. One hour after you eat a garlic tablet, you begin to stink as the essence of the tablet seeps out of your pores. This state lasts for 4 hours. Subsequent doses of garlic tablets reset this duration. During this time, you can keep a vampire at bay as a free action without need of a holy symbol or mirror. The vampire must succeed at a DC 25 Will save to overcome its natural revulsion to garlic; failure means it must stay at least 5 feet away from you and cannot touch you or make melee attacks against you. However, unlike while keeping a vampire at bay with a mirror or holy symbol, once the vampire succeeds at its save against the garlic tablets, it's no longer affected by that creature's odor and may act normally without need of further saving throws.

Garlic tablets are valuable aids to vampire hunters, but while benefiting from the tablets' strong odor, you take a –2 penalty on all Charisma checks and Charisma-based skill checks for the duration of the effect. The listed price is for three tablets.

Crafting Craft (alchemy) (DC 20)

Ghast Retch Flask

Price 50 gp; **Weight** 1 lb.

Harvested and concentrated from the remains of slain ghasts, this foul-smelling powder is kept in tightly sealed flasks. It is thrown as a splash weapon and the flask breaks on impact, releasing noxious dust. The target is nauseated for 1 round and sickened for 3 rounds after that. A successful DC 12 Fortitude save prevents the nauseated condition, but not the sickened condition. Creatures within 5 feet of where the flask hits are sickened for 1 round. This is a poison effect.

Crafting Craft (alchemy) DC 20

Necrobane Formaldehyde

Price 30 gp**; Weight** 3 lbs.

This form of the common embalming agent comes in a glass beaker with a thick rubber stopper, and is employed as a defense against the depredations of necromancers. When introduced into a dead body, necrobane formaldehyde slows the process of decay, keeping the corpse from stinking and rotting for 1d6 days after death. Treating a body with necrobane formaldehyde takes 1 hour and requires a successful DC 25 Heal check. A corpse injected with necrobane formaldehyde is more difficult to resurrect as an undead creature for 1d6 days after injection. Anyone attempting to seed unlife in a corpse treated in this substance must succeed at a DC 14 caster level check to complete the process or the spell fails and its components are wasted. This is also the case for creatures that ingest necrobane formaldehyde and subsequently die before the effect's duration has expired.

If an undead creature ingests necrobane formaldehyde (perhaps by eating part of an embalmed corpse), the undead creature becomes fatigued for 2d6 rounds.

When ingested by a living creature, necrobane formaldehyde nauseates the imbiber for 1d6 rounds and deals 1d4 points of Constitution damage. A successful DC 14 Fortitude save reduces the nauseated effect to sickened and halves the Constitution damage (minimum 1). This is a poison effect, though the pungent aroma and unmistakably toxic taste of necrobane formaldehyde makes it difficult to use as a surreptitious weapon.

Crafting Craft (alchemy) (DC 23)

Necrosalt

Price 150 gp**; Weight** 1/2 lb.

The powder in this minute glass vial is made of caustic soda treated with consecrated ashes, and is harmless to living flesh but dangerous to the deceased. Necrosalt can be thrown as a splash weapon with a range increment of 5 feet. On a successful ranged touch attack, 1 dose

of necrosalt deals 1d4 points of damage to a struck corporeal undead creature. For 3 rounds afterward, it deals an additional 1d4 points of damage to its victim at the beginning of the victim's turn. Intelligent undead creatures can brush necrosalt off their bodies and end its effect as a move action.

Crafting Craft (alchemy) (DC 30)

Preservation Box

Type	Price	Weight
1 cubic foot	50 gp	8 lbs.
2 cubic feet	110 gp	18 lbs.
3 cubic feet	180 gp	30 lbs

Created from unnatural unguents, materials, and fluids, this box remains supernaturally cold. It is used to preserve specimens and even vital organs from decomposition or spoilage. The box is not cold enough to harm those who carrying or touching it. However, it does inflict a vague but unsettling sensation to those that have come in contact with the odd box.

Crafting Craft (alchemy) (DC 18)

Spiritbane Spike

Price 300 gp**; Weight** 1 lb.

When you slash this alchemically treated iron spike against your flesh—a move action that deals 1d6 points of damage— the spike extends and becomes a short sword with the ghost touch weapon special ability. The spike reverts to its old form after 10 minutes, corroded and useless. Should a spiritbane spike rematerialize within a corporeal body, it is shunted to the nearest empty space without effect. Crafting this item requires a successful DC 25 Craft (alchemy) check.

Crafting Craft (alchemy) (DC 25)

Warding Ash

Price 100 gp**; Weight** 1/2 lb.

This flaky compound of blessed ashes is steeped in juniper berries, giving it a warm, chestnut color. Unintelligent undead instinctively recoil upon touching warding ash. If an unintelligent undead creature moves into a space covered in warding ash, it must immediately end its movement in that space (Reflex DC 14 negates). A single dose of warding ash is enough to cover a 5-foot-square space. Applying warding ash is a move action that provokes attacks of opportunity. The warding ash becomes inert 1 minute after being laid, or after the ash is disturbed in any way (such as being stepped on by a creature).

Crafting Craft (alchemy) (DC 25)

Incense

Incense is a common alchemical power component used by spellcasters in *Shadows over Vathak*. Incense can be used as a material component for a spell in order to alter or augment the spell's normal effects. What follows is a sample of these effects using this item as a component.

Burning the incense will expend the alchemical item as a material component, thus destroying it.

Incenses come in bundles of 12, either in the form of small coils, cones, or cored sticks. Whatever the form, all burn for the same amount of time, 1 hour. The effects of incense cannot stack with each other, and thus lighting a new incense will cancel the effects of one previously lit.

Incense of the Mind

Incense of the mind carries a cherry aroma when burned. Burning this incense allows spellcasters to cast all divination spells at a +1 caster level..

Craft (alchemy) DC 16, **Price** 60 gp.

Incense of the Earth

This incense has a fragrance resembling narcissus. Spells of the earth descriptor are cast at +1 caster level for the purpose of all effects.

Craft (alchemy) DC 16, **Price** 60 gp

Incense of Corruption

This incense contains powdered horn of a fiend, and spells of sulfur. Spells with the evil descriptor or that bestow curses add +1 to the DC of any associated saving throws.

Craft (alchemy) DC 16, **Price** 150 gp

Incense of the Sightless Beast

This incense is made from the atrophied eye of strange cave beasts, and smells of fungus. When used with a spell that affects an area, all non-magical light sources are snuffed out..

Craft (alchemy) DC 13, **Price** 60 gp

Incense of the Eternal Flame

This incense has a fragrance resembling roasted almond. Burning this incense to cast any spell with the fire descriptor as if cast at +1 caster level for the purpose of all effects.

Craft (alchemy) DC 16, **Price** 120 gp

Incense of the Grave

Truly a cleric's best friend, incense of the grave gives a character that can turn or rebuke undead a +2 alchemical bonus to his turning check.

Craft (alchemy) DC 19, **Price** 185 gp

Incense of Virtue

Made from the powdered remains of holy priests, these incense are mixed with other holy unguents to create a potent effect that revitalizes the soul. When casting spells of the abjuration school, the affected target receives a +2 alchemical bonus to any saves against spells with the evil descriptor, poison, disease, and enchantments.

Craft (alchemy) DC 20, **Price** 375 gp

Necromantic Incense

Necromantic incense is rare in that it smells horrible when used, like rotting meat. Burning this incense allows spellcasters to cast any spell from the necromancy school cast at +1 caster level for the purpose of caster level and *dispel* checks.

Craft (alchemy) DC 18, **Price** 85 gp

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 instead of the usual eight. 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

Type	DC	Price
Incense of the Mind	DC 16	60 gp
Incense of the Earth	DC 16	60 gp
Incense of Corruption	DC 16	150 gp
Incense of the Sightless Beast	DC 13	60 gp
Incense of the Eternal Flame	DC 16	120 gp
Incense of the Grave	DC 19	185 gp
Incense of Virtue	DC20	375 gp
Necromantic Incense	DC 18	85 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 system, 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 absinthe, 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

Type	Price
Dreamy Smoke	20 gp
Hashish	15 gp
Dwarf Skullcap	25 gp
White Wisdom	20 gp
Wormwood	25 gp
Thulqua Stone Moss	50 gp
Opium	25 gp

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

Poisons

Dark Reaver Powder

Dark reaver powder is made from the ground up remains of black driftwood, and is often associated with the shore raids of seafaring barbarian clans.

Type poison (ingested); **Save** Fortitude DC 18

Onset 10 minutes; **Frequency** 1/minute for 6 minutes **Effect** 1d3 Con damage and 1 Str damage; **Cure** 2 consecutive saves

Cost 800 gp

Ungol Dust

Ungol dust is made from the dried remains of ancient corpses at least a century old.

Type poison (inhaled); **Save** Fortitude DC 15

Frequency 1/round for 4 rounds

Initial Effect 1 Cha drain; **Secondary Effect** 1d2 Cha damage; Cure 1 save

Cost 1,000 gp

Vehicles

In *Shadows over Vath*ak, 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

The common cargo wagon is a staple amongst the romni who travel from community to community selling their wares.

Type: Large land vehicle

Squares:6 (10 ft. by 15 ft.; 5 ft. 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.

Statistics

Propulsion muscle (pulled; 4 Medium creatures or 1Large 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

Weapons

None

Wheel House

This covered vehicle accommodates a number of passengers in relative comfort, and is typically drawn by a number of horses.

Type: Huge land vehicle

Squares: 9 (15 ft. by 15 ft.; 10 ft. high); **Cost** 1,000 gp.

Defense

AC 9; **Hardness** 5

hp 120 (59)

Base Save +2

Offense

Maximum Speed: twice the speed of the pulling creature(s)

Acceleration: half the speed of the pulling creature(s)

CMB +2; **CMD** 12

Ramming Damage: 2d8

Description

This vehicle is meant to convey important people, retrieve revered guests, or as part of a long range travel service. It can carry up to 12 passengers, and can carry up to an additional 2,000 pounds of cargo.

Statistics

Propulsion muscle (pulled; 2 Large creature or 1 Huge 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 2; One within the cabin, and one above where cargo might be stored, along with cargo space underneath.

Weapons

None

Bhriota River Canoe

This medium sized canoe can accommodate Bhriota scouts and small war parties.

Type: Large water vehicle

Squares 3 (5 ft. by 15 ft.); **Cost** 25 gp

Defense

AC 9; **Hardness** 2

hp 60 (29)

Base Save +0

Offense

Maximum Speed 30 ft.; **Acceleration** 10 ft.

CMB +1; **CMD** 11

Ramming Damage 1d8

Description

This canoe conveys a small group of people across or along a river, and is propelled by oar. It can carry 2,000 pounds of cargo or 6 passengers.

Statistics

Propulsion current (water) or muscle (pushed; 2 or 4 Medium rowers; one is the driver)

Driving Check Survival

Forward Facing canoe's forward

Driving Device oars

Driving Space the center square of the canoe

Decks 1

Weapons

None

Vindari Trading Canoe

This is a long and robust canoe meant to carry large loads of cargo across great distances.

Type: Huge water vehicle

Squares 8 (5 ft. by 40 ft.); **Cost** 750 gp

Defense

AC 9; **Hardness** 5

hp 120 (59)

Base Save +2

Offense

Maximum Speed 100 ft. (current and muscle) or 30 ft. (muscle only); **Acceleration** 15 ft. (current) or 25 ft. (muscle)

CMB +2; **CMD** 12

Ramming Damage 2d8

Description

A large canoe meant to carry large amounts of cargo to commerce centers and trading posts. It can carry 6,000 pounds of cargo in addition to up to 12 passengers.

Statistics

Propulsion current (water) or muscle (pushed; 6-8 Medium rowers)

Driving Check Survival

Forward Facing Canoe's forward

Driving Device oars

Driving Space the center square of the canoe

Decks 1

Weapons

None

Romni River Barge

Meant as a house boat for some, and a mercantile vehicle for others, this barge suits those with wanderlust in their hearts and the river in their blood.

Type: Gargantuan water vehicle

Squares 20 (10 ft. by 50 ft.); **Cost** 5,000 gp

Defense

AC 6; **Hardness** 10

hp 320 (159)

Base Save +3

Offense

Maximum Speed 80 ft. (current and muscle) or 30 ft. (muscle only); **Acceleration** 20 ft. (current) or 10 ft. (muscle)

CMB +4; **CMD** 14

Ramming Damage 4d8

Description

A river barge can carry 10,000 pounds of cargo and 20 passengers.

Statistics

Propulsion current (water) or muscle (pushed; 10 to 15 Medium rowers)

Driving Check Diplomacy or Intimidate while rowed, or Profession (sailor) or Knowledge (nature) when going with the current.

Forward Facing boat's forward

Driving Device rudder

Driving Space the two middle rear squares of the barge

Decks 3 (lowest is reserved for cargo)

Weapons

None

Vindari Water Chapel

A floating chapel that appears for all purposes as the marriage of a building and a boat, and is typically covered in the iconography of the church of the One True God.

Type: Gargantuan water vehicle

Squares 16 (20 ft. by 20 ft.); **Cost** 6,000 gp

Defense

AC 6; **Hardness** 10

hp 320 (159)

Base Save +3

Offense

Maximum Speed 60 ft. (current and muscle) or 30 ft. (muscle only); **Acceleration** 20 ft. (current) or 10 ft. (muscle)

CMB +4; **CMD** 14

Ramming Damage 4d8

Description

This large boat is employed by the vindari to dispense salvation along a river route, making regular circuits to visit small and remote locations. The structure on the top deck is a consecrated church, albeit a relatively small one. The floating chapel accommodates up to 12 people, and can carry roughly 5,000 pounds of cargo.

Statistics

Propulsion current (water) or muscle (pushed; 8 Medium rowers)

Driving Check Diplomacy or Intimidate while rowed, or Profession (sailor) or Knowledge (nature) when going with the current.

Forward Facing boat's forward

Driving Device rudder

Driving Space the center square of the rowboat

Decks 3 (lowest is reserved for cargo)

Weapons

None

The Shepherd

A shepherd must tend his flock... and at times, fight off the wolves.

Type: 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

Firearms in Vathak

Chapter 7

What follows are additional rules for using firearms in your ***Shadows over Vathak*** game. While being based on the rules originally presented in the *Pathfinder Roleplaying Game: Ultimate Combat* book, they are modified with added rules taken from the **Fat Goblin Games' *Call to Arms: Pistols & Muskets*** book.

There are a number of real-world aspects of especially early firearms that are glossed over in the rules for firearms as presented in *Pathfinder Roleplaying Game: Ultimate Combat* that add a bit of grittiness to a ***Shadows over Vathak*** game. For one, early black powder weapons produce enormous amounts of acridic smoke that blinds the gunner as much as their enemy. It was easy to spot in well-lit conditions where a shot was fired from, and in darkness the muzzle flash of a black powder weapon would be even more noticeable. Also, the intense sound of a black powder weapon could be almost deafening, and mounts and soldiers alike would run in fear of the sight, sound and smell of a firearm unless they were accustomed to it. Additionally, black powder in particular was made from mostly solid fuel sources and as such left a lot of residue after each shot being fired. Most of these optional rules are presented below.

While full rules are presented for black powder and the weapons most commonly used in the lands of Vathak, gamemasters and players looking for even greater variety should look into not only the ***Call to Arms: Pistols & Muskets*** book, but also its companion pieces, ***Call to Arms: Fireworks & Primitive Firearms*** for a wide variety of weapons that use explosive powders as their primary source of power, and ***Call to Arms: Torch & Flame*** which gives a detailed look at using humanoid kind's earliest tool and oldest weapon, fire. Both are excellent sources for additional tools and toys to defeat the Old Ones and their Spawn.

Firearms in Shadows over Vathak

Firearms were introduced to the Pathfinder Roleplaying Game in their Ultimate Combat book, but there, they were treated as rare, powerful items being first introduced into a world that barely knew of them. In Shadows over Vathak, firearms, in at least some form, are nearly ubiquitous. They are, in many ways, the only reason the vindari were able to conquer first the Vampire Lords and then later keep the Spawn of the Old Ones even remotely at bay. Explosives, special bullets, mass produced firearms, and the advancement of military weapons all made firearm exceedingly popular to everyone in Vathak. So much so, that certain weapons, like the snaphance musket, are treated as simple weapons — meaning nearly every class is naturally proficient in their use. It would be rare to find even the poorest of farmer that didn't have a blunderbuss in their home, but also with such a massive portion of the population having served in the military, it is all too common for people of any race or area to be quite familiar with even the most recent of weapons. There is a reason we dedicated an entire, separate chapter to firearms in this book for this setting, so it may be vital that you read it before trying to play the game, as we introduce a lot of alternate rules to properly use firearms as commonplace weapons in a Pathfinder Roleplaying Game setting.

Firearm Categories

The firearms in ***Shadows over Vathak*** fall into one of two categories: **early** or **advanced** firearms.

Early Firearms

Early firearms in ***Shadows over Vathak*** are either snaphaunce, flintlock, or caplock weapons (though older mechanisms like matchlock and wheellock ones could exist if you choose), and require more finesse and care to use than advanced firearms. Early firearms are typically muzzle-loaded, requiring a bullet and powder to be shoved down the barrel before the weapon is fired. Early firearm ammunition can be loaded from a cartridge, but that cartridge is made of soft

material (like paper or cloth) that is torn open so that the contents may be shoved down the barrel.

Advanced Firearms

Advanced firearms are more reliable and accurate than early firearms. The ammunition for an advanced firearm takes the form of metal (usually brass) cartridges that are loaded into a chamber rather than shoved down the muzzle.

Firearms are further divided into one-handed, two-handed, and siege 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. Siege weapons are typically mounted on some sort of platform, movable or otherwise, and have greater power but a much slower rate of fire—they'll detailed in the *Shadows over Vathak: Game Master's Guide*.

Capacity

A firearm's capacity is the number of shots it can hold at one time. When making a full-attack action, you may fire a firearm as many times in a round as you have attacks, up to this limit, unless you can reload the weapon as a swift or free action while making a full-attack action. In the case of early firearms, capacity often indicates the number of barrels a firearm has. In the case of advanced firearms, it typically indicates the number of chambers the weapon has.

Range and Penetration

Armor, whether manufactured or natural, provides little protection against the force of a bullet at short range.

Early Firearms

When firing an early firearm, the attack resolves against the target's touch AC when the target is within the first range increment of the weapon, but this type of attack is not considered a touch attack for the purposes of feats and abilities such as Deadly Aim. At higher range increments, the attack resolves normally, including taking the normal cumulative –2 penalty for each full range increment. Unlike other projectile weapons, early firearms have a maximum range of five range increments. Special properties of the weapon or ammunition (like rifling or minie bullets) improve the effective range increment and penetration.

Advanced Firearms

Advanced firearms resolve their attacks against touch AC when the target is within the first five range increments, but this type of attack is not considered a touch attack for the purposes of feats such as Deadly Aim. At higher range increments, the attack resolves normally, including taking the normal cumulative –2 penalty for each full-range increment. Advanced firearms have a maximum range of 10 range increments.

Loading a Firearm

You need at least one hand free to load one-handed and two-handed firearms. In the case of two-handed firearms, you hold the weapon in one hand and load it with the other—you only need to hold it in two hands to aim and shoot the firearm.

The Rapid Reload feat reduces the time required to load one-handed and two-handed firearms. Loading any firearm provokes attacks of opportunity. Other rules for loading a firearm depend on whether the firearm is an early firearm or an advanced firearm.

Early Firearms

Early firearms are all muzzle-loaded, requiring bullets or pellets and black powder to be rammed down the muzzle. If an early firearm has multiple barrels, each barrel must be loaded separately. They type of action it takes to load an early firearm depends on the firing mechanism as the various steps for each weapon vary slightly from loading powder and ball to filling a flash pan, removing a cover, placing a percussion cap, etc.

Loading Time Progression for Early Firearms[1]

Action(s) to Reload One Barrel	Example Firearms
1 full-round action	Two-handed snaphance and flintlocks
1 standard action	One-handed snaphance and flintlocks; two-handed caplocks
1 move action	One-handed caplocks; Resetting a cock and filling a flash pan on a misfire
1 swift action	Opening the flashpan cover

[1]*Special conditions or having the Rapid Reload feat typical decreases the time required by one step (i.e. 1 full-round action becomes 1 standard action, 1 standard action becomes a move action, etc.).*

Advanced Firearms

Advanced firearms are chamber-loaded. It is a move action to load a one-handed or two-handed advanced firearm to its full capacity.

Quick Loading an Early Firearm

Normal loading of an early firearm generally has many steps that you are expected to have taken. Almost half of these steps assume you are returning an object to a safe spot, like putting a ramrod back into its holder or returning a powder horn to your its proper spot on your person. If you are willing to forego these kinds of actions and desperately want to have the gun loaded at all costs, you are able to reload a firearm incredibly fast.

Quick Loading

You are able to quick load a one-handed early firearm as a move action. You are able to quick load any two-handed early firearm as a standard action. If you possess the Rapid Reload feat and quick load a firearm, you are able to load a one-handed early firearm as a swift action and a two-handed early firearm as a move action. The misfire chance of the weapon increases by +3 and you will need to retrieve all the accoutrements you've just dropped (generally a full-round action or two move actions total) before you are able to reload the firearm. Using any time-saving devices like pre-measured paper charges or a bandolier of saints reduces the misfire chance by one.

Misfires

If the natural result of your attack roll with a firearm is equal to or less than the firearm's misfire value, that shot misses, even if you would have otherwise hit the target. When an early firearm misfires, it can either be a "flash in the pan" (see below) or it gains the broken condition. When an advanced firearm misfires, it gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, and its misfire value increases by 4 unless the wielder has gun training in the particular type of firearm. In that case, the misfire value increases by 2 instead of 4.

Early Firearms

If an early firearm with the broken condition misfires again, it explodes. When a nonmagical firearm explodes, the weapon is destroyed. Magical firearms are wrecked, which means they can't fire until they are fully restored (which requires either the make whole spell or the Gunsmithing feat). When a gun explodes, pick one corner of your square—the explosion creates a burst from that point of origin. Each early firearm has a burst size noted in parentheses after its misfire value. Any creature within this burst (including the firearm's wielder) takes damage as if it had been hit by the weapon—a DC 12 Reflex save halves this damage.

Advanced Firearms

Advanced firearms can misfire, but when they do, they only gain the broken condition. A subsequent misfire does not cause advanced firearms to explode.

Flash in the Pan (Early Firearm Misfires)

Very often when a black powder firearm misfired, nothing was wrong with the weapon itself, the powder used in the flash pan merely ignited but did not travel down to the vent or touch hole to properly set off the charge of powder there. For any early firearm, except those using a caplock firing mechanism, a misfire that results from any other roll except a natural 1 is actually just a "flash in the pan," meaning that the mechanism triggered but that when the primer in the flash pan ignited, it burnt off before setting off the main charge of the firearm. Resetting a cock and repriming a pan is generally a move action, unless you have the Rapid Reload feat in which case it is a swift action. This rule should only apply to those early firearms that misfire and do not already have the broken condition (i.e. any early firearm with the broken condition that misfires follows the normal rules for a broken early firearm misfiring).

Misfire 0 (5ft)

Some modifications to early firearms, especially the caplock firing mechanism in particular, can have a misfire chance of 0. This may seem counterintuitive since even advanced firearms still typically have a misfire chance of 1. Advanced firearms are still fairly "new" and far cries from "modern" firearms, like for instance a revolver you could purchase today any gun shop. The caplock firing mechanism was a very well designed system, and it was highly unlikely to "misfire" unless something was wrong with the firearm, and therein lies how to handle a Misfire chance of 0. Under normal usage, such a weapon has no chance of misfiring, but numerous effects from regular damage to spells to lack of maintenance, etc. all can contribute to and increase a weapon's misfire chance. Even simple things like misloading it by someone not proficient in the weapon can increase the misfire chance significantly. In these cases, you simply start increasing the misfire from 0 instead of 1, and then the weapon has a chance to misfire normally as an early firearm.

Ammunition

Firearm ammunition takes two forms: either black powder and shot (either bullets or pellets) or cartridges. Firearm ammunition is destroyed when it is used. Unlike other types of ammunition, there is no chance to retrieve firearm ammunition that misses. No part of a cartridge can be reused to create new cartridges. Firearm ammunition cannot be treated with poison, unless you are using a pitted bullet.

Early Firearm Trigger Mechanisms

The rules-as-written in the *Pathfinder Roleplaying Game: Ultimate Combat* for early firearms like the musket and pistol lump all the different possible firing mechanisms into a single assumption for how they work. In Shadows over Vathak, early firearms are broken down into three firing mechanisms: snaphaunce, flintlock, and caplock. While other, earlier forms of firing mechanism existed (matchlocks, wheelocks, snaplocks, etc.), in Shadows over Vathak, firearm technology has progressed to the point that these three mechanisms are all extremely common, with more advanced forms being rare and costly compared to earlier counterparts.

Each mechanism has two parts, a written description of the design and purpose of the firing mechanism and game mechanics specific to early firearms using that mechanism. Other than using different mechanism (and the game mechanics listed), a snaphaunce musket versus a flintlock musket versus a caplock musket are all largely the same, using a similarly sized firearm bullet, single dose of black powder, with the same range increment, etc. All of these mechanisms are for early firearms only. Technically, these firing mechanisms could be used on any early firearm, and often might be as one of the major contributors to the price of an early firearm is the mechanism used.

Snaphance

Description: The snaphance is often classified as a specialized version or refinement of the earlier snaplock. The most important difference between the snaphance and the snaplock is that the snaphance has an automatically opening flash pan when the trigger is fired, meaning that no action is needed to prepare the weapon before firing. The snaphance however uses complicated mechanisms more similar to wheellocks to accomplish this rather than the simpler and more reliable frizzen that the flintlock would use.

Game Mechanics: Increase the misfire chance by +1, accounting for the numerous little modifications that might be needed to have the weapon not just experience a "flash in the pan" or otherwise misfire because the flint was off-center, the automatic cover did not open, etc.

Cost: One-tenth the standard market price for a flintlock version.

Flintlock

Description: Though snaplocks and snaphances used flint as their striking material, the "true" flintlock and its major innovation was the introduction the frizzen, which combined the area that the flint would strike (the battery) with the automatically opening flash pan cover. This idea seems simple in theory, but the actual construction of a proper frizzen required what would pass for precision engineering at the time and methods of metallurgy that could produce the right carbon content for the metal used to make various components.

In addition, the flintlock was the first to introduce the internal safety mechanism of having a "half-cocked" position to use while loading the firearm and priming the mechanism. This half-cocked position allowed the wielder of the firearm to ensure the flint would strike true, that the entire weapon was properly prepared before firing, and a quicker move to a fully cocked position to fire the weapon.

Game Mechanics: The flintlock should be considered the default assumption for early firearms in ***Shadows over Vathak***. As such, the rules for other mechanisms are modifications of these rules rather than the other way around.

Cost: The price of early firearms uses a flintlock firing mechanism by default, with the snaphaunce being the "cheaper" alternative and the caplock being the "more expensive" choice.

Caplock

Description: The caplock mechanism is designed to replace the traditional flash pan of a musket or pistol with a small, hollow cone onto which a tiny metal percussion cap filled with an alchemical explosive is placed. When struck by the cock or hammer of the firearm, the material ignites sending sparks down into the barrel to ignite the main charge of the weapon.

Game Mechanics: Mechanically, the percussion caplock mechanism is superior to even masterwork flintlocks in almost every possible way. Moisture and wind become almost irrelevant as long as the actual powder in the weapon is unaffected. The mechanism would almost always ignite the powder in the chamber as a "flash-in-the-pan" became almost impossible to have. And the entire process of loading and preparing a caplock musket or pistol is significantly safer and easier than earlier models. Reduce the misfire chance of any firearm with a caplock mechanism by 2 (minimum 0). This reduction takes place after any other built-in modifications or magical enhancements, but not increases to misfire ranges that occur from use, damage, or misfires.

Cost: Ten-times the cost of a standard flintlock version of an early firearm.

Additional Firearm Rules

Bracing a Firearm

Recoil, the natural knockback of a firearm as it is fired, is a problem in almost any firearm. With single-shot weapons it is less important in general to the initial firing of a weapon, as the bullet is often out of the barrel before the full impact of recoil is affecting the shooter. In either slow velocity firearms or those with particularly large caliber, the recoil can be devastating knocking the gunner flat on their back or injuring them.

For this reason, bracing or otherwise securing a firearm to an object is often desirable and reduces not just the recoil but also the unsteadiness of the shooter. Bracing a firearm is a standard action regardless of if it is attaching a firearm to a tripod, resting the weapon properly on a wall or digging a shooting hook into a log. A properly braced firearm reduces all recoil penalties to -2 (or lower if applicable) and negates any chance of knocking a wielder prone. In addition, at extreme range the weapon is more accurate. The penalty for shooting a braced firearm beyond the first 3 range increments is reduced to -1 per range increment, rather than -2. For instance, shooting at a creature with a braced musket that is 5 range increments out incurs only a -8 penalty from range (-2 each for the first three range increments and -2 more for the additional two).

Bucklers

You can use a one-handed or two-handed firearm without penalty while carrying a buckler.

Concealing Firearms

Like light weapons and hand crossbows, one-handed firearms are easy to conceal on your person. Some smaller firearms (like the pocket pistol) can grant bonuses to conceal a weapon on your person.

Deflecting and Snatching Bullets

The Deflect Arrows feat and the Snatch Arrows feat can be used to deflect bullets, but not pellets shot from a scatter weapon.

Fire while Prone

Firearms, like crossbows, can be fired while their wielders are prone. Merely being prone while firing does not assume you have braced the firearm (see above).

Firearms Black Powder and Water

Black powder becomes useless when exposed to water, but powder horns and cartridges protect black powder from exposure. You cannot normally load an early firearm underwater or fire any firearm underwater without magical aid.

Fouling a Firearm (Optional Rule)

Smoothbore black powder firearms tend to collect massive amounts of residue with each shot fired from their barrel. Smoothbore firearms generally fire bullets slightly smaller than their barrel diameter for ease of loading, but any additional grime on the walls of the barrel can impart unexpected changes in direction to a ball. Additionally, the buildup of residue increases the chances of a misfire occurring as a ball becomes jammed or partially burned powder reignites.

To add a level of realism to your game, you can have it that after each shot fired from an early firearm, the weapon incurs a cumulative -2 penalty to subsequent attacks. So firing a musket, then reloading it without first cleaning the barrel leads to a -2 penalty on your next attack and -4 on the attack after that. Cleaning a barrel negates all penalties. Cleaning a barrel is a standard action unless you have the Rapid Reload feat, which reduces it to a move action. Gunslingers can use their Lighting Reload deed to clean a barrel as a swift action.

In addition, after every three shots fired, the chance of a misfire increase by +1. This penalty is also cumulative and doubles if the weapon has a misfire occur. Cleaning a barrel negates this penalty as well.

Advanced firearms and other rifled firearms that use properly fitted bullets (like the Minie ball) have some natural clearing of a barrel occur with each shot. Additionally, loading from a breech rather than the muzzle reduces the chance of knocking residue free or getting it stuck onto a bullet before it is fired. Only add the penalty after the first five shots, though both the misfire and penalty to your attack go up after each additional five shots fired.

Black powder includes large amounts of sulfur and niter, which are not fully burned off during the firing of the weapon. This residual material if left in the barrel and after it was exposed to any type of moisture could form sulfuric acid, which would corrode the barrel and other components to the point of destroying them. For each week a fouled firearm is left unmaintained after being fired, deal 1d4 acid damage to the weapon, bypassing all hardness. Once the weapon has lost half its hit points this way it is broken and needs to be repaired. Once it has lost all its hit

points this way it is destroyed and unrecoverable. Magic firearms can be affected by this rule as well at gamemaster discretion. Using paper cartridges in early firearms treats them as if they were advanced firearms as most paper cartridges included lubricants and anti-fouling agents to aid use in battle.

Magical Maintenance: Magically cleaning a firearm is possible. The most direct spell is the simple *prestidigitation*, which can clean the barrel of most firearms in one round (the firearm is clean the round after the spell is cast on it). For particularly large weapons, like a bombard or cannon, it can take one round per three foot length of the barrel. An *unseen servant* can also be commanded to clean a firearm, but it takes a full-round action for the *servant* to complete. Finally, despite not being a form of writing, many casters have discovered that the spell *erase* is able to instantaneously clean a firearm's barrel.

Just as cleaning a barrel can be done with *prestidigitation*, so can fouling it. Each time the spell is cast on a firearm, count its barrels as having fired one shot without being cleaned. The spell *grease* can likewise be used to jam up a firearm, though that spell makes the penalty count as if the firearm has been fired 5 times without being cleaned.

Inappropriately Sized Firearms

You cannot make optimum use of a firearm that is not properly sized for you. A cumulative –2 penalty applies on attack rolls for each size category of difference between your size and the size of the firearm. If you are not proficient with the firearm, a –4 non-proficiency penalty also applies. The size of a firearm never affects how many hands you need to use to shoot it, the exception being siege firearms and Large or larger creatures. In most cases, a Large or larger creature can use a siege firearm as a two-handed firearm, but the creature takes a –4 penalty for using it this way because of its awkwardness.

Vision and Sound Hazards of Gunpowder for Early Firearms

Firearms are dangerous even when used properly. Early firearms in particular have a number of hazards associated with them due to the components that make up gunpowder: brimstone (sulfur), charcoal and saltpeter (potassium nitrate). Brimstone causes an acrid stench, charcoal produces dark smoke, and saltpeter is known to build static electricity and ignite. All these solid chemicals combine with heat to produce a large flash, leaving behind about 50% of the mass of the powder as a residue that can be corrosive if exposed to moisture.

As the Weapon Fires: When fired at night, the muzzle of a barrel will flash (called muzzle-flash) as the explosion of the powder expels the shot out the end of the barrel with an incredibly loud explosion. The sound of a firearm going off can be heard for up to half a mile away (Perception check DC 5, +5 per 1,000 feet from the shot fired, barring additional obstructions) and the muzzle-flash can be seen in the dark nearly as far (Perception check DC 10, +5 per 1,000 feet from the shot fired, barring additional obstructions).

After the Weapon Fired: In the moment immediately after a firearm goes off, a small smoke effect is created. For one-hand handed firearms, the 5 ft. square of the wielder of the firearm fills with a smoke effect. For two-handed firearms, the 5 ft. squares of the wielder and immediately in front of the wielder fills with a smoke effect. A character who breathes smoke for a full round must make a Fortitude save (DC 10, +1 per previous check) or spend the next round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

The smoke effect of a one-handed firearm dissipates after three rounds in still air, two rounds in a light wind, one round in a moderate wind, and instantly in a stronger wind. The smoke effect of a two-handed firearm dissipates after five rounds in still air, three rounds in a light wind, one round in a moderate wind and instantly in a stronger wind. Reduce the time in half if used outdoors or in an open area with good ventilation. Double the time if used indoors or in a confined space like a narrow hallway or small room.

If a second shot is fired before the smoke effect of the first shot completely dissipates, then the duration continues and the DC of the Fortitude save increases (DC 15, +1 per previous check). In situations where many firearms are going off at

the same time, increase the durations and the concealment percentage as well.

Mounts and Morale: Animals, including humanoids, unaccustomed to the raw power of a firearm discharging can easily be frightened or even stunned by the roar and flash of a weapon. For those creatures a gamemaster deems appropriate, make a Will save (DC 13) when first exposed to a firearm. A successful saving throw leaves the creature shaken for 1d3 rounds. A failed saving throw means the creature is frightened for 1d3 rounds and still shaken for an additional 1d3 rounds. If during the duration of either fear effect a second firearm is used or if the shot taken from the first firearm produced a particularly spectacular effect (like dropping the war band's leader, destroying an object in one hit, etc.) then the fear effect can stack with an additional Will save, with those shaken becoming frightened and those frightened becoming panicked.

Creatures, especially humanoids, readily adapt to this effect. It is generally only effective once unless the first time they were exposed a creature failed their save and was panicked. Generally if a creature is the one using the firearm they are unaffected by this fear effect, and most fear effects instantly go away if someone using a firearm is slain. Controlling a frightened mount is a Ride check (DC 22).

Firearms

Firearms are an integral component of the world of Shadows over Vathak. While technically brought in by the vindari originally, they have been adopted by everyone from the romni to the bhriota in some forms, especially as they have proven especially effective against the Old Ones and their spawn.

Special Weapon Qualities for Firearms

All of the following firearm weapon qualities must be added at the time of the crafting of the firearm. Most could not be added as an "after-market" addition without gamemaster approval. The costs presented generally assume the price of purchasing the weapon, not crafting it. See the Chapter 5 for new rules about crafting firearms for more information on having players craft firearms with these weapon qualities.

Stacking Costs: When designing a weapon with more than one cost increase or decrease, apply each price change in the order that makes the most sense to you and your gamemaster. For example, size changes affect the entire weapon, regardless of how many barrels it has or how it is loaded, so those values should be applied last.

Bayonet lug: A bayonet allows for the easy attachment and removal of a bayonet from a long arm (two-handed firearm) without rendering the weapon ineffective as a firearm. Bayonet lugs can be made to attach above or below the end of a firearm. A firearm without a bayonet lug can still be designed to take a bayonet, but it goes physically into the barrel itself, rendering it useless as a firearm (automatic misfire if used). Bayonet lugs can be used to attach knife, spike, or sword bayonets.

Cost: A standard bayonet lug increases the cost of a firearm by 1 gp to have attached to a longarm. A masterwork lug increases the cost of a firearm by 10 gp to have attached to a longarm. Attaching or removing a bayonet from a standard lug is a move action. Attaching a bayonet to a masterwork lug is a move action but removing one is a swift action.

Breech-loaded: Most black powder firearms are muzzle-loaded, meaning the powder and ammunition are loaded from the top, muzzle end of barrel and pushed down into the weapon with a ramrod. Breech-loaded firearms are able to open at the base of where the barrel connects with the firing mechanism, either by bending on a hinge or unscrewing the barrel completely. This allows for easier and faster loading. One-handed breech-loaded firearms can be loaded as a move action. Two-handed breech-loaded firearms can be loaded as a standard action.

Cost: Increase the cost of the firearm by a factor of 10. This tier increase stacks with other increases (like Rifled).

Carbine: The carbine quality can be applied to any long arm firearm like the musket. A weapon crafted to be a carbine has the same caliber as the base firearm, but the barrel is significantly shortened. This decreased barrel length makes the firearm lighter and easier to handle in close-quarters where space is limited, for instance from horseback or below the decks of a ship. Decrease the weight of any long arm with the carbine quality by one-third. The shorter barrel length decreases a weapon's effective range. Decrease the range increment of any long arm with the carbine quality by 10 feet. The penalty for using a carbine from a moving mount is reduced by one-quarter. For instance, -3 instead of -4 if your mount is taking a double move, and -6 instead of -8 if your mount is running. Creatures armed with a carbine firearm take no penalty when attacking adjacent foes and do not provoke attacks of opportunity from the target of their firearm for attacking them. A carbine firearm can be fired one-handed but takes a -2 penalty to attack rolls due to its awkward size, instead of the normal -4.

Cost: Decrease the cost of the long arm by one-third (33%). For instance, a carbine musket would normally cost 1,000 gp instead of 1,500 gp.

Combined firearm: A combined firearm is any combination of a melee weapon and a firearm. Since the invention of the flintlock mechanism, it was more common for people to combine flintlock firearms with mundane items like walking sticks, jailer's keys or even dining ware. Any object long and large enough to either act as a barrel (in the case of polearms or hafted weapons) or to be designed in-line with a barrel (in the case of swords and daggers) can be used as a combined firearm.

Melee weapons with combined firearms typically are made to have a "safety" engaged while the weapon is used in melee. Engaging or disengaging this safety is a swift action. Melee weapons designed to be fired after a blade is dug in or once a spear has found purchase will not include this kind of safety mechanism. In these cases, treat any roll of a natural 1 as a misfire for the combined firearm.

Cost: First double the price (200%) of the base item, including doubling the price of the cost to create it as a masterwork weapon or tool. Add this price to 125% of the price of the firearm. This accounts for increased difficulty of integrating the mechanisms into a weapon.

Decorative: As opposed to melee weapons and earlier ranged weapons, firearms for especially civilian use could be made to be both functional and beautiful. Though most commoners might settle for a simple and reliable standard-issue designs, many nobles and rich merchants would commonly inlay brass, silver, gold, platinum and even jewels and ivory into their firearms as both a sign of their wealth and to make the object a showpiece. Even the more functional components, like the firing mechanism, could often be stylized because the functional mechanics of the weapon meant it rarely received direct abuse. Decorative firearms impart no inherent bonuses in combat, but in social situations they can aid creatures to make Charisma-based skill and ability checks (like Diplomacy or Bardic Performance) if the audience would be swayed by the wielder's apparent wealth.

Cost: All decorative weapons are first masterwork weapons. In addition to this additional cost, any amount of money can be spent on improving the merely visual aspects of a firearm. When calculating the cost of constructing a firearm with the decorative quality, the crafter must pay half the additional cost of the firearm in raw materials and needs to make secondary appropriate Craft skill checks depending upon the nature of the decoration For instance, Craft (woodwork) for carving a relief into a stock or Craft (jewelry) for inlaying gold.

High/Low Caliber: Caliber is a standard measure of the size of the internal diameter of a barrel. Generally speaking, the ball or bullet fired from a barrel matched or was slightly smaller than the caliber of the weapon. Though subtle changes in caliber often existed, mechanically there is little difference between a .40 caliber musket and a .50 caliber musket. Though most musket calibers were right around .50, an impressive figure compared to modern firearms, the low speed at which black powder fired balls made them less powerful than a similarly sized modern cartridge fired weapon. A low caliber weapon is one that has a smaller enough of a bullet that it deals less damage. Decrease the damage die used by one size step, for instance from 1d10 to 1d8. A high caliber weapon is one that has a larger enough of a bullet that it deals more damage. Increase the damage die used by one size step, for instance from 1d10 to 1d12.

Cost: The caliber of the barrel is ultimately immaterial to base cost as presented for weapons, so the cost of a lower or higher caliber firearm does not increase or decrease the cost of the weapon. Ammunition however is significantly affected. Decrease the cost of any ammunition for a low caliber firearm by half (50%). Increase the cost of any ammunition for a high caliber firearm by half (50%). Unless deemed so by the gamemaster, additionally assume that all ammunition for the weapon must be custom cast as the size is non-standard to the most common weapons made.

Holdout: The holdout quality can be applied to any one-handed firearm, like the pistol. A weapon crafted as a holdout has a much smaller caliber than the base firearm but the overall size of the pistol is small enough that it can be easily concealed on your body. You gain a +2 bonus on Sleight of Hand checks made to conceal a firearm with the holdout quality on your body. Reduce the damage die of the pistol by two size categories. Reduce the critical modifier by x1. Decrease the range increment by half.

Cost: Decrease the cost of the one-handed firearm by one-quarter (25%). For instance, a holdout pistol would normally cost 750 gp instead of 1,000 gp.

Pepperbox: The pepperbox weapon quality can be added to any firearm design except those with the "volley gun" weapon quality, increasing the number of barrels the weapon has. Pepperboxes differ from volley gun designs because only one barrel is fired at a time from one mechanism for the entire firearm. Moving a new barrel into place is a free action that can be done with a free hand between shots. Since each shot has its own barrel, there is no concern of having the weapon foul between shots. The rotating mechanism does increase the chance of a misfire, doubling the misfire chance of the base weapon after all other built in modifications. Pepperbox firearms can also be made to have multiple triggers and no moving parts, this design does not have an increased chance of misfire. Each additional barrel added to a pepperbox increases the weight of the weapon by one-fifth the base weapons total weight. If a one-handed firearm design weighs more than twice what its base weapon weights, it becomes a two-handed firearm. If a two-handed firearm weighs more than three times what its base weapon weighs, it must be mounted to fire or the recoil possibly knocks the wielder prone (Strength check DC 6, +1 per additional barrel) and imparts a -2 recoil penalty to each shot fired.

Cost: Increase the cost of the firearm by half (50%) of the base firearms cost per additional barrel. For instance, a six-barreled pepperbox pistol would cost 3,500 gp instead of 1,000 gp.

Rifled: The barrel of this firearm has small, shallow grooves in a spiral pattern carved into it. This rifling imparts a spin into any tight-fitting ammunition fired from it, increasing its accuracy and its range. Increase the range increment of a firearm with this weapon quality as being +10 feet further. Additionally, increase the total effective range that a rifled firearm resolves their attack as a touch attack as 2 range increments greater than normal. Finally, the maximum number of range increments for a rifled firearm increases by 3 range increments. These range increases stack with similar increases, like those from using Minie balls.

Cost: Increase the cost of the firearm by a factor of 10. This tier increase stacks with other tier increases (like Breechloading).

Scatter: A weapon with the scatter weapon quality can shoot two different types of ammunition. It can fire normal bullets that target one creature, or it can make a scattering shot, attacking all creatures within a cone. Cannons with the scatter weapon quality only fire grapeshot, unless their descriptions state otherwise. When a scatter weapon attacks all creatures within a cone, it makes a separate attack roll against each creature within the cone. Each attack roll takes a –2 penalty, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Effects that grant concealment, such as fog or smoke, or the blur, invisibility, or mirror image spells, do not foil a scatter attack. If any of the attack rolls threaten a critical, confirm the critical for that attack roll alone. A firearm that makes a scatter shot misfires only if all of the attack rolls are misfires. If a scatter weapon explodes on a misfire, it deals triple its damage to all creatures within the misfire radius.

Cost: Early firearms may be designated as either normal bullet firearms or scatter weapons at the

time of their creation, and once made this choice cannot be changed. It does not change the price of the weapon.

Volley gun: The volley gun weapon quality can be added to any firearm design except those with the "pepperbox" weapon quality, increasing the number of barrels it has. Volley guns differ from pepperbox designs because all barrels are fired at the same time using a single trigger. All the barrels of a volley gun must focus on the same target. Adding one barrel to a firearm applies a -4 recoil penalty on each attack. Each additional barrel of a volley gun increases the penalty by -2 recoil penalty cumulatively to each attack. For instance, a seven barreled nock gun takes a -14 recoil penalty to each of the weapon's seven attacks against a single target. Each additional barrel added to a volley gun increases the weight of the weapon by one-fifth the base weapons total weight. If a one-handed firearm design weighs more than twice what its base weapon weighs, it becomes a two-handed firearm. If a two-handed firearm weighs more than three times what its base weapon weighs, it must be mounted to fire or the recoil possibly knocks the wielder prone (Strength check DC 10, +1 per additional barrel) and doubles the recoil penalty when fired. Misfires are handled per-barrel, with individual barrels being able to gain the broken condition and even explode if used after having the broken condition. Unloaded barrels at the time the trigger is pulled just do not fire without any penalty or chance of a misfire.

Cost: The price of each barrel added to a weapon is equal to one-half the price (50%) of the base weapon. For instance, a quadruple barreled pistol volley gun would cost 2,500 gp instead of 1,000 gp.

Wall gun: Essentially oversized versions of a standard firearm, wall guns are designed to be braced or fired from a tripod. Firearms with the wall gun weapon quality are always two-handed firearms. Firing a wall gun without first bracing the weapon or using a mount imparts a -4 recoil penalty on attack rolls and the recoil possibly knocks the wielder prone (Strength check DC 20). A Large or larger creature can fire a wall gun one size smaller than it is without mounting it as a normal two-handed weapon and without the danger of being knocked prone, but takes the normal penalty for firing an inappropriately sized weapon. Wall guns often have hooks, lugs and other attachments built right into the basic design of the weapon to make for easy bracing and mounting. Increase the weight of the base weapon by one-half. Double the number of damage dice the weapon deals, for instance 1d12 becomes 2d12. The longer barrel of a wall gun increases the distance it can be fired, increasing the range increment of the firearm by 10 feet.

Cost: Increase the cost of the firearm by two and a half times the normal price (250%). For instance, a wall gun musket would cost 3,750 gp instead of 1,500 gp.

Hellfire Pistol

Military Revolver

Standard Pistol

Weapons

Axe Musket: This short musket features an axe blade at the end of its barrel. It can be used as both a musket and a battleaxe. It is considered a double weapon for the purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the axe are considered broken. An axe musket uses both a bullet and a single dose of black powder or an alchemical cartridge as ammunition. This is an early firearm. It commonly uses the flintlock or caplock firing mechanisms.

Blunderbuss: This weapon fires pellets or a bullet from its trumpet-shaped barrel, making it an effective fowling weapon or close-fighting personal defense weapon. The blunderbuss fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. A blunderbuss uses a bullet or pellets and a single dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm. It commonly uses the snaphaunce, flintlock, or caplock firing mechanisms.

Buckler Gun: The front of this buckler is fitted with a small, double-barreled gun that can be shot while wearing the buckler. You can shoot only one barrel at a time. You must remove the buckler to reload the gun. Each barrel of a buckler gun uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. Because of its awkward construction, a buckler gun is always considered an off-handed weapon. This is an early firearm. It commonly uses the flintlock or caplock firing mechanisms.

Buttstroke: Using a two-handed long arm firearm as a club, specifically the bottom of the weapons stock, is known as a "buttstroke." There is no associated cost with this attack option as it is possible only with a firearm that has a stock and is held normally in two hands. The buttstroke as presented assumes you are proficient with firearms, but the gunslinger's pistol-whip deed supersedes the rules presented here. Enchanting a firearm to be a magic weapon when used for a buttstroke is treated the same as enchanting a double weapon. Specifically holding a long arm as a club-like weapon is represented by the entry Musket-as-a-club.

Cavalier Carbine: A shortened barrel design of the classic rifle, this weapon has been designed for use on horseback and has a bayonet lug for adding a bayonet properly to the weapon. The penalty for using a cavalry carbine from a moving mount is reduced by one-quarter. For instance, -3 instead of -4 if your mount is taking a double move, and -6 instead of -8 if your mount is running. A cavalry carbine uses the same metal cartridges as a rifle for ammunition. This is an advanced firearm.

Cigarette Gun: So named because a burning cigarette or similar ignition system is likely used, this isn't so much a proper firearm as one improvised by a little bit of tubing, black powder, and a bullet. A cigarette gun, and other similar improvised firearms, are single-use weapons that cannot be reloaded, but instead must be crafted again completely. They are a last-ditch effort of the desperate, though when your primary weapon is destroyed, it at least allows for some method of using powder and bullet together. A cigarette gun uses a bullet and 1 dose of black powder as ammunition. This is an early firearm.

Coat Pistol: Though less powerful than other, larger firearms, this pistol is small enough to be easily concealed in a jacket or coat. You get a +2 bonus on Sleight of Hand checks made to conceal a coat pistol on your body. A coat pistol uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm. It commonly uses the flintlock or caplock firing mechanisms.

Dagger Pistol: A combination of a coat pistol and a blade, the dagger pistol can be used as both weapons. The awkwardness of the configuration means you do not gain the bonus on Sleight of Hand checks that either of those stand-alone weapons grants. The dagger pistol is considered a double weapon for the purpose of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the dagger component are

Simple Weapons

Weapon	Price	Dmg(S)	Dmg(M)	Critical	Range	Weight	Type	Special
Light Melee Weapons								
Pistol-whip	See text	1d3	1d4	×2	—	as firearm	B	See text
Buttstroke	See text	1d4	1d6	×2	—	as firearm	B	See text
One-Handed Melee Weapons								
Gunstock war club	See text	1d4	1d6	×2	10 ft.	3 lbs.	B or P	—
Pistol-as-a-club	See text	1d4	1d6	×2	—	as firearm	B	See text
Two-Handed Melee Weapons								
Knife bayonet	5 gp	1d3	1d4	19-20/×2	—	1 lb.	P or S	See text
Musket-as-a-club	See text	1d6	1d8	×2	—	as firearm	B	See text
Spike bayonet	5 gp	1d4	1d6	×2	—	1 lb.	P	See text

Simple Firearms (Early)

Weapon	Price	Dmg(S)	Dmg(M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
One-Handed Firearm Weapons										
Cigarette gun	1 gp	1d4	1d6	x3	10 ft.	1–5 (5 ft.)	1	2 lbs.	P	—
Romni shotgun	10 gp	1d4	1d6	×4	20 ft.	1–2 (5 ft.)	1	3 lbs.	B and P	Holdout, scatter, snaphaunce
Snaphaunce pistol	10 gp	1d6	1d8	×4	20 ft.	1–2 (5 ft.)	1	4 lbs.	B and P	—
Snaphaunce pocket pistol	20 gp	1d3	1d4	x3	10 ft.	1–3 (5 ft.)	3	6 lbs.	B and P	Holdout, pepperbox
Two-Handed Firearms										
Snaphaunce blunderbuss	20 gp	1d6	1d8	×2	Special	1–2 (10 ft.)	1	8 lbs.	B and P	Scatter
Snaphaunce musket	15 gp	1d10	1d12	×4	40 ft.	1–2 (5 ft.)	1	9 lbs.	B and P	—
Snapchaunce musketoon	10 gp	1d10	1d12	×4	30 ft.	1–3 (5 ft.)	1	6 lbs.	B and P	Carbine

Martial Firearms (Early)

Weapon	Price	Dmg(S)	Dmg(M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
One-Handed Firearms										
Caplock buckler gun	750 gp	1d4	1d6	×4	10 ft.	1 (5 ft.)	2	6 lbs.	B and P	Combined firearm (buckler)
Caplock coat pistol	750 gp	1d3	1d4	×3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	Holdout
Caplock dagger pistol	740 gp	1d3	1d4	×3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	Combined firearm (dagger)
Caplock hellfire pistol	1,000 gp	1d4	1d6	×4	20 ft.	0 (5 ft.)	1	3 lbs.	B and P	Scatter
Caplock pistol	1,000 gp	1d6	1d8	×4	20 ft.	0 (5 ft.)	1	4 lbs.	B and P	—
Caplock pocket pistol	2,000 gp	1d3	1d4	x3	10 ft.	0 (5 ft.)	3	6 lbs.	B and P	Holdout, pepperbox
Caplock turn-off pistol	10,000 gp	1d6	1d8	×4	20 ft.	0 (5 ft.)	1	4 lbs.	B and P	Breech-loaded
Caplock sword cane pistol	775 gp	1d3	1d4	×3	10 ft.	0 (5 ft.)	1	1 lb.	B and P	Combined firearm (sword cane)

Flintlock buckler gun	75 gp	1d4	1d6	×4	10 ft.	1 (5 ft.)	2	6 lbs.	B and P	Combined firearm (buckler)
Flintlock coat pistol	75 gp	1d3	1d4	×3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	Holdout
Flintlock dagger pistol	74 gp	1d3	1d4	×3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	Combined firearm (dagger)
Flintlock hellfire pistol	100 gp	1d4	1d6	×4	20 ft.	1–2 (5 ft.)	1	3 lbs.	B and P	Scatter
Flintlock pistol	100 gp	1d6	1d8	×4	20 ft.	1 (5 ft.)	1	4 lbs.	B and P	—
Flintlock sword cane pistol	78 gp	1d3	1d4	×3	10 ft.	1 (5 ft.)	1	1 lb.	B and P	Combined firearm (sword cane)
Two-Handed Firearms										
Caplock axe musket	1,600 gp	1d6	1d8	×4	30 ft.	0 (5 ft.)	1	6 lbs.	B and P	Combined firearm (battleaxe)
Caplock blunderbuss	2,000 gp	1d6	1d8	×2	Special	0 (10 ft.)	1	8 lbs.	B and P	Scatter
Caplock musket	1,500 gp	1d10	1d12	×4	40 ft.	0 (5 ft.)	1	9 lbs.	B and P	—
Caplock musketoon	1,000 gp	1d10	1d12	×4	30 ft.	0 (5 ft.)	1	6 lbs.	B and P	Carbine
Caplock nock gun	6,000 gp	1d10	1d12	×4	40 ft.	0 (5 ft.)	7	20 lbs.	B and P	Volley gun
Caplock rifled musket	15,000 gp	1d10	1d12	×4	50 ft.	0 (5 ft.)	1	9 lbs.	B and P	Rifled
Caplock wall gun musket	3,750 gp	2d10	2d12	×4	50 ft. 0 (5 ft.)	0 (5 ft.)	1	14 lbs.	B and P	Wall gun
Caplock warhammer musket	1,600 gp	1d6	1d8	×4	30 ft.	0 (5 ft.)	1	6 lbs.	B and P	Combined firearm (warhammer)
Flintlock axe musket	160 gp	1d6	1d8	×4	30 ft.	1–2 (5 ft.)	1	6 lbs.	B and P	Combined firearm (battleaxe)
Flintlock blunderbuss	200 gp	1d6	1d8	×2	Special	1–2 (10 ft.)	1	8 lbs.	B and P	Scatter
Flintlock musket	150 gp	1d10	1d12	×4	40 ft.	1–2 (5 ft.)	1	9 lbs.	B and P	—
Flintlock musketoon	100 gp	1d10	1d12	×4	30 ft.	1–2 (5 ft.)	1	6 lbs.	B and P	Carbine
Flintlock nock gun	600 gp	1d10	1d12	×4	40 ft.	1–2 (5 ft.)	7	20 lbs.	B and P	Volley gun
Flintlock rifled musket	1,500 gp	1d10	1d12	×4	50 ft.	1–2 (5 ft.)	1	9 lbs.	B and P	Rifled
Flintlock wall gun musket	375 gp	2d10	2d12	×4	50 ft.	1–2 (5 ft.)	1	14 lbs.	B and P	Wall gun
Flintlock warhammer musket	1,600 gp	1d6	1d8	×4	30 ft.	1–2 (5 ft.)	1	6 lbs.	B and P	Combined firearm (warhammer)

considered broken. A dagger pistol uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm. It commonly uses the flintlock or caplock firing mechanisms.

Hellfire Pistol: Like a miniature blunderbuss, the hellfire pistol fires pellets or a bullet from its flared barrel. The hellfire pistol fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. A hellfire pistol uses either a bullet or group of pellets and 1 dose of black powder, or a single alchemical cartridge (with either bullets or pellets) as ammunition. This is an early firearm. It commonly uses the flintlock or caplock firing mechanisms.

Gunstock war club: Gunstock war clubs are made from the crooked angled stock of broken firearms that bhriota possess but were unable to repair after they became damaged. The gunstock war club looks like you were holding a firearm by the barrel and using the buttstock as a bludgeoning weapon (see Musket-as-a-club), often with a small, heart-shaped blade sticking out of one side of the weapon.

Knife bayonet: The statistics represent a long arm with a dagger-like bayonet attached. If a knife bayonet is removed it can be wielded as a dagger.

Military Pistol: This is a single-shot, breechloaded firearm that has become standard issue for officers as revolvers become rarer and the war prolonged. A military pistol uses the same metal cartridges as a revolver for ammunition. This is an advanced firearm.

Military Rifle: Few of these single-barrel, tube magazine-fed, lever action rifles have been created as they represent the absolute forefront of military armories and firearm advancements. Working the lever and loading the next cartridge is a free action. A military rifle uses the same metal cartridges as a rifle for ammunition. This is an advanced firearm.

Musket: This long-barreled firearm has a much greater range than a pistol. A musket uses either a bullet and 1 dose of black powder or a single alchemical cartridge as its ammunition. This is an early firearm. This is an early firearm. It commonly uses the snaphaunce, flintlock, or caplock firing mechanisms.

Musket-as-a-club: It was not uncommon on the battlefield for a soldier to, after discharging his weapon, turn it around in his hands so that he was holding the barrel and swinging it like a club or mace. The statistics as presented represent using a two-handed long arm in this way. If the weapon is still loaded while used as a club, treat the roll of a natural 1 as a misfiring of the firearm. There is no associated cost with this attack option as it is possible only with a firearm that has a stock and is held normally in two hands. Enchanting a firearm to be a magic weapon when used this way is treated the same as enchanting a double weapon.

Musketoon: The statistics presented for a musketoon are essentially those of a musket made to be a carbine size. The decreased barrel length makes the weapon easier to handle on horseback or in tight quarters, for instance on a ship. This is an early firearm. It commonly uses the snaphaunce, flintlock, or caplock firing mechanisms.

Nock gun: The seven barreled nock gun had tremendous recoil that makes attacks with it unmounted impractical as each attack is at a -14 recoil penalty against a single target. Bracing or mounting the weapon greatly reduces the effects of recoil (see Bracing a Firearm above). It commonly uses the flintlock or caplock firing mechanisms.

Pistol: The basic single-shot early firearm pistol is one of the most common firearms. It can take a variety of different forms, from wildly ornate masterpieces in the shape of fire-breathing dragons to the more common wood-handled pistols, or nothing more than a simple metal tube with a triggering device. A pistol uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm. It commonly uses the snaphaunce, flintlock, or caplock firing mechanisms.

Exotic Firearms (Advanced)

Weapon	Price	Dmg(S)	Dmg(M)	Critical	Range	Misfire	Capacity	Weight	Type	Special
One-Handed Ranged Weapons										
Military pistol	1,000 gp	1d6	1d8	×4	20 ft.	1	1	2 lbs.	B and P	—
Revolver	4,000 gp	1d6	1d8	×4	20 ft.	1	6	4 lbs.	B and P	—
Vindari hand cannon	2,500 gp	1d10	1d12	×4	30 ft.	1-2	1	3 lbs.	B and P	High caliber
Two-Handed Ranged Weapons										
Cavalry carbine	3,333 gp	1d8	1d10	×4	70 ft.	1	1	8 lbs.	B and P	Bayonet lug, carbine
Military rifle	25,000 gp	1d8	1d10	×4	80 ft.	1	6	15 lbs.	B and P	—
Rifle	5,000 gp	1d8	1d10	×4	80 ft.	1	1	12 lbs.	B and P	—
Shotgun	5,000 gp	1d6	1d8	×2	20 ft.	1–2	1	12 lbs.	B and P	Scatter

Pistol-as-a-club: It was not uncommon on the battlefield for a soldier to, after discharging his weapon, turn it around in his hands so that he was holding the barrel and swinging it like a club or mace. The statistics as presented represent using a one-handed handgun in this way. If the weapon is still loaded while used as a club, treat the roll of a natural 1 as a misfiring of the firearm. There is no associated cost with this attack option as it is possible only with a firearm that is held in one hand. Enchanting a firearm to be a magic weapon when used this way is treated the same as enchanting a double weapon.

Pistol-whip: Using the barrel of a pistol as a bludgeoning instrument with a wide sweeping motion is known as "pistol-whipping" a creature. Pistol-whipping with a loaded firearm can be dangerous (treat the roll of a natural 1 with a loaded firearm as a misfire with an early firearm), especially if it is cocked and ready to fire (in which case make a Reflex save DC 15, treating a failure as a misfire). There is no associated cost with this attack option as it is possible only with a firearm that is held in one hand. As presented, the pistol-whip assumes you are proficient with firearms, but the gunslinger's pistol-whip deed supersedes the rules presented here. Enchanting a firearm to be a magic weapon when pistol-whipping is treated the same as enchanting a double weapon.

Pocket pistol: This three-barreled, pepperbox-design pistol is made to be small enough to easily conceal but provides you with more than a single shot. You gain a +2 bonus on Sleight of Hand checks made to conceal a firearm with the holdout quality on your body. Barrels are fired one at a time with each barrel being quickly moved into the firing position as a free action. A pocket pistol uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm. It commonly only uses the caplock firing mechanism.

Revolver: A revolver is a pistol with a revolving cylinder containing six chambers. Each chamber can hold a metal cartridge, and when one cartridge is fired, the cylinder automatically rotates (no extra hand or action required), readying the next chamber for firing. A revolver uses handgun metal cartridges as ammunition. This is an advanced firearm.

Rifle: This improvement on the musket features a grooved barrel that imparts a twisting, spiral motion to the bullet as it exits, stabilizing it and preventing the end-over-end tumbling common

Romni Shotgun

Rifled Musket

Axe Musket

to projectiles from simpler firearms. As a result, a rifle can fire significantly farther and with more accuracy than early long-bore firearms. It also features a breechloading mechanism for a single-shot, making it faster and easier to load than other, similar long arms. A rifle uses rifle metal cartridges as ammunition. This is an advanced firearm.

Rifled musket: These statistics are for a musket that has had the rifled quality added to the weapon. A rifled musket resolves attacks within the first three range increments as touch attacks instead of just the first like most early firearms. The maximum number of range increments for a rifled musket is also increased from 5 for most early firearms to 8 total range increments. The rifled musket was itself only one innovation needed to move toward a true advanced firearm rifle. Developments like breech-loading and the use of different ammunition like the Minie ball were necessary additions. A rifled musket uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm. It commonly uses the flintlock or caplock firing mechanisms.

Romni shotgun: While called a "romni shotgun," these are in fact heavily modified early firearms using cannibalized parts from other snaphaunce one-handed and two-handed designs to create an easy to hide scatter weapon that is most similar to a hellfire pistol. The connotation that this is a romni weapon is largely a slur against the shortened and hacked-together nature of such weapons, though they are particularly common among those gypsy people. You gain a +2 bonus on Sleight of Hand checks made to conceal romni shotgun on your body. The romni shotgun fires pellets or a bullet from its flared barrel. The romni shotgun fires in a 15-foot cone when firing pellets, and has a 10-foot range increment when firing a bullet. A romni shotgun uses either a bullet or group of pellets and 1 dose of black powder, or a single alchemical cartridge (with either bullets or pellets) as ammunition. This is an early firearm. It commonly only uses the snaphaunce firing mechanism.

Shotgun: This advanced version of the blunderbuss shoots in a 30-foot cone when firing pellets, and has a 20-foot range increment when firing a bullet (often called a slug). Shotguns can either be simple and functional, or art pieces in their own right, with engravings and inlay on the stocks and breeches. Those used by the upper class are often emblazoned with images of game animals, family crests, or elaborate maker's marks. A shotgun uses metal cartridges (loaded with either a bullet or pellets) as ammunition. This is an advanced firearm.

Spike bayonet: The statistics represent a long arm with a standard bayonet attached. While spike bayonets could often be removed, they could only awkwardly be used as an independent melee weapon. Masterwork spike bayonets can be designed to be built into a long arm and slide or flip out to be used. Count these bayonets as having the masterwork bayonet lug for pertinent rules.

Sword bayonet: The statistics represent a long arm with a short sword-like bayonet attached. If a sword bayonet is removed it can be wielded as a short sword. Whereas most bayonets turn a long arm into a spear, the sword bayonet is more akin to a glaive.

Sword Cane Pistol: A combination weapon, this gun mixes a coat pistol with a sword cane. The sword cane pistol is considered a double weapon for the purpose of creating masterwork or magical versions of this weapon. The pistol attachment makes the nature of the weapon a little more difficult to hide. An observer must succeed at a DC 15 Perception check to realize that an undrawn sword cane pistol is a weapon rather than a simple walking stick; the DC decreases to 5 if the observer is able to handle the weapon. A sword cane pistol uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. The sword part of the weapon must be drawn in order to load the pistol part of the weapon. This is an early firearm. It commonly uses the flintlock or caplock firing mechanisms.

Turn-off pistol: The turn-off pistol is a breech-loading pistol. The barrel of the turn-off pistol was unscrewed completely to reload the firearm. While faster than loading via the muzzle, the danger of dropping the barrel in combat was a big enough concern to keep the weapon off most major battlefields. It was still however popular as a personal defense weapon. A turn-off pistol uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early

firearm. It commonly only uses the caplock firing mechanism.

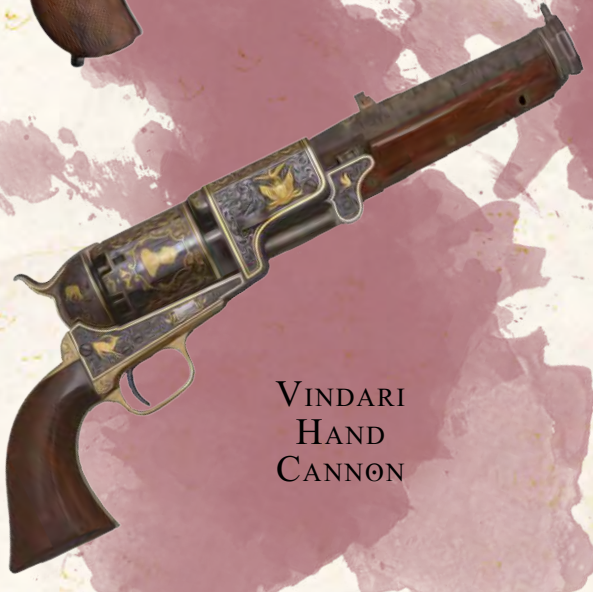
Vindari hand cannon: Developed as a personal defense weapon that uses an unmodified cartridge for a military rifle in a one-handed pistol design, the vindari hand cannon is as large a caliber weapon as someone could fire comfortably in one-hand, and is rarely designed as a revolver because successive shots would be terribly affected by recoil. A vindari hand cannon uses the same metal cartridges as a rifle for ammunition. This is an advanced firearm.

Wall musket: This oversized musket fires a ball over one inch in diameter from a barrel as long as a regular musket's entire length with stock. The wall musket needs to be braced before firing or it may knock a wielder prone. A wall musket uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm. It commonly uses the flintlock or caplock firing mechanisms.

Warhammer Musket: This musket has a warhammer head at the end of its barrel, which allows it to be used as both a musket and a warhammer. The warhammer musket, since the warhammer is the favored weapon of the One True God, is particular common in Vathak, with many being highly stylized with religious iconography. It is considered a double weapon for the purposes of creating masterwork or magical versions of this weapon. If this firearm gains the broken condition, both the firearm component and the warhammer are considered broken. A warhammer musket uses either a bullet and 1 dose of black powder or a single alchemical cartridge as ammunition. This is an early firearm. It commonly uses the flintlock or caplock firing mechanisms.

Pocket Pistol

Turn-off Pistol



Vindari Hand Cannon

Firearm Bullets

The original rules in the *Pathfinder Roleplaying Game: Ultimate Combat* for firearms, a "firearm bullet" was universal between all weapons basically. Other than needing metal cartridges for advanced firearms and just bullet and black powder for early firearms, no major distinctions

are made. In Shadows over Vathak, while GMs can feel free to allow for kind of sloppy bookkeeping, to heighten the dangers of relying on firearms, the following rules for ammunition in fact assume that many different type and calibers of ammunition exist. A large number of games specifically heighten the drama of any combat by severely limiting the number of shots a character can take, and a gamemaster should feel free to use this method if they can in their own game.

Some, like the metal cartridges used in advanced firearms, are expected to come in a few major varieties (handgun, rifle, and shotgun cartridges for instance) that are common, though many with specialized firearms will do custom handloads for added effect. Among those that use early firearms, especially with smoothbores, the caliber of a weapon is more of a "maximum size" as "loose-fitting shot" is a normal loadout. Then again, any soldier worth their salt will own custom bullet casting tools and instantly recognize if a ball is too large, too small, or just right for their own pistols, muskets, and blunderbuss.

Costs of Ammunition in Shadows over Vathak

The costs of various firearms is reduced in *Shadows over Vathak*, with snaphaunce early firearms 1/100th the cost of a typical firearm in the ***Pathfinder Roleplaying Game***, and even flintlock firearms costing 1/10th the cost. But why then is the price of bullets, powder, and cartridges still fairly high?

The short answer: **WAR!** The war effort against the Old Ones and their Spawn draws in so many resources and is so all-encompassing that "civilians" struggle to find ammunition for their firearms. It is even common for the laws in some lands to allow military personnel to seize any or all firearms and ammunition at will (though this is only most commonly applied when abundant amounts of advanced metal cartridges are found). The demands of the military then have almost all production of firearms and ammunition going directly into the war effort, and these prices reflect almost black market or at least grey market prices. On the flipside, gamemasters with players that are part of the military should also be able to "stock up" on ammunition with the military, so the exorbitant prices can be mitigated depending on circumstance.

And while you may assume that the creation of black powder, a "simple" combination of charcoal, niter, and brimstone, should be easy enough for even the most backwoods pig farmer to accomplish, the corning and other processes necessary to make true, high-quality "gunpowder" is significantly more tricky (pick up a copy of ***Call to Arms: Fireworks & Primitive Firearms*** for more on the exciting history and process of making explosive powder and for a more thorough discussion of these matters in-game).

High & Low Caliber Bullets in Early Firearms

For ease of bookkeeping, it can be safe to assume that most standard early firearms that were purchased without any serious modifications were made by some kind of gunworks and they likely mass produce their firearms to fairly common calibers (.50 caliber is a common musket caliber, and while high by modern firearm standards, the realities of black powder versus modern powders make it only as effective as explained in the rules presented). In general then, gamemasters should have players track three types of early firearm ammunition separately: *pistol*, *musket*, and *pellets*. The exact sizes between pistol and musket bullets shouldn't matter, other than to assume that a pistol bullet fired from a musket is done as a loose-fitting shot, and firing a musket bullet without modification from a pistol increases the misfire chance by 2 (lead after all will deform fairly easily). Pellets fit for either type, as they are composed of a handful of tiny beads of lead.

The cost of pistol versus a musket bullet is negligible, so that only a single price is listed for each type of bullet below. Tracking of type should be done more as a matter of resource management.

The caliber of the barrel of an early firearm is ultimately immaterial to base cost as presented for weapons, so the cost of a lower or higher caliber firearm (see the weapon feature above) does not increase or decrease the cost of the

weapon. Ammunition however is significantly affected. Unless deemed so by the gamemaster, additionally assume that all ammunition for a higher or lower caliber weapon must be custom cast as the size is non-standard to the most common weapons made.

High Caliber: Increase the cost of any ammunition for a high caliber firearm by half (50%).

Low Caliber: Decrease the cost of any ammunition for a low caliber firearm by half (50%).

Types of Advanced Firearm Metal Cartridges

For ease of bookkeeping, unless a character is using a custom-made advanced firearm, they can assume they purchased one produced by one of Vathak's military gunworks, and thus the ammunition used by the military is universally usable.

The three most common types of advanced firearm metal cartridges are: *handgun*, *rifle*, and *shotgun*. Most one-handed advanced firearms, like the military pistol and revolver, use handgun cartridges, while most two-handed advanced firearms, like the rifle and military rifle, use rifle cartridges. Shotguns have their own special variety, and even they come in both "bullet" and "pellet" forms. Unless a specially modified weapon (like the vindari hand cannon, which is a handgun but uses the rifle cartridge), a weapon can only use metal cartridges made specifically for it.

While the cost of for the ammunition doesn't change from cartridge type, tracking of type should be done more as a matter of resource management. So only a single price is listed for cartridges below, and it applies for all three types. Assume, as well, that the price of a specialized bullet also includes the cost of having it added to a metal cartridge if your character is attempting to purchase advanced firearm ammunition.

Adamantine Bullet: These expensive bullets are crafted from adamantine and have a +1 enhancement bonus on attack rolls. They ignore hardness 20 or less when attacking objects. Having a similar mass to iron and steel, there are typically 43 adamantine bullets in a half-pound bag.

Alchemical Cartridge: An alchemical cartridge is a prepared bundle of black powder with a bullet or pellets, sometimes with more exotic material added, which is then wrapped in paper or cloth and sealed with beeswax, lard, or tallow. There are many types of alchemical cartridges, the simplest being the paper cartridge—a simple mix of black powder and either pellets or a bullet. Alchemical cartridges make loading a firearm easier, reducing the time to load a firearm by one step (a full-round action becomes a standard action, a standard action becomes a move action, and a move action becomes a free action), but they tend to be unstable. The misfire value of a weapon firing an alchemical cartridge increases as listed in each entry. Assume 25 of any combination of alchemical cartridges weighs a half-pound.

Dragon's Breath Cartridge: This cartridge contains alchemical compounds that, when fired, produce a cone of fire instead of the normal attack of a one-handed or two-handed firearm with the scatter weapon quality. The nonmagical flame deals 2d6 points of fire damage to all targets within the cone of the scatter firearm (DC 15 Reflex save for half). These cartridges cannot be used in firearms that don't have the scatter weapon quality. Because this ammunition forces a saving throw instead of making an attack roll, the misfire rules are slightly different. If you roll a 1 with either of the damage dice, the firearm misfires.

Entangling Shot Cartridge: This mix of black powder and an alchemically treated resin strong enough to survive the shot can only be loaded into a blunderbuss, a hellfire pistol, or another scatter weapon. It deals half damage to those hit by a cone attack made with this weapon, but any creature hit by the shot must succeed at a DC 15 Reflex saving throw or become entangled for 2d4 rounds. An entangling shot cartridge increases the firearm's misfire value by 2.

Flare Cartridge: When a flare cartridge hits its target, it deals only half the normal damage, but the creature struck is blinded

Item	Cost	Weight
Adamantine bullet (1)	61 gp	—
Adamantine bullets (43)	2,632 gp	½ lb.
Alchemical cartridge (dragon's breath) (1)	40 gp	—
Alchemical cartridge (entangling shot) (1)	40 gp	—
Alchemical cartridge (flare) (1)	10 gp	—
Alchemical cartridge (paper, bullet or pellet) (1)	12 gp	—
Alchemical cartridge (salt shot) (1)	12 gp	—
Alchemical silver bullet (1) 3 gp	—	
Alchemical silver bullet (30) 90 gp ½ lb.		
Buck and ball (1)	1 gp —	
Buck and ball (30)	30 gp ½ lb.	
Cold iron bullet (1) 50 gp —		
Cold iron bullet (43)	1,500 gp	½ lb.
Coin copper (2)	2 cp*	—
Coin copper (35)	5 sp*	1 lb.
Coin gold (2) 3 gp*	—	
Coin gold (35) 50 gp*	1 lb.	
Coin silver (2) 3 sp*	—	
Coin silver (35)	5 gp*	1 lb.
Lead bullet (1)	1 gp	—
Lead bullet (30)	30 gp	½ lb.
Loose-fitting shot	See text	See text
Metal cartridge	15 gp	—
Minie ball (1) 10 gp —		
Minie ball (30) 100 gp ½ lb.		
Mithral (1)	12 gp —	
Mithral (86)	1,032 gp ½ lb.	
Pellets (handful)	1 gp	—
Pitted bullet (1)	5 gp	—
Pitted bullet (30)	150 gp	½ lb.
Pure gold (1) 100 gp —		
Pure Gold (18)	1,800 gp	½ lb.
Rifled bullet (1	1 gp	—
Rifled bullet (30)	30 gp	½ lb.
Silver bullet (1)	25 gp	—
Silver bullet (31)	775 gp	½ lb.

* This is the cost in coins being melted down, not the "market value" of the shot. See text for details.

for 1 round (Fortitude DC 15 reduces this to dazzled), and creatures within a 20-foot burst are dazzled for 1 round (Fortitude DC 15 negates the effect). Flare cartridges are also useful for sending up signal flares. Firing a flare cartridge increases the firearm's misfire value by 2 unless it is fired from a blunderbuss or a hellfire pistol, in which case doing so only increases the firearm's misfire value by 1. Flares can be used only to attack single creatures; they do not work as a shot for a scatter weapon's cone attack.

Paper Cartridge: This simple mix of black powder and either pellets or a bullet increases the misfire value by 1.

Salt Shot Cartridge: This mix of black powder and rock salt can only be loaded into a blunderbuss, a hellfire pistol, or other scatter weapon. It deals nonlethal instead of lethal damage, and increases the misfire value by 1. You can use it only with a scatter weapon's cone attack.

Alchemical Silver: This special alloy of alchemical silver is specially formulated to bond with lead rather than iron. Treat the bullet as silver for bypassing the damage reduction of creatures such as lycanthropes. The alchemical process negatively affects the properties of lead that make it a desirable ammunition, allowing it to deform less when fired and on impact. This reduces the damage dealt by all alchemical silver bullets by -1 and reduces the critical range of the firearm by 1 as well (minimum 20).

Buck and Ball: Any smoothbore, muzzle-loaded firearm, like a musket or pistol, can be packed with a combination of smaller than average firearm bullets and pellets. This turns the firearm into a simple scatter weapon, firing a 5 foot wide line effect for half the total distance of the firearm's range, attacking all creatures in the line. When a firearm loaded with buck and ball attacks all creatures in the line effect, it makes a separate attack roll against each creature within the line. Each attack roll takes a -2 penalty as well as suffering the normal penalties for range, and its attack damage cannot be modified by precision damage or damage-increasing feats such as Vital Strike. Treat this attack as if it were from a weapon with the scatter weapon quality.

Cold Iron: To maintain the properties of cold iron, the metal must be worked by hand with very little heat. Ammunition crafters then must manually cut and compress each cold iron ball by hand to fit a specific firearms caliber because traditional casting methods would destroy the natural properties of the metal. This leads to their increased price. Cold iron bullets also are much less malleable than lead, which is actually a detriment to their use in firearms. They are more likely to penetrate a target but less likely to spread out and deal massive amounts of damage. They also weigh considerably less than their lead counterparts. Increase the number of range increments treated as touch attacks by 1 when using a cold iron ball, but decrease the damage die by one size category.

Coin Copper: Similar to coin gold bullets, these balls of copper are in fact melted own copper coins. Copper coins are rarely pure copper, most often a cupronickle alloy (75% to 25%), that weighs three-quarters the weight of lead and is fairly easy to melt down and shape. Also, cupronickle shots are highly resistance to corrosion, especially salty seawater, and thus a common choice for oceangoing folk. No specific creature is affected more by copper bullets than lead, but copper bullets are slightly lighter than pure lead and thus take a -1 penalty on damage rolls (with a minimum of 1 point of damage). Like all coin bullets, most government frown heavily on the melting down of their coinage to make bullets, but desperate officers facing the unspeakable horrors of the Spawn of the Old Ones swear by not only the necessity of such things, but that the copper shots have wierd electrical powers.

Coin Gold: Enterprising ammunition makers, wanting to appeal to the inherent superstitions of their potential clients, have realized a frowned upon work-around to providing gold firearm bullets at a reasonable cost. Rather than work in pure gold, these metallurgists will meltdown the coin of the realm to make bullets of gold, though few gold coins are actually "pure" gold. The practice itself is also considered illegal by most minting nations, so few admit to the practice. But when three gold coins can be melted down to create roughly two "gold" bullets that will sell for 100 gp each to gullible buyers, temptation

gets the better of many. An Appraise check (DC 20) reveals to most buyers that these balls are not pure gold. Possessing a truly pure gold bullet for comparison imparts a +5 bonus to your skill check. A ball of the same size made of coin gold weighs almost 50% more than a similarly sized lead ball, this greater mass increases the bullets lethality but decreases its effective range. All coin gold bullets deal +1 damage when fired from a firearm but reduce the range increment of the firearm by 10 feet.

Coin Silver: Similar to coin gold bullets, these balls of silver are in fact melted down silver coins. Silver coins are generally more pure silver than gold coins are pure gold, and so can be treated the same as alchemical silver bullet. Coin silver firearm bullets take a -1 penalty on damage rolls (with a minimum of 1 point of damage).

Lead Bullet: The ammunition of most one-handed and two-handed firearms, firearm bullets typically take the form of small balls of lead. Thirty bullets weigh a half-pound, with "half-pound bags" being a common unit of measure for all firearm bullets. Lead bullets come in two common sizes: pistol and musket.

Loose-Fitting Shot: The exact caliber of a musket varies from maker to maker. Firearms before the musket, like the arquebus, are even more prone to having odd sizes. Though most firearms were loaded with shot slightly smaller than their actual barrel for ease of loading, balls loaded into smoothbore firearms that are too loose-fitting are not as effective. Firing a loose-fitting ball from a black powder firearm takes a -2 penalty on your attack roll. The total number of range increments possible is also reduced by 1. The chance of a misfire slightly increase by +1 in range. Rifled firearms that fire loose-fitting shots gain no bonus from the rifling as the spin is not imparted onto the shot. Loose-fitting shot costs as much as the ammunition normally does.

Metal Cartridge: These sturdier versions of alchemical cartridges serve as the ammunition for advanced firearms. They can hold either bullets or pellets and come in three commonly produced types: handgun, rifle, and shotgun.

Minie Ball: Most muskets and pistols fire a round ball for ammunition, but the Minie ball is specifically designed to work in the early rifled muskets. A Minie ball actually has a long, conical shape with a concave depression in the base of the bullet that allows the metal to expand when fired. This expanded metal makes the bullet fit the barrel more tightly, and imparts the rifling of the barrel more effectively to the shot as it is being fired from a rifled bullet. Using a Minie ball in a rifled firearm increases the range of the firearm. The maximum number of range increments increases to 2 and the number of range increments that are treated as a ranged touch attack increases by 2 increments, for a total of the first five range increments and 10 total range increments when fired from a rifled musket. A Minie ball loaded into a smoothbore firearm has no benefit and counts as a loose-fitting shot.

Mithral: As a metal even lighter in weight than iron, and thus significantly lighter than lead, most marksmen never try to create mithral firearm bullets. The strange properties of mithral however imbue mithral bullets with the ability to affect creatures as if it were pure silver (for instance bypassing damage reduction) but also gives a ball of mithral fired from a firearm a significantly longer maximum range due to its lighter weight. This lighter weight however decreases the bullets ability to penetrate armor. Firearms using a mithral bullet resolve all attacks beyond the first five feet as normal attacks rather than ranged touch attacks. Increase the range increment of the firearm using a mithral bullet however by +15 feet and increase the maximum number of range increments by 2 (maximum 10). This is in addition to treating the ammunition as silver for bypassing damage reduction.

Pellets: A handful of lead pellets, along with 1 dose of black powder, is commonly used as ammunition for one-handed and two-handed firearms with the scatter weapon quality, though rocks or other small bits of hard material can be used in the pellets' place. Using anything other than pellets or alchemical cartridges when firing off a cone attack with a scatter weapon increases the weapon's misfire range by 1 (though this increase can be removed by switching back to standard ammunition). Thirty handfuls of pellets weigh half a pound.

Pitted Bullet: This ammunition is pitted with a pattern of small pocks into which specially formulated poison compounds can be applied. A poison compound is a derivative of a standard toxin that is alchemically reduced to a solid form. These can be made from any standard injury or contact poison with a successful Craft (poison) check equal to the poison's DC + 4. The cost of purchasing an already prepared poison compound for the purpose of treating pitted bullets is equal to the poison's base cost + 20 gp. Once crafted, the compound can be pasted into the ammunition's pitted design and allowed to harden. Upon completion, the bullet can be fired from an appropriate firearm, releasing the poison compound into its target upon impact, but the poison's DC is reduced by 2. A pitted bullet cannot be used with an alchemical cartridge. The listed cost does not include the cost of poison.

Pure Gold: This is a ball made of purest gold. Each is hand crafted with care as the metal is fairly malleable, making it an excellent ball to fire out of rifled barrels with a tight fit. Though no creature is specifically affected negatively by gold bullets, it is not an uncommon belief that gold bullets are one way to dispatch evil creatures like devils, demons and the undead. A ball of the same size made of gold weighs almost 70% more than a similarly sized lead ball, this greater mass increases the bullets lethality but decreases its effective range. All pure gold bullets deal +3 damage per weapon die when fired from a firearm but reduce the range increment of the firearm by 10 feet. The greater mass of gold means that only 18 pure gold bullets fit in a half-pound bag.

Rifled Bullet: Though the concept of putting rifling into a barrel had been understood by the 16th century, the earliest rifled barrels required specialized bullets with grooves or specific shapes so that they could impart their spin onto the bullet. These special bullets don't cost more but they are not interchangeable from one firearm to another unless their rifling matched perfectly. Alternately, a ball that is slightly too large can be used in a rifled barrel, but getting this kind of ball into a muzzleloaded was slow and laborious. Increase the time using this method by one step, so for example a standard action would become a full-round action.

Silver Bullet: This ammunition is specifically crafted from silver, and though nonmagical, it is particularly detrimental to lycanthropes, automatically confirming any critical threats against such creatures. A firearm that is shooting a silver bullet takes a –1 penalty on damage rolls (with a minimum of 1 point of damage). With a mass close to lead, a half-pound bag of bullets has 31 bullets in it.

Firearm-Related Gear

The following items are not specifically firearms or ammunition, but intrinsically tied to firearms.

Bandolier of Saints: This is a bandolier with a eight or more leather pouches hanging from it, each pouch containing a pre-set amount of powder for loading and priming a firearm with

a secondary pocket on the bandolier for balls to fire. Having a bandolier of saints reduces the chance for human error in the heat of battle, decreasing the misfire rate of a hastily loaded firearm (see Quick Loading rules for more). The name of this device comes from many soldiers choosing to have each of the leather pouches decorated in the style of their favorite saints and/or the other religious iconography of the Church.

Black Powder: Black powder is the key explosive component within a firearm that enables it to function, but in larger amounts this alchemical material can be quite destructive on its own as well. A single dose of black powder is enough to power a single shot from most one-handed and two-handed firearms, while 10 doses are required to fire a cannon. Black powder is often stored and transported in kegs (which hold 100 doses), but in this quantity the powder itself becomes dangerous. Exposure to fire, electricity, or a misfire explosion causes black powder to explode—a single keg that explodes in this manner deals 5d6 points of fire damage to anyone within a 20-foot burst (DC 15 Reflex half). Storing black powder in a powder horn protects the powder from explosion.

Crafting Craft (firearms) (DC 15) or Craft (alchemy) (DC 20)

Custom bullet casting tools: Many early firearms required custom-made bullets, either to account for their unique caliber as is the case for the arquebus or to design specific shapes to gain the benefits of rifling. Lead has such a low melting point that a properly made campfire can be used to melt down lead. Assume it takes one hour of work to cast a set of ten new balls using this method per set of tools you have. Alternately, singular balls can be cast in 10 minutes of work per set used. These times can be reduced to ten minutes and 1 minute if you have access to a controlled flame source like a blacksmith's furnace. Using a different metal requires the use of the Craft (firearms) skill or Gunsmithing feat.

Flintlock tinder lighter: Working on the same basic flintlock mechanism as a firearm and resembling a pistol without a barrel, this device is used to efficiently light tinder for fires. The cost of these devices makes them more a novelty for the

Item	Price	Weight
Bandolier of Saints	5 gp	2 lb.
Black powder (dose)	1 gp	—
Black powder (keg)	100 gp	5 lbs.
Custom bullet casting tools	5 gp	2 lbs.
Flintlock tinder lighter	50 gp	1 lb.
Gunsmith's kit	15 gp	2 lbs.
Percussion cap (1)	1 sp	—
Percussion cap (100)	10 gp	½ lb
Powder horn	3 gp	1 lb.
Powder flask	5 gp	1 lb.
Shooting stick (monopod, musket fork)	2 gp	1 lbs.
Shooting sticks (bipod)	4 gp	2 lbs.
Shooting sticks (tripod)	6 gp	4 lbs.
Smokeless powder (dose)	10 gp	—
Smokeless powder (keg)	1,000 gp	—
Tompion	1 cp	—

rich, though in areas where the price of flintlock firearms is cheaper these lighters are much less expensive. Many are designed to hold a candle which can be lit using the mechanism then left to sit in the lighter. Lighting a fire with a flintlock tinder lighter is a standard action.

Gunsmith'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.

Percussion cap: The key component to making a caplock firearm function, a percussion cap is a small copper or brass cylinder containing a miniscule amount of a shock-sensitive alchemical explosive (historically fulminate of mercury). When struck by any strong force, a percussion cap explodes into a shower of sparks. These sparks deal no damage, but will ignite any highly flammable substance like oil or gunpowder they are touching at the time with their shower of sparks. Setting off multiple caplocks at the same time makes quite a bit of noise but is unlikely to cause any direct damage themselves. Percussion caps are a necessary component of caplock firearms. A percussion can only ever be used one-time and in the event of a misfire, the cap is always destroyed. One use of a caplock firearm requires one use of a cap per barrel fired in addition to the cost of a dose of black powder and a ball as bullet.

Crafting Craft (firearms) (DC 20) or Craft (alchemy) (DC 25)

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.

Powder flask: A logical advancement from the traditional powder horn, powder flasks vary from a simple, hardened leather container to a decorative showpiece that would often be made to match a nobleman's firearm. Many are made out of metal but iron is almost never used for fear of errant sparks and static electricity. Powder flasks typically have a small device on their tip to dispense premeasured amounts of black powder into a firearm and are made to hold at least 10 doses. A powder flask protects black powder stored within in it from exposure to fire, electricity, firearm misfires, and water.

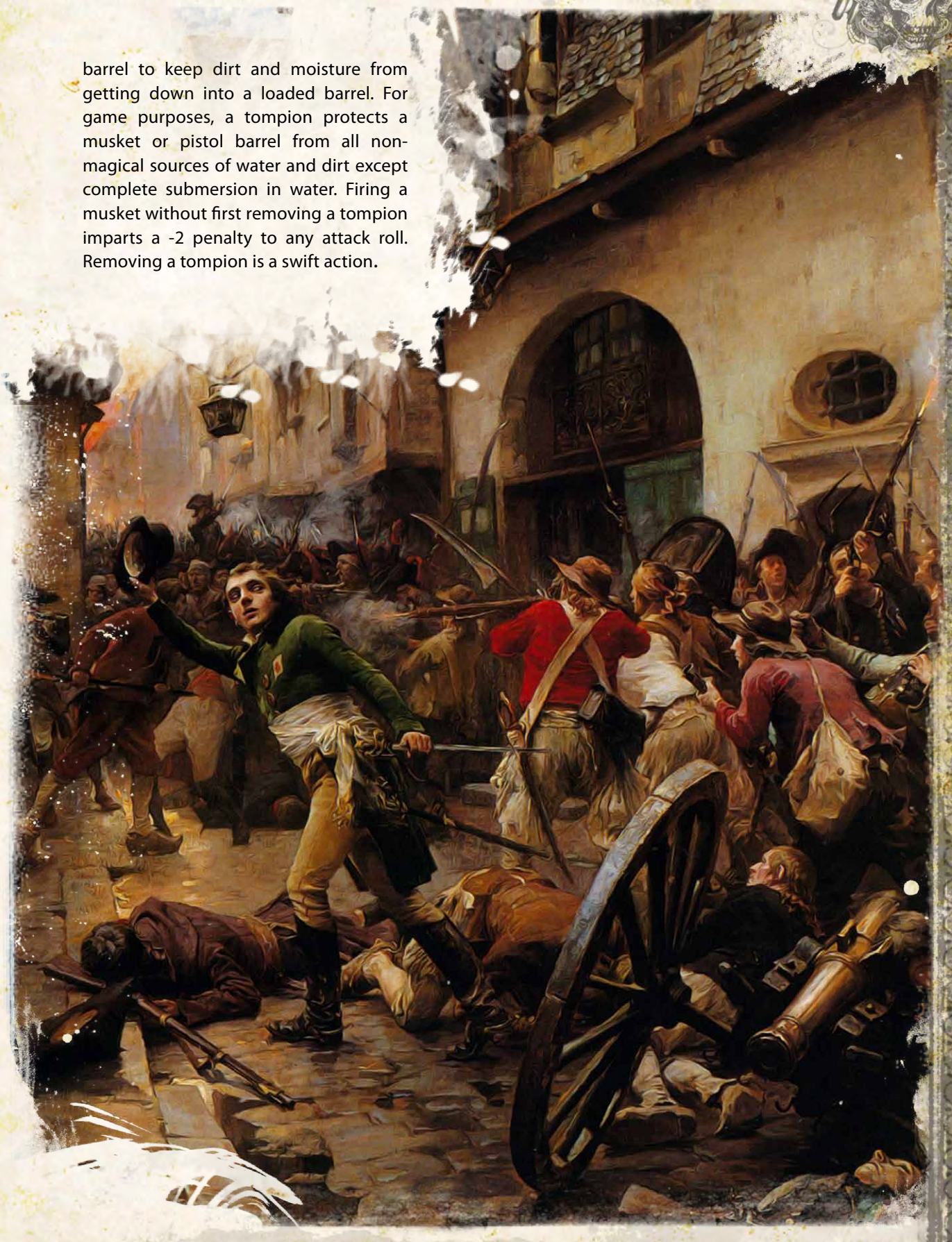
Shooting stick: Holding a firearm steady is one of the surest ways to hit targets at a greater distance. Shooting sticks come in different varieties, some attaching to a firearm directly others being independent. Shooting sticks come in many forms, but can be grouped into how many legs they have and how stable they are. Monopods, often called a musket fork, are a single stick, generally with a groove or metal fork for balancing a firearm in. Bipods generally are attached to a firearm and extend two legs down. Tripods are most likely to be independent and could be anything from a bundle of sticks to a purpose-made mount for a firearm. Monopods reduce recoil penalties by 1 for all attacks with that firearm. Bipods reduce recoil penalties by half for all attacks with that firearm. Tripods reduce recoil penalties to -2 total (or less if applicable) and the firearm counts as being braced.

Smokeless powder: Smokeless powder is an alchemical form of gunpowder that does not produce as large a cloud of smoke and doesn't foul firearms. There are numerous forms of smokeless powder, but almost all of them are recent developments, hence their extreme cost even compared to normal gunpowder. Affordable, easy to make and chemically stable smokeless powder was one of the last necessary steps toward creating metal cartridge firing advanced firearms like the rifle that did not foul between each shot.

Crafting Craft (firearms) (DC 25) or Craft (alchemy) (DC 30)

Tompion: A tompion is a small, wooden peg fitted to the muzzle of a black powder firearm

barrel to keep dirt and moisture from getting down into a loaded barrel. For game purposes, a tompion protects a musket or pistol barrel from all non-magical sources of water and dirt except complete submersion in water. Firing a musket without first removing a tompion imparts a -2 penalty to any attack roll. Removing a tompion is a swift action.



Religion in Vathak

Chapter

8

Typical fantasy roleplaying games have a wide selection of gods, deities, demi-gods, and other religious icons for the masses to worship.

Shadows over Vathak is different. The story of Vathak ultimately revolves around a war between two religions: the Church of the One True God and the followers of the Old Ones. Organized, wealthy, and commanding military might, the Church of the One True God demands obedience to a strict doctrine. The followers of the Old Ones belong to many different sects, cults, and tribes, each with its own rituals and beliefs.

While their presence can seem overwhelming, these two religions aren't the only ones present in Vathak. Like weeds growing from cracks in a stone, other religions survive in the bare spaces between the two clashing giants. Some of these religions are remnants of ancient belief systems, clung to by people trying desperately to save their heritage. Others are new and often disturbing cults, replete with believers seeking hope, salvation, or just an escape from Vathak's insanity.

Devils, Demons, and Daemons, Oh My!

In *Shadows over Vathak*, outsiders are rare. The lands and people of Vathak are plagued by aberrant spawn, undead hordes, and other horrors of a more cosmic and alien nature. Diabolists and others dedicated to infernal masters are much rarer compared to people falling down a path of corruption by the Old Ones. As the main threats in Vathak are the Old Ones and their corruptions, the Faithful of the Church of the One True God often misapply terms that are mechanically important in the *Pathfinder Roleplaying Game*. The Old Ones are likely to be called "devils" or "demons" in-character and Saints might be referred to as "guardian angels". In large part, this is a matter of ignorance. With outsiders being relatively uncommon, the average person in Vathak couldn't explain the subtle differences between a kyton and a devil, let alone the more significant differences between a devil and a demon. A character with Knowledge (planes) or even Knowledge (religion) might be able to discuss the differences academically, but unless they themselves are a regular summoner of creatures they're unlikely to have much first-hand knowledge and as likely to refer to the Spawn of the Old One that ate their fellow soldiers as "demon" as any other expletive.

The One True God

PIETY. *We will not stray from the path of the One True God.*

INDUSTRY. *We will work and build for the One True God.*

EQUALITY. *All who are faithful are equal before the One True God.*

WRATH. *All who are without faith will be destroyed by the Hammer of One True God.*

The One True God always watches us.

-The Chant of the Four Words of Faith

The Glory of Divine Judgement

God of judgement, order, law, and warfare.

Alignment LN

Domains Artifice, Destruction, Law, Rune, Toil, and War

Subdomains Industry, Judgement, Legislation, Loyalty, Rage, and Tactics

Inquisitions Anger, Conversion, Damnation, Excommunication, Final Rest, Heresy, Imprisonment, Redemption, Tactics, and True Death.

Favored Weapons Hammer, hellraiser, and rondel

Centers of Worship Heaven's Tower in Darmstadt, Grigoria; Delhain in Sileasia, Edhelion in Ina'oth, Huntstavania in the Colonies, Kretoria in Moorhaven, Urvind in Khrota

Associated Nationality Grigoria

Associated Race Vindari

Obedience: Place a shackle ring on the little finger of your left hand and kneel before the Judgement, holy symbol of the One True God. Say the *Chant of the Four Words of Faith* ten times, each time moving the shackle ring right one finger until it is on the little finger of the right hand. Meditate upon the words spoken by the priest at the last Montäg you attended. Gain a +1 sacred bonus on attack and damage rolls made with a warhammer.

Boons

1: Onward Faithful Soldier (Sp) *shield of faith* 3/day, *align weapon* (lawful only) 2/day, or *prayer* 1/day.

2: Thy Power Lend (Su): As a free action you can single out one aberration. Against this target, you gain a +2 sacred bonus on attack rolls and a sacred bonus equal to ½ your level on damage rolls. If you are using a warhammer, these bonuses increase by +1. The bonuses remain until your target is dead or you use this ability again, whichever comes first. If you choose a target that is not an aberration, the ability is wasted. You can use this ability a number of times per day equal to your Charisma bonus (minimum once per day).

3: Depths of Godly Rage (Ex): Once per day you can enter a holy rage as per the *rage* spell, though you do not need to concentrate. Instead, the rage lasts a number of rounds equal to your Hit Dice or until you choose to end it, whichever comes first. If you have the rage class feature, you gain a +2 bonus on your attack and damage rolls while raging.

To most vindari, there is but One True God. He is eternal, existing without beginning and without end. Except for the Old Ones and their Spawn, the Faithful believe that the One True God made all that exists and is by His will that all continues to exist. It is in His name and through His teachings that the Faithful spread a wise, just, and strong civilization to every corner of Vathak.

The Church of the One True God sorts all people into one of three categories: The Faithful, heathens who have yet to convert and become

one of the Faithful, and heretics. The One True God demands nothing less than complete fealty from the Faithful. Laypeople are expected to obey the laws of their Church without hesitation or deviation. Heathens are encouraged to convert. The best of the Faithful attempt conversion using example and dialogue. The worst attempt to convert using the sword and hammer. The tenants of the Church demand the execution of any heretics as "enemies of the faith."

Doctrine dictates that the Church has two branches. The first is the Church Triumphant, in which the Saints lead a legion made up of the Faithful who have died after living a pious life according to the tenets of the One True God. The second is the Church Militant, which exists on an imperfect Vathak and strives to bring His teachings to the world.

The Church and the teachings of the One True God have ever been the driving force of vindari civilization. It was these teachings, the Church says, that drove the vindari to Vathak and then fueled vindari expansion during the Great Cleansing. Today, it is the Church that unites the vindari, under the banner of the One True God, to war with the Spawn of the Old Ones.

The followers of the One True God are known as the Faithful. A typical follower of the One True God is lawfully minded, hard working, and practices fairness in their dealings with fellow Faithful. Piety and the Church permeate every aspect of a follower's life. Most attend Montäg, a regular ritual dedicated to the One True God, at least once per week. Oaths by His name are common and verses of the Four Words of the Faith are spoken to ward off evil. It is common for individual members of the Faithful to identify with a specific Patron Saint who they look to for inspiration in times of crisis and as an example of how to live life.

Religious Symbols

There are no paintings or sculptures of the One True God. The Faithful believe that any attempt by an imperfect being to depict the One True God will be flawed and unworthy of His perfection. The One True God is most often referred to in the masculine but it is not considered sacrilegious to use the feminine instead.

The One True God's holy symbol is known as *The Judgement* and represented as a purest-white silhouette of a stylized, two-handed maul with a fleur-de-lys pommel, crossed as an X by two hellraisers on a field of blood red. Variations exist, often unique to specific orders or within certain geographical regions. A smaller, one-handed warhammer crossed with either two gladius or daggers is one of the most common variations. When worn, it is typically hung on a chain around the neck or from a shorter chain attached to the belt.

As the official favored weapon of the One True God is the hammer, different members of the Faithful take liberty with which weapons they claim as their own. Some prefer the "official" two-handed maul, an especially large and cumbersome double-headed hammer, but they end up dual wielding their hellraisers as often as they use the maul due to its heft when facing most opponents. The maul has proven effective against the Spawn of the Old Ones, however, as it grants a certain amount of reach and has enough power to overcome their natural defenses. Other Faithful claim the one-handed warhammer as their favored weapon, most often pairing it with a Judgement-embellished shield. Classes that gain a bonus to a favored weapon can thus choose the maul, warhammer, or even the hellraiser or rondel as their "favored weapon." Once this choice is made, they cannot change it. Regardless of what weapon they claim as their favored weapon, it is rare to find a Faithful warrior without some hammer and two or more blades.

Life and Ritual

When founding a new settlement, the first thing all vindari settlers do is erect a Temple to the glory of the One True God, even over building their homes or other civic centers. In smaller communities, the Temple is the center around which everything revolves. In cities, the Temple provides a moment of respite from the chaotic world and renews the focus and resolve needed to conquer it. The Church of the One True God is everywhere there are vindari; thus, the Church is the largest and most powerful single organization in Vathak. Whether a small church, grand cathedral, private sanctuary, or an attached chapel, all can be referred to as a Temple.

Church tradition calls upon the Faithful to kneel in prayer upon waking and just before retiring for the evening. These prayers follow formulas in which the supplicant begs for first the glory of the Church and the victory of the armies of the Faithful in their battle against evil, and then gives praise to the One True God for the events of the day. Additional prayers during the day to give praise as part of a meal or in response to a positive outcome of an event are encouraged but not required. Under most circumstances, asking the One True God to bless one's endeavours is considered to be sacrilege. The Church preaches that only those with doubt in their heart believe that the One True God gives less than total support to each member of the Faithful. Exceptions are made for small children, who do not yet know better, and those in a war zone. Faithful in a war zone, be they soldier or civilian, that pray for their survival are considered to be praying for the victory of the army as a whole.

Services in honor of the One True God, known as Montägs, are held regularly. Temples with smaller congregations will only hold Montäg once or twice a week while larger Temples hold Montäg daily or even multiple times per day. Montägs are beautiful affairs, beginning in canticles sung both in High Vindari and Common and ending with the Sacrifice of Purity. During the Sacrifice of Purity, each member of the congregation is expected to throw an offering to the One True God into the Heiligen Mund, a sacred fire representing the Faithful's dedication to the One True God. Offerings are expected to be something of worth or value to the person making it as a representation that the One True God is more important than worldly matters. The most common offering is coin or handicrafts representing a serious investment in time, but letters from a cherished lover, a favored toy, a portion of the harvest's best crops, a favorite silk handkerchief, or a child's first lock of hair are all potential offerings. Alternatively, some use the Sacrifice of Purity to show proof that they are returning to the fold after a period of doubt. A supplicant who dabbled in the esoterica movement, for example, might make an offering of a book on spiritualism. In addition, each member of the Faithful pays tribute in the form of a tax that is collected by secular authorities and then delivered by them to the Church.

Special, more elaborate Montägs are held during holidays. Births and marriages do not have services of their own but are, instead, given a moment during regular Montäg when a child or union is ritually blessed. It is common for the Faithful to hold additional, more secular celebrations afterwards. Funerals do have their own, unique service, held at graveside. These ceremonies are practical as well as spiritual. Without proper consecration, the dead may rise again and plague the living.

Between Montägs, the Faithful are expected to report to their local Temple at least once to engage in the Ritual of Sin-Eating. During this ritual, a member of the Faithful doing the prepares a small meal for the priest, all the while speaking of any sins committed since the last time the ritual was performed. The priest then eats the prepared meal and proclaims the sins destroyed and, therefore, no longer a stain upon the soul of the Faithful. The Ritual of Sin-Eating is considered a sacrosanct rite and the sins confessed confidential.

Temples and Shrines

Every vindari is a member of a parish and each parish is focused on a single Temple. Vindari spend lavishly on Temples, considering them a point of pride within the community. Even the poorest of vindari Temples are built from stone in the deceptively fragile style of gothic architecture. Stained glass windows and decorations plated with, if not created from, silver and gold are common.

Almost every settlement populated at least in part by vindari has a Temple dedicated to the One True God. The most important and elaborate are usually found in cities, where grand cathedrals are built both to honor Him and to represent the might and strength of the vindari people. The center of the faith is located within the walled city of Darmstadt. There the Faithful can find the holiest site of the faith; the fortified citadel known as Heaven's Tower. Thousands of pilgrims travel to Heaven's Tower each year to rededicate themselves to the faith.

Some Temples contain small shrines dedicated to a specific Saint. These Temples are usually connected to the Saint in some way and the shrine often includes one of the Saint's relics. It is not unusual for members of the Faithful to keep small shrines dedicated to a Patron Saint in their own home.

The Clergy

As a large, organized religion, the hierarchy of the Church Militant is both enormous and rigid. Standing at the head of the Church, above all others, is the König. Each König is chosen by the One True God in a ritual known as the Todesstuhl. Upon the death of the previous König, any who wishes to claim the position, be they layperson or clergy, must stand in full plate armor in the great hall of Heaven's Tower and read *The Codex Seprenious* from beginning to end without pause. Most who perform the ritual die before they reach the end. They are struck down, it is said, by the One True God's disapproval of them. The first to finish the ritual is named the new König and becomes the supreme spiritual and moral authority of the Church.

The König is supported in his tasks by the Committee of Erzherzog. Each Erzherzog is given dominion over a bureaucratic function of the Church, such as education of clergy, Church finances, Church infrastructure, and military matters. Beyond the halls of Heaven's Tower, each land of Vathak is governed by a Herzog. Within each land is a collection of parishes, known as an Aufteilung, administered by a Reichsgraf. Large parishes will have multiple priests, with one serving as the administrative head. Small parishes often have only one priest. Priests not specifically assigned to a parish are known as clerics. Priests are often assisted in their duties by reichsritter, laypeople who have been invested with limited spiritual authority and who are trained in administrative duties. Anyone wishing to become a priest typically serves as a reichsritter for three to five years before attending seminary.

Inquisitors and warpriests are special clerics given unique duties by the Church. Paladins in service to the Church are considered to be unattached reichsritter and not clerics.

All members of the clergy are educated at a seminary before they are assigned their post. Due to this, members of the clergy without at least one rank in Knowledge (history), Knowledge (local), and Knowledge (religion) are rare.

Many members of the clergy belong to orders. These orders are organizations bound together

Sin and the Church of the One True God

The Church of the One True God has proclaimed a number of things to be sins but not all of them are what one might expect. Both wrath and pride, for example, are perfectly acceptable and even encouraged to an extent. Affairs outside of one's marriage are also acceptable so long as they follow certain rules and do not bring shame upon one's spouse. Among those things the Church does consider a sin are the following:

- Theft, destruction, or defacing of property.
- The assault, rape, or murder of a free person.
- Disobedience to one's parents if a child.
- Disobedience to one's employer if an adult.
- Disobedience to the Church.
- Defaming the Church or a member of the clergy.
- Engaging in heretical practices.
- Giving aid or comfort to an enemy of the Church.
- Failing to aid another of the Faithful in a time of crisis.
- Enticing another to sin.
- Avoiding regular attendance of Montäg.
- Breaking a contract or other binding agreement, especially those blessed or presided over by the Church.
- Laziness and sloth.

Sins vary in severity and the severity of an individual sin varies depending on the circumstance. Assaulting a heathen, for example, is still a sin but a less serious sin than assaulting a fellow member of the Faithful.

Clergy and Forms of Address

Just as with secular nobility, there is a protocol when addressing members of the clergy.

- A priest, cleric, inquisitor, or warpriest: *Herr* (for men) or *Frau* (for women) <*name*>.
- A Reichsgraf: *Your Excellency.*
- A Herzog: *Your Beatitude.*
- An Erzherzog: *Your Eminence.*
- The König: *First Among Equals.*

either by a common philosophical belief or by a common goal. Some orders within the Church, most often known as fraternal orders, are loose fellowships of like minded individuals spread out over the whole of Vathak. Other orders, known as monastic orders, are more organized. These orders often have their own hierarchy of leadership and a central headquarters, known as an abbey. Monastic orders dedicated to peaceful meditation exist but so, too, do those dedicated to martial pursuits.

Clothing

The primary colors of the One True God's clergy are white and red. White stands for the purity of their faith. Red stands for the blood that all the Faithful must be willing to shed to uphold their ideals. Herzogs and those of higher rankings also incorporate black into their vestments, with black representing the eternal truth of the One True God.

Most Faithful wear the Judgement, the holy symbol of the faith, as either a necklace or a belt adornment. The Judgement often adorns the weapons, shields, and banners of the Faithful as well. Shackle rings are also commonly worn on the thumb of the left hand. Each of a shackle ring's four sides is emblazoned with one of the Four Words of Faith and the ring is traditionally used while performing an obedience to the One True God.

Holy Text

A number of holy texts have been written over the Church's long history. Some texts concern specific Saints while others detail mysteries only clergy or members of specific orders should be privy to. While all sacred texts are considered to convey the words of the One True God, certain tomes are more central to the faith than others.

The Codex Seprenious: The first books of this holy text were penned by the hand of a König long before the vindari set sail for Vathak. Later books were added shortly after arriving. Written in High Vindari, *The Codex Seprenious* details the doctrine of the faith, the history of the Saints, and describes a world in which the One True God reigns supreme and all opposing powers have been vanquished. Consulting *The Codex Seprenious* grants a +2 circumstance bonus to Knowledge (religion) checks related to the Church of the One True God and the Faithful.

Message to the Kings: This manuscript was written by a Faithful known only as Luciano. *Message to the Kings* contains a message of joy, describing the wonders of faith and obedience to the ideals of the One True God. The book is also a warning, proclaiming that those who do not obey the One True God and fail to aid the Church in bringing civilization and order to Vathak will be resigned to suffer as if in Hell both in life and beyond. While the intended audience of *Message to the Kings* was the rulers of Vathak's various lands, the book is regarded as a message to all of the Faithful. As a result, *Message to the Kings* is more commonly read and understood by the laypeople of the Church than the more dense and somewhat obscure *Codex Seprenious*. The *Chant of the Four Words of Faith*, a poem that begins *Message to the Kings* is the most commonly quoted of all holy verses. Consulting *Message to the Kings* grants a +2 circumstance bonus to Knowledge (religion) checks related to the Church of the One True God and the Faithful.

The War of Faith: The most recent of the sacred scriptures, the *War of Faith* is traditionally given to all vindari military officers upon receiving their commission. The thin volume contains a mixture of inspirational quotations from holy texts and traditional Montäg sermons

as well as lessons on tactics, strategy, and troop command. Consulting *The War of Faith* grants a +2 circumstance bonus to Knowledge (engineering) checks related to warfare.

Holidays

As the dominant religion of Vathak, the Church of the One True God has established many of holidays celebrated by its people.

Allegiance: Observed in late Martie, on this holiday youths who have reached the age of requirement are pressed into service by the military in those lands that have a mandatory conscription policy.

Day of Oaths: This holiday always occurs on the summer solstice, the longest day of the year. Special Day of Oaths Montägs are held in every Temple. During this special Montäg, the Faithful renew their vow of piety to the One True God. Heathens officially announce their conversion to the faith on this day, proclaiming their dedication to the One True God to all. It is also traditional on the Day of Oaths to inform on those Faithful who are treasonous to the Church. Faithful who present evidence that someone is practicing heretical rites or plotting treason against the nobility or Church are rewarded 3 gold coins on this day.

Inheritor: This somber event of remembrance takes place in the autumn month of Octombrie and recognizes the hardships endured by the vindari upon their arrival to Vathak's shores. During this week long event, elaborate plays and festivals set a stage for the Faithful to donate goods and supplies to help with the war effort. The act of giving serves as a reminder that it was through faith that the vindari were first lead to Vathak, and it will only be through that continued faith that present trials will be overcome. Among the vindari, the last day of Inheritor is marked by the giving of handmade gifts to loved ones.

Paladins of the One True God

Most, but not all, paladins dedicated to the One True God are in direct service to the Church and many belong to either fraternal or monastic orders. The oath of a paladin serving the Church of the One True God includes the following affirmations.

- ❖ There is but One True God and I am His loyal servant in all things. I will not stray from His path. I will forever seek to open the eyes of the heathen to the beauty of His power and will slay those who seek to harm the Church without hesitation or mercy.
- ❖ I recognize the importance of the Church. My sword and shield will forever exist to protect first the Church and its clergy and then my fellow Faithful.
- ❖ When fighting for the Church and the Faithful, be the first in battle and the last to retreat.
- ❖ My actions are a reflection upon the Church and the One True God. I will do nothing to bring shame to either.
- ❖ Never pass a Temple without offering assistance. Always attend Montäg unless other duties call.

Wilhelm's Eve: Named after the vindari poet Jacob Wilhelm, who popularized a traditional vindari day of execution in his poetry, this holiday is held on the winter solstice, the shortest day of the year. The Faithful spend the day celebrating in boisterous crowds to ward off evil until sunset, when criminals and heretics are publicaly executed. The executions are considered offerings to the One True God in return for His protection against corruption and vice. After the executions, all return to their homes, lock their doors and bar their windows closed. It is considered a bad omen to be on the streets while the moon shines on Wilhelm's Eve.

Relations with Other Religions

Officially, the Church of the One True God has no relations with other religions. It believes itself to be the only Truth. All other religions are misguided at best and heretical and dangerous at worst. The Church demands the Faithful seek every opportunity to convert the heathens and slay the heretics. Before the rise of the Old Ones, this was considered the most paramount of sacred duties. Since the war against the Spawn began, however, the Church has relaxed the vigor with which the conversion and elimination of all other faiths is pursued. Foreign elements, such as romni astrology and the esoterica movement, have creeped into vindari culture. With the war on, the Church no longer has the manpower to enforce its dictates with the intensity it once did. Soldiers who once would have been used to subjugate those who lost their way or purge those who trespassed against the Church are busy on the battlefield. As a result, the Church's tight grip on the reins of power is loosening and it must tolerate the existence of other faiths. For now.

Orders of Faith

There are number of orders, sects, and even cults dedicated to the One True God. Some have the support of the Church while others are considered heretical off-shoots that must be purged. Many of these orders have corresponding archetypes that can be found in **Chapter 4 - Classes**.

Brotherhood of Righteous Fury: The Brotherhood of Righteous Fury is a fundamentalist and heretical sect that believes the Church has led the Faithful astray. The Brotherhood believes in piety, industry, and wrath but considers equality to be a false virtue. In the eyes of the Brotherhood, only vindari are worthy of being counted among the Faithful and members of all other races must be put to the sword. The Brotherhood also believes that equality between the genders is a falsehood and perversion of the One True God's will. Women, the Brotherhood preaches, were made to serve men.

The Courts of Faith: Every priest given charge of a parish is trained to operate both as clergy and as a judge in the Courts of Faith. Promoted to the Faithful as an unbiased voice of reason, the Courts of Faith are used to mediate civil disputes between followers of the One True God. Many settlements, especially those with limited infrastructure or government, rely on the Courts of Faith to serve as a criminal justice system as well.

The Exonerated: The faith of the One True God is guarded by the Committee of Erzherzog, advisors to the König, who rule the Church from within the safety of Heaven's Tower in Darmstadt. When the decrees of the Erzherzog are met with protest, they send word to an elite group of inquisitors, known a the Exonerated, who serve at their pleasure.

Taught to uphold the faith through force, the Exonerated have had the burden of law removed

from their shoulders. Unless their actions bring shame to the Church, these individuals are considered above the secular officials of any given city, town, or nation. The Exonerated have a reputation of being ruthless in the pursuit of their goals. When an Exonerated appears in a village, some wonder if the days of the Great Cleansing are truly in the past.

The God's Blades: This unusual order, made up entirely of convicted criminals, works in the service of the Church. Particularly skilled prisoners of vindari justice are offered a choice: join the God's Blades or face execution. The God's Blades is dedicated to rooting out cultists who follow the insanity of the Old Ones.

The Geisslerlied: The Church teaches that cambions are corrupted from birth with the essence of the Old Ones. The Geisslerlied is an order dedicated to driving out that corruption. Formed entirely by Faithful cambions, dhampirs, and hauntlings, the Geisslerlied engage in ritual self-flagellation, beating themselves with flails or whips in time to canticles of the Church in the hopes of purifying themselves.

Handmaidens: The Handmaidens of the One True God are not so much an order within the Church as a phenomenon. These daughters of the Church represent the best aspects of the One True God's faith and are welcomed by many as ambassadors of equality and charity. The elders of the Church often regard the handmaidens as quaint tools to be used to pacify the public but are wary of these merciful women. Few of handmaidens would approve of the corruption rotting the Church of the One True God from within.

Hands of Twilight: Members of the Hands of Twilight are a select group of rogues in service to the Church, trained in the art of precision-based killing. The Church denies that the Hands of Twilight exist and most of the Faithful consider rumors of their existence part of a plot to discredit their beliefs. A Hand of Twilight has an uncanny ability to move into well-protected organizations, territories, and guarded strongholds undetected. At the service of the König, the Hands of Twilight believe that their services are the direct will of the Church, and know that should they fail in their mission they must end their own life rather than reveal the order's existence.

Order of the Eternal Beacon: Neither clergy nor military, members of the Order of the Eternal Beacon are monks who train to unite body and mind in battle against the Old Ones and their spawn. Monks of the Order of the Eternal Beacon know that they fight against the very end of the world itself and have built themselves into the largest order of monks in Vathak to ensure the survival of the Church and her Faithful.

Society of the One True God: More commonly known as the Gelehrtag, The Society of the One True God is known throughout Vathak for their scholarship and for their ministry to the poor and ill. Founded by a bhriota cleric, the Gelehrtag have always been open to members of any race. Among their ranks can be found vindari, bhriota, romni, cambions, and even dhampir and hauntlings. The Gelehrtag are generally well-respected within the Church for their impartiality and often serve as mediators during interfaith disputes. Perhaps because of this, the Gelehrtag also head up most Church intelligence efforts, using specially trained psychics called spyglasses.

Sparrows: There are times when the Church can crush a situation with an iron hand and boots on the ground. Some situations, however, call for a more subtle approach. The Sparrows are an order of trained provocateurs that specialize in blending among the public, whipping up anger and violence, and then unleashing hell against the enemies of the Church.

Like many orders within the Church, the Sparrows do not officially exist. Only those in the upper levels of the Church's hierarchy know of them and can command a sparrow attend to a situation.

Church Saints

Saints are those who lived lives of glory and virtue in the name of the One True God and who, in death, have entered the Church Triumphant as His servants. From the Church Triumphant, the Saints watch over Vathak and intercede for the One True God on behalf of His worshippers. Each Saint gains power through the grace of the One True God and is considered the patron of specific professions, locales, and causes.

While to outsiders it might seem that the Saints are worshipped as gods, in truth they are simply venerated as the ideal to which all mortals should aspire. Supplication to a Saint is not prayer but, instead, a request for the Saint to take mercy upon the supplicant and bring their prayers to the attention of the One True God.

The Church of the One True God recognizes eight major Saints and a number of minor ones.

Disciples and the Church

Individuals who live their life according to the example of a Patron Saint are known as disciples. They are not clergy but are considered to be members of the Faithful. Disciples make the Church nervous, as their belief in the Saints borders on cultish worship instead of simple adoration. Yet, the Church is aware that disciples are often popular with the Faithful because they bring beloved Saints closer to the public and put a human face on the dictates of the One True God. For now, with their efforts focused on the rise of the Old Ones, the Church has chosen to tolerate disciples as an effective tool they neither have to train nor pay salary to but if any begin preaching for the worship of Saints over the One True God, that could very well change.

Saint Abernath

Martyr and eternal soldier in service to the One True God.

Alignment LG

Portfolio Guards, honor, paladins, and soldiers

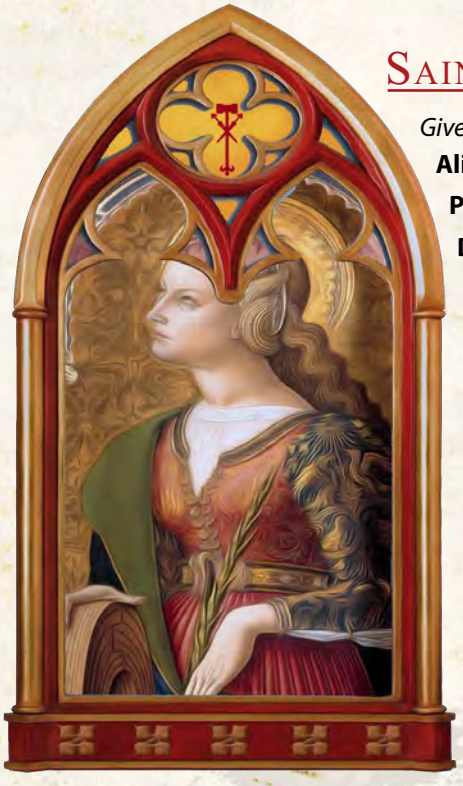
Domains Liberation, Strength, and War

Subdomains Blood, Ferocity, Freedom, Resolve, and Tactics

Inquisitions Final Rest, Persistence, Tactics and Valor

Favored Weapon longsword

Only recently canonized, Saint Abernath's legend as a paladin is well known and celebrated among the people of Vathak. In life, Abernath led the Huntsman, an elite scouting unit, in a mission against a deadly Vampire Lord. The vampire and her minions slaughtered the Huntsman but the foul undead mistress was impressed by Abernath's skill as both warrior and leader. She captured the paladin and tortured him for months, seeking to break him to her service. Abernath escaped long enough to set fire to the Vampire Lord's castle. With his last ounce of strength, Abernath held the Vampire Lord in place as both burned. Abernath stayed true to the One True God and his mission to the very end.



Saint Graece

Giver of magic as an extension of His divine will.

Alignment CG

Portfolio Fools, gamblers, and magic

Domains Luck, Magic, and Rune

Subdomains Arcane, Curse, Fate, Language, and Wards

Inquisitions Conversion, Fate, Illumination, and Redemption

Favored Weapon staves

In a world in which abominations roam and the Old Ones whisper into the hearts and minds of the innocent, it is not difficult to imagine magic as a force for evil. Saint Graece, the only König to ever be a wizard, serves as a reminder that magic is a gift from the One True God and must be used properly in the name of the Church.

Saint Krüger

Guiding light to a new world.

Alignment LN

Portfolio Adventurers, explorers, merchants, and sailors

Domains Charm, Travel, and Weather

Subdomains Exploration, Lust, Seasons, Storms, and Trade

Inquisitions Fervor, Order, Reformation, and Redemption

Favored Weapon short sword

In the days of yore, when the vindari desperately sought a new home, it was Captain Krüger who led a fleet of ships across savage seas to Vathak. Only with his insight, cunning, courage, and faith could the vindari have found their way and established their dominance in the region. Today, Krüger is called upon for protection and aid in the wilds between settlements by those whose living depends upons travel. Saint Krüger is also well regarded by lotharios due to stories told, without Church sanction, of his incredible prowess as a seducer of both men and women.

Saint Ludwig

Strong right hand and enforcer of His will.

Alignment LN

Portfolio Executioners, justice, lawyers, slavers, and slaves

Domains Knowledge, Law, and Nobility

Subdomains Espionage, Judgement, Leadership, Memory and Tyranny

Inquisitions Damnation, Excommunication, Justice, and Torture

Favored Weapon axes

King Ludwig Grigoria, is revered as the greatest leader the vindari have ever known. Under Ludwig, the Great Cleansing became not just a tool of expansion but a moral imperative for all true children of the Church. Not content to merely oversee his kingdom's operations from the throne, Ludwig made it a policy to actively serve in his role as the kingdom's highest mortal authority. Ludwig presided over the trials of more heretics and witches than any other clergyman in history. Today it is perhaps an irony that slavers cite Ludwig's words as justification for their profession while slaves pray, begging Ludwig for mercy.

Saint Manfred

Artist inspired and sustained by His grace.

Alignment CN

Portfolio Alchemists, artists, barbers, the insane, inspiration, and surgeons

Domains Glory, Madness, and Trickery

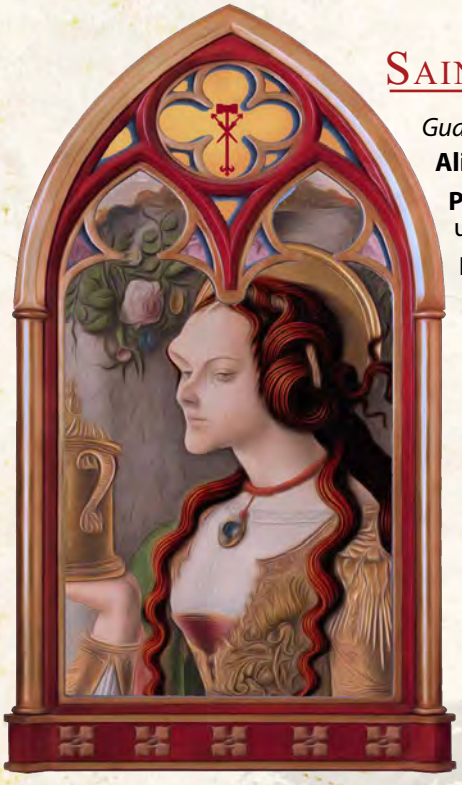
Subdomains Deception, Innuendo, Insanity, Greed, and Nightmare

Inquisitions Conversion, Oblivion, Possession, and Reformation

Favored Weapon dagger

Master Manfred was well known in Grigoria as an alchemist and merchant and was not considered particularly honest at either. Manfred was also well known for his appetites. Manfred was not known for being a particularly pious man and so it came as a surprise to the clergy serving at the Cathedral of His Blessed Word in Eisen'Dorf when the alchemist presented himself to them, claiming divine inspiration had burned within him the need to paint a mural upon the cathedral's ceiling. His nightmares, he insisted, would not stop until he did. Manfred was given permission and for the next ten years, he painted without pause. Manfred neither slept nor ate and his brush only left off a stroke when he needed to dip it into paint or move to a new location. As the bewildered congregation of the cathedral watched, Manfred's masterpiece took shape, a glorious testament to the One True God's glory. When the final brushstroke was made, Manfred expired and was taken into the Church Triumphant.

Saint Mina of the Dust



Guardian against the undead and gateway to the afterlife.

Alignment N

Portfolio Cemeteries, funerals, gravediggers, outcasts, and undertakers

Domains Darkness, Death, and Repose

Subdomains Ancestors, Loss, Moon, Night, and Souls

Inquisitions Exorcism, Final Rest, Oblivion, and True Death

Favored Weapon scythe

Of all the Saints, Saint Mina of the Dust is spoken of the least. Teachings tell of a time when the undead roamed the world in greater numbers. When bodies could not be buried for fear that they would rise to devour their loved ones. The people prayed to the One True God for relief from this foul plague of the undead. Those prayers were answered in the form of a deformed peasant girl, simple of mind but pure of heart. Through Mina, the One True God spoke scripture, giving the world new funeral rights that would lay the dead to rest with honor, sanctity, and His blessing. The superstitious believe that to invoke Mina of the Dust is to court death but, even so, no loved one goes to their final reward without a family member lighting a candle and asking Saint Mina to be their guide.

Saint Piotr

The One True God's carpenter.

Alignment NG

Portfolio Industry, fortification, and workmen

Domains Artifice, Good, and Protection

Subdomains Defense, Fortification, Industry, Purify, and Redemption

Inquisitions Redemption, Restoration, Spellkiller, and Zeal

Favored Weapon hammer

Doom had come to Snezhinka. The barbarians had surrounded the town and the One True God's armies were days away. The town elders wailed in despair, proclaiming that they would never survive. A simple carpenter named Piotr refused to believe that. He rebuked the elders and reminded them to have faith in the One True God and in the gifts He had given them. Piotr led the people of the town to build a great wall. Wood and stone were ripped away from houses and businesses. In the end, the only building left whole was the town chapel. For weeks, the barbarians pounded at Piotr's mighty wall but, fortified by his faith, the wall held until the armies arrived and slaughtered the barbarian force down to the last man.

Saint Shae

Mother bear and protector of children.

Alignment NG

Portfolio Animals, children, mothers, and pregnant women

Domains Community, Destruction, Healing

Subdomains Family, Hatred, Home, Rage, and Restoration

Inquisitions Anger, Restoration, Truth, and Vengeance

Favored Weapon unarmed strike

Born a farmer's daughter in a poor community, Shae obediently married a man some years her elder as her family bid. Over the course of her marriage, Shae gave birth to three baby girls. Each died only days after they were lain down in the crib. As she buried her third daughter, Shae realized her children had been murdered by her husband in his mad quest for a male heir. Shae left her home and sought refuge in a chapel in a neighboring village. There she received training as a Handmaiden of the One True God. In time, she returned to her husband and delivered the One True God's judgement for his crimes. For the deaths of his children, Shae's husband's life was forfeit.

Minor Saints

Beyond the eight major Saints venerated by all of the Faithful, there are are a number of minor ones. Minor Saints are usually revered by a specific region, nationality, or profession and have little influence or popularity outside of their sphere of influence. Disciples are allowed to choose a minor Saint as their Patron. Future *Shadows over Vathak* products will provide more details about individual minor Saints but a sampling can be found on the following table.

Name	Alignment	Portfolio	Domains/ Subdomains	Inquisition	Favored Weapon
Saint Kirill	LE	Moorhaven, slavery	Destruction, Law, Slavery	Imprisonment	Flail
Saint Anna	LG	Ina'oth, medicine	Healing, Darkness, Loss	Persistence	Scalpel
Saint Cålin	LN	The Colonies, fishing	Artifice, Storms, Weather	Black Powder	Pistol
Saint Krisztina	NE	Purity, Sileasia	Arson, Fire, War	Vengeance	Hellraiser
Saint Finn the Tamer	N	Khrota, nature	Animals, Fur, Plant	Conversion	Whip

Worship of the Old Ones

You come from across sea and land and bark at me about one, lonely god that rules over all. Our people were here before you. Our spirits were here before your lonely god. We will be here when you are dust and bones. The spirits will be here when we are dusts and bones.

— Last words of bhriota heretic before being burned at the stake

Spirits of the Land

The Ancients, The Old Ones, They That Came Before, The Four Cosmic Evils, The Four Elementals

Alignment Any evil

Common Shared Domains Evil and Void

Additional Cultist Domain Madness

Common Shared Subdomains Cannibalism, Corruption, Dark Tapestry, Fear, Isolation, Plague, and Stars

Additional Cultist Subdomains Insanity and Nightmares

Favored Weapons Varies by spirit and cult

Centers of Worship No true "center" exists for all followers, though each cult, tribe, or order has its own base of operations

Associated Nationality No specific nation

Associated Race Bhriota traditionally, vindari as modern cultists

Obedience: The Old Ones are venerated in many ways by many groups. While most are dedicated to a single one of these spirits, some are dedicated to more than one, and almost all hold them in at least some reverence. What the Old Ones crave most from their followers is an observance of subjugation to the spirit in the form of self-inflicted harm at the hands of the element or a symbol represented by them. Technically, any act dealing at least 1 point of nonlethal damage or inflicting the worshiper for 1 round with the dazzled, sickened, fatigued or similar conditions could suffice. This could be from a believer burning or branding themselves to staring at a flame till their eyesight blanks for Tel'egoth, to drinking sea water or offering a few drops one's own salty blood for Orthu'mech, to eating soil or piercing oneself with bone for Ka'sogrotha, to ritualized asphyxiation or breathing in of noxious incense for Yegh'niths. The exact act to observe is always the same once set, but also is usually specific to the group, be it bhriota tribe or vindari cult, but even individual mad believers dedicating themselves to an Old One may have their own unique rites. Work with your GM to choose something fitting for your specific character. Wise followers choose acts that while injuring are unlikely to lead to death, though not all follow such logical thinking.

Boons

1: Spirit's Touch (Sp): *endure elements* 3/per day, *bear's endurance* 2/per day, or *pain strike*[APG] 1/per day

2: Followers Blessing (Ex): You gain an added resistance to effects similar to the ones you inflict on yourself as your observance. For those that deal nonlethal damage, you gain a +4 profane bonus to saves to resist effects that deal the same type of damage and are immune to nonlethal damage of the type, if an energy type (acid, cold, fire, or electricity). For those that inflict a condition, you gain a +4 profane bonus to saves to resist effects that inflict that condition, and durations are always reduced by 1 round (minimum 1 round).

3: Chosen's Form (Su): An armorlike epidermis of thick scars covers you. You take a -2 penalty on Charisma checks and Charisma-based skill checks when these scars are visible. You gain damage reduction 5/-. f you already have damage reduction with no method of bypass (such as from the barbarian's damage reduction class feature), you instead increase that damage reduction by 5.

[APG] This spell appears in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

In worship to the Old Ones, four major types of follower exist: bhriota tribal, vindari secret society, cultists, and loners. As solitary followers, mad loners practice a hodgepodge religion, mixing superstition, borrowed ritual, and insane superstition to cobble together a belief system. For tribal followers, members of secret societies, and cultists there are similarities as well as differences. Cultists and members of a secret society are nearly synonymous, except in terms of how open they are about their religious beliefs. The key word in secret society is "secret". Most members of secret societies live double-lives, often as devout Faithful of the Church in public but devoted to the Old Ones in private. Cultists may keep their worship of the Old Ones secret as well, but they delve deeper than most members of secret societies and go to greater lengths in their own daily rites and rituals. A member of a secret society moves from one world to another. Cultists often drop out of society altogether to devote themselves fully to their faith. As a result, cultists are more likely to know an Old One more fully, while secret societies tend to focus on singular aspects of an Old One.

It is believed that the bhriota once followed a now forgotten god in their original homeland, but that when they followed Prince Vathak and his mother, Carathis the First Priestess, to these lands the bhriota learned dark new ways. In the eyes of the vindari and the Church of the One True God, the bhriota were heretics, following corrupt spirits all and thus ripe for reaping when The Great Cleansing began. The rise of the Old Ones and their spawn only served to justify those views. To the vindari, all bhriota land-spirits are assumed to be ancient and cosmic evils, not just the four well known and powerful spirits known to scholars through the translation to Common of the names bhriota tribespeople used from their long-lost Seals.

Among some vindari willing to engage in heresy, however, an alternate view of these "spirits" exists. The exact nature ascribed to them varies from group to group, but in general their existence is seen as akin to the genies, kami, and oni of foreign lands. In those far away places, people are thought to revere and even control these spirits and receive direct benefits in return. As such, most cults and secret societies dedicated to the Old Ones spin a story that, by following their edicts, they can learn to master and control the Spawn and their creators. The Old Ones, the leaders of these groups say, are merely spirits of the elements twisted by a land cursed with bhriota savages and Vampire Lord depravities. Whether these their leaders are really in control of the Old Ones or if they are mere thralls to the voracious appetites of the Old Ones, is unknown and likely kept to themselves.

Few other races have such hubris and so non-vindari are rare in such cults. The romni claim to know and respect just such spirits, but feel the Old Ones are especially dark choices. Svirfneblin either witnessed the Spawn first hand or were raised on stories of their flight from the Filth Reaches and suspect them beyond control. And even bhriota raised in cities hold traditional views of the spirits of the land, and ask these cultists things like, "How do you control a hurricane?"

Lone madmen and small groups exist that give themselves over fully to the Old Ones with no pretext do exist. What these particular people believe and how they conduct themselves is infinitely variable. Many of these people are, in fact, gibbering and beyond reason because they have seen unknowable secrets and had their psyches shattered by forbidden knowledge of the nature of the Old Ones. Whether what some mad hermit has to say about any Old One is true or not is impossible to tell, but their own belief in its rightness seems enough for them to perform amazing acts and miraculous spells.

Religious Symbols

Each tribe, cult, order, secret society, and other group dedicated to an Old One uses a variation of a symbol that is either considered a sigil of the spirit's name or otherwise is connected to that specific Old One. Each Old One detailed below has such a sigil, though an order may focus on only some components of the larger symbol for themselves. A number of scholars have pointed out that these symbols seem similar to those used to bind a spirit, and though none of the nearly mythic Seals supposedly used to either trap or call these Old Ones has been discovered, these scholars typically claim that the symbols are based on those inscriptions.

Each of the Old Ones is ascribed various qualities, often elemental in nature. Correspondence exists between these spirits and the natural phenomena they represent and believers see their sacred symbols in the elements they represent. Ka'sogrotha, as a spirit of the earth, can be found in stone and unworked metal ore, while every flame and burnt ember can be seen as sacred to Tel'egoth. These sacred connections between the Old Ones and the world around them are vital to bhriota methods of worship. Vindari cultists and madmen refine the concept, creating structures and rules for worship. For example, an athame for sacrifices to Orthu'mech might be crafted from seashells or a specific incense made of a mountain herb might be required to honor Yegh'niths. The vindari, more than any other race, bring structure even to insanity.

Life and Ritual

Many walk the path of a follower of the Old Ones. Though variations exist, the four broad categories of tribal bhriota, secret society, cultists and lone practitioners are mostly defined by the ways their life, though rites can vary between every group. All four have rituals that look or seem similar on the surface, as many secret societies and cults "adopt" what they believe are traditional methods of worship from the bhriota. Inevitably, these mostly vindari groups make changes to the rituals in order to "perfect" them.

In most bhriota tribes, the people hold all spirits sacred, but venerate one above others. The choice of spirit held above all others dictates many aspects of daily life, from

I Thought Great Old Ones Were Cosmic Horrors?

Who said they still aren't? The language here is written with you, the player, in mind. Perspectives are being portrayed from the types of characters you could reasonably be expected to play and how they would think of the Old Ones. You would need to be already fairly mad to choose to start worshipping a gibbering mass of tentacles that normally thinks of you only as often as a human thinks of a fly. The bhriota have a long history that extends to before even the arrival of the vindari to being worshipers of the Old Ones, and so they've developed methods to not all become drooling, babbling idiots. Instead, traditional worship recognises the power these creatures have and compare it to other powerful things in the world, and almost universally are regarded with a kind of caution. Likewise, recruitment to secret societies and even the most dedicated cults would drop precipitously if "join us and go utterly insane" were the opening pitch. Instead, groups dedicated to the Old Ones ply their would be followers with offers of bacchanals of depravity or with access to knowledge of powerful spells and lore. It's typically only once fully initiated that a member begins to have the veil torn from their eyes, at which point when faced with the harsh truth of reality, the wise become mad with the realization that if all humanoid kind are doomed, the best thing you can do is no longer remain "human."

the cycle of wakefulness, to the kinds of activities done on a given day, down to not just what to eat but possibly how to eat it. For bhriota, it is hard to separate clearly the commands passed down from the elders-as-tradition and those passed down from the shamans, oracles, and other priests as sacred. Only outsiders struggle with this conceptually, as most bhriota, including those that have adjusted to life in the city, approach all actions as both secular and sacred and adjust their lifestyles accordingly.

As opposed to tribal bhriota that live, breath, and die in accordance to a mixing of sacred and secular beliefs, secret societies by their definition try to draw lines of distinction. During the daylight hours, while in public, a member of a secret society is likely to act not just as everyone else, but just often as a "pillar of the community", wearing the disguise of a zealot of the One True God. This is done to keep the hounds of the Church from having any reason to investigate the private affairs of a member. What members of a secret society do behind closed doors is an entirely different matter, as the society's rules often dictate dress, behavior, and even speech. In this way, a secret society member lives a dual life as both a seemingly normal member of society and as a secret cultist.

It can be hard to distinguish clearly between the cultist, a member of a secret society, and even the random Old One worshipping lunatic, though most lone madmen worship without the benefit of fellow cultists. Members of a secret society differ from cultists in many ways by their level of commitment, as most secret societies are begun by merely dabbling in the eldritch secrets that cults often dedicate themselves to wholly. Cultists can live a double life, with a seeming "normal" exterior self but that is rare. Few cultists choose to hide themselves and pay lip-service to the Church and the One True God, choosing instead to live in places where the reach of the Faithful is weak.

Cultists have as often given themselves over to the dark beings they hold as sacred, and as such, have begun to transform themselves in both metaphysical and literal ways. Summoning an Old One into your flesh and twisting your hand into a tentacle permanently has long-lasting, day-in, day-out effects on how one lives their life. Cultists that make this level of commitment struggle to remember how to keep up appearances, and instead allow more and more of their lives to be governed by their chosen teachings and beliefs about their Old One masters.

The true madmen and madwomen of the Vathak, those who have replaced their soul with the whispers of the Old Ones' dark words, are rarely able to live even the semblance of a normal life. Those few Old One worshipping lunatics with enough clarity of thought to be social often attract followers and become cult leaders almost accidentally.

Regardless of if a follower is a bhriota, a member of a secret society, a cultist, or a random lunatic, those who worship the Old Ones have any number of dark rituals that they perform daily, weekly, monthly, yearly, or on some other cycle (like the changing of the moon, the rise or fall of the tide, and so forth). The twisted rites of each follower is most often dictated by a source of sacred knowledge, be that some forbidden tome, tribal customs, or the orations of a lunatic. This sacred fount is the resource that governs their lives. Belief in the Old Ones is an insidious force that spreads like cancer, eating away into every facet of a follower's life. It is not uncommon for a secret society member to devolve over time, from dual life living citizen to open cultist to raving madman.

Temples and Shrines

Temples and shrines dedicated to the Old Ones seem almost designed to cause disquiet and unease among mortals who visit them. Odd angles, strange geometry, and the use of architecture to capture and amplify the wind, transforming it into moans, shrieks, and howls combine with alien scents to put even the most well fortified of adventurers on edge.

The bhriota tribes that worship the Old Ones rarely build their own shrines. Instead, they worship at a nigh endless series of ancient temples and standing stones that seem to predate known history. Hundreds of these strange structures have been destroyed by the vindari and, yet, there always seems to be another hiding in the wilds.

Secret societies take care to hide their shrines. They are often found underground or in secret rooms in homes, salons, clubs, and places of business. Such shrines are elaborate and dripping with ostentatious displays of wealth, with sigils and idols of the Old Ones crafted from silver, gold, and gemstones.

Cults run the gambit from secreted away sacred spaces to, on the other hand, placing their shrines out in the open for all to see. It is not uncommon for idols to appear overnight in a public park or for iconography of an Old One to decorate the central square of a rarely visited village. Even those cults in hiding take perverse pleasure of placing the symbols of their worship in plain sight, often disguised as relics of the One True God's church or municipal structures.

The Clergy

The followers of the Old Ones have no rigid hierarchy that crosses from one group to another. Instead, each organizes itself as it sees fit and in accordance to the fount of their sacred beliefs, be it written text or spoken word.

In a bhriota tribe, it is common to find a sole "priest" or "priestess," as the terms are translated into Common, though some do have more than one. This holy leader is often a shaman, oracle, or even a witch. Clerics and warpriests are not unheard of and some tribes are spiritually guided by druids that hold an Old One as sacred, though this is rare. Regardless of if there is a sole priestess or a council of holy men, the bhriota typically look to their elders to act as enforcers of the sacred leader's commands. What makes one an "elder" can vary from tribe to tribe, as many especially war-like bhriota may elevate successful warriors to "elder" status despite relative age.

In both secret societies and cults, there is almost always a complicated hierarchy that flows from sole, often charismatic leader, or council down to the most recent of neophytes. Many societies and cults have specific tiers of membership, ranging from acolyte to master. This can be done in mockery of the Church, or they can be a unique system, dictated by ancient texts secret societies in particular use secular systems, like the trade guild's "apprentice-journeyman-master" classifications, though this is far from universal.

Variations in the methods of membership then have impacts on the classes of the followers of Old Ones. In contrast to the Church of the One True God, few members of a secret society or a cult are merely lay followers. Even those without

specific divine classes are given various ranks or titles to signify their position in the group's hierarchy. Those who are truly dedicated often possess a few levels in a divine class such as cleric or warpriest. Oracle and shaman cult and society members are not unheard of, but unlike their bhriota counterparts, most of these faithful actually look to a sacred text with clear rules they follow emphatically.

Clothing

Nothing distinguishes one group of Old One worshippers from another so much as how they dress. Even from tribe to tribe, society to society, and cult to cult — the ways a worshiper dresses can drastically vary, from going "skyclad" (totally nude) for specific rites if not constantly, to people permanently piercing sacred clothing and ornamentation into their bodies.

To the outsider, each tribe wears radically different, seemingly random assortments of odds and ends variously attached to their body. To fellow tribespeople, each adornment is likely a badge of honor for deeds performed, rites survived, or other rituals. Many bhriota signify this not just with clothing, but down to their very flesh, using tattoos, ritual scarification, branding, or piercings. Bhriota body modifications can be purely artistic, but are most often deeply religious in nature, with many both tribal and city bhriota unwilling to make a clear distinction between art and faith.

The nature of a secret society typically dictates that, in their day-to-day lives, members dress as is normal for their culture. Almost all secret societies use special signals, symbols, or signs to identify themselves to one another. This could be the choice of a very specific color, a particular form of otherwise mundane seeming jewelry, or secret tattoo. Behind closed doors, and while performing their sacred rites, most secret society members dress exactly the same as their cultist counterparts.

No two cults dictate the exact same garb, but an almost defining quality of being in a cult is that the cult dictates what is considered appropriate attire. While popular sermons by the Church against cults would have the common folk believe that all cultists indulge in naked orgies while painted in "demonic symbols" this is, at best, only for specific rites, if ever at all. Many cults lean heavily on almost mocking versions of the robes, clocks, cossacks, and mantles worn by clergy of The One True God, with heavily altered symbology interwoven into the gilding. In places where secrecy is important, cult members may dress to blend in during the day, but in private are likely still expected to follow specific dress codes. In some places, where the open worship of Old Ones is at least known (though rarely "tolerated") cult members may wear ceremonial masks in public as well as private activities, concealing their identities.

Holy Text

No singular text that covers all aspects of the Old Ones does, or likely even can, exist. Instead, secret societies, cults, orders, and other groups often form around one or more "sacred documents". Many of these strange books claim to be based on lore from bhriota tribes, but even in those rare cases where Aklo is the language of a text, it is universally denied by all bhriota wisefolk and spiritual leaders. Aklo is considered a "sacred tongue of the spirits" which are most often chaotic and wild. Writing the language down, to the bhriota, is sacrosanct as rendering it in any indelible fashion attributes permanency to the impermanent.

The Diary of Maurice Lazard: Maurice Lazard was an important businessman in the Colonies when his mad ramblings on philosophy lead to apocalyptic visions of the destruction of the world for all save those that followed his writings. An entire secret society has formed around his musings and infiltrated the elite of the Colonies. See The Final Phase below for more information. Consulting *The Diary of Maurice Lazard* grants a +2 circumstance bonus to Knowledge (religion) checks related to the Old Ones and their followers.

The Drowning Ceremony: *The Drowning Ceremony* was created by Kreneka, a skum wizard living deep within the hidden caves under Lake Pethegas. For many years, Kreneka led a small group of fellow skum in the worship of the Old One Orthu'mech, the Sundered Storm. Through maddening visions, Orthu'mech imparted fell knowledge to the wizard. Soon after the last page of his grimoire was completed, a rival tribe of skum raided Kreneka's clan and slaughtered every last one of them. In the fray, *The Drowning Ceremony* was swept away by an underwater current, and

soon reached the surface world. See the Pirates of Orth below for more information. Consulting *The Drowning Ceremony* grants a +2 circumstance bonus to Knowledge (religion) checks related to Orthu'mech and its followers, and a +2 circumstance bonus to Knowledge (nature) checks related to the ocean or sea creatures.

The Litany of Ashes: *The Litany of Ashes* appears to be thin boards of charcoaled wood, bound together with rings of cedar, supposedly etched with sacred teachings by an unknown scribe using the feather of the foreign phoenix-bird. This bird, which dies and then rises from its own ashes, represents an eternal cycle of reincarnation that hauntling members of the People of Ash believe themselves trapped in. While on the surface *The Litany of Ashes* appears to have little to do with the Old Ones, in truth is often serves as a subtle first step to lead many hauntlings down the dark path to their worship. See the People of Ash below for more information. Consulting *The Litany of Ashes* grants a +2 circumstance bonus to Knowledge (religion) checks related to Tel'egoth and its followers, and a +2 circumstance bonus to all Knowledge checks related to how well someone or something would burn.

Sor'morkin leth Ven Eados (The Book of the Black Earth): The holy document of the Order of the Black Earth, this book is written about Ka'sogrotha and makes apocalyptic predictions of a Ka'sogrotha in the form of a worm-like monster rising to the surface world and mutating all life. See the Order of the Black Earth below for more information. Consulting *The Book of the Black Earth* grants a +2 circumstance bonus to Knowledge (religion) checks related to Ka'sogrotha and its followers, and a +2 circumstance bonus to Knowledge (dungeoneering) checks related to the Filth Reaches.

Holidays

With no unifying religious authority, the exact days held as holy for each group of Old One worshippers, from bhriota tribal shaman to dark cultist, can vary. Holy days are often determined by the Old One that a group venerates above all others. The sun is often seen as representative of Tel'egoth and thus, a high holy day like the Summer Solstice being the longest day of sunlight is a cause for ritual among its followers. A lunar or solar eclipse, in contrast, causes fear and ecstasy among the dark-loving Ka'sogrotha's followers. A few example holidays are detailed below, though players and GMs alike should consider these as just representative.

Nights of Freezing Death: Yegh'niths, as an embodiment of freezing mists and icy winds, is considered by its followers to be especially powerful on the nights of the new moon, when not even the paled light of that orb shines in the sky. The cycle of moons revolves so that each night important for other celestial alignments, such as solstices and equinoxes, will have a new moon once every three years, and these occurrences are cause for celebration. The greatest of these celebrations occurs during the winter solstice, the longest and normally coldest night of the year, with no moon in the sky. Followers perform rites exposing their naked forms as offerings to Yegh'niths. Those that don't die of exposure are considered blessed, and often claim that they survived by transcending their mortal forms while the icy grip of death passed through them. Exact times and methods of exposure vary from group to group, often with tribes and secret societies using significantly shorter durations for the necessary time of exposure to the raw elements of ice and wind. Others like the Lost Children of Air, may try to survive from sundown until sun up.

Proxigean Tide: The regular ebb and flow of the tides are typically held as sacred to all whom follow Orthu'mech but of special note are the occurrence, once every 18 cycles of the moon, of the proxigean tide. These rare tides occur as the full moon blazes especially bright and large in the night sky. During this time, the waters of the ocean and seas rise higher than at any other time, leading followers of Orthu'mech to believe it is when the Old One is at its most powerful. Followers reserve their most sacred tires for the proxigean tide, believing that Orthu'mech is at its most receptive to their pleas while the oceans of the world rise.

The Burning Day: Followers of Tel'egoth believe the Old One shines not just in flame but in the sun itself. Thus, the longest day of the year—the

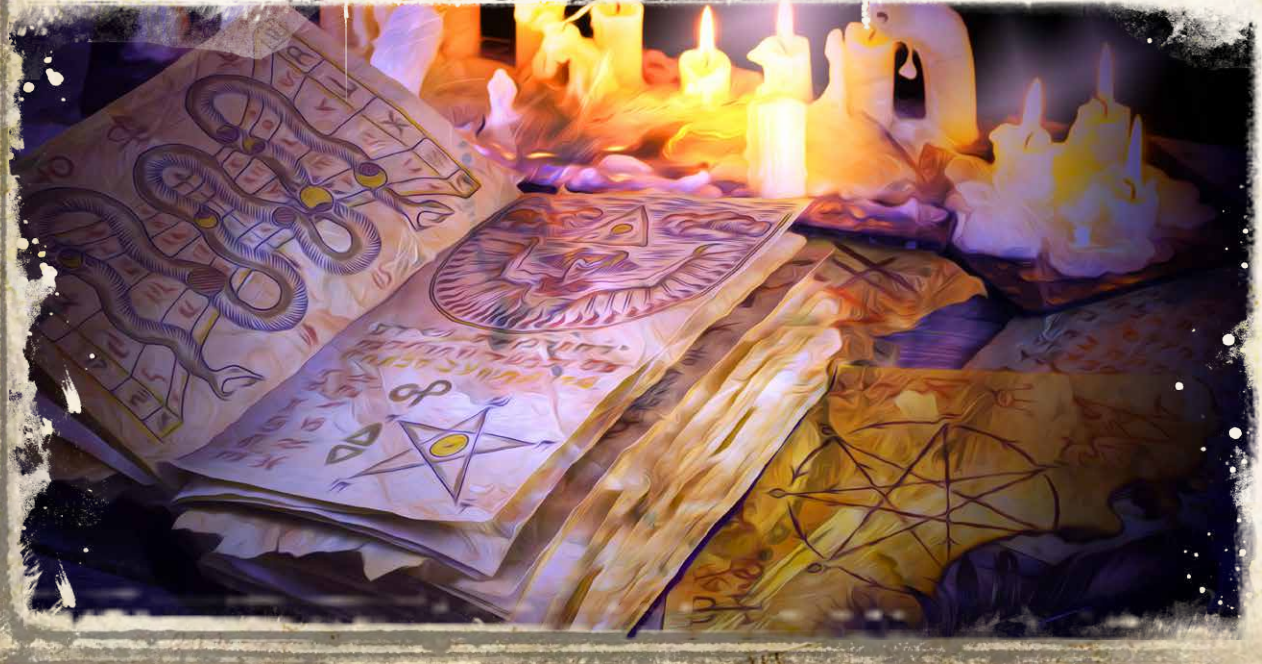
summer solstice—is held as sacred. Members of secret societies and cultists dedicated to Tel'egoth perform a sick mockery of the Church's own celebration, the Day of Oaths, on the solstice. On this day, followers renew their vows to Tel'egoth with special acts like burnt offerings and sacrifices or new brandings of their body while reciting dark promises to their evil deity. Some groups enjoy reporting rival cults to vindari authorities to collect the three gold coin reward, and then melt this blood money down to fashion new holy symbols dedicated to Tel'egoth.

The Worm's Solstice: On the 15th day of Seprembrie, the Order of the Black Earth, dedicated to Ka'sogrotha in the form of a giant worm-being, holds observations for what they call The Worm's Solstice. After abstaining from all food and drink from sun up until dusk, the members of the order perform a "cleansing" ritual and then consume a special substance which puts them into a catatonic state. During this time, they believe they receive visions in answer to their prayers for the secrets to wealth or dread knowledge.

Relations with Other Religions

The Church of the One True God has the most to say about the Old Ones. The Church portrays these beings as demons of an alien and cosmic origin, somehow outside the creation of existence that the One True God made for the vindari to enjoy as a paradise. The Old Ones, the Church teaches, corrupt the beauty of the One True God's creation with their presence like parasites of reality. This Church preaches that the Old Ones and their followers must be eradicated so that the world can return to the paradise it was intended to be. This language was firmly cemented in the zeitgeist of the people during the time of The Great Cleansing, when it was used as a rallying cry to incite war upon those peoples viewed as "corrupted" by the Old Ones. In the Church's eyes, this included the bhriota, the elves, and the dwarves among others. The Church and the Faithful of the One True God are diametrically opposed to all things related to the Old Ones, as they represent the polluting source of "evil" in the world.

The romni, in story, recall a time when their former masters, the Nosferatu Kings, were charged with watching over the Seal of Orthu'mech. While they held true to their charge, the world was easier to travel. The seas were calmer and terrible ocean storms were distant and easily avoided. The romni tales also speak of the "corrupting influence" the Old Ones can have. The romni view the Old Ones as powerful spirits and the matter of actual "godhood" of an Old One is a matter beyond the average romni's concern. These ancient beings are powerful, and like all powerful beings, they shouldn't be trifled with lightly. Bargains with Old Ones are



considered more likely to go afoul than with other spirits like their own folk-heroes, if for no other reason than the Old Ones seem to lack any form of "humanity" to them.

For the svirfneblin, the Old Ones are the most pure of evils. There is no strong memory or firm record of how the svirfneblin viewed the Old Ones before their flight from their homes in Dorna'groth, which seems an odd oversight in a culture that reveres the past so strongly. Regardless, the ancestors of the svirneblin whisper to their people, demanding one thing for the many lives lost during their escape to the surface: "Vengeance."

4:7 What is the meaning of life? It is that everybody suffers. This is the fundamental truth which no one can escape. Such a realization led me to believe that all life serves a particular purpose–our suffering feeds the universe.

4:8 You are a soul treading water amidst an ocean of meaningless experience. This life is about drowning; the life I show you remains a secret thing constrained by a gloom-filled beach stretching into eternity.

4:9 How can I make you understand what is necessary? This existence of yours has already died a thousand times. Nothing is left but the hope of nothingness, and that is what I offer.

5:1 We are all wrapped up in the trials and tribulations of this existence. This tightly woven blanket envelops us to the point where we are insulated from the truth. We are asleep and may as well not be alive at all. The key to unlocking our true life is The Awakening.

5:2 We suffer because we are broken machines, cracked eggs, incomplete mutations who have lost their way. Everything else may be illusory, but endless human suffering is the inevitable truth from which we must start. Whatever you think you are is merely a fabrication.

From the diary Maurice Lazard

The Four Cosmic Evils

In Vathak, various Old Ones, individually or in groupings, are revered or at the very least, feared. Hundreds of possible Old Ones are held as sacred by mad hermits, cultists, and others. Scholars struggle to tell if these followers are merely using different names for the same spirit-being, or if so many do, in fact, exist. Equally as likely is that at least some of the "ancient beings" worshipped are purely the fever-dream hallucinations of their would-be faithful.

But out of all the possible Old Ones recorded, at least four "major demons," labeled the Four Cosmic Evils, are recognized, and rebuked, by the Church of the One True God. As the beings most often spoken of in sermons and warfare alike, these four Old Ones are the most commonly known, though numerous names and euphemisms are by the Faithful, for fear of drawing their attention.

Ka'sogrotha

Lurker-in-the-Dark-Caves, Worm of the Black Earth, Old God of Stones, Ire of the Earthquake

Alignment LE

Portfolio Acid, avalanches, caves, creatures native to the Filth Reaches, and darkness, Dorna'groth/the Filth Reaches, earth, earthquakes, the entombed, landslides, metal

Domains Darkness and Earth/Tremors

Subdomains Caves, Loss, Metal, Night, and Radiation

Favored Weapon weapons made of stone, raw metal ores, and the teeth or bones of land creatures

Worshipers Order of the Black Earth, The Gilded Bankers, most popular Old One among tribal bhriota

It is said that the Seal of Ka'sogrotha's and the plains surrounding it were given over to the bhriota people to safeguard. The bhriota's own leader, Prince Vathak, is believed to have descended into Dorna'groth and on down into the world through this Seal, and so that is why the land is named Vathak. The Lurker-in-the-Dark-Caves is viewed by bhriota and other followers as tied intrinsically to the earth in all ways; from the bounty of tilled soil, to the richness of precious metals and gems, to the shifting stones of avalanches, and the rumbling of the earthquake.

This dual nature to Ka'sogrotha, of both one that gives and one that takes, has lead to many bhriota being fearful of overtaxing the land. Gold panned from rivers and pure copper veins found in stone thrust toward the sky are seen as blessings of the Old God of Stones, but the earth and caves that lead into the ground are the domain of Ka'sogrotha, and only the bravest would dare pierce the eternal night of the Filth Reaches. Tremors in the ground are read as omens of Ka'sogrotha's displeasure, and most bhriota elders imply that the Worm of the Black Earth has

grown ever more active since the arrival of the vindari and other foreigners, whom dig mines too deeply, take the Lurker-in-the-Dark-Caves' riches for themselves and even dare to build their stone homes and fortifications from the "bones of the mountain." It is for these reasons, the bhriota believe, that Ka'sogrotha has plagued the lands of Vathak with waves of Spawn that bubbling up from their home in Dorna'groth.

To the secret societies and cultists, Ka'sogrotha is just one of the many earth elementals bound to Vathak, though likely the single most powerful. Two examples of such groups dedicated to versions of Ka'sogrotha are detailed below under **Example Secret Societies and Cults to the Old Ones**. Such groups are often focused on a single aspect of Ka'sogrotha. This could take the form of Ka'sogrotha being the source of the previous metals and gems that form the basis of wealth in civilized society, or it could be Ka'sogrotha as the terrible source of earthquakes. Still others are dedicated to Ka'sogrotha as a powerful spirit-being of the Filth Reaches, and study it as the power behind the the majority of Spawn that come from deep within the earth beneath Vathak to reign terror on the vidari.

Orthu'mech

Storm's-Wrath, The Sundered Sea, Old God of Storms, Fury of the Hurricane

Alignment CE

Portfolio Creatures native to the water, drowning, floods, hurricanes, lightning, oceans, storms, tides, tsunamis, and water

Domains Water/Cyclone and Weather

Subdomains Flotsam, Oceans, Rivers, Seasons, and Storms

Favored Weapon weapons made of seashells, coral, and the teeth or bones of sea creatures

Worshipers The Pirates of Orth, Silver Sailors, popular with bhriota tribes that live near the ocean or along rivers

In tales whispered by romni, often told to scare children as well as adults, the failures of the Nosferatu King to safeguard the Seal of Orthu'mech are shared. Those few scholars that attempt to collect such tales have heard such rampant discrepancies and inconsistencies between storytellers, and even between times the yarn is spun by the same person, that the only things that remain clear is that, perhaps, once upon a time, the seas surrounding Vathak were calmer, and the winds more favorable. Now though, The Sundered Sea has risen and no sailor is safe when the winds of Storm's-Wrath blow.

The bhriota speak of the power of Orthu'mech and point to the sea. In the rising and falling of the tides, the creatures of the deep, and in the terrible cyclonic storms from far offshore, the acts of the Old God of Storms is seen and listened to, at least by the wise. While a chaotic and angry spirit, the Wrath of the Hurricane is rarely hated. Instead, to both traditional bhriota and modern cultists and secret societies of sailors, Storm's-Wrath should be made fitting offerings to show the sea-going favor like light, cooling breezes or to send turbulent waters at one's enemy.

The Pirates of Orthu is one such cult, detailed below under **Example Secret Societies and Cults to the Old Ones.** They hold a text, *The Drowning Ceremony*, and the dark ritual within as holy. While far from the sole followers of Orthu'mech, they exist as an interesting example of how the Old God of Storms can be both benefactor and weapon, as long as the correct kinds of supplications are made. Any that tie their lives to the sea, the coast, the oceans, or even the rivers of Vathak are likely to at least pay attention to Orthu'mech, if not seek to server is will and be spared its wrath. The Silver Sailor secret society detailed below is just one example of this form of "follower."

Telegoth

Fire-in-the-Sky, Eye of the Firmament, Old God of the Sun, Fire's Fury

Alignment NE

Portfolio Ash, day, death by fire and smoke, desert, equinoxes, fire, forest fires, heat, light, plants, smoke, solstices, and sun

Domains Fire/Simoon and Sun

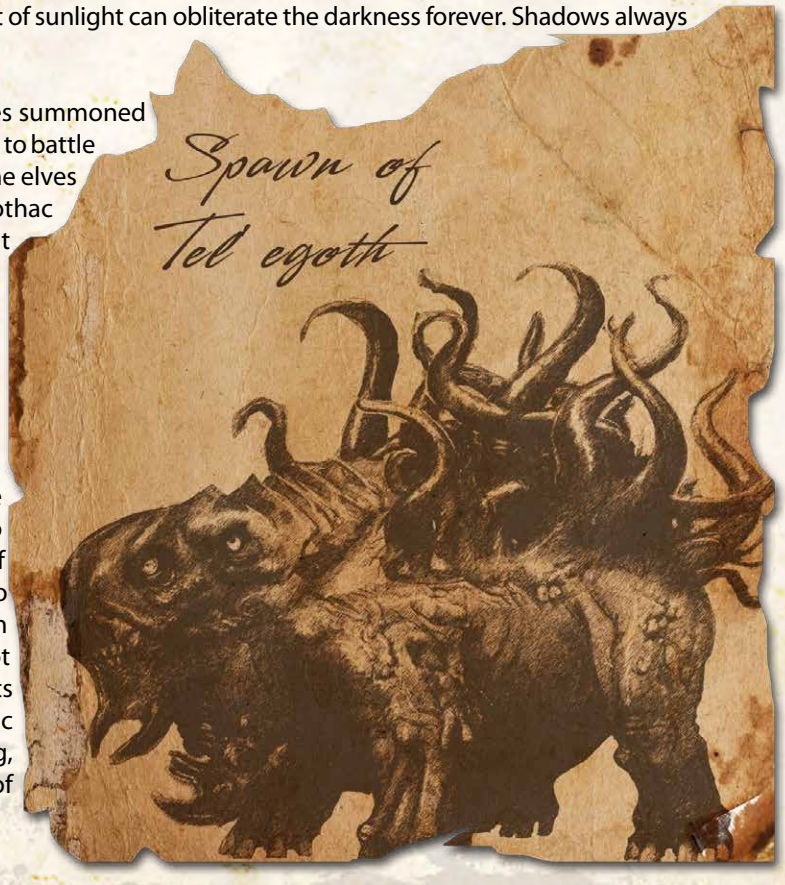
Subdomains Arson, Ash, Day, Light, and Smoke

Favored Weapon weapons actively on fire or made from charred materials like fire-hardened wood

Worshipers Solar Acolytes, The People of Ash, some bhriota of the plains and forests

Before the coming of the vindari, the elves that inhabited the land now called Vathak lived in the forest and held the sun in the sky and the plants the grew in its light as sacred. Because of this, they were given the Seal of Tel'egoth to protect. It is believed that the elves danced their sacred dances and performed their holy rites over this Seal to help strengthen it with the powers of their sun-god. What the elves did not understand was that no amount of sunlight can obliterate the darkness forever. Shadows always find a way to creep out into the day.

On the fateful day when the elves summoned forth a horror from beneath the Seal to battle the vindari, their fate was sealed. The elves believed they were calling for Kegothac the Unconquered Sun, their ancient sun-god. The vindari saw a Spawn of the Old Ones, more terrible than any that had been seen before. Whatever, the case, according to Church records at least, a brave band of vindari heroes stopped the horrible, monster from igniting a continent-wide inferno. Suns were not meant to be called down to the earth, and the immense ball of flame called forth that day is said to have blinded all that looked up on it. It could melt metal with its hot breath and turn flesh to ash with its fiery tendrils. The defeat of Kegothac fueled the vindari's Great Cleansing, driving them to even greater acts of genocide.



The moral of this tale depends upon who is telling it. The few surviving elves use it as a rallying cry. The vindari, as proof that they were in the right to conquer and kill. The bhriota, on the other hand, see the story of Kegothac as a cautionary tale, explaining why one does not call down lightly the "blessings" of fire and flame. Other versions of this tale can be found told as well, like the one espoused by the Solar Acolytes, which can be found below in **Example Secret Societies and Cults to the Old Ones**.

Even among most bhriota, few tribes dedicate themselves to the horrible and fickle Tel'egoth. In Vathak, southerly winds called simoons bring in hot choking air that tastes alkaline and bitter and are viewed by followers of the Old Ones as the touch of Tel'egoth. The bhriota point to how the warming rays of the sun-in-the-sky can sicken and burn pale vindari flesh even their darken their own skin if they bask long in it to long as further proof of Tel'egoth's power. And, of course, Tel'egoth can be found in any flame, from the glow of a candle to the raging power of the forest fire.

While most followers of Tel'egoth focus on the fire, flame, and sun aspects of Tel'egoth, others focus instead on the importance of that which comes after — smoke and ash. Often among the cults dedicated to Tel'egoth, followers are concerned more with "what is left behind" than on the actively burning flame or object. One such cult, the People of Ash, is detailed below.

Yeghniths

Creeping-Cold-Death, Foul Fumes, Old God of the Blizzard, Air's Anger

Alignment NE

Portfolio Air, asphyxiation, avians, blizzards, cold, creatures of the cold, creatures that fly, darkness, foul air, loss, night

Domains Air/Bora and Darkness

Subdomains Clouds, Cold, Loss, Night, and Wind

Favored Weapon weapons made from glass, ice, or the bones of flying creatures

Worshipers The Lost Children of Air, popular with bhriota of the high mountains or tundra lands

Modern tales of the dwarves speak of their digging deep into the ground and into the modern Filth Reaches. In truth, the dwarves preferred digging into the high points of the mountains, where they found precious metals and beautiful gem. This space was given to the dwarves by the ancient powers and, in exchange, they vowed to guard and protect the Seal of Yegh'niths. This seemed a perfect arrangement, as Yegh'niths is said to be found in the frozen northern winds, called boras, and katabastic winds that come down from the highest reaches of snow-covered mountains to freeze the lands below and chill the people in them to the bone. The dwarves would never hold such icy terror as sacred, especially as deeply dug into the mountains

there were. The dwarves saw Yegh'niths as no threat. How, then, the dwarves were viewed as fallen to the Old Ones by the Church during the Great Cleansing remains a mystery scholars continue to debate - though rarely in public.

It is common to find bhriota tribes, especially those in the north of Vathak or those living on the steep mountains throughout the land. that are dedicated to Yegh'niths and its frozen breath. Many of the nomadic tribe people living in the frozen lands claim that winter snows that regularly halt all vindari advances are entirely the blessings of Yegh'niths. Tribal bhriota can also be found dedicated to aspects of Yegh'niths in warmer lands such as foul-smelling swamps and toxic marshes, where they see Yegh'niths' power in the noxious vapors rising out of the wetlands.

Secret societies and cults normally dedicate themselves to one or two aspects of Yegh'niths. Some, like the Lost Children of Air, see Yegh'niths in the cold night winds and feel its embrace there, while others, like the Dedicants to the Miasma, focus on Yegh'niths as a spirit of foul air and toxins in general. See both groups detailed in **Example Secret Societies and Cults to the Old Ones** below.

Other Spirits of the Land

While the vindari assume all bhriota tribal people worship some dark entity in the guise of a "spirit of the land," there are in fact a number of remaining tribes that are dedicated to spirits not so foully corrupted as the Four Cosmic Evils. During The Great Cleansing, all tribes were 'purified' equally, though direct worship of the Old Ones was no more or less common than that of other spirits. Those that were loyal to other spirits often fell faster as their guiding spirits didn't empower their people as strongly or as vengefully as those that followed They That Came Before.

In the cases of uncorrupted spirit worship, tribal spiritual leaders are almost always either a shaman or an oracle (and rarely druids), with a spirit or mystery tied strongly to the natural world. In the most traditional of tribes, spirit/mysteries such as Flame, Heavens, Life, Nature, Stone, Waves, and Wind are revered. Needing strength to war with the vindari invaders, many bhriota tribes that once followed a different path converted to more direct worship of the Old Ones. Even many of those that did not instead began to revere spirit/mysteries of Battle and Bone, or to try to preserve their Lore.

City dwelling bhriota often pay lip service to the Church of the One True God while trying to keep old traditions alive in secret. Even still, city life has fractured their connection with the natural world, making the old ways difficult. Many bhriota have turned to their people's traditional healers, the sister witches, for guidance. These city dwelling sister witches preach a number of religious options, including a new kind of faith that blends multiple religions and is growing in popularity: Vodun (see "Cults and Other Faiths" below for more information on these practitioners).

Secret Societies and Cults to the Old Ones

While the Four Elementals are the most well known of the Old Ones, they are far from the only ones held as sacred in all of Vathak. Players should feel free to work with their GMs to introduce Old Ones of their own choosing. In addition, secret societies, cults, and other groups dedicated to these four offer alternate takes on the basic four, with other options like The Final Phase and Scum of the Earth.

Dedicants to the Miasma

Secret Society Dedicated to Yeghniths

"I breath thee in."

— A phrase commonly used by Dedicants to identify themselves to one another

Rising to popularity in the lands of Ina'oth during the Plague of Shadows, the Dedicants to the Miasma represent a group that discovered that, by exposing themselves to various toxic gases and noxious fumes, they could gain an immunity to the Plague that blanketed their land, as well as visions of the future and present.

Dedicants claim that they have no holy text. Instead, their members are expected to record their personal experiments with toxic gases and vapors and share their visions with one another. These journals aren't commonly found outside cult hands, as the experiments the Dedicants conduct are considered illegal by The Church. Enough journals have spread, however, that there are several branches of the Dedicants of the Miasma throughout Vathak, each independent of the other and all breathing in the toxic fumes sacred to Yegh'niths.

The Final Phase

Secret Society Dedicated to the Old Ones in General

"As I awaken from my fitful slumber, I summon the Old Ones from the blackest abyss, for they are the purest distillation of myself. Our struggles will allow us to evolve into what we must become. The Kingdom of Great Old Ones is at hand."

— From the *Initiate Oath* of The Final Phase

The Final Phase is an organization of religious zealots who worship the inhabitants of the unknowable void in the hope of earning salvation when the end of days arrives. The Final Phase deals in occult secrets, ancient artifacts, and arcane relics of the Great Old Ones.

Members of the Final Phase come from all walks of life, but the cult's upper echelon is steeped in high society, wealth, and possessors of arcane knowledge. The group is dedicated to following a strict set of edicts and gaining salvation from the impending darkness they believe is all too imminent… and they will do all things horrid to ensure they survive.

For more information on The Final Phase, pick up a copy of ***Secret Societies of Vathak: The Final Phase (A Supplement for The Colonies)***.

The Gilded Bankers

Secret Society Dedicated to Kasogrotha

"We who hold the gold, make the rules."

— Axiom of the Gilded Bankers

By most laws of the land and even the axioms of the Church, the lending of money is a noble tradition that is acceptable to all. Any number of endeavours, from establishment of new cities to long-distance trade, would be impossible without the financing of the various banks and other moneylenders throughout the land. The acquisition of materials goods and the hoarding of them is likewise viewed favorably, as long as the Church is given their tithings. That all said, there is a general understanding that greed for the sake of greed is at least "distasteful" if not truly sinful. As such, those individuals that choose to focus too much on collecting as much money as they possibly can without regard to moral or secular law tend to act in secret.

While few jurisdictions have applicable laws in place to forbid such a cabal, a specific secret society of moneylenders, bankers, and vault curators choose to work together as The Gilded Bankers, secretly manipulating the flow of money in the lands of Vathak. Supposedly following divinations dedicated to Ka'sogrotha as an ancient "spirit of precious metals and gems of the earth," this syndicate of controllers of wealth seeks to increase their own hoards while depriving others of theirs. Some believe that almost nothing that costs money happens without The Gilded Banker's say-so, with unconfirmed accusations going up to the highest echelons of both the Church and the various nations. Someone, after all, must pay the soldiers to march and fight.

The Lost Children of Air

Cult Dedicated to Yeghniths

"I consecrate this act to my Dark Mother. In her name, I strike!"

— Last words heard by many a "sacrifice" of the Lost Children of Air

Most cambion seek to shed their impurities; The Lost Children of Air embrace it, often further mutilating themselves through ritual and dark rites. Formed almost as a mockery of the Geisslerlied, the order of Faithful cambions, dhampirs, and hauntlings that are dedicated to driving out corruption of the Old Ones in the name of the One True God, The Lost Children of Air call upon their Dark Mother, Yegh'niths to aid them in slaughtering all the Faithful.

The cambions that make up the Lost Children see Yegh'niths as a crone, unable to have children of her own. They see themselves as her adopted children and wish to serve her as any faithful child would their mother. This female gendering of Yegh'niths is likely to contrast the Father many see in the One True God. The cambion of the Lost Children prefer the cold embrace of their Mother to the hot anger and betrayal of the Father and His Church.

Even among cults then, the rites of the Lost Children are considered particularly savage, as they take rituals from the bhriota tribes dedicated to Yegh'niths and twisted them to become a mockeries of the

war-loving One True God's teachings. Among the Lost Children, self-mutilation and flagellation are holy acts, and the slaughter of innocents is seen as a worthy sacrifice to the Dark Mother. The Lost Children of Air have all felt shunned for being tainted by the Old Ones and have chosen to embrace what makes them unique rather than reject it.

Order of the Black Earth

Cult Dedicated to Kasogrotha

"Know that all which rests beneath the sun decays, all things made by mortal hands and in into this world brought,with the rise of shadow all shall return to naught..."

— Quote from The Book of Black Earth.

Whispers speak of a text, known as, in bhriota's Aklo tongue, of *Sor'morkin leth Ven Eados*, or translated to Common, as *The Book of the Black Earth*. This text details an ancient thing called Ka'sogrotha, and catalogs the reign of this immense worm-like godling. A portion of the work tells of a doomsday prophecy regarding this elder creature's awakening. Members of the order collect all things they can from the Filth Reaches. Whether the cult wishes to prevent the waking of this beast, or to hasten it is unclear, but most bhriota that hold Ka'sogrotha as sacred discount vast amounts of what this supposed book says. For one, theirs is a tongue not to be written down in so mundane and banal a fashion. In addition, the bhriota see Ka'sogrotha is seen as already awake. The arrival of the vindari generations ago ensured that. The full truth of the book and this order may only be known to the cult's leader, the Black Earth Prophet, whom works most actively in Moorhaven and Khrota.

The People of Ash

Cult Dedicated to Telegoth

"I was born in fire, hardened as steel. Those fire purified me, and I have been reborn."

— From *The Litany of Ashes*

Membership in the People of Ash is exclusive to hauntlings that feel they died in a fire during a previous life and have been reborn into the world. While no one is certain the origins of hauntlings in general, the followers of the People of Ash claim the truth lies in their fractured memories as well as in their sacred text, *The Litany of Ashes*. There, they see what they believe is their purpose in this life and, possibly, the next.

The motives of the People of Ash are obfuscated to outsiders, but among themselves they claim to seek to fully understand the reason they were reborn. To the People of Ash, all beings with a soul have a goal or purpose. Discovering one's purpose and completing it is the only way to escape the cycle of rebirth they believe they are trapped in as a haunting.

These purposes are not always noble as, according to the *Litany*, the only way to make the iron into stronger steel is by beating it in fire. While many hauntlings want their purpose to be to save something or someone, or to improve the world in some way, most members of the People of Ash come to realize that their purpose is to be the villain to make heroes for the world. To this end, they often play the role of a worshipper of Tel'egoth, not realizing that even pretending to venerate ancient evil invites it inside one's soul.

Pirates of Orth

Cult Dedicated to Orthumech

"You won't see them coming, as their ships rise right out of the ocean all around ye! Then their men, if ye can even call them that, will charge yer boat, but they want no mere gold or silk — it's flesh they crave. Once they've captured enough of you lot, they'll shove off and sink back beneath the black ocean. What the Pirates of Orth want with you is a thought best left in the bottle of rum."

— Tale recorded by an investigation into the Pirates of Orth, told by a supposed survivor of an attack.

A rarity, the Pirates of Orth are a cult-like group composed primarily of romni and bhriota but dedicated to an Old One. These Pirates are known to work out of the small villages near Hydranaburg in Moorhaven. Originally mere fisherman, years ago the Pirates of Orth fell on hard times as the sea seemed to stop offering up its bounty.

The bhriota shaman among the people of the island claimed to know the problem, Orthu'mech was displeased. At this same time a local captain returned home with a odd text made from fish scales and reeds which the shaman interpreted, naming it *The Drowning Ceremony*. In it the villagers found dark rites to Orthu'mech, including one in which a human being was drowned as a sacrifice. That same day, a vindari trader that had lost his way sailed into the village. Taking it as a sign, the villagers sacrificed the trader. The fisherman that returned home that night had full holds of fish, and the villagers agreed the blight had been lifted.

To spare their own people, the captain formed a band of raiders from the village's sailors and used it to attack vindari and other ships sailing between Moorhaven, the Colonies, and elsewhere. Rumors of these "Pirates of Orth" abound in the seaside inns of every port town along the eastern coast, with many claiming that, as more humans have been captured and sacrificed, darker rites involving "fish people" and other unsavory things have occurred. Investigation into the various villages of the island never find any clear evidence of these pirates, though many leave commenting on the peculiar "Hydranaburg look" of some fishing villagers.

For more information on the forbidden tome *The Drowning Ceremony*, pick up a copy of ***Vathak Grimoires: The Drowning Ceremony (A Supplement for The Colonies)***.

Scum of the Earth

Follower of Kasogratha and Orthumech as Lord of Molds

"We are all filth, I'm just willing to admit it."
— Scum, known madman

Originally viewed as little more than another raving lunatic, the self-appointed "Scum of the Earth" claims to serve a being called the Lord of Molds. A seemingly random combination of rites and rituals of both Ka'sogrotha as a spirit of the Filth Reaches, and Orthu'mech as a corrupted water-spirit, make up his "religion,"

Scum, as he calls himself, wasn't taken seriously until his lair was discovered beneath a cathedral of the One True God. In that dark, moist space, he was growing all manner of slime, molds, and fungi and had he had a "pet" ooze that was supposedly a "divine gift" from the Lord of Molds. Had he been allowed to continue his experiments, authorities worry about the damage he could have reeked upon the city above.

Since his execution, a number of random "situations" have occurred, with either lunatics in asylums or random madmen in the streets declaring themselves to be "Scum" and seeking to fulfill his original goals.

Silver Sailors

Secret Society Dedicated to Orthumech

"No man that has survived a storm at sea doubts the power of the Storm's-Wrath."
— Common phrase heard in seaside taverns throughout Vathak

Arguably the least secret of secret societies, the Silver Sailors are less a secret society and more a vast group of sailors united by a common set of superstitions. Taking their name from the silvery gleam of the choppy ocean under a full moon, and adorning themselves with simple trinkets, most often a silver anchor held in the claw, tentacle, or other appendage of a sea creature, those that follow the ways of the Silver Sailors know to always make a small offering to the sea before any serious voyage or undertaking. From bhriota pearl divers aboard rickety boats to the fisherwomen of coastal romni villages to the vindari who crew cargo vessels, anyone who makes their living from the sea might be one of the Silver Sailors. Sea-going folk often share their sacred rites in seaside shanties as drunken sailors try to one up each other with tales of amazing and outlandish rituals they have seen or participated in.

In a world where monsters and horrors rising out of the oceans is a common occurrence, few people of the sea find a contradiction in being both devout Faithful of the Church, and eviscerating a chicken or one fish from each net "for luck." The dangers of the sea are such that only the most stolid clergyman (or the most landlubber) doesn't turn a bit of a blind eye when sailors say a few strange prayers.

Over time, many Silver Sailors find themselves caught up in their superstitions. Bigger dangers, larger hauls, and longer voyages require more intense rites and sailors find, over time, that their meager sacrifices earn them fewer favors from the ocean. More than one sailor has "crossed the anchor line" and delved into offering more than a fish or chicken as sacrifice to the hungry ocean.

Solar Acolytes

Secret Society Dedicated to Telegoth

"The unwarranted slaughter of our elf-kin on our high-holy day and before the goddess Kegothac can not go unanswered! A thousand generations of your kind will rue your people's choices that day!"

— Records of the High Inquisitor on the burning of the last elven priestess, from the times of The Great Cleansing.

Believing themselves to be following ancient elven lore, the Solar Acolytes tell a different version of the tale of summoning Kegothac the Unconquered Sun than that recorded by the vindari Church. By Solar Acolyte accounts, Kegothac was once an elven goddess of unsurpassed beauty and the herald of a great pantheon of elven gods. She had been summoned down to the land as part of a discussion between the elven and vindari holy people. The priests of the vindari group claimed no god, save their own, existed or would manifest before the people. The elven priestess claimed otherwise and offered to summon forth Kegothac, a servant of their greater gods. To Kegothac the vindari priests could ask their questions, as the elven priestesses could not answer their demands satisfactorily.

The summoning brought forth Kegothac as planned, but once this beautiful and powerful angel of light was before them, the vindari clergy became irrational. They slaughtered the priestesses and other elves present. This massive bloodshed of Kegothac's chosen people enraged the goddess. She sought to burn the plague of the vindari from Vathak and save her people, realizing that no elf would be safe so long as these foul humans walked the land. Kegothac failed, however, as the vindari priests had weakened her connection to the place by slaughtering her most faithful, and they, in turn, succeeded in banishing her.

Solar Acolytes are primarily vindari who believe that the Church acted unjustly. They seek to resummon Kegothac and apologize and then to make reparations for not only this act but for the Great Cleansing in general. They seek the wisdom of the long-lived elves and hunt for ancient relics from those forest homes. Rumor states that the leaders of the Solar Acolytes are, in fact, ancient elves who will take the most faithful members as spouses. This leads many vindari outside the cult to believe that secret half-elves walk among them, plotting to destroy the Church and return vindari land to elven control.

The Court of Signs

Our truths are universal. After all, everyone sees the same stars. Everybody has a birthday and almost everyone has a palm.

- Epigraph of the King of Thieves

Legends of the People

Rulers of the Romni

Alignment N

Domains Charm, Community, Glory, Travel, and Trickery

Subdomains Deception, Family, Heroism, Innuendo, Love, Thievery, and Trade

Favored Weapons romni crescent sword, romni dagger, and romni needles

Centers of Worship Brova in Sileasia, Hydranaburg in Moorhaven, Tomaini in the Colonies, and Urastur in Ina'oth

Associated Nationality Sileasia

Associated Race Romni

Obedience: Place a kettle or pot of water to a gentle boil. While the water is heating, wash your hands and face in water infused with mint. Crush one or more tea leaves and place them into your tea cup. When the water has boiled, pour it into your cup and allow it to steep for at least three minutes. When the tea has cooled to your taste, drink it and meditate upon your family, your clan, and the romni people. When you have fully drunk the tea, look into the cup to see which astrological star pattern the crushed leaves have made at the bottom. Gain a +4 sacred bonus on checks made with the skill sacred to the Sign ruling the current month.

Boons

1: Eternal Wanderers (Sp): *longstrider* 3/day, *knock*/2 day, or *phantom steed* 1/day

2: Romni Weapon Master (Ex): Whenever you fight with a romni crescent sword, romni dagger, or romni needles you also gain a +2 deflection bonus to AC, provided you are proficient in the weapon you are wielding.

3: Community (Sp): Once per day you can use *heroes' feast* as a spell-like ability to create a banquet for your friends. Creatures that eat from this communal table, a process that takes 1 hour, gain a +2 sacred bonus on attack rolls and Will saving throws instead of the usual +1 morale bonus. Whenever you use this ability, choose one teamwork feat; you can select a new feat every time you cast this spell, but once it's cast, your selection can't be changed. Anyone who eats from the communal table gains the benefits of the chosen teamwork feat. The benefits of the *heroes' feast*, including the bonus teamwork feat, last for 12 hours. A character doesn't need to meet the prerequisites for a teamwork feat granted through this ability.

The romni do not worship the Court of Signs. The Signs are not considered to be gods but mortal romni whose deeds were so impressive and so legendary that they ascended up to the stars. Members of the Court of Signs, individually known simply as Signs, are the folk heroes the romni tell stories about around the campfire. Each is an amazing figure and larger than life and, yet, each is still quintessentially romni.

Every Sign is either a constellation in the heavens or represented by that constellation, depending upon how a romni feels like explaining the Court on any particular day. Each of the twelve Signs in the Court rules over a specific month of the year. The romni believe that those born during a Sign's ruling month are guided by that Sign and take on the Sign's characteristics. Romni insist the Court of Signs is fluid. When asked what will happen if a new Sign joins the Court, a romni will happily explain that a new constellation will appear in the sky and another month will be added to the calendar. It has, they say, happened before and

it will surely happen again. Every romni has the potential to become a member of the Court of Signs, after all.

Religious Symbols

The traditional sign of the romni religion, as well as of the romni themselves, is a wagon wheel. The color of the wheel changes depending upon which clan is displaying it (red for Brova, orange for Delhain, yellow for Delqurioa, green for Krunedorf, blue for Ravca, and purple for Talaitha). When used as a holy symbol to represent a specific member of the Court of Signs, the constellation of the individual Sign is painted into the center of the wagon wheel.

Life and Ritual

The romni view the Court of Signs much like they view any nobles—The Court serves a purpose; is vitally important; and the less one has to do with it, the healthier one will be in the long run. They know that a prayer answered is not a gift from the Court but a bargain, and that any Sign that grants a favor will always want something in return. Because of this, romni try to offer payment in advance for any favor asked. Offerings can be gold or silver but are often tailored to each individual Sign. Toys for the Lost Emperor, for instance, or a stolen necklace for the King of Thieves.

While romni are careful about asking for favors from the Court of Signs, they do acknowledge the Court as their rulers. All romni everywhere, no matter where they live, are bound into a single nation under the leadership of the Court of Signs. Because of this, no mortal romni will ever claim the title of king or queen. A romni leader can be, at best, a prince or princess serving at the pleasure of the Court of Signs.

The romni do not gather regularly in ritual or for services in the way of other religions. Instead, the most important rite any romni can perform is to tell a story. Every member of the Court of Signs figures prominently in dozens of tall tales and legends. Often comical and wondrous, sometimes sad and cautionary, these tales teach lessons to children, entertain adults, and bond the romni people to the Court of Signs. It is said that the greatest words any member of the Court can hear from a romni mouth are "Mama and papa, tell me a story."

Romni pay careful attention to the heavens, since that is where the Court of Signs dwells. When a romni child is born, fortunes are told and an astrological star chart is drawn to help determine the course of the babe's life. By tradition, romni keep their star charts for their entire lives and often consult it in times of indecision or crisis.

Temples and Shrines

The romni do not build temples dedicated to the Court of Signs. Instead, in every home and wagon there is a corner that serves as a shrine. The shrine is covered in a fine cloth matching the favored color of a romni's clan and decorated with the finest bowl and candlesticks that a romni can afford. When it comes time to make a bargain with a member of the Court of Signs, the candles are lit, an offering is placed in the bowl, and the romni waits. Often, they have a cup of tea while they wait. If the bargain is accepted, the offering vanishes. If the offering remains, the romni worries. The bargain might still have been accepted, after all, but another price might be demanded.

Tradition holds that romni caravans stop and build a small shrine at any crossroads they come across while traveling, so long as another shrine is not already in sight. These shrines serve as a way for romni travelers without the comfort of a wagon and a personal shrine to bargain with the Court of Signs while on a quest or journey.

The Clergy

Clerics of the Court of Signs are known among the romni as heralds. These heralds are respected by the people and considered important but not automatically considered community leaders in the way of vindari priests. Instead, heralds are thought of as the means by which the Court of Signs conveys decrees to the romni people.

Heralds are not employed by a church or formally educated in their task. They are chosen, often seemingly at random, from among the

romni. If someone declares herself to be a herald, the romni usually accept that at face value. Either that person truly is a herald, is insane, or is a fraud. If she is insane, it will become obvious sooner or later and the romni appreciate the skill it takes a fraud to pull off a good con, right up until the fraud is caught.

To make ends meet, heralds often take odd jobs. It is a tradition among the romni to invite a herald to dinner if it is seen that she has not eaten and provide a bed for the night if she has no place to sleep. Few heralds have a permanent home.

There are no romni inquisitors and romni paladins are rare. Occasionally, a herald of the Court of the Signs takes up arms and leads fighters as a warpriest. Witches, shamans, oracles, and fortune-tellers are considered to be agents of magic and not divinity. By tradition, magic belongs to all romni and does not come from the Court of Signs.

Clothing

Except for a prominently displayed holy symbol, romni heralds do not wear clothing to set them apart from their fellows. In fact, romni heralds often wear second-hand, thread-worn clothing due to a seemingly permanent lack of funds.

Holy Text

Almost all rites and traditions relating to the Court of Signs are passed down orally, through stories and songs. However, a vindari poet named Jacob Wilhelm collected folk tales about the Court of Signs and published them in a volume, titled *Epigraph of the King of Thieves*. Wilhelm was well regarded by the romni and so many own a copy of his book. It is the closest the romni have to a written holy scripture.

Epigraph of the King of Thieves: This vindari published volume by Jacob Wilhelm collects nearly a hundred different romni folk tales about the Court of Signs. The stories are a faithful recording and translation of the tales Wilhelm heard from storytellers during several months of traveling with a romni caravan and includes observations on the caravan's routines and customs. Consulting *Epigraph of the King of Thieves* grants a +1 insight bonus to Knowledge (religion) checks about the Court of Signs and a +1 insight bonus to Knowledge (local) checks about romni culture.

Holidays

The romni are a gregarious people and will happily use any excuse to throw a party. However, there are some holidays that are more important than others.

Festival of Trees: This festival is celebrated on the last day of Martie and is held in honor of women and the coming of spring. Romni gather hawthorn branches and flowers to decorate their homes or wagons. It is traditional for romni men and women to enter into a marriage pact on this day and to remain as faithful lovers until the next Festival of Trees.

Resvrrectvris Festival: Romni remember their ancestors and reflect on the past year upon the winter solstice. Starting at sunrise, all lights and fires, mundane and magical, are extinguished in homes and public buildings. The romni lay down and cover their faces with ashes from the hearth. By pretending to be dead, they feel they commune with the already dead. At sunset, the romni wash their faces, leave their homes and celebrate with dance, drink, and food.

Festival of the King of Thieves: This curious holiday honors the legendary King of Thieves, sometime ruler of the Court of Signs. On the 15th of Septembrie the romni gamble and play pranks on each other, compete in storytelling contests and eat sugary treats. In the evening, a grand masquerade ball is held in the King of Thieves honor. Romni can attend the ball for free but non-romni pay for the privilege of attending. Even then, it is not uncommon for a non-romni attendee to leave the ball with their pockets cleanly picked.

Relations with Other Religions

In theory, the romni are unconcerned about other religions. Other cultures are free to believe

whatever they like. If the vindari believe in a single god and the bhriota believe in earth spirits. that does not change what the romni know to be true.

Unfortunately, other cultures are not so enlightened. The romni are a people seemingly caught in the middle of a religious war. They remember the Great Cleansing and know that many vindari would happily see the romni either converted or killed by hammer. On the other side, the romni have seen the horrors of the Old Ones first hand, having lost caravans and lives to the Spawn. For now, the romni quietly ally with the vindari, carefully attempting to avoid provoking the angry giant that is the Church of the One True God. The romni find most in common, religiously, with the svirfneblin. Both races revere the heroes of the past, just in very different ways.

In recent years, romni culture has begun to infiltrate vindari society. Some vindari have adopted a simplified form of romni astrology and there are even horoscopes printed regularly in vindari newspapers. Members of the esoterica movement are especially interested in romni fortune-telling techniques. A shrewd romni can make a good living among such vindari, so long as she is careful to avoid the Church's eyes.

Individual Signs

The information at the start of this section represents the Court of Signs as a whole and can be used for clerics dedicated to the entire Court. Characters with the Obedience feat can choose a specific Sign to follow but still use the general obedience above and gain the benefits listed under that obedience.

Clerics can also choose to follow a specific Sign. Individual Signs do not have their own sacred weapon. Romni clerics dedicated to a Sign choose one of the weapons sacred to the entire Court of Signs and gain proficiency in it. Once a cleric has made that choice, she cannot change it. Individual Signs do, however, have a sacred skill that the cleric gains as a class skill. Once per day during the month ruled by her Sign, a cleric can take a 20 on her Sign's sacred skill as a full-round action.

It is important to remember that the members of the Court of Signs are divine beings who rule over the romni, but also folk heroes that are the center of most romni stories as well as astrological signs that influence a person's personality and destiny. The entries below outline the Signs as

divine beings that can be followed by clerics, as folk heroes, and as astrological signs with traits that can be purchased during character generation by those born under that sign.

The Ghost

Sign of Januarie

Alignment CN

Portfolio Mayhem, night, and the undead

Domains Chaos, Darkness, and Death

Subdomains Entropy, Loss, Murder, Night, and Undead

Favored Skill Stealth

The Ghost is the assassin, capable of slipping into any fortress under the cover of night and ending his target's list.

The Ghost as a Folk Hero

The Ghost was the best assassin the Nosferatu Kings had. They said someone needed to die and the Ghost moved under the cover of night and killed them. He never failed. His body count was endless.

One day, the Nosferatu Kings said to the Ghost, ***"You are old and tired now, Ghost. Take a rest."***

And so, the Ghost killed the most challenging target of all. He killed himself.

The Ghost as an Astrological Sign

Your sign is not multifaceted; rather, you change like the tides, and are a little different every single day. Less polite people call you moody. In any event, those born under your sign possess a certain desire for intimacy that is mingled with defensiveness. It is said that The Ghost walks silently, and your most important learning in this life is to be outspoken about what you feel and what you want, without feeling guilty about it.

The Sword

Sign of Februarie

Alignment N

Portfolio Crafting, weapons, and weather.

Domains Air, Artifice, and Liberation

Subdomains Construct, Industry, Freedom, Revolution, and Wind

Favored Skill Craft

The Sword is the blacksmith, transforming iron and steel into tools. The Sword is also the weapon, harnessing the power of the storm to fight foes.

The Sword as a Folk Hero

The enemy was coming, thundering on the hooves of a thousand horses. The people began to panic. They could not possibly survive the attack. All over the village, people packed their things and prepared to flee.

All over the village, that is, except in the forge of the blacksmith. He began pounding steel against his anvil so hard that every time his hammer fell, the heavens answered in sympathy with a rumble of thunder. Finally, the blacksmith summoned a full storm with his furious forging. He lifted his hammer into the air and lightning stuck it. The blacksmith swung his hammer once more and put the lightning where it belonged, into the first crescent sword.

That sword killed every last enemy. Which is why the village is still here today.

The Sword as an Astrological Sign

Calm, collected and attractive on the outside, raging like a tempest in the inside,

The Sword is the blacksmith shop of the soul. It is where we incarnate for the purpose of being shaped and tempered. While you are famous for your supposed stubbornness, few understand that you're trying to work out your inner complexities and don't want to make a move or a decision until you feel you're all sorted out. But there is always more to sort, and the one thing you have to come to terms with is that change is inevitable. You must handle your possessive nature carefully so as not to alienate others. Part of that means trusting your attractiveness, and remembering that you crave strong, independent partners.

The Tower

Sign of Martie

Alignment NG

Portfolio Education, engineering and architecture, and government

Domains Artifice, Knowledge, and Law

Subdomains Construction, Education, Judgement, Loyalty, and Thought

Favored Skill Linguistics

The Tower is the educated man, capable of rendering a fair solution to any problem.

The Tower as a Folk Hero

People respected the Tower. He was the one who built their homes and fixed their wagons. He knew how things worked and could explain it so that anyone could understand. Most important of all, the Tower was fair as fair could be. When anyone had a problem with someone else, they'd say, **"Let's take it to the Tower."** and they would. The Tower could listen to any problem and figure out a solution that made everyone happy.

One day, the Old Crone and the King of Thieves were arguing over who won a game of dice. Their argument was so loud and so fierce it shook the whole entire world. Realizing they'd destroy the world if they kept at it, the Old Crone and the King of Thieves decided to take it to the Tower.

The Tower listened to their story, realized they'd both been cheating, and ordered up a new game with brand new dice.

The Tower won.

The Tower as an Astrological Sign

The Tower is a mentally oriented, highly intelligent, nervous sign that needs to remember it's made of the element earth. That's another way of saying that your life is a constant process of translating from idea to reality and back. That can be challenging because ideas change so much faster than the often-stuck dynamics of the physical world. You have a fast, inventive mind but may squander that on doubt, which is rooted in self-doubt. Of all the signs, The Tower needs to cultivate self-esteem as a primary life strategy. That doesn't mean you're better than others, only that you are right to be you. This is one reason why so many Tower signs opt for helping careers; it helps you to feel useful. You have a way of contradicting yourself and expecting others not to notice; it would help if you admit these contradictions so you don't leave everyone constantly wondering where they stand with you.

The Lovers

Sign of Aprilie

Alignment CG

Portfolio Friendship, love, and rivers

Domains Charm, Community, and Water

Subdomains Cooperation, Flotsam, Love, Lust, and Rivers

Favored Skill Diplomacy

The Lovers are every couple that ever fell in love. They are also the community that fosters that love.

The Lovers as a Folk Hero

One day, a kind boy took a hot meal to the poor family down the road. There he met the family's daughter, a cambion who was ugly but good of heart. The boy and the cambion girl fell in love.

Of course, the boy's family wouldn't hear of him marrying the cambion girl. They told him never to see her again. When he refused, they locked him in the house. But love is love and it can't be stopped. Soon the entire community knew about the boy and the cambion girl and they helped, passing notes and arranging secret meetings.

Eventually, the boy's family got wise to it all. They followed the boy to the river where he was meeting his sweetheart. The family confronted the young lovers and tried to kill the girl. Instead, the boy and the cambion girl leaped into the river. They both died. But they died in each other's arms.

The Lovers as an Astrological Sign

Your sign is about beauty in its many forms. No matter what this sign does, it has the intention of elegance. The Lovers hold space for an ideal that is difficult to be emulated in Vathak. Nothing quite lives up to it; that may be the reason for the famous quality of 'indecision' behind this sign. The Lovers can be cool, calm and quiet, and then turn into creative powerhouses when they are motivated to turn up the energy. The Lovers is the primary sign associated with relationships and relating, which are important priorities for you. You must remember not to get lost in your relationships — and remember how to find yourself again when you do.

The Defender

Sign of Mai

Alignment LN

Portfolio Caravans, wealth, and wild animals

Domains Animals, Earth, and Travel

Subdomains Caves, Exploration, Feather, Fur, and Metal

Favored Skill Survival

The Defender is the guardsman, forever protecting the innocent and the worthy.

The Defender as a Folk Hero

The Defender was a bodyguard with no one to guard. He traveled the world looking for the richest, most important person alive. The Defender figured only that person would be worthy of his skills. Everywhere he went, the Defender was disappointed. He'd find someone he thought might be worth guarding, only to realize that there was someone else who was wealthier and more important. The Defender did guard animals, though. But he just had a soft spot for wild critters. And he'd guard the weak when he had to. It wasn't their fault they were helpless, after all. And children. The Defender guarded plenty of children against harm. But he just couldn't find that one person that was truly worthy of his skills.

Finally, the Defender dropped down onto a stump in the middle of the woods. An old man hobbled up to him and asked him what was wrong.

"No one's worthy of my skills." the Defender said. ***"I can only guard the wealthiest and most important person in the world."***

And, when he heard that, the old man straightened up and pulled off his hood. It turns out he was the King of Thieves.

The Defender finally had someone to guard.

The Defender as an Astrological Sign

Yours is the sign of the quest, the far away and far-out, and success based on an odd chance. Your reputation for being a freewheeling, devil-be-damned type is entirely true until we get to your rock-solid values, which can be traditional, cautious and even conservative. As unusual as you are, it is good for you to understand that you have limits. If you try to be a perfectionist, you won't get anything done, but you also need to remember what you've learned about technique (there is a trick to everything), and how important those petty details can be. Remember that someone isn't necessarily crowding your space by trying to be close to you, but it's helpful if you're honest that you live life on your own terms. You're compelling enough that those who care about you will go along.

The Lost Emperor

Sign of Iunie

Alignment CN

Portfolio Children, death, and trees

Domains Chaos, Plants, and Repose

Subdomains Growth, Protean, Revelry, Souls, and Whimsy

Favored Skill Climb

The Lost Emperor is the young child who believes he can do anything.

The Lost Emperor as a Folk Hero

There was once a boy who loved to climb trees. No sooner would he see a tree but he'd climb up to the top and shout for everyone to hear, **"I'm the emperor of the world!"**

His fearful parents told the boy it was dangerous and forbid him to climb again. But he'd just laugh, tell them he could climb any tree, and do it anyway. Right up until he fell out of a tree and broke his neck.

While he was laying there, dead on the ground, the boy's ghost sat up and said, ***"I can see the tallest tree of all. I bet it goes straight up to the Court of Signs. I'm gonna climb it!"***

And he did.

The Lost Emperor as an Astrological Sign

Self-assertive, sometimes bold, sometimes cloaking deep insecurity with that boldness, The Lost Emperor is always up for an adventure. Your sign is all about beginnings; it's the key that starts the engine of the universe. There is something childlike about The Lost Emperor, and its natives can accomplish great things because you don't stop to think about how whatever they're attempting is supposedly impossible. If you did, you might not try. You're constantly discovering new depths of your inner nature, surprised time and again that it's such a dominant part of your personality. You have desire, you have determination, and you benefit t the most from discipline and learning to be happy with gradual progress. Remember, you don't always have to be first and best. You can simply be you.

The Fallen Daughter

Sign of Iulie

Alignment NE

Portfolio Medicine, oaths, and poisons

Domains Death, Healing, and Strength

Subdomains Ferocity, Murder, Plague, Resolve, and Restoration

Favored Skill Heal

The Fallen Daughter is a healer but also a murderer. She is both sides of medicine.

The Fallen Daughter as a Folk Hero

The vindari had heard that the Fallen Daughter was the best healer in Vathak. So, they slaughtered her people and kidnapped her, chained her in a medical tent and told her to heal their soldiers when they got wounded.

Well, the Fallen Daughter swore an oath right there and then that she'd avenge her people, kill one-hundred vindari, and make her way to the Court of Signs.

The vindari soon brought her a soldier who was terribly wounded. The Fallen Daughter pretended to treat the soldier but he soon died. So did the next one. And the next one. And the next.

Now, even the vindari aren't so thick as to not catch on eventually. After the Fallen Daughter had poisoned ninety-nine soldiers they knew she was up to something. So, they locked her up in a jail cell.

"By morning, I will be in the Court of Signs." she told her captors.

In the morning, the jailer was found dead and the Fallen Daughter was not found at all.

The Fallen Daughter as an Astrological Sign

Your sign has a powerful and hard-working quality. It's associated with the metal gold — the reference standard for all value. You can be generous with some and frugal with others; you strive for a kind of perfection that is impossible to attain. The less well-adapted characters born under The Fallen Daughter can be incredibly egocentric and bossy, which can give the rest a bad name; for the most part those born under your sign take being 'at the center of things' as a responsibility rather than a privilege. Your relationships are with humanity first and individuals second. You understand how important it is to see society as a collective entity.

The Scythe

Sign of August

Alignment CN

Portfolio Fire, horses, and insanity

Domains Animals, Fire, and Madness

Subdomains Arson, Ash, Fur, Insanity, and Smoke

Favored Skill Ride

The Scythe is a breeder of horses and the patron of the insane.

The Scythe as a Folk Hero

The Scythe was the best horse breeder around. Everyone said so. Her horses could run faster, go longer, and fight harder than any other breeder's. Everyone wanted to buy her horses. Everyone except the Vampire Lords, that is.

The Vampire Lords sent a messenger to the Scythe. She was told

to ready her entire herd to be given to them in three days. The Scythe listened and promised the herd would be ready. But it gnawed at her gut. She had no choice. The Vampire Lords would kill her if she didn't turn over her herd, yes, but the idea made her sad. Then angry. So angry, in fact, that she just broke.

The Scythe rounded up all her horses into the stables and locked them in. Then she set the stables on fire. The Vampire Lords wouldn't get her horses now! Finally, laughing with madness, she leaped into the inferno herself.

You know, they say she's breeding horses for the Court of Signs, now.

The Scythe as an Astrological Sign

The Scythe is an emotional, confusing sign, usually represented by a scythe or sickle. As emotional as this sign is, it can be mentally fixated (usually, on the psychology of others) and can lack the ability to ground in the realm of feelings. Yet when those born under this sign get detached from the feeling realm, that's when they can live up to their dangerous astrological reputation. It's vital that you not only think before you strike, but feel before you speak. This said, the passions of The Scythe are unparalleled, and people crave you as much as you crave them.

The King of Thieves

Sign of Septembrie

Alignment N

Portfolio Heroics, leadership, and thievery

Domains Glory, Nobility, and Trickery

Subdomains Deception, Heroism, Innuendo, Leadership, and Thievery

Favored Skill Sleight of Hand

The King of Thieves is the legendary trickster and sometime ruler of the Court of Signs.

The King of Thieves as a Folk Hero

One day, the entire Court of Signs was coming back from lunch when they noticed a lanky man lounging on all of their thrones. Naturally, they asked who he was.

"I'm a thief." the lanky man said, **"And I want to join your court."**

The Court of Signs reacted in shock. No one had ever been so bold with them before! They asked what made him think he was worthy of being one of them.

"I've stolen a star from each of you." the lanky man replied. **"You make me a king in this court, and I'll return them."**

And so, they made him the King of Thieves.

The King of Thieves as an Astrological Sign

The King of Thieves is the representation of the noble villain, a comment on the dualistic nature of humanity. This comes with a question: are the two sides of the King of Thieves' nature about the immortal soul and the mortal ego? Are they about mind and body? Are they good and evil? You need a diverse group of friends to stimulate the many sides of your mind. And you need to turn your nearly

obsessive inner dialog into something creative. The challenge that most people feel knowing or being in love with someone ruled by this sign is that they 'don't know who they're talking to', since you are so multi-faceted. Therefore, be aware of this and do your best to bridge this perception gap -- or have fun keeping your friends guessing who you're going to be next.

The Dying Crow

Sign of Octombie

Alignment CE

Portfolio Chance, music, and truth

Domains Charm, Luck, and Sun

Subdomains Fate, Imagination, Light, Lust, and Revelation

Favored Skill Performance

The Dying Crow is a musician who loves the truth, because it tells him secrets.

The Dying Crow as a Folk Hero

The Dying Crow had a gift. When he played his fiddle, everyone who heard it spoke the truth. The Dying Crow loved his gift. He loved hearing other people's nasty little secrets. It made him feel clever and wise. Of course, other folk didn't like it so much. People prefered to keep their secrets secret. Which may be why, one day, a mob of villagers beat the Dying Crow to a pulp and tossed him and his fiddle out of town.

The Dying Crow wasn't much able to move after that. He just laid there, underneath the sky and stared up at the second moon. You knew we used to have a second moon, right?

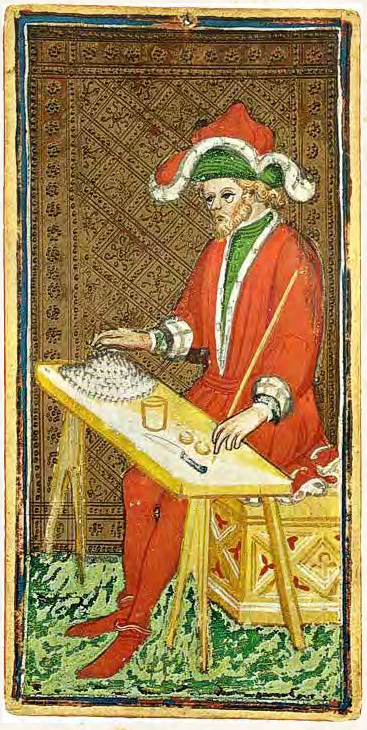
Anyway, the second moon looked down on the Dying Crow and said, **"I'm one hungry moon, Crow. If you play I'll gobble up every note from your fiddle. If I get nice and full, I'll heal you right up."**

So, the Dying Crow played. He played for hours and that greedy old second moon gobbled up each and every note until it was so full it exploded and became the sun.

The Dying Crow as an Astrological Sign

This sign embodies the idea that the world is created by opposite energies that compliment and balance one another. The Dying Crow represents the primal darkness to which the whole human experience eventually returns, and from which new ideas emerge. Your sign is associated with music, imagery, and dreams. Life would be extremely boring without the release from the edgy world of the ego granted by The Dying Crow. If you're born under this sign, you have to watch your boundaries, have realistic expectations and remember that the world is ruled by love and not by guilt. If you have self-esteem issues, figure that out and deal with them promptly; both you and everyone else will be happier, healthier and wealthier. Assert what you think is right and you will discover that many people agree with you.

The Lone Wolf



Sign of Noiembrie

Alignment LN

Portfolio Charity, scholarship, and walls

Domains Community, Knowledge, and Protection

Subdomains Defense, Education, Home, Memory, and Solitude

Favored Skill Knowledge (engineering)

The Lone Wolf is the educated curmudgeon with a heart of gold who cannot help but give aid to others.

The Lone Wolf as a Folk Hero

The Lone Wolf was a man who knew everything. He could tell you why the seasons turned and why salmon swam upstream. He could tell you where to build a well or how to get a stubborn mule to pull a plow. Yep. The Lone Wolf knew everything. There was just one problem with that. The Lone Wolf liked to be left alone.

Every day someone would come knock on his door and ask him to tell them the how or the why of something. Every day the Lone Wolf would grumble and he'd moan and he'd grouse but every day the Lone Wolf would explain how something worked or how to do something and the people of the village were always better for it.

One day, village hunters reported raiders in the area. The village was worried. They didn't know how to defend against raiders. So, of course, they went to the Lone Wolf. And he grumbled and he moaned and he groused but the Lone Wolf showed them how to build a wall that he said would keep the raiders out of the village forever.

And it did.

The Lone Wolf as an Astrological Sign

Perhaps the most misunderstood of all astrological signs, we can for sure say that the The Lone Wolf personality values intelligence, ideas and loves a good theory. Yet there is a contradiction implied in the sign that is at once associated with constant changes; we could say that the only constant is change, and you resist that change as much as you invite it. This embodies the paradox over which you must often stretch your body and your soul. You seek both individuality and group identification, but lean more toward the first, which is a good thing: only an individual can be part of a group.

The Old Crone

Sign of Decembrie

Alignment LE

Portfolio Ambition, history, and the moon

Domains Animals, Destruction, and Ruins

Subdomains Catastrophe, Feather, Fur, Hatred, and Rage

Favored Skill Knowledge (history)

The Old Crone is naked ambition but also the strongest link the romni have to their past.

The Old Crone as a Folk Hero

The Old Crone was always old, even when she was young. And she was always after power. She clawed her way up to leading her village but it wasn't enough. She united a dozen villages together into a city but that wasn't enough. She mated with wolves and bred werewolves to be her servants and even that wasn't enough.

So, the Old Crone set her sights on becoming a Vampire Lord. Surely, that'd be enough power. That Old Crone plotted and she planned and she schemed and she worked her way into a Vampire Lord's confidence. She flattered him and beguilded him and soon she found out the secret of how to become a Vampire Lord herself. Then she ordered her werewolf children to tear the Vampire Lord apart and used his blood to become one herself.

Only, her werewolf children were still in a frenzy. They smelled the blood on the Old Crone and before you could say boo, they gobbled her all up.

And you know what? Even that didn't stop her from wanting more power.

The Old Crone as an Astrological Sign

The sign of tradition is also the sign of revolutionaries. The Old Crone is the sign of all things old and ancient -- you may love to go to ancient ruins and visit antique shops, not because you like things but because you like to contemplate the way things were in different times in history. The past makes sense to you, and so do the reasons for leaving elements of it behind. Reputed to be an ambitious, hard worker, this is usually true, but the part about being ruthless is more of a myth than anything else. You prefer to get things done by agreement and arrangement rather than by force. The Old Crone is hard on the outside and deeply sensitive on the inside, a fact that most people may miss and which you would do well to inform them (by your actions), so they know. This is the sign of the winter solstice, associated with the dark days of impending cold; you love the security of the home fires burning.

Ancestor Worship

Within these pages are the names, Of all who came before. Those obscure, and those with fame.

All linked to the chain, foreveremore.

- The opening poem of the Släktträd

Spirits of the Past, Guiding the Present

The dead, forever present.

Alignment N

Domains Community, Earth, Protection, Repose

Subdomains Ancestors, Caves, Defense, Family, Fortifications, Home, Metal, and Souls

Favored Weapons picks

Centers of Worship Each chain has a Head, and where they reside is as close to a center for that chain of ancestors as can exist

Associated Nationality No svirfneblin nation exists

Associated Race Svirfneblin

Obedience: Gather thirty rocks. This represents drawing your ancestors from the past and to you. Using ink or paint mixed with several drops of your blood, paint the name of thirty ancestors onto the rocks, one name per rock. This seals them into the rocks. Sit in the center of a circle formed from the rocks. Touch each rock and name the ancestor and speak of a deed they accomplished in life. When you have finished, wipe the names from the rocks and scatter them, releasing your ancestors back into the past.

Boons

1: Ancestral Ally (Sp): *sanctuary* 3/day, *status* 2/day,or *speak with dead* 1/day

2: Ancestor's Path (Sp): Once per day, you can follow an ancestor through the darkness and use *shadow walk* as a spell-like ability. When you reach your desired endpoint along the shadow path, you materialize directly where you desire instead of being shunted in a random direction as you normally would. Furthermore, if you use this ability on an unwilling creature, the creature takes a -2 penalty on its saving throws.

3: Ancestor's Strength (Ex): The strength of your ancestors binds you to this world. Once per day as an immediate action you can draw strength from your ancestors that lasts for 1 minute. While in this drawing strength from your ancestors, you can fall to a number of negative hit points equal to 10 + your Constitution score before you die. If you drop to negative hit points while drawing strength from your ancestors you can continue to act normally, and do not bleed each round due to taking actions. If the minute ends while you still have a number of negative hit points equal to or greater than your Constitution score, you die instantly. If the minute ends while you still have negative hit points, but the number of negative hit points is not equal to or greater than your Constitution score, you fall unconscious and gain the dying condition as normal.

Representing not a single "god" so much as a spiritual fact of life on Vathak, svirfneblin "religion" honors the dead of a svirfneblin family and this entry represents how that ancestral worship would be represented to clerics, inquisitors, warpriests, disciples, and others. Characters playing svirfneblin oracles and shamans should choose the Ancestor mystery or spirit to best represent this belief system.

To the svirfneblin, "family" is a little different. Members of a chain (see "Society" under "Svirfneblin" in Chapter 3) exist as an extended family both forward and backward, and even death does not free one from this bond. As such, those whom died while a member of a chain continue to "live on" in memory at least, but in these days it can take a much more literal turn.

In Vathak, a land plagued by the walking dead, it is surprisingly rare to find a svirfneblin undead — especially as anything except one of a mindless horde. The svirfneblin long ago realized that those that have passed beyond life can and do linger near, and so they have a long history from long before even being forced from their homes in Dorna'groth (the "Filth Reaches" in Common), of honoring their dead and offering to them ritualistic offerings and housing. The exact nature of offerings, from food and other expendables, to the design of a "home" can range from the simplest grain-mash to exotic mushrooms, or simple stones prepared with ancient sigils to miniature palaces carved in gemstone. The relationship between food and housing, as well as meeting other "needs" of the dead are seen as a sacred duty of all members of a chain, from the highest to the lowest.

Especially since being forced from their homelands, however, the nature of offerings has become and remains fluid. Ancestors are understood to want the best for their family-chain, and so, when the chain suffers hardships of famine or poverty, the ancestors endure. The most important thing to the ancestor spirits and the svirfneblin believers is that none be forgotten, and so it is common to find vast lists of names carved into unchanging stone or in miniature on perfect jewels. It is the hope of every faithful svirfneblin that, in death, their deeds will be worthy of poems, song, and story and never forgotten.

Religious Symbols

Svirfneblin wear chains made of interconnected links of finely carved gemstones. Known as ancestor chains, the svirfneblin takes the time and effort to hand etch the name of a prominent ancestor on each link. The simplest and least expensive ancestor chains are carved from quartz but wealthy svirfneblin have been known to wear chains made from emerald or diamond.

Since svirfneblin isn't an organized religion, there is no formal symbol that represents the faith.

Life and Ritual

The custom of venerating the ancestors colors every aspect of a svirfneblin's life. In some ways, the dead are treated as if they were still living. After a svirfneblin dies, the chain continues to set a plate for the deceased at meals for several days to make the transition from flesh to spirit easier. Special places are also set at tables on an ancestor's birthdate to celebrate their life and accomplishments. Sitting down for a drink and not pouring a cup "for the ancestors" invites bad luck to the entire chain. It is considered bad form to speak ill of the dead. This isn't just because it is impolite but because the spirit of the svirfneblin being spoken poorly of may very well be in the room and listening.

While asking for help with a trivial task is believed to bring ill fortune to the lazy, it is common for svirfneblin to call upon their ancestors for aid with difficult tasks. Ancestors, after all, are still part of the chain and therefore want every member of the chain to succeed. One

of the reasons why so many svirfneblin spend countless hours studying the ancestry of their chain is to know who to call on for support. Asking a carpenter for help with a flower arrangement will do little good, after all.

When a svirfneblin dies, tradition demands that every member of the chain that can be spared attend to the body. It is gently washed, made up, dressed in the best possible clothing, and then sealed beneath the earth. Any wounds are sewn up and disfigurements suffered while dying are covered in bandages or, if on the head, with a mask or hood. No matter how many members of the chain there are helping to prepare a svirfneblin's body, a space is always left open at the body's head. It is assumed that the deceased's spirit is there, helping the chain prepare the body for interment.

Temples and Shrines

Svirfneblin do not build houses of worship. Instead, each chain keeps at least one shrine dedicated to their ancestors. These shrines usually take the form of a small house, no larger than a doll's house. It is believed that the shrine provides a home for the ancestors to live in. How large and elaborate the shrine is depends upon how wealthy the chain is. In recent years, svirfneblin have begun burning incense around their shrines. The belief is that the incense keeps evil spirits away from the ancestors and allows them to rest inside the shrine without fear of attack.

The Clergy

The svirfneblin do not have formal clergy but they recognize that there are some individuals that are in tune with the ancestors and can speak with them in ways no one else can. These individuals can be clerics, oracles, shamans, witches, or even the occasional medium or spiritualist. The exact connection formed between the individual and the ancestors does not matter so much as the fact that there is a connection. Formally called "speakers for the dead", these svirfneblin are rare and unique among their kind as they are considered to be part of no chain and yet a link in every chain. Speakers of the dead are accorded the highest respect and chains compete for the honor of housing and providing for one.

Clothing

Speakers of the dead formally wear robes of stone grey, as well as shimmering jewelry given to them by grateful chains. Some vindari and romni have gone so far to joke that if a svirfneblin cleric sits still, there is no way to tell if she's a living person of a gemstone mine. It is common for speakers of the dead to wear multiple ancestor chains, one from each chain they normally aid.

Holy Text

Svirfneblin religious practices are simple and learning them is much like learning good manners or how to carve gemstones. They are best learned through example and rote. There is one book, however, that every chain owns at least copy of.

The Släktträd: This massive volume weighs more than most svirfneblin. Written on its pages are the most complete histories of every chain in Vathak. Every member of every chain has been recorded in the *Släktträd*, along with a brief summary of their life and accomplishments. New volumes of the *Släktträd* are produced once every ten years through the hard work of one of the largest chains in Vathak. Consulting *The Släktträd* grants a +2 circumstance bonus to Bluff and Diplomacy checks when haggling with svirneblin.

Holidays

Having formerly lived beneath the ground, "seasons" were never important to svirfneblin, though the underdark had its own annual cycles. Instead, svirfneblin holy days often revolve around birthdates.

Börd: The birthdays of ancestors born within two generations of the youngest member of any chain are celebrated much as they were in life. After the evening meal svirfneblin gather to eat mildly hallucinogenic mushrooms and recite poetry in honor of the deceased.

Forn: Once per week during the month of Octombrie svirfneblin gather to celebrate ancestors born more than two generates before the youngest member of the chain. These

celebrations begin more soberly than those of a börd, with a reading of each ancestor's name but by the end of the evening they become rowdy affairs as the svirfneblin celebrate in honor of the long departed.

Relations with Other Religions

Svirfneblin try to avoid having their faith mix with the faiths of others. Simply put, svirfneblin faith is svirfneblin business and there is no need to involve outsiders. They do not seek converts, though the way other races treat their dead perplex the svirfneblin, and they do not want to foster understanding. The svirfneblin are all too aware of what happened to the elves, the dwarves, and their cousins the gnomes. They have no desire to be next should the vindari decide another Great Cleansing is in order.

That being said, other religions are aware of svirfneblin ancestor worship. Most vindari clergy consider it a curious custom that bears watching but, so long as the svirfneblin proclaim a public belief in the One True God, not one that invites a visit from the Exonerated. Romni recognize that they have something in common with the svirfneblin and respect their veneration of the departed, though they think, perhaps, the deep gnomes have taken it too far. There is little contact between the svirfneblin and the bhriota and very little culture has been exchanged between the two.

Cults and Other Faiths

As much as the Church of the One True God would prefer it, a number of other faiths have squirmed through the cracks formed as the Old Ones and One True God clash. Most of these are cults, rising and falling like the tide as potential followers are inducted and then grow bored and drift away. Others are movements or religions that have proved to have life beyond that of a charismatic founder or fickle followers. Some are murder cults, groups that have come together specifically for the purpose of killing others. While orders of assassins kill for money or power, murder cultists do so for their own, twisted and spiritual reasons.

Special mention should be made of those of Vathak without their own cultural centers. The cambions, dhampir, hauntlings, and wretched usually follow the faith of whatever community raised them or adapt to the faith of the community they now live in.

Atheists and Agnostics

"When you come face to face with one of the Spawn, you realize what you believe in your heart."

There are few atheists in Vathak. The Church of the One True God does not suffer the presence of unbelievers in their lands lightly while other cultures impress their beliefs on the people from cradle to grave. Everyone in Vathak has seen ample evidence that higher powers exist. From the healing magic of clerics to the frightening legions of the Old Ones, it is hard to deny that there are things in Vathak beyond mere mortals.

Of course, there are varying degrees of faith. Many scholars, especially those who dabble with dark subjects like the reanimators, pay lip service to the Church in public but carry out their dangerous work behind closed doors. Others are not so much non-believers as ambivalent. In a world where the primary choices seem to be a genocidal, overbearing Church and the insane, slathering hordes of incomprehensible monsters, one can easily grow disillusioned.

Ancient and Foreign Faiths

"There were other gods, once. We have forgotten and now we are lost."

The minor races of Vathak, including elves and dwarves, halflings and gnomes, are barely a sliver of the total population. Most of what remains of these races have converted to whatever faith is predominant in the area in which they live. Their ancient gods and customs have been watered down until they are little more than barely remembered children's tales.

The occasional human from beyond Vathak comes across the ocean and stays. These humans bring strange, foreign faiths and worship unusual and alien gods. These humans are rare even in the open-minded Colonies and rarer still in the rest of Vathak. Most quickly learn to keep their foreign beliefs to themselves.

Church of the Unspeakable Masses

"The Elder Gods are father, we are their children."

This strange religion can be found practicing openly in the Colonies, where the followers profess a belief in Elder Gods who will come to free Vathak from the tyrannies of both the One True God and the Old Ones. The Church of the Unspeakable Masses has little interest in recruiting the masses. Instead, they cultivate the intellectual elite for their secretive congregation. Members are expected to be obedient to the mysteries revealed to them and loyal to the Church and the Elder Gods.

The Church of the Unspeakable Masses is famous for carving strange statues of alien beings and placing them on the shoreline of the Colonies. Similar statutes have recently begun appearing in Vathak, suggesting the worshippers of the Elder Gods are secretly expanding into the rest of Vathak.

For more information on the Church of the Unspeakable Masses, pick up a copy of ***Shadows over Vathak: Colonies — GameMaster's Guide***.

Dark Passion Society

"Lords and ladies, presented for your approval… DEATH!"

The Dark Passion Society is a group of merchants and criminals who trade in macabre entertainment for the perverse lusts of powerful nobles. Perhaps the most twisted of murder cults, the Dark Passion Society kidnaps victims and makes them the star of bizarre and twisted circuses for those with enough coin to pay and influence to be invited. The entire spectacle, as elaborate as any theatrical production, culminates with the brutal and gory murder of the "star performer" of the evening.

The Dark Passion Society has cells in many of Vathak's cities, often disguised as legitimate performers. The merry clown that entertains a young couple in the morning may very well be slicing them with razors by day's end.

Druidic Nature Worship

"Druids dance beneath the moon, among the trees, with nature's boon. Dance and know joy."

Vindari druids came to Vathak with their countrymen and aided in the conquering of a new land. Originally, the druids were part of the Church and considered to be custodians of the natural order given to mankind by the One True God. As more extreme forces took control of the Church during the Great Cleansing, the druids were increasingly seen as a cultish faction who put their love of nature ahead of their devotion to the One True God. They were forced to go underground, where they eventually joined with the druidic orders of other races. Druidism remains technically illegal, even today.

The svirfneblin brought their strange, underdark druidic traditions with them to the surface. Bhriota druids often form cabals with like-minded oracles and shamans. Their natural reverence for spirits makes druidism a natural path for those bhriota who do not heed the call of the Old Ones. Romni, who for centuries were servants of the undead, rarely develop the connection to nature needed to become druids. Cambions, dhampirs, hauntlings, and even wretched find that they are welcomed by druids as equals even when they are rejected by society at large.

An increasing and disturbing phenomenon are those druids know simply as "hosts". These druids claim to speak for plagues and disease, a little served portion of nature. Hosts seek the destruction of humanity and other races, believing them to be responsible for the corruption the land suffers.

Esoterica Movement

"Matter is but spirit our fingers can touch. Spirit is but matter our souls can touch."

In recent years, a growing movement has emerged in cities throughout vindari lands. Dealing with matters of hidden knowledge, enlightenment, and the nature of the soul, this esoterica movement is of great concern to the Church. While not technically against the scriptures, the study of esoterica speaks too much of cultish behavior to Church elders.

Members of the esoterica movement, known commonly as esoterics, practice a form of spirituality that stresses the importance of the individual's knowledge and understanding of both reality and existence. To esoterics, the Church has failed to connect people to the divine nature of the One True God and, thus, the darkness of the Old Ones has spread. Within esoterica circles there is some debate as to the reason for this. Some believe the Church is more interested in doctrine than souls. Others suggest that the common man cannot hope to connect to the divine and only a select few can truly achieve enlightenment.

With no specific doctrine to guide them, esoterics explore a variety of paths in their quest for the divine. Esoterics have embraced fortune-tellers, psychics, mediums, and spiritualists as guides. Romni are in particular demand as guides and teachers. The wandering folk find it amusing that practices that once saw them burned at the stake now earn them coin and legitimacy. Esoterics practice a wide variety of unusual arts, including aura reading, automatic writing, dowsing, faith healing, hypnotism, phrenology, prognostication, and spirit calling.

The esoterica movement is concentrated in urban centers and practiced mostly by those with the wealth to have idle time on their hands. The poor and those unprotected by city walls are too busy trying to survive to ponder the mysteries of the universe.

Gölden Society

"Simply practicing magic is limiting. We will become magic. We will become gods."

The Gölden Society was founded by a priest and wizard named Heinrich Gölden just over a century ago. Publically, the Gölden Society state their goals as the study and categorization of magic. Privately, the members of the Gölden Society work to find the root of all magic, no matter the source. They believe if they can discover this root of magic they can plant it in themselves and grow into beings of pure magic, becoming gods themselves.

The Wilhelm Killers

"Hide inside on Wilhelm's Eve. Else killers come to chop and cleave."

It is dangerous to be outside after the sun goes down on Wilhelm's Eve. Victims are always found the next morning, sliced apart by sharp blades. These vicious murders occur in multiple cities, making it impossible to blame it on a single killer. Authorities believe there there is a secretive murder cult out there, seeking to brutally kill anyone they find out of doors on Wilhelm's Eve.

Vodun

"Open yourself to the power of the Loa. Become their body. Learn their will."

Practiced mostly by urban bhriota living in vindari cities, vodun blends the ancient, shamanistic practices of the bhriota with the Saints and lore of the Church of the One True God to create something new entirely. Vodun practitioners believe that they draw down the Loa, beings similar to the Saints of the Church, into their bodies through dance, chanting, and

ritual. This gives the practitioners, especially the priests and priestesses of the faith, unusual powers that seem to go beyond even normal clerical magic. Vodun will be further explored in an upcoming *Shadows over Vathak* product.

Witchwolf Moon Worship

"Awooooooooo!"

Witchwolves feel the gravitational pull of the moon at the very core of their being. Is it any wonder, then, that their spiritual practices revolve around the lunar calendar? Being of romni stock, most witchwolves follow an almost instinctive religion that takes elements of the Court of Signs and mixes them with their own, natural impulses. Instead of revering the whole Court of Signs, witchwolves worship three particular members: the Ghost, the Lone Wolf, and the Old Crone. To witchwolves, each of these divine beings represents a particular phase of the moon.

The Ghost represents the new moon and reminds witchwolves that they must use stealth to hide from their enemies, lest they be overwhelmed by superior numbers. During the new moon, experienced witchwolves teach new members of the pack the skills they need for survival.

The Lone Wolf represents the period of time between the new and full moons. This is a time of community, when the witchwolves remind themselves they are not alone by working together by day to repair wagons, gather supplies, and build community. At night, they play games with each other, dance, and sing together to further strengthen their bonds.

The Old Crone represents the full moon, the time when witchwolves are at their most primal and powerful. This is the time of hunting, when the pack comes together as one to run through the forests and plains, indulging in the beastial side of their nature.

Witchwolves who follow the moon build only temporary shrines from the bones of those they hunt. Each witchwolf, they feel, is chosen by the three Signs, and the greatest shrine of all hangs in the sky every night.

In vain he attempted to speak; from that very instant His jaws were bespluttered with foam, and only he thirsted For blood, as he raged amongst flocks and panted for slaughter. His vesture was changed into hair, his limbs became crooked; A wolf,--he retains yet large trace of his ancient expression, Hoary he is as afore, his countenance rabid, His eyes glitter savagely still, the picture of fury.

Divine Magic

Many of the various deities, demigods, folk heroes, and spirits presented above introduce domains and subdomains that do not appear in the *Pathfinder Roleplaying Game: Core Rulebook*. Those referenced are reproduced below for convenient reference for players.

Blessings of the Old Ones

Warpriests have a choice of blessings. Especially popular among the bhriota, some cultists dedicated to the Old Ones are also warpriests. The void blessing is for these characters.

Void Blessing

Your sacred core has touched or been touched by the Old Ones, and you feel their blessing.

Airless Touch (minor): At 1st level, with a successful melee touch attack you can steal the breath from an opponent's lungs, leaving it unable to speak, use breath weapons, cast spells with verbal components, or do anything else requiring breath for 1 round. If the target fails at a Fortitude saving throw, it's also staggered for 1 round as it catches its breath. If the target was attempting to hold its breath, it can no longer do so: it must breathe on its turn or risk suffocation and unconsciousness. Creatures that don't need to breathe are unaffected. Regardless of whether it succeeds at its saving throw, the target is immune to further uses of your airless touch for 24 hours.

Deny Gravity (major): At 10th level, as a standard action you can touch an ally to allow her to ignore the effects of gravity for 1 minute (as fly). The ally gains a fly speed of 40 feet with average maneuverability. The ally is also immune to dangerous environmental conditions (as life bubble) for 1 minute.

Old One Witch Patrons

Especially popular among the bhriota tribes, there are witches which claim the Old Ones are their patrons.

Bora: 2nd—*frostbite*[UM], 4th—*frost fall*[UC], 6th—*gaseous form*, 8th—*air walk*, 10th—*control winds*, 12th—*plague storm*[UM], 14th—*freezing sphere)*, 16th—*polar ray*, 18th—*polar midnight*[UM].

Cyclone: 2nd—*obscuring mist*, 4th—*fog cloud*, 6th—*sleet storm*, 8th—*control water*, 10th—*ice storm*, 12th—*control winds*, 14th—*control weather*, 16th—*stormbolts*[APG], 18th—*winds of vengeance*[APG].

Simoon: 2nd—*burning hands*, 4th—*heat metal*, 6th—*continual flame*, 8th—*scorching ash form*[ARG], 10th—*fire snake*[APG], 12th—*sirocco*[APG], 14th—*fire storm*, 16th—*incendiary cloud*, 18th—*fiery body*[APG].

Tremors: 2nd—*expedition excavation*[APG], 4th—*soften earth and stone*, 6th—*stone shape*, 8th—*earth glide*, 10th—*hungry earth*[MC], 12th—*move earth*, 14th—*statue*, 16th—*earthquake*, 18th—*world wave*[APG].

[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

[ARG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Race Guide*.

[MC] These spells can be found in the *Pathfinder Roleplaying Game: Monster Codex*.

[UC] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Combat*.

[UM] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Divine Domains

The Old Ones and other godlings of Shadows over Vathak introduce new alternate domains and some domains from other sources, reprinted here for convenience.

Alternate Domains

While the Four Cosmic Evils are often connected to the four classic elements of air, earth, fire, and water, they are more accurately compared to four of the most apparent forces of nature that are related to those elements.

Instead of merely the Air domain, Yegh'niths is seen as representing the icy winds from the north and high mountain peaks of Bora that cut like knives into one's flesh freezing it to the bone. Instead of merely the Earth domain, Ka'sogrotha is seen as representing the trembling of the earth, specifically those Tremors that shake the earth. Instead of merely the Fire domain, Tel'egoth is seen as representing the powerful, dry heat of the sun and winds in the desert that burn skin and eyes. And instead of merely the Water domain, Orthu'mech is seen as representing the terrible storms of the sea, specifically those Cyclones with hurricane-force winds.

An alternate domain can be chosen by a follower of the Old Ones in place of the standard Air, Earth, Fire, or Water domains. This alternate domain counts for all prerequisites as the same domain it is an alternate of, for instance allowing access to all subdomains.

Bora (Alternate Air Domain)

The ice winds of freezing bora blow like icy breath of Yegh'niths from the mountains and the north.

Granted Powers: You can manipulate air, wind, miamasa, cold, and are resistant to cold damage; all the blessings of Yegh'niths.

Freezing Breath (Sp): As a standard action, you can freeze the air around and even into the lungs of a target creature within 30 feet for 1 round, dealing 1d6 points of cold damage + 1 point for every two cleric levels you possess. Affected creatures may make a Fortitude save (DC 10 + 1/2 your cleric level + your Wisdom modifier) for half damage. Only creatures that breath can be affected by this ability. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Cold Resistance (Ex): At 6th level, you gain resist cold 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold.

Domain Spells: 1st—*frostbite*[UM], 2nd—*frost fall*[UC], 3rd—*gaseous form*, 4th—*air walk*, 5th—*control winds*, 6th—*plague storm*[UM], 7th—*freezing sphere)*, 8th—*polar ray*, 9th—*polar midnight*[UM].

[UC] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Combat*.

[UM] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Cyclone (Alternate Water Domain)

The turbulent waves, winds, rains, and worse of the ocean's storms crash upon land with Orth'mech's fury.

Granted Powers: You can manipulate storms, winds, water, and resist electricity; all the blessings of Orthu'mech.

Blast of Wind (Sp): As a standard action, you can direct a current of air. Treat this as casting *gust of wind* as a spell-like ability. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Electricity Resistance (Ex): At 6th level, you gain resist electricity 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to electricity.

Domain Spells: 1st—*obscuring mist*, 2nd—*fog cloud*, 3rd—*sleet storm*, 4th—*control water*, 5th—*ice storm*, 6th—*control winds*, 7th—*control weather*, 8th—*stormbolts*[APG], 9th—*winds of vengeance*[APG].

[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Simoon (Alternate Fire Domain)

Choking hot winds baked in the sun dessicate those creatures caught in the burning embrace of Tel'egoth.

Granted Powers: You can call forth heat, hot winds, fire, and your flesh does not burn; all the blessings of Tel'egoth.

Hot Fury (Sp): As a standard action, you cause one target within 30 feet to suffer unbearable heat for 1 round per two cleric levels. The target is immediately subjected to severe heat, takes 1d4 points of nonlethal damage, and is suffering from heatstroke (fatigued). The target must save every round as if they have suffered 10 minutes of severe heat (starting at DC 15). Because this heat is internal, the target cannot avoid it using the normal methods for escaping heat dangers such as Survival checks or finding shade. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Fire Resistance (Ex): At 6th level, you gain resist fire 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to fire.

Domain Spells: 1st—*burning hands*, 2nd—*heat metal*, 3rd—*continual flame*, 4th—*scorching ash form*[ARG], 5th—*fire snake*[APG], 6th—*sirocco*[APG], 7th—*fire storm*, 8th—*incendiary cloud*, 9th—*fiery body*[APG].

[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

[ARG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Race Guide*.

Tremors (Alternate Earth Domain)

The very ground beneath your feet trembles with the might of Ka'sogrotha, threatening the strongest of defenses and men that both quake in fear.

Granted Powers: You have mastery over earth, soil, and stone; all the blessings of Ka'sogrotha.

Tremble the Earth (Sp): As a standard action, you create a minor earthquake that can trip creatures. Attempt a single combat maneuver check and apply the result against the CMD of every creature in the area. If your roll equals or exceeds a creature's CMD, that creature is knocked prone. This trip attack does not provoke an attack of opportunity (though you do provoke one for using this spell-like ability), nor are you knocked prone if you fail the check by 10 or more. Unlike with a regular trip attack, you can trip any creature touching the ground, regardless of size. Improved Trip does not affect this spell in any way. Though the earthquake is small and focused on the ground, if the area is particularly unstable, the spell might cause items to topple, stones to shake loose from the walls or ceiling, and so on at the GM's discretion.You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Meld into Stone (Sp): At 8th level, you gain the ability to meld into stone as if casting the spell as a spell-like ability at will.

Domain Spells: 1st—*expedition excavation*[APG], 2nd—*soften earth and stone*, 3rd—*stone shape*,

4th—*earth glide*, 5th—*hungry earth*[MC], 6th—*move earth*, 7th—*statue*, 8th—*earthquake*, 9th—*world wave*[APG].

[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

[MC] These spells can be found in the *Pathfinder Roleplaying Game: Monster Codex*.

Ruins Domain

You sense nature's creeping reclamation of what once belonged to the civilized world and understand how to ensure ruins that hold power or significance will persist.

Granted Powers: You can call on the secret power hidden in ancient ruins.

Ruin Touch (Su): You can strengthen or weaken objects with your touch. With a melee touch attack, you can increase or decrease the hardness of an object (up to a 10-foot cube) or construct by an amount equal to half your cleric level (minimum 1) for 1 minute. You cannot reduce an object's hardness below 0, and the same target cannot be affected by this ability more than once. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Remembrance (Sp): At 4th level, when within a ruin or other structure that is no longer claimed by civilization, you can call upon the wisdom of the land and its long-dead residents. Once per day for every 4 cleric levels you possess, you can cast divination as a spell-like ability. Additionally, if you are within ruins when you cast *commune with nature*, you gain information about the crumbling structures around you as though they were part of nature.

Surefooted (Ex): At 8th level, your speed is not reduced by difficult terrain unless the terrain has been magically manipulated to impede motion.

Domain Spells: 1st—*magic stone*, 2nd—*stone call*, 3rd—*meld into stone*, 4th—*rusting grasp*, 5th—*commune with nature*, 6th—*stone tell*, 7th—*statue*, 8th—*earthquake*, 9th—*clashing rocks*.

[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*[APG].

Void Domain

You draw upon powers from beyond the world around you to the the dark secrets that lurk in the firmament above.

Granted Powers: You can call upon the cold darkness between the stars to gain flight, travel to other worlds, or summon monsters from beyond to do your bidding.

Guarded Mind (Ex): You gain a +2 insight bonus on saving throws against all mind-affecting effects.

Part the Veil (Su): At 8th level, you can lace spells you cast with the raw madness that waits in the outer darkness. Activating this ability is a swift action that you must use as you cast a spell that targets a single creature and that allows a Will saving throw to negate or reduce the spell's primary effect. If the target fails to resist the spell, the target is also confused for a number of rounds equal to the spell's level as visions of the void cause temporary insanity. The victim must succeed at a new saving throw each round to end the effect—these additional saving throws apply only to the additional confusion effect and not to the original spell effect. Part the veil is a mind-affecting effect. You can use this ability a number of times per day equal to 1/2 your class level.

Domain Spells: 1st—*feather fall*, 2nd—*levitate*, 3rd—*fly*, 4th—*lesser planar binding*, 5th—*overland flight*, 6th—*planar binding*, 7th—*reverse gravity*, 8th—*greater planar binding*, 9th—*interplanetary teleport*.

Divine Subdomain

Subdomains were introduced in the *Pathfinder Roleplaying Game: Advanced Player's Guide* and most of the subdomains can be found there with rules for how to take and apply subdomains to your divine spellcaster. For convenience sake, other new domains and subdomains not introduced in the *Pathfinder Roleplaying Game: Advanced Player's Guide* are reproduced here.

Subdomain	Domains
Aristocracy	Nobility
Arson	Fire
Cannibalism	Evil
Cooperation	Community
Corruption	Evil
Dark Tapestry	Void
Disintegration	Ruins
Education	Community and Knowledge
Entropy	Chaos
Espionage	Knowledge and Trickery
Fear	Evil
Flotsam	Water
Fortifications	Protection
Greed	Trickery
Hatred	Destruction
Imagination	Luck
Industry	Artifice
Innuendo	Trickery
Isolation	Void
Judgement	Law
Legislation	Law and Rune
Loyalty	Law
Moon	Darkness
Plague	Death and Evil
Preservation	Ruins
Radiation	Earth
Redemption	Good
Revelation	Sun
Revelry	Chaos
Rivers	Water
Slavery	Law
Solitude	Protection
Stars	Void
Torture	Destruction
Tyranny	Law
Whimsy	Chaos

Aristocracy (Nobility Domain)

You hold the ruling members of the nobility as sacred above most others.

Replacement Power: The following granted power replaces the inspiring word ability of the Nobility domain.

Noble Visage (Su): You gain a +1 bonus on Charisma checks and Charisma-based skill checks against creatures that share your creature type (and subtype, if you are a humanoid). This bonus increases by 1 for every 5 levels you possess.

As a standard action, you can touch an ally to grant her your noble visage bonus against creatures that share her creature type (or subtype) for 1 minute. When you use this ability, you lose your noble visage bonus for 1 minute. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 3rd—*enter image*, 9th— *overwhelming presence*.

Arson (Fire Domain)

You express your devotion by setting the world ablaze.

Replacement Power: The following granted power replaces the fire bolt power of the Fire domain.

Call Fire (Su): As a standard action, you can stretch out your hand toward any visible fire source within 60 feet and beckon it toward you. This causes a ribbon-thin streak of fire to approach you in a straight line through the air. Any creature directly in the fire ribbon's path takes 1d4 points of fire damage; a successful Reflex save (DC = 10 + 1/2 your cleric level + your Wisdom modifier) negates this damage. When the ribbon of fire reaches your hand, it either extinguishes or lights a flammable object of your choice that you're holding. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*flaming sphere*, 5th—*flame strike*, 7th—*delayed blast fireball*.

Cannibalism (Evil Subdomain)

You have learned to take the power of your fallen enemies from them by consuming their flesh.

Replacement Power: The following granted power replaces the touch of evil ability of the Evil domain.

Consume the Enemy (Su): As a full-round action that is considered an evil act and provokes attacks of opportunity, you can bite a helpless living or freshly killed creature, dealing 1d3 points of damage. By consuming the creature's flesh, you gain a +1 profane bonus on saving throw DCs for all spells, spell-like abilities, and supernatural abilities you use against creatures of the same type (and subtype, if humanoid or outsider) as the cannibalized creature. This effect lasts for a number of minutes equal to 1/2 your cleric level or until you use this ability against a different creature.

At 5th, 10th, 15th, and 20th level, this bonus increases by 1 (+5 maximum). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*magic fang*, 2nd—*enemy's heart*[ARG], 3rd—*magic fang (greater)*.

[ARG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Race Guide*.

Cooperation (Community Subdomain)

You know that you and your allies are strongest when you work together toward a common goal.

Replacement Power: The following granted power replaces the calming touch ability of the Community domain.

Synergistic Touch (Sp): You can touch a creature as a standard action to confer upon it the benefits of any one Teamwork feat that you possess. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*borrow skill*[APG], 2nd—*share language*[APG], 3rd—*coordinated effort*[APG].

[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Corruption (Evil Subdomain)

The influence of the Old Ones is a blight upon Vathak, you carry that with you and inflict its influence on others.

Replacement Power: The following granted power replaces the scythe of evil ability of the Evil domain.

Spark Malfeasance (Su): At 8th level, you can awaken the sinful desires of a target within 30 feet with a ranged touch attack. The target suffers extreme guilt and is sickened for a number of rounds equal to 1/2 your cleric level. To end the effect earlier, the target can willingly commit an evil act (if it is of good alignment) or attempt a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier) at the beginning of its turn each round. Creatures that succeed at their saving throws are immune to this ability for 24 hours.

You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 2nd—*suggestion*, 6th—*bestow curse (greater)*.

Dark Tapestry (Void Subdomain)

When most stare into the night sky, they see the stars—your eyes turn to dark spaces between, and the things that reside in those unseen places.

Replacement Power: The following granted power replaces the guarded mind power of the Void domain.

It Came from Beyond (Su): Once per day, when you cast a summoning spell, any one creature you summon is more powerful than normal. The creature gains the advanced creature simple template. If you summon more than one creature with a spell, only one of the summoned creatures gains the advanced creature simple template. A summoned creature that gains the advanced

creature simple template in this manner appears unnervingly deformed or unnaturally hideous, bringing with it a whiff of the emptiness of the void. This ability only works on spells you cast as a cleric—it does not work on spellcasting abilities gained from any other spellcasting classes you might have.

Replacement Domain Spells: 2nd—*summon monster II*, 5th—*summon monster V*, 7th—*insanity*.

Disintegration (Ruins Subdomain)

While most whom revere ancient ruins seek to protect them, you're more likely to allow their destruction to gain power.

Replacement Power: The following granted powers alters ruin touch and replaces the remembrance and surefooted powers of the Ruins domain.

Ruin Touch (Su): This power function normally except that it can only weaken objects.

Siphon Power (Su): At 8th level, as a swift action you can siphon the secret power of a ruin to augment your own spellcasting. Increase your caster level by +1 for all spells you cast while this power is active. Treat all structures around you for a 100 ft. radius as if affected by your ruin touch ability, except that objects can be affected more than once by you. You can use this ability for 1 round per 4 cleric levels you possess. This duration does not need to be consecutive, but it must be spent in 1-round increments.

Replacement Domain Spells: 1st—*decompose corpse*[UM], 6th—*dust ward*[MC], 7th—*disintegrate*.

[MC] These spells can be found in the *Pathfinder Roleplaying Game: Monster Codex*.

[UM] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Education (Community and Knowledge Subdomains)

You hold not merely the collective effort of people or their specific skills as important, but the very act of the mento passing on that skill to the student.

Replacement Power: The following granted power replaces the unity power of the Community domain or the remote viewing power of the Knowledge domain.

Teaching Moment (Su): At 8th level, when you or an ally within 30 feet rolls a natural 1 or a natural 20 on an attack roll, an ability check, a skill check, or a saving throw, as an immediate action you can grant all allies within 30 feet special insights that help them overcome similar challenges. Once during the next minute, each affected creature can choose to roll twice and take the better result before attempting an attack roll, ability check, skill check, or saving throw. You can use this ability once per day at 8th level, and one additional time per day for every 4 cleric levels beyond 8th.

Replacement Domain Spells: 1st—*know the enemy*[UM], 2nd—*fox's cunning*, 6th—*battlemind link*[UM], 8th—*circle of clarity*[UM].

[UM] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Entropy (Chaos Subdomain)

You seek to bring about the end of all things.

Replacement Power: The following granted power replaces the chaos blade power of the Chaos domain.

Hasten the End (Su): At 8th level, as an immediate action upon successfully hitting an opponent with a melee attack, you reduce the remaining duration of all beneficial magical effects currently affecting the target by 1 round, minute, hour, or day—whichever measurement is used to determine the duration of each particular magical effect. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*entropic shield*, 3rd—*dispel magic*, 5th—*confusion*, 7th—*destruction*.

Espionage (Knowledge and Trickery Subdomain)

You know that the collecting of knowledge is sacred, and the most sacred knowledge is the most secret.

Replacement Power: The following granted power replaces the lore keeper power of the Knowledge domain or the copycat power of the Trickery domain.

Deep Cover (Su): When you prepare your spells, you can also choose one cover identity—whether that of a real person or a fictitious one. You can assume the disguise of your cover identity in half the normal amount of time.

When targeted by a spell or effect that would compromise your chosen disguise (such as *detect evil, detect thoughts*, or *zone of truth*), as an immediate action you can force the creature using the ability to attempt a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). If the creature fails, it gains false information in keeping with your cover identity. You can use this false information ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*anonymous interaction*[ACG], 4th—*zone of silence*, 8th—*mind blank*.

[ACG] This spell can be found in the *Pathfinder Roleplaying Game: Advanced Class Guide*.

Fear (Evil Subdomain)

You relish the feeling of power that rises in you when your enemies quake before you in fear.

Replacement Power: The following granted power replaces the scythe of evil power of the Evil domain.

Feed on Fear (Su): At 8th level, as an immediate action upon successfully hitting a creature with a melee attack that's already suffering from a fear effect, you deal 2d6 extra points of damage and gain that amount in temporary hit points. These temporary hit points last for 24 hours or until lost. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*cause fear*, 3rd—*scare*, 4th—*fear*.

Flotsam (Water Subdomain)

You know that the sea's bounty takes many forms, including hidden treasures among refuse.

Replacement Power: The following granted power replaces the cold resistance power of the Water domain.

Sift (Su): At 6th level, once per day you can reach into water as a standard action and pull out an object with a maximum gp value of up to 50 gp × your cleric level.

This object always has the broken condition upon being withdrawn from the water. The water you reach into must be at least deep enough to fully immerse yourself in it. At 12th level, objects you retrieve are not broken. At 20th level, you can retrieve objects worth up to 5,000 gp. If retrieving an object that would not normally float, assume it rests on top of or is entwined with debris that does float. Objects retrieved in this manner disappear after 24 hours, if not already used up or otherwise destroyed before then.

Replacement Domain Spells: 2nd—*make whole*, 5th—*major creation*, 6th—*animate objects*.

Fortifications (Protection Subdomain)

You realize the full importance of powerful walls and fortifications to protect those in your care.

Replacement Power: The following granted power replaces the resistant touch power of the Protection domain.

Sheltering Walls (Sp): As a standard action, you can touch an ally to summon a floating blockade of stone, granting the ally the benefits of partial cover for 1 round plus 1 round for every 6 cleric levels you possess.

This ability does not grant the ally enough cover to attempt a Stealth check or avoid provoking attacks of opportunity. If the ally benefits from any other form of cover against an attack, the bonuses to AC and on Reflex saving throws increase by 1. You can use this power a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*hold portal*, 5th—*wall of stone*, 9th—*prismatic wall*.

Greed (Trickery Subdomain)

You see no sin in fulfilling your needs, and collecting ever more.

Replacement Power: The following granted power replaces the copycat ability of the Trickery domain.

More for Me (Su): When another character within 30 feet casts a spell with a range greater than touch, you can attempt a caster level check as an immediate action (DC = 15 + the spell's level). If you succeed at the check, you receive the spell's benefit instead of one of the spell's intended targets (chosen by you). If you are already a target of the spell, you are affected as though you were targeted by the same spell twice (which may or may not benefit you; remember that bonuses from the same source do not stack). This ability does not grant you knowledge of the spell being cast. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*masterwork transformation*[UM], 6th—*guards and wards*, 8th—*create demiplane*[UM].

[UM] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Hatred (Destruction Subdomain)

You channel your own emotional energy from your anger into your destruction.

Replacement Power: The following granted power replaces the destructive aura ability of the Destruction domain.

Hateful Aura (Su): At 8th level, you can emit a 30-foot aura of hatred for a number of rounds per day equal to your cleric level. These rounds need not be consecutive. Enemies within this

aura must attempt a Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). Characters who fail their save are filled with hatred, and cannot consider other characters allies for the purpose of any actions or use any teamwork feats. The effect ends immediately if the creature leaves the aura, you end the aura as a free action, or you expend all rounds of this ability.

Replacement Domain Spells: 1st—*murderous command*[UM], 2nd—*wrathful mantle*[APG].

[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

[UM] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Imagination (Luck Subdomain)

You know that imagination can be more important than knowledge or weapons.

Replacement Power: The following granted power replaces the good fortune ability of the Luck domain.

Haze of Daydreams (Su): At 6th level, you can emit a 15-foot-radius haze of daydreams for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. Creatures within the haze gain the fascinated condition unless they succeed at a Will save (DC equal to 10 + 1/2 your cleric level + your Wisdom modifier). You may designate a number of creatures equal to your cleric level that are not affected by the haze. The fascinated condition ends immediately when the creatures leave the area or the aura expires.

Replacement Domain Spells: 1st—*silent image*, 2nd—*minor image*, 3rd—*major image*, 5th—*dream*.

Industry (Artifice Subdomain)

Your god calls on you to not only view your crafting as a sacred act, but to be industrious in your actions.

Replacement Power: The following granted power replaces the dancing weapon power of the Artifice domain.

Aura of Efficiency (Su): At 8th level, you can emit a 30-foot-radius aura that grants your allies a +4 bonus on all saving throws against effects that inflict the fatigued or exhausted condition. Any equipment wielded by your allies within this area gets a bonus to hardness equal to 1/2 your cleric level, and your allies' attacks against targets within this area ignore an equal amount of hardness. You can use this aura for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Replacement Domain Spells: 1st—*crafter's fortune*[APG], 7th—*mage's magnificent mansion*, 9th—*wooden phalanx*[UM].

[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

[UM] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Innuendo (Trickery Subdomain)

You are charged with speaking to the masses, but only those in the know need to follow.

Replacement Power: The following granted power replaces the copycat ability of the Trickery domain.

Fool's Privilege (Su): You can use this power as a swift action when you fail a Bluff, Diplomacy, or Intimidate check outside of combat. You suffer no negative effects due to the failed check, and

the next round you can attempt the check again without the usual penalty for a failed attempt.

You can use this ability once per day, and one additional time per day for every 4 levels beyond 1st.

Replacement Domain Spells: 1st—*sow thought*[ARG], 3rd—*suggestion*, 6th—*suggestion (mass)*.

[ARG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Race Guide*.

Isolation (Void Subdomain)

You find strength in the solitude found in the remote corners of the universe.

Replacement Power: The following granted power replaces the part the veil power of the Void domain.

Aura of Isolation (Su): As a standard action, you can create a 20-foot aura that causes enemies within to be overcome with feelings of isolation and loss. Your enemies treat the aura as difficult terrain, as they become sluggish within its area of effect. Furthermore, while within the aura, your enemies cannot provide flanking, nor can they use or benefit from the aid another action. The aura lasts for a number of rounds equal to 3 + your Wisdom modifier, but the rounds need not be consecutive. This is a mind-affecting emotion effect.

Replacement Domain Spells: 4th—*crushing despair*, 6th—*wall of force*, 8th—*prismatic wall*.

Judgement (Law Subdomain)

The balance of law is paramount to you, and you ensure that transgressions are punished appropriately.

Replacement Power: The following granted power replaces the touch of law ability of the Law domain.

Chastisement (Su): As a standard action, you can cast a strengthened spell against a creature that damaged you since your last turn. This spell must target the creature that damaged you, and is cast at +1 caster level. Area of effect spells cannot be used in conjunction with this ability, but other spells that target multiple creatures may be. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*castigate*, 4th—*rebuke*, 5th—*mark of justice*.

Legislation (Law and Rune Subdomain)

Your taking of the "letter of the law" as sacred goes to great lengths.

Replacement Power: The following granted power replaces the touch of law power of the Law domain or the blast rune power of the Rune domain.

Prohibition (Su): As a standard action, you can command a creature within 30 feet to refrain from committing a particular action (including any referenced in the spell *forbid action*). If the creature performs the named action before the beginning of your next turn, it takes 1d6 points of damage + 1 point for every 2 cleric levels you possess and the effect ends. This is a language-dependent effect. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

If you have the spell rune domain power, you can attach a spell effect to the prohibition as if it were the spell rune domain ability; the spell takes effect if the creature performs the named action. This spell must be of at least 1 level lower than the highest-level cleric spell you can cast, and it must target one or more creatures. Regardless of the number of targets the spell can normally affect, it affects only the creature that triggers the rune. Attaching a spell in this way extends the duration of the prohibition by a number of rounds equal to the spell's level, or until it is discharged.

Replacement Domain Spells: 1st—*forbid action*[UM], 5th—*forbid action (greater)*[UM], 9th—*hold monster (mass)*.

[UM] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Loyalty (Law Subdomain)

Nothing can dissuade you and your allies from fulfilling your sworn duty.

Replacement Power: The following granted power replaces the touch of law power of the Law domain.

Touch of Loyalty (Su): As a standard action, you can touch a willing creature, granting it a +4 sacred bonus on saving throws to resist charm, compulsion, and fear effects for 1 hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*remove fear*, 5th—*command (greater)*.

Moon (Darkness Subdomain)

Even amid the darkness of night, the power of the illuminating moon has always fascinated you.

Replacement Power: The following granted power replaces the eyes of darkness power of the Darkness domain.

Moonfire (Su): At 8th level, as a standard action you can shoot a blast of divine moonlight from your eyes, as a ranged touch attack against a single target within 30 feet. Moonfire deals 1d8 points of damage per 2 cleric levels, and the target is dazzled for 1 round per cleric level. Moonfire deals 1d10 points of damage per cleric level against lycanthropes. You can use this ability once per day at 8th level, and one additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*faerie fire*, 4th—*moonstruck*[APG], 6th—*dream*.

[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Plague (Death and Evil Subdomain)

You have a stronger connection with the vile form of death caused by disease and contagions.

Replacement Power: The following granted power replaces the death's embrace power of the Death domain or the touch of evil power of the Evil domain.

Touch of Virulence (Su): As a standard action, you can touch a diseased creature and exacerbate its condition. If it fails a Fortitude save (DC = 10 + 1/2 your cleric level + your Wisdom modifier), the creature takes damage as though it had failed its Fortitude save against the disease and any remaining onset time for the disease ends. You can use this ability once per day at 8th level, plus one additional time per day at 14th level and 20th level.

Replacement Domain Spells: 1st—*ray of sickening*, 3rd—*contagion*, 6th—*plague storm*[UM], 8th—*horrid wilting*.

[UM] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Preservation (Ruins Subdomain)

While some whom revere ancient ruins seek to pillage them, you're willing to infuse them with your own energy.

Replacement Power: The following granted powers alters ruin touch and replaces the remembrance and surefooted powers of the Ruins domain.

Ruin Touch (Su): This power function normally except that it can only strengthen objects.

Infuse Power (Su): You can sacrifice a portion of your magical might to infuse and strengthen a building or ruin permanently. As a full-round action, you can take on one or more temporary negative levels (up to the number of cleric levels you possess) to infuse a structure with your life force. For each negative level taken on, you can either increase the hardness of the building by +1 for 100 cubic feet of structure or affect an additional 100 cubic feet of the same structure. A single location can only be affected by you once, and all increases to hardness last for as long as

you remain alive. You naturally remove one negative level per day after using this power, and no other form of magic short of a *wish* or *miracle* can remove these negative levels faster. You can use this power once for every level of cleric you gain in your lifetime as you gain them, either all at once on a single structure, or in any combination.

Replacement Domain Spells: 4th—*resilient sphere*, 5th—*unbreakable construct*[UM], 6th—*wall of force*.

[UM] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Radiation (Earth Subdomain)

You can draw upon a weird power found in certain rocks that warps and sickens life.

Replacement Power: The following granted power replaces the acid dart power of the Earth domain.

Radiating Touch (Su): As a standard action that provokes attacks of opportunity, you can irradiate any unattended object for a number of rounds equal to your cleric level. While an object is irradiated, it emits a faint aura of transmutation.

Any creature that passes within 5 feet of the aura must succeed at a Will save (DC equal to 10 + 1/2 your cleric level + your Wisdom modifier) or become sickened. You're immune to this object's effect. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*defoliate**, 4th—*blight*, 8th—*horrid wilting*.

* This spell appears in Chapter 9 of this book.

Redemption (Good Subdomain)

You seek redemption for all in your faith.

Replacement Power: The following granted power replaces the holy lance ability of the Good domain.

Aura of Sanctification (Su): At 8th level, as an immediate action, you can emit a 30-foot-radius aura of sanctification for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive. Within this aura, effects that are specifically harmful to good-aligned creatures are inverted so that they no longer harm good creatures and instead harm evil creatures. Similarly, effects that are specifically beneficial to evil creatures instead become beneficial only to good creatures.

Replacement Domain Spells: 2nd—*qualm*, 4th—*forced repentance*, 5th—*atonement*.

Revelry (Chaos Subdomain)

You know how to best celebrate the good times in life.

Replacement Power: The following granted power replaces the chaos blade ability of the Chaos domain.

Intense Celebration (Su): At 8th level, any spells you cast that confer a morale effect upon you or your allies are automatically affected as if by the Extend Spell metamagic feat, with no increase in spell level.

Replacement Domain Spells: 2nd—*hideous laughter*, 3rd— *good hope*, 6th—*heroes' feast*, 8th—*irresistible dance*.

Revelation (Sun Subdomain)

You know that all is revealed in the light of day.

Replacement Power: The following granted power replaces the sun's blessing ability of the Sun domain.

Guided Eyes (Su): Perception is always a class skill for you. In addition, whenever you make a skill check to see through a disguise or find something that is hidden or concealed, you gain a +4 sacred bonus on the check.

Replacement Domain Spells: 1st—*detect secret doors*, 2nd—*see invisibility*, 3rd—*banish seeming*, 5th—*true seeing*.

Rivers (Water Subdomain)

Freshwater rivers and streams are the lifeblood of both the land and your life.

Replacement Power: The following granted power replaces the icicle power of the Water domain.

Current Flow (Su): As a free action, you can increase either your land or swim speed by 10 feet. While swimming, you gain a bonus on Swim checks equal to your 1/2 your cleric level (minimum 1). These effects last for a number of rounds equal to your Wisdom modifier (minimum 1). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*hydraulic push*[APG], 2nd—*slipstream*[APG], 5th—*elemental body II*, 6th—*fluid form*[APG].

[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Slavery (Law Subdomain)

You believe the natural order of the world is for the strong to subjugate the weak, so you work to spread slavery.

Replacement Power: The following granted power replaces the staff of order power of the Law domain.

Master's Yoke (Su): At 8th level, you can attempt to assert your dominance over any visible creature within 30 feet by declaring the target your property. The target can resist this effect with a successful Will save (DC = 10 + 1/2 your cleric level + your Wisdom modifier). If the target fails the save, it is affected as if by *dominate monster* for a number of rounds equal to 1/2 your cleric level, save that the target can choose to ignore any order you give and instead take 2 points of Constitution damage and become staggered for 1 round. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th. This is a language-based mind-affecting effect.

Replacement Domain Spells: 1st—*charm person*, 5th—*dominate person*, 8th—*binding*.

Solitude (Protection Subdomain)

You find you can connect to the divine most when you are alone.

Replacement Power: The following granted power replaces the resistant touch ability of the Protection domain.

Taboo (Su): When a creature touches you or strikes you with a melee attack, you can activate this power as an immediate action. That creature takes a –1 penalty on saving throws for 1 minute. This penalty increases by 1 for every 5 levels you possess. When you use this ability, you lose your resistance bonus granted by the Protection domain for 1 minute. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*silence*, 4th—*detect scrying*, 5th—*mirage arcana*, 9th—*create demiplane (greater)*[UM].

[UM] These spells can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

Stars (Void Subdomain)

You draw a power from understanding the stars in the darkened sky, seeing the powers in their alignments and sacred geometries.

Replacement Power: The following granted power replaces the part the veil power of the Void domain.

The Stars Are Right (Su): If you prepare your cleric spells while the stars are visible to you, you may spontaneously cast any of your Stars subdomain spells by swapping out a spell of an equal spell level. Any Stars subdomain spell that you cast while the stars are visible to you heals you of hit point damage equal to the spell's level as you cast the spell.

Replacement Domain Spells: 2nd—*hypnotic pattern*, 7th—*sunbeam*, 9th—*meteor swarm*.

Torture (Destruction Subdomain)

You revel in the pleasure of causing pain in others, whether to extract information or simply for the sake of causing suffering.

Replacement Power: The following granted power replaces the destructive smite power of the Destruction domain.

Painful Smite (Su): Prior to making a melee attack roll, you can choose to convert all damage from that strike into nonlethal damage, adding your Wisdom modifier to the damage. If you succeed in your attack, as a free action you can make an Intimidate check against your target to demoralize the target. You gain a bonus on your Intimidate check equal to the amount of nonlethal damage dealt by the painful smite. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 2nd—*pain strike*[APG], 5th—*symbol of pain*, 8th—*demand*.
[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Tyranny (Law Subdomain)

Nothing—not even the suffering of others—will stand between you and the power you seek.

Replacement Power: The following granted power replaces the staff of order power of the Law domain.

Tyrannical Strike (Su): At 8th level, as an immediate action upon successfully hitting an opponent with a melee attack, you can choose to forgo the damage (but not any other effects of the attack) to instead affect the creature you hit as a *greater command* spell, with a caster level equal to your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every 4 levels beyond 8th.

Replacement Domain Spells: 1st—*command*, 3rd—*bestow curse*, 7th—*symbol of persuasion*.

Whimsy (Chaos Subdomain)

You find the humor in all things, and enjoy spreading laughter through pranks and trickery, even in the direst of situations.

Replacement Power: The following granted power replaces the chaos blade of the Chaos domain.

Unexpected Whimsy (Su): As a standard action, you dance, act like a buffoon, or commit some other act of whimsy. When you do, enemies within 30 feet of you that can see and hear you must succeed a Will saving throw (DC = 10 + 1/2 your cleric level + half your Wisdom modifier) or they collapse into gales of manic laughter, falling prone.

Those who fail their saving throws can take no actions other than laughing for 1 round, but are not considered helpless. You can use this ability once per day at 8th level and one additional time for every 4 levels you possess beyond 8th.

Replacement Domain Spells: 1st—*hideous laughter*, 4th—*confusion*, 6th—*cloak of dreams*[APG].
[APG] These spells can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Divine Inquisitions

Inquisitions were introduced in the *Pathfinder Roleplaying Game: Ultimate Magic* and can be selected in place of domains. Many of the inquisitions listed above under the gods can be found in the *Pathfinder Roleplaying Game: Ultimate Magic* book, but some additional options are presented here.

Damnation Inquisition

The Faithful that stray from the guidance of the Church of the One True God must be reminded that hellfire and worse await those that don't live Faithfully.

Granted Powers: The prospect of an afterlife filled with torment can cause even the most stalwart to blanch—at least for a moment.

Fear the Flames (Su): You can give a creature you can see within 60 feet one chance to avoid an eternity of suffering by ordering it to carry out any one simple action that would take no more than 1 round to complete. Good and neutral creatures that refuse become shaken for 1 round (Will negates), while evil creatures that obey gain a +2 morale bonus on all rolls and checks made for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. This is a language-dependent, mind-affecting effect.

Collector of Souls (Sp): At 8th level, once per day as a standard action, you call forth an illusory fiend and order it to temporarily drag a living and sentient creature into an afterlife of pain and misery. This otherwise acts identically to *phantasmal killer*, except targets that fail their Fortitude saving throws become paralyzed for a number of rounds equal to 1d4 + your inquisitor level instead of dying.

Excommunication Inquisition

One of the most important tasks those clergy performs is to keep the Faithful separate from those that choose to turn their backs on the Church and would date to speak lies.

Granted Powers: You can repulse the influence of confused divine servants.

Touch of Silence (Su): With a melee touch attack, you render a target silent (as the spell *silence*, but only affecting the target) for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Excommunicate (Su): At 8th level, once per day, you can *silence* a creature within 30 feet as a standard action. A Will save against DC = 10 + 1/2 your inquisitor level + your Wisdom modifier negates the effect. A creature that fails its save gets a second save 1 round later. If it fails the second save, the target cannot speak, provide verbal components for spells, make use of language-dependent effects, write, pantomime, or take any other action meant to communicate anything more complex than a simple affirmative or negative for 1 day.

Exorcism Inquisition

A resolve to force spirits of all manner out of this world and back towards their own is the solemn charge bestowed upon you by the One True God.

Granted Powers: You can resist powers that would command you and expel extraplanar entities from others.

Defy Influence (Su): Add your Charisma bonus on all Will saves made against charm and compulsion effects as well as possession attempts (such as *magic jar*).

Severe Influence (Su): At 6th level, the inquisitor gains the ability to exorcise spirits. As a full-round action, you can use this ability to expel a creature that is possessing the target (such as a ghost or a creature under the effects of *magic jar*). The possessing creature must succeed on a Will save or be immediately cast out of its host (DC 10 + ½ your binder level + your Cha modifier).

Final Rest Inquisition

The Dead walk in the lands of Vathak and someone must put them to rest in peace.

Granted Powers: The dead have paid their dues; there is no need, and no excuse, for them to walk. You protect their rest personally.

Disrupt Animation (Sp): You can use *disrupt undead* as a spell-like ability, adding your Wisdom modifier to the damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Unravel Animation (Su): At 8th level, when you activate your bane ability with undead as the creature type, you can choose for your weapon to instead gain the *disruption* weapon special ability. The DC to resist this effect is equal to 10 + 1/2 your inquisitor level + your Wisdom modifier.

Possession Inquisition

Yours is a will powerful enough to control the bodies of others. The Church, in general, frowns upon such magics but you believe you've been granted this power personally by the One True God.

Granted Powers: You can invade the bodies of lesser beings and command them to bend to your will.

Self-Control (Ex): You possess remarkable control over your own body, and gain a +2 competence bonus on saving throws made against enchantment spells of the charm or compulsion subschool.

Beast Ride (Su): At 4th level, once per day as a standard action, you can vacate your body and inhabit that of any creature belonging to the animal type within 30 feet for a number of rounds up to your inquisitor level. While you are possessing an animal in this way, your own body becomes helpless and unaware. You can travel any distance from your body so long as you remain on the same plane, and can return to your own body as a free action at any time. If the animal or your body takes damage, or you attempt to make the animal attack or do anything out of character, the effect immediately ends and you return to your own body.

Body Snatch (Sp): At 10th level, once per day as an immediate action upon falling unconscious because of dropping below 0 hit points, you can cast your soul from your body and attempt to occupy the body of another creature within 30 feet. This ability otherwise functions identically to *magic jar* except that your actual body serves as the receptacle and you suppress the consciousness of your target rather than casting it out. Your body continues to bleed as normal unless it is somehow stabilized, and if its hit points drop to a negative number equal to your Constitution score, the *magic jar* effect prematurely ends and you die as normal.

Redemption Inquisition

While some may wander from the path, the Church must welcome those that prove themselves as Faithful back into the fold.

Granted Powers: You reach out to your misguided fellows and give them every chance to turn back from conflict with the true faith, even if your differences come to violence.

Patient Sensibility (Su): You gain a +2 sacred bonus on Diplomacy, Perception, and Sense Motive checks.

Redeemer's Mercy (Su): At 4th level, any weapon you wield gains the merciful magic weapon special ability. The weapon immediately reverts to its original abilities when you cease to wield it.

Second Chance (Sp): At 8th level, you can give an enemy a second chance to correct the error of its ways. Once per day as a standard action, you can cast *atonement* as a spell-like ability, targeting a creature that has violated the tenets of a religion you both share or that freely desires to convert to your alignment. If costly material components are required for the *atonement*, you may choose to accept a permanent negative level as a sacrifice in place of those components. The target of this effect also receives the benefits of a *cure serious wounds* spell as part of the effects of the *atonement*.

Reformation Inquisition

The leaders of the nations of Vathak do not always see eye to eye with the Church, it is then that the Faithful will prove to their secular rulers who the true leaders of the people are.

Granted Powers: You can speak with divine persuasiveness.

Inspired Rhetoric (Ex): You use your Wisdom modifier in place of your Charisma modifier when

making Diplomacy, Intimidate, and Perform (oratory) checks. Perform (oratory) is an inquisitor class skill for you.

Blessed Correction (Ex): At 4th level, when you make a Diplomacy, Intimidate, or Perform (oratory) check, you may roll twice and take the more favorable result. You can use this ability a number of times per day equal to your Wisdom bonus.

Awaken Discontent (Su): At 8th level, you can deliver a stirring speech condemning the mistakes of those in power and calling for reform, causing the target of your rhetoric to be affected by *charm person* with a caster level equal to your inquisitor level and a save DC of 10 + 1/2 your inquisitor level + your Wisdom modifier. You may use this ability a number of times per day equal to your Wisdom modifier.

Restoration Inquisition

In the days, months, and years of this ongoing war with the Spawn of the Old Ones, many things are torn asunder.

Granted Powers: You are a healer, not just of people but also of sacred sites tainted by enemies of your faith.

Mend the Broken (Su): You can touch an object or creature as a standard action, healing it of 1d4 points of damage + 1 for every 2 inquisitor levels you possess. You can use this ability only on a broken object or a creature with fewer than half its maximum hit points. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Cleanse Impurity (Su): At 8th level, choose an alignment (chaotic, evil, good, or lawful) that is opposite to one axis of your own. Once chosen, this cannot be changed. Add your Wisdom bonus on caster level checks to overcome the spell resistance of creatures with the chosen alignment subtype; dispel effects with the chosen alignment descriptor; and remove curses, diseases, and poisons. A neutral inquisitor gains only the bonus on caster level checks to remove curses, diseases, and poisons.

True Death Inquisition

In the cursed lands of Vathak, it is important to lay the dead down for eternal rest, never to rise again.

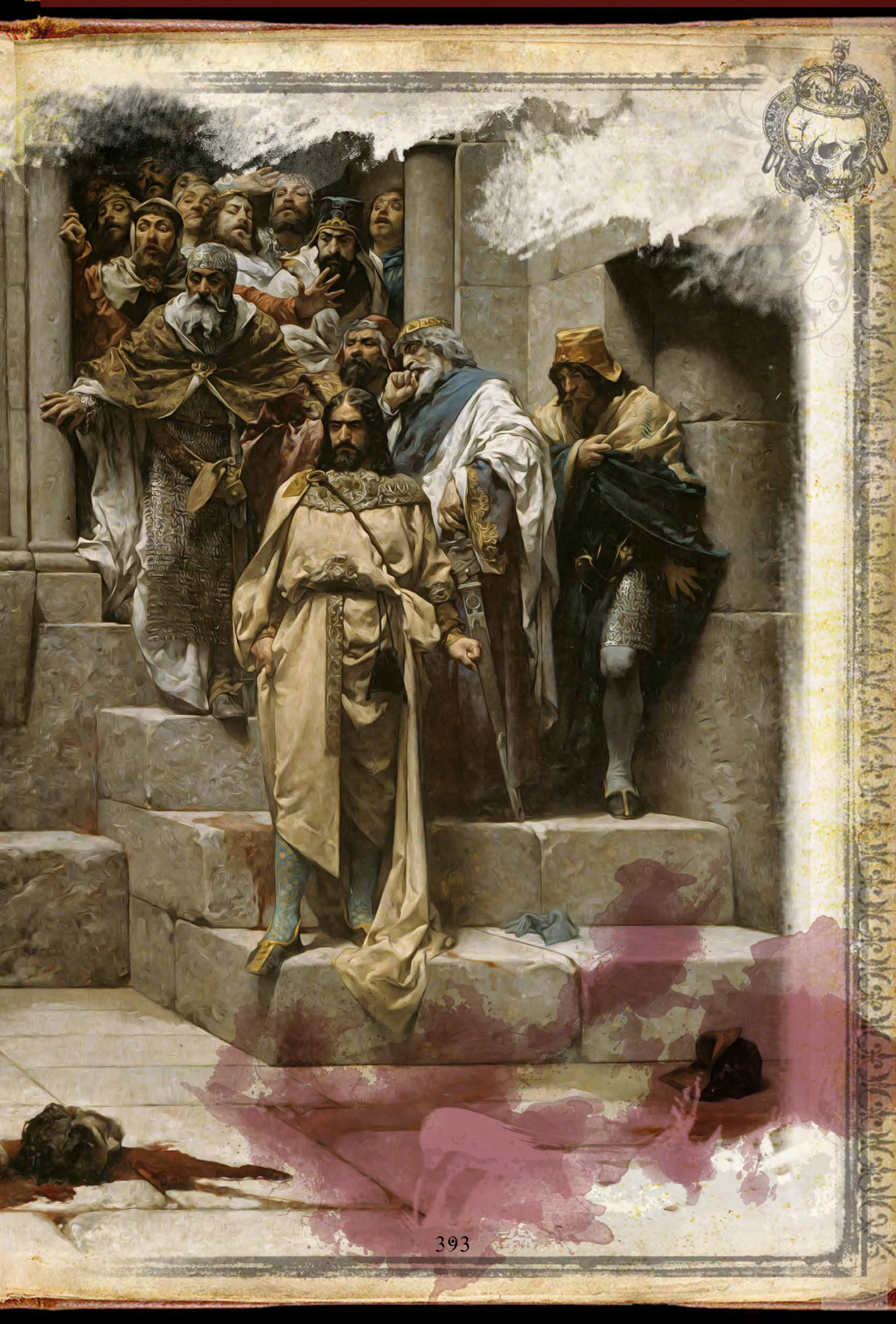
Granted Powers: You see undead as a perversion of the natural order, a misuse of magic, or an unjust enslavement of a departed spirit's body, and are sworn to destroying such beings.

Back to the Grave (Su): When you cast cure spells (any spells with "cure" in their name) to deal damage to undead creatures, you add +2 points of damage per caster level instead of +1 point of damage per caster level. The maximum damage for each spell remains unchanged.

Hallowed Rite (Su): At 8th level, you gain the ability to conduct a sacred funeral rite. This rite takes 1 day, during which you perform the necessary chants and prayers and burn incense. At the end of the rite you must oversee the burial of the corpse. The burial must take place within 24 hours of the preparation or the ritual fails. Once the body is interred, it cannot be turned into an undead creature, as if it were under the effect of a *hallow* spell (caster level equal to your inquisitor level).

Magic in Vathak

Chapter 9



Nine out of ten times, if not more, magic in Vathak functions exactly the same as it does in the core *Pathfinder Roleplaying Game*, with the small caveat that all three forms of magic—arcane, divine, and psychic—all exist concurrently, with your average citizen unschooled in the world of magic utterly unable to tell the difference between an alchemist's mutagen, a disciples' blessing from the One True God, or an occultist channeling through a focus. As such, all spellcasters are given a wary eye in even the most cosmopolitan and open cities, with the more xenophobic people of Vathak a moment's notice from pitchforks and torches.

With the current war against the Old Ones and their Spawn, however, all advantages are needed, and peasants that would burn someone for being a witch on an average day will be cheering to see them level magical destruction against some imminent threat.

Following are a large number of spells that add to the magical arsenal of spellcasters in Shadows over Vathak. While some spells may have familiar names, be sure to look closely as many have subtle modifications to fit better into your game. Even which classes or what level certain classes gain a spell may vary from other versions of this spell printed elsewhere. Especially with the reanimator using the alchemist's spell list, some spells have been added to the alchemist that may initially not look like extracts an alchemist would want to make for themselves, but they may instead be intended for targets of injections. Alternately, they may be about alchemically treating a quill or a book with their own brand of magic.

New Spell Descriptor: Reading

A number of spells included in this chapter have the new [reading] descriptor. Spells with the reading descriptor typically come from the divination school and require a focus item (like a set of bones, a deck of cards, etc.) and some form of fortune-telling or other ritual as part of their casting. Characters can only be affected by a single reading at a time, with a new reading cast on the same character automatically failing when cast.

Spell Lists

A complete Spell List for each spellcaster class can be found at the end of this chapter.

Spells

Accept Affliction

School conjuration (healing) [good]**; Level** bard 3, cleric 3, disciple 3, druid 3, medium 3, paladin 3, shaman 3, witch 3
Casting Time 1 standard action
Components V, S, M/DF (a dove's heart)
Range touch
Target creature touched
Duration instantaneous
Saving Throw Fort negates (harmless); **Spell Resistance** yes (harmless)

The caster can transfer the effects of afflictions such as curses, diseases, and poisons from the target creature to himself. This spell can also transfer the blinded, deafened, fatigued, nauseated, shaken, and sickened conditions. All aspects of the transferred afflictions (save DCs, remaining duration, removal conditions, and so on) remain the same, but affect the caster instead of the original target. After transferring the affliction or condition, the caster is free to cure it in any way he can.

Bloody Tears and Jagged Smile

School necromancy**; Level** alchemist 2, bloodrager 2, cleric 2, disciple 2, occultist 2, sorcerer/wizard 2, spiritualist 2
Casting Time 1 standard action
Components V, S
Range personal and see text
Target you and see text
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** yes

Your eyes turn black and weep blood, and your teeth become jagged fangs. You gain a bite attack (1d3 points of damage if you are Small, 1d4 points of damage if you are Medium). You gain a +4 profane bonus on Intimidate checks and on your spell DCs for spells with the fear descriptor. You perceive creatures as if using *deathwatch*.

Blood of the Martyr

School necromancy**; Level** cleric 2, disciple 2, inquisitor 2, medium 2, occultist 2, paladin 2, spiritualist 2, witch 2
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

You cause the target to bleed from every orifice, and their organs and blood become suffused with positive energy. If the subject fails their Fortitude save, they takes 1d6 points of bleed damage per 4 caster levels (to a maximum of 4d6 at 16th level) when you cast this spell. Any creature that takes a full-round action to sup the blood of the bleeding subject heals a number of hit points equal to twice as many as the subject lost that round due to the bleed effect. The subject must be willing or helpless to sup their blood, which provokes attacks of opportunity. Only one creature can be healed in this way per round. The subject can lick their own wounds in this way to regain half as many hit points as they lost that round. If the bleeding effect is stopped or the spell's duration ends, the subject's blood no longer heals those who drink it, though in the latter case the subject continues to bleed until the bleeding is stopped via magical healing or a successful DC 15 Heal check.

Book Ward

School abjuration**; Level** alchemist 2, bard 2, cleric 2, disciple 2, magus 2, medium 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2, witch 2

Casting Time 1 standard action

Components V, S, M/DF (a drop of clear oil)

Range touch

Target one touched object of up to 10 pounds/level

Duration 1 day/level or until discharged (see text)

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

As *protection from energy*, except as noted above and that the spell only protects against acid and fire damage. While the energy protection remains, the item is also completely waterproof (this protection extends to other liquids as well, such as alcohol and oil).

Burst with Light

School evocation [light]**; Level** cleric 4, disciple 4, paladin 4

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/4 levels

Saving Throw see text; **Spell Resistance** yes

The target becomes filled with intense magical light, taking 2d6 points of damage as the light bursts from its wounds and orifices (if the target is an undead creature, it instead takes 2d8 points of damage). In addition, the creature radiates bright light in a 30-foot radius and increases the light level by one step for an additional 30 feet beyond that area—darkness becomes dim light, dim light becomes normal light, and normal light becomes bright light. Creatures that take penalties in bright light take them while within the 30-foot radius of this magical light. A successful Will save halves the damage and negates the light effect.

For every 4 character levels you possess, the light continues to fill the creature for another round (to a maximum of 5 rounds at 20th level), though the target may make a Will save each round to halve the damage and end the effect. Any creature adjacent to the target that fails its save and takes damage takes half as much damage and is blinded for 1 round. A successful Reflex save halves this damage (to a total of one-quarter the damage taken by the target) and negates the blindness effect.

Carrion Compass

School divination**; Level** alchemist 2, cleric 1, disciple 1, fortune-teller 1, occultist 1, ranger 1, sorcerer/wizard 2, spiritualist 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one undead creature

Duration 10 minutes/level

Saving Throw Will negates; **Spell Resistance** no

You animate one of the target's fetid organs so that it leads you to the undead creature's most recent controller or the cause of the creature's undeath. The organ (typically the heart, the brain, or an eyeball) floats in front of you at chest level and slowly leads you to the undead creature's most recent controller at a rate of 30 feet per round, always staying within your range of vision. If the creature from which the organ originated had no controller, but rather was created deliberately by another creature, the organ instead leads you to that creator. If the undead was animated by an effect or event at a particular location, the organ leads you to that location. If the creature was animated by none of the methods above, if it was self-created, or if the creature's most recent controller no longer exists, the spell fails. Once the organ is within 10 feet of its intended destination, the spell ends, and the organ falls to the ground.

The organ cannot engage in combat or execute any other task aside from leading you to its intended target. It may pass through small slits and crevices, though it will not leave your range of vision. The organ cannot travel more than 5 miles from the spot where you cast the spell. If the undead creature to which the organ belonged is destroyed, the spell ends and the organ falls to the ground.

Corporeal Incarnation

School necromancy**; Level** alchemist 6, sorcerer/wizard 7, spiritualist 6, witch 7

Casting Time 10 minutes

Components V, S, F (a gem or crystal worth at least 1,000 gp)

Range touch
Target one living creature and one corpse
Duration instantaneous (but see text)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Corporeal incarnation replaces the target's body with that of a recently deceased corpse. The target corpse must be fresh—either dead for no more than 24 hours or preserved by an effect like *gentle repose*. As the spell is cast, the dead body's flesh unravels like ribbons to sheath the living target, who must be of a similar shape to the corpse and be within one size category of the corpse's size. While casting the spell you must remain in contact with the corpse while holding the focus gem to the living target. At the spell's completion, the living target gains the appearance and any size bonuses or penalties of the new form, along with any of the dead creature's extraordinary abilities or natural abilities (such as natural attacks or senses), but not the creature's racial bonuses or any spell-like or supernatural abilities. The target gains a +20 on any Disguise checks once this spell is complete.

The disguise created by *corporeal incarnation* lasts for a week per caster level, or until the focus gem is destroyed or moves more than 90 feet away from the target. When this time ends, the target returns to their normal form, sloughing off the corpse's flesh in a hideous display over the course of 1 round.

The greatest strength of *corporeal incarnation* is its difficulty to detect as a disguise. The effects are instantaneous, so no magic lingers on the victim. If subjected to *detect magic*, the target sheds no magical aura, though the focus item gives off an aura of strong necromantic magic. *True seeing* does not reveal the target's true form, since the disguise itself, while magically achieved, is a mundane (but masterful) disguise. The spell *detect undead*, however, does note the target as an undead creature with the same number of Hit Dice. The target is not truly undead, though, and is not affected by any other effect that targets undead creatures. *Corporeal incarnation* does nothing to disguise the target's alignment.

If the target of *corporeal incarnation* dies while the spell is in effect, the spell continues. Any *resurrection* or similar spell cast upon the target resurrects the target, not the corpse flesh. Since *corporeal incarnation* destroys the majority of the body's physical remains, the dead body cannot be restored to life via *raise dead* — only *resurrection*, *true resurrection*, *miracle*, or *wish* can restore such a creature to life.

Crown of Glory

School evocation; **Level** cleric 8, disciple 6, mesmerist 6
Casting Time 1 full round
Components V, S, M/DF (an opal worth at least 200 gp.)
Range personal
Area 120-ft.-radius emanation centered on you
Duration 1 minute/level
Saving Throw Will negates; **Spell Resistance** yes

You gain a +4 enhancement bonus to Charisma. All creatures with fewer than 8 HD are compelled to stop and pay attention to you. Any such creature that wants to take hostile action against you must make a Will save to do so. Any creature that fails this saving throw the first time it attempts a hostile action is enthralled for the duration of the spell (as the *enthrall* spell), as long as it is in the spell's area. It does not try to leave the area on its own. Creatures with 8 HD or more are not affected.

When you speak, all listeners telepathically understand you. You can make up to three suggestions to creatures of fewer than 8 HD in range, as if using the *mass suggestion* spell (Will save negates). Only creatures within range at the time of a suggestion are subject to it.

Curse Item

School necromancy [curse]; **Level** cleric 2, disciple 2, medium 2, occultist 2, psychic 2, spiritualist 2, witch 2
Casting Time 1 minute
Components V, S, DF
Range touch
Target object touched
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

The object becomes flawed and prone to failure. The effects of this spell depend on the nature of the object.

Magic Item: The item functions intermittently, gaining either an unreliable curse or a random

dependent curse (see "Cursed Items" in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*).

Nonmagical Armor, Shield or Weapon: The item gains the fragile armor or weapon quality (see Chapter 1 of *Pathfinder Roleplaying Game: Ultimate Equipment*).

Tool: The item gains the broken condition if a creature rolls a natural 1 while making a skill check with the tool.

Other Items: Each day it is used, the item has a 5% chance of gaining the broken condition.

This spell does not affect artifacts. The item can be sold or discarded as normal (the bearer is not compelled to keep it). If a character with the hex class ability is using an item that is affected by this spell, she may make a DC 20 Will saving throw to override the item's curse for 1 day (using it as if the item were not cursed).

Curse of Unexpected Death

School necromancy [curse, death]**; Level** cleric 4, disciple 4, occultist 5, shaman 5, witch 5

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 minute/level (see text)

Saving Throw Fortitude partial (see text); **Spell Resistance** yes

You curse one living creature with a chance of instant and unexpected death. When you cast this spell, your hand seethes with eerie gray fire. You must succeed at a melee touch attack to touch the target, at which time the fire buries itself within the target's body and disappears. On the round you touch the creature and once per minute thereafter, roll 1d100. On a result of 01–05, the spell is triggered and the creature takes 8d6 points of damage + 1 point per caster level; the creature can attempt a saving throw to reduce the damage to 2d6 points of damage + 1 point per caster level. On a result of 06–100, nothing happens.

Once the spell is triggered or if the duration expires before it triggers, the magic ends and no further 1d100 rolls are made. If the target has spell resistance, a caster level check is made when you succeed at the touch attack. A creature can be affected by only one instance of this spell at a time. The untriggered spell can be removed with *dispel magic*, *remove curse,* or similar effects.

Daywalker

School necromancy**; Level** alchemist 4, antipaladin 4, cleric 5, disciple 4, medium 4, sorcerer/wizard 5, spiritualist 4, witch 5

Casting Time 1 standard action

Components V, S, M (a black glass vial containing unholy water)

Range touch
Target undead creature touched
Duration 24 hours (D)
Saving Throw none; **Spell Resistance** yes (harmless)

You reshape the substance of a willing undead creature to resemble a living, breathing creature of the same size. This is a physical change to the undead creature's bone, flesh, or incorporeal ectoplasm, adding new flesh or bone and even hair, teeth, and blood, all of which demonstrate false signs of life that mimic a living creature's breathing and other physiological processes. An incorporeal undead creature using *daywalker* ceases to be incorporeal for the duration of the spell, gaining a physical corpse body. Creatures interacting with the undead can attempt a Perception check (DC = 30 or DC = 21 + the undead's Disguise modifier, whichever is higher) to realize that the signs of life are false, and a close examination with a Heal check always reveals the truth of the dead flesh.

If the undead has the frightful presence, incorporeal, light blindness, light sensitivity, stench, sunlight powerlessness, or unnatural aura abilities, the spell suppresses them. An undead creature whose touch normally deals damage, ability drain, or energy drain doesn't do so while under the spell's effects. The target of this spell may end its duration at any time as a standard action.

Defoliate

School necromancy; **Level** druid 2, ranger 1, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a locust)
Range close (25 ft. + 5 ft./2 levels)
Target or Area see text
Duration instantaneous
Saving Throw none; **Spell Resistance** yes

You hurl a tiny ball of negative energy, destroying plant life either in a line 60 feet long or a 10-foot-radius spread. This effect removes the cover and concealment provided.

Domination Link

School divination [mind-affecting]; **Level** bard 3, fortune-teller 3, inquisitor 3, mesmerist 3, occultist 3, psychic 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, F/DF (a copper piece)
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 min./level (D)
Saving Throw Will negates, see text; **Spell Resistance** no

This spell functions like *detect thoughts*, with the additional ability to find echoes of the thoughts of a creature mentally controlling the target. For example, if the target has been dominated by a vampire, you can use evidence left in the target's mind to learn about that vampire. Each minute you concentrate on the spell, you can learn your choice of one of the following pieces of information.

Direction: The controller's general direction and distance.

Emotion: The controller's emotional state (gloating, sated, frightened, angry, and so on).

Image: A powerful iconic image relevant to the controller or its connection to the target, such as a symbol on a door or a name on a gravestone.

Location: The controller's general location, such as "in a large city" or "on a ship."

Name: The name by which the target knows its controller (if any).

All of this information is based on the last time the influencing creature linked itself to the target, either to issue a command or to receive sensory input from the target. For example, if at nightfall a vampire commanded a dominated victim to walk to a cemetery, this spell can reveal the vampire's general location at that time, though it may have moved since then.

Embrace Destiny

School divination; **Level** cleric 1, disciple 1, fortune-teller 1, magus 2, occultist 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range personal
Target you
Duration 1 minute/level (see text)

Upon completing this spell, roll a single d20 and record the result. At any point during the duration of this spell, you may use that roll for a

single ability check, attack roll, initiative check, saving throw, or skill check, using the recorded result in place of a roll. This spell cannot be used to replace a roll that has already been made; the recorded result must be used instead of a roll. Once you have used this recorded result or the duration of the spell ends, the spell's effect ends. You can't have more than one instance of *embrace destiny* active on you at the same time.

Empower Holy Water

School transmutation [good]**; Level** alchemist 2, bard 2, cleric 1, disciple 1, medium 2, paladin 1, spiritualist 2

Casting Time 1 standard action

Components V, S

Range touch

Target one or more vials of holy water

Duration 1 minute/level

Saving Throw none (object); **Spell Resistance** no

You empower a vial of holy water to deal additional damage to undead creatures. You can empower one vial of holy water at 4th level, two at 8th level, and three at 12th level. When thrown at an undead creature, the affected vial of holy water deals an amount of bonus damage equal to your caster level (maximum +10) on a direct hit, and half that amount of bonus damage (maximum +5) to creatures caught in the splash area. This additional damage is positive energy damage, and has no effect on living creatures.

Explosion of Rot

School necromancy**; Level** alchemist 4, druid 4, occultist 4, shaman 4, witch 4

Casting Time 1 standard action

Components V, S, M (a rotting flower)

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

Area 10-ft.-radius burst

Duration instantaneous

Saving Throw Reflex half, see text; **Spell Resistance** yes

You call forth a burst of decay that ravages all creatures in the area. Even nonliving creatures, such as constructs or undead, wither in this malignant eruption of rotting energy. Creatures in the area of effect take 1d6 points of damage per caster level (maximum 15d6) and are staggered for 1d4 rounds. A successful Reflex saving throw halves the damage taken and negates the staggered effect. Plant creatures are particularly susceptible to this rotting effect; any plant creatures caught in the burst are staggered for 1d4 rounds even on a successful saving throw.

Face of the Devourer

School transmutation (polymorph)**; Level** alchemist 1, antipaladin 1, bloodrager 1, cleric 1, disciple 1, druid 1, medium 1, shaman 1, sorcerer/wizard 1, spiritualist 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You transform the target's face into a hideous shape, such as a half-melted visage with insect legs instead of teeth, seeping pits instead of eyes, and suckered tongues dangling from its misshapen mouth. You do not choose what shape the target's face takes, and the shape is different every time you cast the spell. This transformation does not interfere with the target's senses or its ability to breathe, though it might prevent it from speaking. The target gains a +4 circumstance bonus on Intimidate checks.

If the target does not normally have a bite attack, it gains a bite attack as a natural weapon for the duration of the spell. This bite attack deals 1d6 points of damage if the target is Medium, 1d4 points of damage if the target is Small, or 1d8 points of damage if the creature is Large. The target may use this bite as a primary attack or a secondary attack.

Film of Filth

School transmutation [poison]**; Level** alchemist 3, cleric 4, disciple 3, druid 4, ranger 3, sorcerer/wizard 4, shaman 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched
Duration 1 round/level (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

You cause the target's flesh to exude a layer of putrescent slime so foul that the target is sickened (Fortitude negates) for the duration of the spell and for 1d4 rounds thereafter. All creatures within 20 feet also become sickened (Fortitude negates), and remain sickened for as long as they remain within 20 feet of the target and for 1d4 rounds thereafter. A creature that strikes the target with a bite attack must succeed at an additional save or become nauseated for 1d4 rounds. Creatures immune to poison are unaffected.

Flesh to Ooze

School transmutation (polymorph)**; Level** alchemist 6, occultist 6, sorcerer/wizard 6, summoner 6, witch 6
Casting Time 1 standard action
Components V, S, M (alchemical reagents worth 100 gp)
Range close (25 ft. + 5 ft./2 levels)
Target 1 creature or see text
Duration instantaneous
Saving Throw Fortitude negates, Will partial, see text; **Spell Resistance** no

This functions like *baleful polymorph*, except the target becomes an ooze. A creature of 3 HD or less becomes a gray ooze, 4–9 HD becomes a gelatinous cube or ochre jelly (caster's choice), and 10+ HD becomes a black pudding. Alternatively, instead of a creature you may target a quantity of inert flesh (such as that created by the *stone to flesh* spell) of sufficient mass, which becomes an ooze of your choice.

Because a target's gear does not transform with it, any items fall under or within the ooze's body, which may mean the items are destroyed. If the ooze has the split ability, splitting the ooze creates one ooze that retains the creature's original identity (for the purpose of memories or restoring the creature) and one normal mindless ooze of that type.

Fleshcurdle

School transmutation (polymorph)**; Level** alchemist 2, occultist 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (scrap of pickled flesh)
Range close (25 ft. + 5 ft./2 levels)
Target one living or undead creature
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

You warp the target creature's flesh, discoloring it and causing it to become misshapen and impairing its function. When you cast this spell, you must choose one of three types of effects to inflict on the target— attacks, defense, or movements.

Attacks: One of the creature's natural attacks takes a –2 penalty on attack and damage rolls, only scores a critical hit on a natural 20, and only deals ×2 damage on a confirmed critical hit.

Defense: The creature's natural armor bonus decreases by –4, to a minimum bonus of +0.

Movement: One of the creature's movement speeds (chosen by you) is halved.

Most undead are susceptible to *fleshcurdle*, but amorphous creatures and creatures without flesh are immune (such as elementals, oozes, plants, gaseous or incorporeal creatures, and skeletons).

Ghoul Army

School necromancy [evil]**; Level** antipaladin 4, cleric 5, medium 4, occultist 5, shaman 5, sorcerer/wizard 5, spiritualist 4, summoner 4, witch 5

Casting Time 1 standard action

Components V, S, M/DF (a handful of ghoul's teeth)

Range 5 feet

Effect 1d4+1 ghouls and 1 ghast

Duration 1 round/level

Saving Throw Fortitude half (see text); **Spell Resistance** no

By scattering a handful of ghoul's teeth across the ground, you cause 1d4+1 ghouls led by a single ghast to rise up from the ground around you. The ghouls and their ghast leader must appear in squares adjacent to you, but after that they follow your spoken commands unerringly.

If one of the ghouls is destroyed while the spell's duration is still in effect, it bursts into a spray of rotten flesh and necromantic energy that deals 1d6 points of negative energy damage to all adjacent targets—this energy heals undead targets as typical for negative energy damage. If the ghast is destroyed in this manner, it deals twice as much negative energy damage as a ghoul. A successful Fortitude save halves the negative energy damage dealt. When this spell's duration expires, any remaining undead created by this spell crumble apart into dust and blow away without dealing any additional negative energy damage.

Ghoul Hunger

School necromancy [evil, mind-affecting]**; Level** alchemist 2, antipaladin 2, cleric 2, disciple 2, medium 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2, witch 2

Casting Time 1 standard action

Components V, S

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

Target one humanoid creature

Duration 1 round/level; see text

Saving Throw Will negates, see text; **Spell Resistance** yes

You awaken an unnatural hunger in the target, compelling it to fall upon a nearby helpless or dead humanoid creature and begin eating its flesh. The target defends itself normally but takes no other actions while eating. The target does not take extraordinary risks to satisfy this urge (it wouldn't jump over a pit or swim through lava to reach a suitable victim). If the target can't fulfill this urge on its next turn, the spell fails. Each round on its turn, the target can attempt a new saving throw to end the effect.

Hidden Knowledge

School transmutation**; Level** alchemist 2, cleric 2, disciple 2, medium 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2, witch 2

Casting Time 1 round

Components V, S, M (a drop of ink)

Range personal

Target you

Duration 1 day/level

This subtle but useful spell allows the caster to safeguard important knowledge—even from themselves. While casting this spell, you recite one piece of knowledge you possess (up to a maximum of 10 words per caster level). Upon completion of the spell's casting, you transfer the knowledge from your mind to your skin in the form of an intricate, runic tattoo placed anywhere you choose on your body. The knowledge disappears utterly from your mind, and you might not realize you forgot something. The magic of the spell patches over gaps in your memory with recollections from the past. Until the spell's duration ends, the knowledge is lost to you. A detect magic spell or a Linguistics check (DC 15 + your Int modifier) reveals an enchanted tattoo but not its contents. The effects of *hidden knowledge* can be dispelled normally (even with *erase*), in which case the knowledge is completely lost.

Hungry Darkness

School evocation [darkness, force]**; Level** cleric 7,

disciple 6, psychic 7, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S, M (a bat's tooth)
Range close (25 ft. + 5 ft./2 levels)
Area 60-ft.-radius spread
Duration 1 round/level (D)
Saving Throw none; **Spell Resistance** yes (see text)

This spell creates an area of intense blackness, as *deeper darkness,* but filled with unseen chewing teeth and ravenous maws. Any creatures beginning its turn within the *hungry darkness* is gnawed and slashed by these unseen fangs of force, dealing 3d6 points of force damage and 2 points of Constitution damage per round. Once a creature leaves the cloud, it continues to take 1d6 points of bleed damage each round until it receives magical healing or enters an area of bright light. Spell resistance can prevent damage from the *hungry darkness* but not against the darkness it creates.

Impede Speech

School necromancy [curse]**; Level** bard 2, mesmerist 2, sorcerer/wizard 3, witch 2
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 10 min./level
Saving Throw Will negates; **Spell Resistance** yes

This minor curse interferes with the target's ability to speak. On a failed save, the target has difficulty stringing words together. Only with great concentration can they communicate intelligibly. Speaking in combat becomes a move-equivalent action rather than a free action. If the target attempts to cast a spell with a verbal component, they have a 50% chance of making an error and losing the spell. Even if they can successfully cast a spell, doing so takes 1 round if the spell's normal casting time is less than 1 round. If the spell's casting time is usually 1 round or longer, the spell's casting time doubles (up until the end of impede speech). Impede speech cannot be dispelled, but *break enchantment, limited wish, miracle, remove curse,* or *wish* can end it prematurely.

Life Shield

School conjuration (healing)**; Level** cleric 3, disciple 2, druid 3, medium 3, paladin 2, shaman 3, spiritualist 3
Casting Time 1 standard action
Components S, DF
Range personal
Target you
Duration 1 minute/level or until discharged

You surround yourself with a positive energy field that damages undead opponents. Each time an undead creature damages you with a melee attack, that creature takes an amount of positive energy damage equal to half the damage it dealt to you. This damage is calculated after applying your damage reduction, resistances, and other defenses. Once this spell has dealt 5 points of damage per caster level (maximum 50), it is discharged.

Lipstitch

School necromancy**; Level** occultist 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components S, M (a bone needle and sinew thread)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Fortitude negates; **Spell Resistance** yes

A rare spell without verbal components, *lipstitch* sews the target's lips tightly together if it fails a saving throw, such that no clear speech, bite attacks, spellcasting, or use of command words is possible. The target takes 1d6 points of damage as the stitches weave through flesh. The victim can still make enough noise to be heard at a distance with a DC 10 Perception check.

The thread created by *lipstitch* can be burst with a DC 20 Strength check as a standard action or can be sliced open with a piercing or slashing weapon (wielded by the target or an ally) as a full-round action. Cutting the thread provokes attacks of opportunity, while making a Strength check does not. Either option causes 1d6 points of damage and 1 point of bleed damage. The target has a 20% chance of failing to cast spells with verbal components until the bleeding is stopped. The effects of multiple castings of this spell do not stack. Optionally, the thread can be removed more carefully over the course of a minute with a DC 20 Heal check. If the check fails, the target takes damage and bleeds as described

above. If the check succeeds, the stitches are removed with no harm. Creatures with no mouths are unaffected by *lipstitch*. Creatures with multiple mouths lose the use of only one mouth per casting—the particular mouth is chosen by the caster.

Maddening Oubliette

School conjuration (teleportation)**; Level** cleric 7, disciple 6, psychic 7, sorcerer/wizard 7, witch 7

Casting Time 1 round

Components V, S, M (the powdered bones of a creature that died in prison)

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

Target one creature

Duration special; see text

Saving Throw Will negates, see text; **Spell Resistance** yes

The target is transported to a dark and dank prison in some unspecified horrific demiplane, where tentacles writhe around, clawed fingers grab at the creature (though they deal no damage), and harsh, whispering voices speak blasphemies and maddening secrets. At the end of each round within this terrifying oubliette, the target can attempt a Will saving throw in order to escape the prison. The saving throw has a penalty equal to the number of rounds the target has spent in the oubliette (minimum –1 and maximum –5). If the target succeeds at its saving throw, it returns to its former space. If that space is occupied or otherwise unavailable, the target is shunted to the nearest available space. When the target returns from the oubliette, it is confused for a number of rounds equal to the number of rounds of imprisonment (minimum 1), unless it was confined in the oubliette for 10 or more rounds, in which case the target is affected as if it were subject to an insanity spell instead.

Martyr's Bargain

School transmutation [good]**; Level** cleric 2, disciple 2, paladin 1

Casting Time 1 immediate action

Components V

Range personal

Target you

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Among the faithful of the One True God, *martyr's bargain* represents true faith and true sacrifice. You cast this spell as an immediate action when you are subject to a spell or spell-like ability that deals hit point damage, after attack rolls and saving throws have been rolled but before the damage itself is determined. The damage dealt by the spell and any related effects are then delayed for you (and you only) for a number of rounds equal to your caster level.

At the end of that time (or immediately if *martyr's bargain* is dispelled), the delayed damage takes effect on you as it would have at the time it was cast, but is maximized as if affected by the Maximize Spell metamagic feat. Spells and spell-like abilities that were already maximized gain no additional benefit from this spell. Nothing can prevent this delayed damage from affecting you.

You can be affected by only one *martyr's bargain* spell at a time. If you cast this spell while you are already under the effects of a previous *martyr's bargain*, the previous spell effect ends and you immediately take the damage it had delayed.

Martyr's Last Blessing

School conjuration (healing)**; Level** cleric 3, disciple 3, paladin 2

Casting Time 1 minute

Components V, S, DF

Range personal (see text)

Target you and one ally/level, no two of which can be more than 30 ft. apart (see text)

Duration 1 hour/level or instantaneous (see text)

Saving Throw Will half (harmless, see text); **Spell Resistance** yes (harmless)

You charge your body with healing energy, which erupts from you if you are dying or are killed before 1 hour per level has passed. If you're brought below 0 hit points or killed (including by effects that kill without dealing damage, such as *phantasmal killer* and *power word kill)*, the eruption of healing energy acts as *mass cure light wounds* on allies (other than you). Allies with the fewest Hit Dice are affected first. Among allies with equal HD, those closest to you are affected first. If the duration ends, the stored healing

energy dissipates with no effect.

Monstrous Extremities

School transmutation (polymorph)**; Level** alchemist 3, bloodrager 2, cleric 3, magus 3, occultist 3, sorcerer/wizard 3, witch 3

Casting Time 1 minute

Components V, S

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** yes

You change one of the extremities of the creature touched—arms or legs only—into another shape of approximately the same size and mass. You can choose a tentacle, a hoof, or a wing. The subject must take approximately 10 minutes to familiarize itself with the function and movement of the new extremity to use it properly. These new forms do not allow the subject to fly, run faster, or swim better; however, they do act as

natural weapons of the appropriate type, and the subject can use them to make secondary attacks while making attacks with weapons as a full-attack action. The secondary attacks are made using the creature's base attack bonus –5 and adding only 1/2 the creature's Strength bonus on damage rolls. The subject cannot hold a weapon or use any item that would ordinarily fit into the slot of the changed extremity. The subject can receive the benefits of this spell multiple times.

Peasant Armaments

School transmutation**; Level** bard 1, cleric 1, disciple 1, inquisitor 1, paladin 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target 1 improvised weapon/level

Duration 1 minute/level (D)

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

You transform one or more improvised weapons into equivalent simple or martial weapons. The bearer of such a weapon can wield it with proficiency (no penalty for using an improvised weapon or not having the required proficiency). This does not alter the weapon's shape or appearance in any way. For example, if cast on a chair leg, butter knife, and pitchfork, the weapons function as a club, dagger, and trident, respectively, and anyone who wields them does so without a nonproficiency penalty, but the weapons look no different than they were before the spell.

The spell has no effect on items that are not improvised weapons. For example, if cast on a short sword, it does not grant proficiency to anyone wielding it.

Possession Trap

School necromancy**; Level** fortune-teller 5, medium 4, occultist 5, psychic 5, sorcerer/wizard 5, spiritualist 5, witch 5

Casting Time 1 standard action

Components V, S, F (a gem or crystal worth at least 500 gp)

Range personal

Target you

Duration 24 hours or until activated (see text); 1 round/level

You place a protective ward over your spirit that ensnares creatures attempting to possess you. Should a creature attempt to possess you (such as via *magic jar* or a similar effect) while you are under the effects of *possession trap*, that creature must first succeed at a Will save or its possession attempt is ruined and its spirit is shunted into this spell's focus gem. The trapped creature is contained within the focus gem for 1 round per caster level, acting as though it were trapped in a *magic jar* for the duration of this effect. This effect fails if you are not carrying the focus gem during the time of the possession attempt.

If the possessor's Will save is successful, you are affected by its possession attempt as normal, and may attempt a saving throw against this possession attempt if one is normally allowed. Regardless of whether the possessor fails or succeeds at its save against possession trap, you immediately become aware of the possession attempt and whether or not a creature is trapped in the focus gem. If the focus gem is destroyed while it contains a creature, the creature is immediately released. Once this spell is triggered, it offers no further protection, and a trapped creature can attempt to possess you again once it's free of the focus gem.

Reading the Bones

School divination [reading]**; Level** bard 2, bloodrager 2, cleric 2, disciple 2, druid 2, fortune-teller 2, medium 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, spiritualist 2, witch 2

Casting Time 1 minute

Components V, S, F (a set of 64 chicken bones)

Range personal

Target you

Duration 1 minute/caster level

Saving Throw none; **Spell Resistance** no

Reading the bones involves casting of bones and interpreting the results. Those able to arrive at the proper interpretation are granted knowledge of coming events. Roll 1d4 per caster level. Group the dice by like results, and choose one of the groups. For the duration of the reading, you can apply a luck bonus equal to the result of the selected dice to any d20 roll. You can apply this bonus to a number of rolls equal to the number of dice in the group. If the reading expires before you are able to allocate the total number of allotted bonuses, the remaining bonuses are lost.

You can only be under the effect of one spell with the reading descriptor at a time. If you are subjected to a second reading while a previous spell is still in effect, the new reading automatically fails.

Reading the Cards

School divination [reading]**; Level** bard 3, cleric 3, disciple 3, fortune-teller 3, medium 3, occultist 3, psychic 3, sorcerer/wizard 3, spiritualist 3, witch 3

Casting Time 10 minutes

Components V, S, F (a tarot deck)

Range touch

Target one creature

Duration 1 hour/level or until fulfilled

You use a tarot deck to tell a fortune for yourself or someone else. If you cast reading the cards on another creature, you must remain adjacent to the target for the duration of the casting time. A reading must describe one set of events or course of action (for example, "hunting down the pirate king," or "traveling to search for a magic sword") that the target of the spell intends to undertake at some point during the spell's duration.

If you have access to a tarot deck, draw a number of cards equal to half the caster's level when this spell is cast. If you do not have a tarot deck, you can simulate the draws by rolling dice. The following dice rules are not as "fair" as drawing cards, but they can suffice. Start by rolling a d10 and consulting the chart. Typically a second die roll is needed that decides either the value of the card "drawn" or if it is royalty or part of the Major Arcana, etc. For example, if your first roll of a d10 was a 3, you would roll a second d10 and that number would be value of the Pentacles card drawn. If the first roll of the d10 equals 9 or 10, you roll a d20 on the Major Arcana table with a roll of a 1 or a 20 requiring a third roll of any die type to decide between two specific cards. Reroll any replicated results, as only a single version of each card exists in a deck.

Each card drawn grants a luck bonus or a penalty on a specific type of d20 check. The type of affected roll depends upon which of the four suits of the Minor Arcana the card is from, with cards of the Major Arcana applying to any check. All odd numbered cards of the Minor Arcana (including the Ace but not the royalty) apply a penalty to all rolls of that kind the affected character makes while that reading effect is in place. Numbers (including the Ace) apply a -1 penalty. All even numbered cards of the Minor Arcana and their royalty (the Page, the Knight, the Queen, and the King) apply a luck bonus to one roll of the character's choice, that they can "spend" at any time (as a free action) to modify that card's associated check. Numbers (including the Ace) apply a +1 bonus, while the Page applies +2, the Knight applies a +2, the Queen applies a +3, and the King applies a +4.

Associated Suit Checks

Suit	Associated Check
Pentacles	Fortitude saves
Cups	Will saves
Wands	Reflex saves
Swords	Attack rolls

Cards of the Major Arcana instead give either a one-time +5 luck bonus to one check or roll of the player's choice if the card grants a bonus, or the character suffers a temporary negative level if the card grants a penalty. Consult the table *d20 Major Arcana* for whether a card is a bonus or a penalty. Unlike normal negative levels, a character can never die from having as many of these negative levels as they do HD, instead they fall unconscious for one round and then awaken without the ability to use any benefits from this or any other reading for one day per negative level they had gained.

You can spend a bonus to modify an appropriate roll after the die is rolled, but cannot spend the bonus once you know the result of the roll. Since all of the bonuses granted by a reading are luck bonuses, they do not stack with each other. Penalties, on the other hand, do stack. Once you spend all of the bonuses granted by a reading, or once the spell's duration ends, the spell ends and the penalties are removed.

A creature can only be under the effects of one spell with the reading descriptor at a time. If it is subjected to a second reading while a previous spell is still in effect, the new reading automatically fails.

Reading the Cards, Improved

School divination [reading]; **Level** bard 5, cleric 5, disciple 5, fortune-teller 5, occultist 5, psychic 5, sorcerer/wizard 5, spiritualist 5, witch 5

Casting Time 10 minutes

Components V, S, F (a tarot deck)

Range touch

Target one creature, plus one additional creature for every 3 caster levels

Duration 1 day/level or until fulfilled

This spell functions as *reading the cards*, except it can affect an entire group of creatures and allows its subjects some measure of control over their destiny. All participants in a single improved reading the cards share the pool of bonuses and all take the penalties equally. If one participant "spends" a bonus on one of their checks, no other participant can gain that same bonus again.

Each participant in an *improved reading the cards* can gain a special ability to seize control of fate if a Major Arcana card that matches that participant's class is drawn. Like the bonuses granted by the spell, the special ability can be used once before the end of the spell's duration. The exact ability gained depends on the card; if multiple cards that match a participant's class are drawn, the participant can select one card of her choice during the spell's casting. Characters with levels in alternate classes or hybrid classes count as their parent class for these abilities. Characters with occult classes (including the fortune-teller class) can either seize The Wheel of Fortune, or any other card, as their psychic powers are able to manipulate readings and fate more easily. If a card is seized by a participant, no other participants in the reading can either gain that card or the bonus (or penalty) that it would normally grant to their checks.

A creature can only be under the effects of one spell with the reading descriptor at a time. If it is subjected to a second reading while a previous spell is still in effect, the new reading automatically fails.

Reading the Cards, Greater

School divination [reading]; **Level** cleric 7, fortune-teller 7, psychic 7, sorcerer/wizard 7, witch 7

Casting Time 10 minutes

Components V, S, F (a tarot deck)

Range touch

Target one creature per caster level

Duration 1 day/level or until fulfilled

This spell functions as *improved reading the cards*, except the bonuses (but not the penalties) associated with your reading are

Playing with Readings

There are potentially as many "ways" to actually do some of the various forms of divination described with the various reading spells as there are cultures in all the world. While the simple mechanics of these spells in no way can replicate real-world nature of reading tea leaves or throwing bone or a Tarot reading, imaginative gamemasters and players alike should feel welcome to try to either role-play through a reading or to switch out the exact mechanics used to determine a penalty versus a bonus. For instance, instead of using if a card is even or odd, you could instead choose whether the card is "upright" or "reversed" (upside down), but of course must first establish how the card would be read and ensure the deck being used has the chance of both "upright" and "reversed" cards.

doubled. Additionally, you can use each bonus twice—once at this doubled value, the second time at the normal value (+2 or +1). You must use a given card's doubled bonus before you can use its lower bonus. Once you have used both bonuses, or when the spell's duration ends, the spell ends and any penalties are removed.

Participants which seize a card based on their class can gain the benefit twice, but must wait at least 24 hours between gaining the benefit again.

A creature can only be under the effects of one spell with the reading descriptor at a time. If it is subjected to a second reading while a previous spell is still in effect, the new reading automatically fails.

d10 Minor vs Major Arcana

1st Roll	Suit	2nd Die to Roll	Card
1	Wands, Numbers	d10	Ace through 10
2	Wands, Royalty	d4	Page (1), Knight (2), Queen (3), or King (4)
3	Pentacles, Numbers	d10	Ace through 10
4	Pentacles, Royalty	d4	Page (1), Knight (2), Queen (3), or King (4)
5	Cups, Numbers	d10	Ace through 10
6	Cups, Royalty	d4	Page (1), Knight (2), Queen (3), or King (4)
7	Swords, Numbers	d10	Ace through 10
8	Swords, Royalty	d4	Page (1), Knight (2), Queen (3), or King (4)
9-10	Major Arcana	d20	Roll on d20 Major Arcana Roll below

d20 Major Arcana

d20 Roll	Card	Bonus or Penalty
1	Roll any die, even 0-The Fool (Penalty), odd I-The Magician (Bonus)	
2	II – The High Priestess	Bonus
3	III – The Empress	Bonus
4	IV – The Emperor	Bonus
5	V – The Hierophant	Bonus
6	VI – The Lovers	Bonus
7	VII – The Chariot	Bonus
8	VIII – Strength	Bonus
9	IX – The Hermit	Penalty
10	X – Wheel of Fortune	Bonus
11	XI – Justice	Bonus
12	XII – The Hanged Man	Penalty
13	XIII – Death	Penalty
14	XIV – Temperance	Bonus
15	XV – The Devil	Penalty
16	XVI – The Tower	Penalty
17	XVII – The Star	Bonus
18	XVIII – The Moon	Bonus
19	XIX – The Sun	Bonus
20	Roll any die, even XX – Judgement (Penalty), odd XXI – The World (Bonus)	

Reading the Deck

School divination [reading]; **Level** cleric 9, fortune-teller 9, psychic 9, sorcerer/wizard 9, witch 9

Casting Time 10 minutes

Components V, S, F (a tarot deck)

Range touch

Target one deck of cards

Duration instantaneous, but 1 draw per caster level, see text

Unlike a traditional reading of cards or other tools of divination, you are instead able to influence the fates of those you would read cards for, in the form of temporarily infusing a deck of the tarot with the power of the *deck of many things*.

This temporary *deck of many things* functions almost exactly like the normal artifact, except that the number of cards that can ever be drawn from it is set by the caster level of its creator. The power of the cards themselves override the power of this spell, so that if the last card drawn required two more draws, that creature only can and must draw their two additional times. Once all the draws have been made from the deck created by this spell, it becomes a normal set of cards once more.

While not a standard reading spell, those currently affected by any spell with the reading descriptor are unable to draw from the *deck of many things* created by a casting of this spell. The fates will not allow the drawer any "help" in their attempt at drawing a card.

Reading the Entrails

School divination [reading]; **Level** bard 6, bloodrager 4, cleric 6, disciple 6, druid 6, fortune-teller 6, occultist 6, psychic 6, shaman 6, sorcerer/wizard 6, spiritualist 6, witch 6

Casting Time 10 minutes

Components V, S, M (a creature to sacrifice)

Range touch

Target one creature, plus one additional creature for every 3 caster levels

Duration 1 hour/caster level

Saving Throw none; **Spell Resistance** no

Reading the entrails involves ritualized sacrifice of a creature and interpreting the results. Those able to arrive at the proper interpretation are granted knowledge of coming events. If you cast reading the palm on other creatures, you must remain adjacent to all participants for the duration of the casting time. Participants have minor roles in such a reading, usually involving being anointed in the blood of the sacrificed creature. While animals are most commonly used for this spell, any creature could suffice as long as they can be rendered helpless for the beginning of the process, a successful coup de grace using any means the caster deems necessary.

At the end of the casting time, each participant rolls 1d6 per HD of the creature sacrificed. Group the dice by like results, and choose one of the groups. For the duration of the reading, you can apply a luck bonus equal to the result of the selected dice to any d20 roll. You can apply this bonus to a number of rolls equal to the number of dice in the group. If the reading expires before you are able to allocate the total number of allotted bonuses, the remaining bonuses are lost.

A creature can only be under the effects of one spell with the reading descriptor at a time. If it is subjected to a second reading while a previous spell is still in effect, the new reading automatically fails.

Reading the Leaves

School divination [reading]; **Level** bard 1, cleric 1, disciple 1, druid 1, fortune-teller 1, medium 1, occultist 1, psychic 1, shaman 1, sorcerer/wizard 1, spiritualist 1, witch 1

Casting Time one minute

Components V, S, F (a cup of tea)

Range touch

Target one creature

Duration 1 hour/caster level

Saving Throw none; **Spell Resistance** no

Reading the leaves involves preparing a special cup of tea and having the target drink the beverage. Afterwards, the caster inspects the vessel used for drinking and those able to arrive at the proper interpretation are granted knowledge of coming events the creature gains a number of insights into their future equal to one per five caster levels. They can spend their insight for a +1 luck bonus on a one attack roll, saving throw, or skill check of their choice. They must choose to use the bonus before making the roll to which it applies. If the reading expires before you are able

to allocate the total number of allotted insights, the remaining bonuses are lost.

A creature can only be under the effects of one spell with the reading descriptor at a time. If it is subjected to a second reading while a previous spell is still in effect, the new reading automatically fails.

Reading the Palm

School divination [reading]**; Level** bard 4, cleric 4, disciple 4, fortune-teller 4, medium 4, mesmerist 4, occultist 4, psychic 4, shaman 4, sorcerer/wizard 4, spiritualist 4, witch 4

Casting Time 1 minute

Components V, S

Range touch

Target one creature with a palm

Duration 1 minute/caster level

Saving Throw none; **Spell Resistance** no

Reading the palm involves inspecting the lines and contours of a character's hand and interpreting the results. Those able to arrive at the proper interpretation are granted knowledge of coming events. If you cast *reading the palm* on another creature, you must remain adjacent to the target for the duration of the casting time. The character rolls 1d6 per caster level. Group the dice by like results, and choose one of the groups. For the duration of the reading, you can apply a luck bonus equal to the result of the selected dice to any d20

Major Arcana Card	Associated Class	Special Ability
0 – The Fool	Bards	Gain 5 additional rounds of bardic performance
I – The Magician	Wizards	Gain 1 additional spell slot of your second-highest spell level
II – The High Priestess	Clerics	Gain 1 use of channel energy ability
III – The Empress	Witches	Gain 1 additional spell slot of your second-highest spell level
IV – The Emperor	Magus	Gain 1 arcane pool
V – The Hierophant	Oracles	Gain 1 additional spell slot of your second-highest spell level
VI – The Lovers	Summoners	Gain 1 additional use of summon monster ability
VII – The Chariot	Cavaliers	Gain 1 additional use of challenge ability
VIII – Strength	Barbarians	Gain 5 additional rounds of rage
IX – The Hermit	Sorcerers	Gain 1 additional spell slot of your second-highest spell level
X – Wheel of Fortune	Fortune-tellers	Gain 1 additional spell slot of your second-highest spell level
XI – Justice	Inquisitor	Gain 1 additional use of judgement
XII – The Hanged Man	Rogues	Double sneak attack damage on one hit
XIII – Death	Reanimators	Gain 1 surgical pool
XIV – Temperance	Monks	Gain 1 ki pool
XV – The Devil	Paladins	Gain 1 additional use of smite evil
XVI – The Tower	Gunslingers	Gain 1 grit point
XVII – The Star	Alchemists	Create 2 additional bombs
XVIII – The Moon	Ranger	Double favored enemy bonus for 1 minute
XIX – The Sun	Fighters	Automatically confirm a critical hit, deal max damage
XX – Judgement	Disciples	Gain 1 favor point
XXI – The World	Druids	Gain 1 additional wild shape

roll. You can apply this bonus to a number of rolls equal to the number of dice in the group. If the reading expires before you are able to allocate the total number of allotted bonuses, the remaining bonuses are lost.

A creature can only be under the effects of one spell with the reading descriptor at a time. If it is subjected to a second reading while a previous spell is still in effect, the new reading automatically fails.

Reading the Stars

School divination [reading]**; Level** cleric 8, druid 8, fortune-teller 8, psychic 8, shaman 8, sorcerer/wizard 8, witch 8

Casting Time 1 hour

Components V, S, M (star charts)

Range touch

Target one creature

Duration 1 day/caster level

Saving Throw none; **Spell Resistance** no

Reading the stars involves considering the alignment of stars and other celestial bodies now and at the time of a creature's birth and interpreting the results. Those able to arrive at the proper interpretation are granted knowledge of coming events. If you cast reading the stars on another creature, you must remain adjacent to the target for the duration of the **casting time**.

After one hour of the casting, you can create a star chart for a single target, which shows them the convergences of fate, the planets, sun, moon, and stars. Their knowledge of this convergence of energies allows them to gain a bonus as a free action on any single attack roll, combat maneuver check, opposed ability or skill check, or saving throw over the duration of this reading. The target creature rolls 5d4, and adds the total together. This is the total bonus they make take on that single roll during the duration of this reading.

A creature can only be under the effects of one spell with the reading descriptor at a time. If it is subjected to a second reading while a previous spell is still in effect, the new reading automatically fails.

Revelation

School divination**; Level** bard 2, cleric 3, disciple 2, fortune-teller 2, medium 2, occultist 2, psychic 2, sorcerer/wizard 3, spiritualist 2

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 1 round/level; see text

You gain a brief understanding of the workings of a single puzzle, device, or trap, gaining an insight bonus equal to your caster level (maximum +10) on checks to disable, manipulate or solve the object in question. Your insight is ineffable; you are unable to communicate your understanding to others. At the GM's option, this spell may instead give you a clue or other piece of useful information. In this case you may communicate the clue to others and retain knowledge of it after the spell's duration has expired.

Righteous Blood

School abjuration [good]**; Level** disciple 2, inquisitor 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target one creature of good alignment

Duration 10 minutes/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target creature's innate goodness infuses its body with holy energy. While this energy does not directly empower the target, it can harm embodiments of evil. Any creature that damages the target with a slashing or piercing melee weapon is sprayed by the target's holy blood. If the attacker is a creature with the evil subtype, it takes 1d6 points of damage from divine power each time it successfully hits the target. If the target has the good subtype or an ability that grants it an aura of good (like paladins or some clerics), its blood instead deals 2d6 points of damage. Creatures that don't have the evil subtype or that are using reach weapons are not subject to this damage.

Scrivener's Chant

School transmutation**; Level** alchemist 1, bard 1, cleric 0, disciple 0, fortune-teller 0, inquisitor 1, magus 1, occultist 0, psychic 0, shaman 0, sorcerer/wizard 0, spiritualist 0, witch 0

Casting Time 1 standard action

Components V, S, M (fine sand and a vial of ink with paper)

Range 5 ft.

Target one or more written objects

Duration concentration, up to 1 minute/level

Saving Throw Will (harmless, object); **Spell Resistance** yes (object)

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The *scrivener's chant* requires blank paper and a quill or other writing materials, in addition to the material components.

This spell cannot duplicate magical writing (including spells and magical scrolls), though it can duplicate non-magical writing from a magical source.

Secret Speech

School divination**; Level** bard 1, cleric 2, disciple 1, fortune-teller 1, inquisitor 1, magus 1, medium 1, mesmerist 1, occultist 1, psychic 1, shaman 2, sorcerer/wizard 2, spiritualist 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell grants the target the ability to send secret messages embedded within normal speech. This is similar to the secret messages ability of the Bluff skill, but no check is needed; the speaker's intended recipient always understands the hidden message perfectly, but other listeners cannot perceive the message at all. The target

can send only one message at a time, though it can send that message to multiple listeners. The secret message is considered to be in the same language the target is speaking, and intended recipients hear and understand both the actual speech and the secret message. The target can make itself understood as far as its voice carries.

Sequester Thoughts

School enchantment (compulsion) [mind-affecting]**;** **Level** bard 3, cleric 5, disciple 4, fortune-teller 5, medium 3, mesmerist 3, occultist 3, psychic 3, shaman 5, sorcerer/wizard 5, spiritualist 3, witch 5

Casting Time 10 minutes

Components V, S, M (a gemstone worth at least 500 gp)

Range personal

Target one willing creature

Duration permanent until discharged (see text)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Sequester thoughts allows you to erase a creature's memory of either an event lasting not more than 1 minute per caster level or all of its knowledge about a single topic (using the GM's discretion as to what constitutes a single topic). For example, you could erase a single battle from a creature's memory, or all knowledge of a plot to assassinate a king. The memories you remove are stored within the gem used at the time of casting. If the gem is shattered, the memories return to the creature as long as the two are within 30 feet of each other. Once sequester thoughts has been cast, the spell remains active on the gem and can be dispelled (which shatters it). No portion of the spell remains active on the target creature, and the target does not radiate magic as a consequence of the spell, nor can its memories be returned by dispelling the creature or subjecting it to antimagic. If the gem is shattered or dispelled out of range from the creature, the thoughts sequestered within are forever lost save by the use of wish, miracle, or the like.

Sequester thoughts protects against *detect thoughts*, *zone of truth*, *discern lies*, and similar spells where the memories removed are concerned, though careful questioning may reveal the gaps in the creature's memory, or that it has been affected by the spell. Note that the creature itself does not remember any details of what memories were removed until the gem is broken.

Shared Suffering

School necromancy [evil]**;** **Level** antipaladin 2, inquisitor 2, occultist 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, F (a silver dagger inlaid with onyx and jade worth 100 gp)

Range long (400 ft. + 40 ft./level)

Target one living creature

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You infuse a dagger with necromantic energy, then plunge the dagger into your own body. You take 1d6 points of negative energy damage plus 1d6 points of damage for every 2 caster levels you possess beyond 1st (to a maximum of 5d6 at 9th level). The target takes an amount of damage equal to the damage you took this way, plus an amount equal to your Intelligence modifier (if you're a witch or wizard), Wisdom modifier (if you're an inquisitor), or Charisma modifier (if you're an antipaladin or sorcerer).

Damage from this spell cannot be divided by effects such as *shield other* or *unwilling shield*; it cuts through such protections completely.

Smite Abomination

School evocation**;** **Level** cleric 5, disciple 4, inquisitor 4

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 round/level

Drawing upon positive energy, you emulate some of a paladin's power to smite undead and aberrations. Choose one undead or aberration creature as your target. Your melee attacks against that target gain a bonus equal to your Charisma or Wisdom modifier, whichever is higher, on your attack rolls, and a bonus equal to your caster level on damage rolls. Your melee attacks also bypass the target's damage reduction. These bonuses do not stack with the bonuses from a paladin's smite.

Speak in Code

School transmutation**;** **Level** bard 2, fortune-teller 2, magus 2, medium 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2

Casting Time 1 standard action
Components V, S, M (a rune inscribed on a slip of paper that is then placed under your tongue)
Range close (25 ft. + 5 ft./2 levels)
Target you plus one willing creature per two levels, no two of which can be more than 30 ft. apart
Duration 10 min/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Upon casting this spell, all recipients gain the ability to speak a new language. This language sounds like random, babbling syllables to anyone not under the influence of the spell, but the targets understand each other perfectly.

Anyone using *speak in code* can read and write in this new language as well. Once the spell expires, however, any coded writing suddenly appears as gibberish. If the same individuals become the targets of a codespeak spell again, cast by the same caster, they can once again read any coded writings.

Comprehend languages does not enable a caster to understand the language of another's codespeak spell, but it does reveal that the targets are speaking a magical language. *Tongues* translates codespeak normally.

Sphere of Warding

School abjuration; **Level** cleric 5, disciple 4, inquisitor 4, medium 4, occultist 4, paladin 4, psychic 5, spiritualist 4, witch 5
Casting Time 1 standard action
Components V, S, DF
Range touch
Effect 10-ft.-radius sphere emanating from point touched
Duration 1 hour/level
Saving Throw Will negates (see text); **Spell Resistance** yes

You create a luminescent sphere of orbiting energy that harms incorporeal creatures and dispossesses them of any stolen bodies. An incorporeal creature must succeed at a Will save to enter a space overlapping with the sphere; failure means the creature cannot pass through the sphere, as though it were a *wall of force*. If the incorporeal creature succeeds, it may pass through the sphere at will, though if it ends its turn within the sphere, it takes a number of points of force damage equal to 1d6 + 1 per caster level (maximum +10).

If a creature possessing another creature's body (via either *magic jar* or a similar effect) enters a sphere of warding, that creature is immediately ejected from its host body, the host's spirit returns to its body if it's able, and the possession effect immediately ends. When ejected, the body enters the sphere, while the possessing creature takes the appropriate amount of force damage (no save) and is shunted to the exterior of the sphere.

Stalwart Resolve

School enchantment (compulsion) [mind-affecting]; **Level** alchemist 2, bloodrager 1, cleric 2, disciple 1, fortune-teller 2, inquisitor 1, magus 2, medium 1, mesmerist 1, occultist 1, paladin 1, psychic 1, spiritualist 1, witch 2
Casting Time 1 standard action
Components V, S, DF
Range touch
Target creature touched
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Stalwart resolve was originally created to temporarily aid those suffering from certain afflictions. The recipient of *stalwart resolve* ignores the effects of ability damage and penalties to a single ability score of your choice, except that damage equal to or greater than the ability score still causes unconsciousness or death. This applies whether or not the ability damage or penalty happened before or during the spell's duration, and whether or not multiple sources are involved. This spell has no effect on ability drain.

Transmute Wine to Blood

School transmutation; **Level** alchemist 2, cleric 2, disciple 2, medium 2, occultist 2, sorcerer/wizard 2, spiritualist 2, witch 2
Casting Time 1 standard action
Components V, S, M (drop of animal blood)
Range touch
Target bottle of wine worth at least 10 gp
Duration instantaneous

Saving Throw Fortitude negates (object); **Spell Resistance** yes (object)

You transform one bottle of fine wine into 1 pint of animal blood, sufficient for a creature with the blood drain ability to feed upon as if it came from a Medium animal with 1 Hit Die. If you are using any kind of hunger rules, this blood satiates a creature's hunger, negating any withdrawal effects, but does not grant the creature a feeding bonus. The blood coagulates and spoils at the normal rate.

Transplant Visage

School transmutation [evil]**; Level** alchemist 5, antipaladin 4, cleric 4, disciple 4, inquisitor 4, occultist 4, shaman 4, sorcerer/wizard 5, witch 5

Casting Time 1 round

Components V, S, M (one corpse)

Range personal

Target you

Duration permanent

This spell allows you to add a creature's stolen face to or remove such a face that you've already applied from your own. Before casting this spell, you must remove the face and eyes of a creature that has been dead no longer than 1 minute per caster level and place it over your own. Once you cast *transplant visage*, the creature's stolen skin magically melds with your own, making the expressions and eye color on your new face seem perfectly natural. Your new appearance grants you a +10 bonus on Disguise checks. Because the alteration made by *transplant visage* is permanent, there is no residual magical aura, and your new appearance is not recognized by detect spells. *Transplant visage* may be cast innumerable times, allowing a single caster to wear layers upon layers of stolen faces. However, only the topmost face is visible at any one time.

Traveling Dream

School divination (scrying)**; Level** cleric 4, disciple 3, druid 4, fortune-teller 3, medium 3, occultist 3, psychic 4, shaman 4, sorcerer/wizard 4, spiritualist 4, witch 4

Casting Time 10 minutes

Components V, DF

Range unlimited

Effect magical sensor

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

This spell functions like *arcane eye*, except as noted above and here. Upon casting this spell, you fall asleep for its duration, creating an invisible magic sensor (called a dreamscryer) that is the exact size and shape of your body, is recognizable as you, and cannot pass through spaces that your body cannot enter, and in addition to the normal speeds of movement can soar through open spaces at a speed of 100 feet per round (1,000 feet per minute). Unlike the invisible sensor created by *arcane eye*, children of any race (no older than the human equivalent of 10) and animals can see your dreamscryer. Sleeping creatures can sense its presence and might incorporate your image into their dreams. Force effects and abjuration spells that ward out creatures (such as *magic circle against evil*) are effective barriers against a dreamscryer (regardless of your creature type, alignment, or other specifics). If you dismiss the spell or the dreamscryer is dispelled or destroyed, you awaken.

Twisted Futures

School divination**; Level** bard 1, cleric 2, disciple 1, druid 1, fortune-teller 1, medium 1, occultist 1, psychic 2, shaman 1, sorcerer/wizard 2, spiritualist 1, witch 1

Casting Time 1 standard action

Components V, S, M (a small die with the faces scratched off)

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

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

By rearranging the threads of fate, you disrupt fortunate outcomes for other creatures. A creature affected by this spell is unable to benefit from effects that grant the ability to roll multiple times and take the higher result (like the swashbuckler's charmed life ability) or to choose the die result in lieu of rolling (like the wizard's prescience **school** power or the cyclops's flash of insight ability). This doesn't affect abilities that force a creature to take the lower of two rolls, such as *ill omen* or an unluck

arua, and a cyclops can't use its flash of insight ability to save against this spell.

Unbreakable Heart

School enchantment (compulsion) [mind-affecting]**;** **Level** bard 1, bloodrager 1, cleric 1, disciple 1, fortune-teller 1, medium 1, mesmerist 1, occultist 1, paladin 1, psychic 1, ranger 1, shaman 1, spiritualist 1, witch 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The target creature gains a +4 morale bonus on saving throws against mind-affecting effects that rely on negative emotions (such as *crushing despair*, *rage*, or fear effects) or that would force him to harm an ally (such as *confusion*). If the target is already under such an effect when receiving this spell, that effect is suppressed for the duration of this spell. It does not affect mind-affecting effects based on positive emotions (such as *good hope* or the inspire courage bard ability). A creature can still be charmed or otherwise magically controlled while under this spell's effects, but if such a creature ever receives a new saving throw against that effect as a result of being ordered to attempt to harm or otherwise oppose a true ally, he can roll that saving throw twice and take the better result as his actual roll. *Calm emotions* counters and *dispels unbreakable* heart.

Undeath Ward

School abjuration**; Level** cleric 5, disciple 4, inquisitor 4, medium 4, occultist 5, psychic 6, sorcerer/wizard 6, spiritualist 5, witch 6

Casting Time 1 standard action

Components V, S, M/DF (powdered silver)

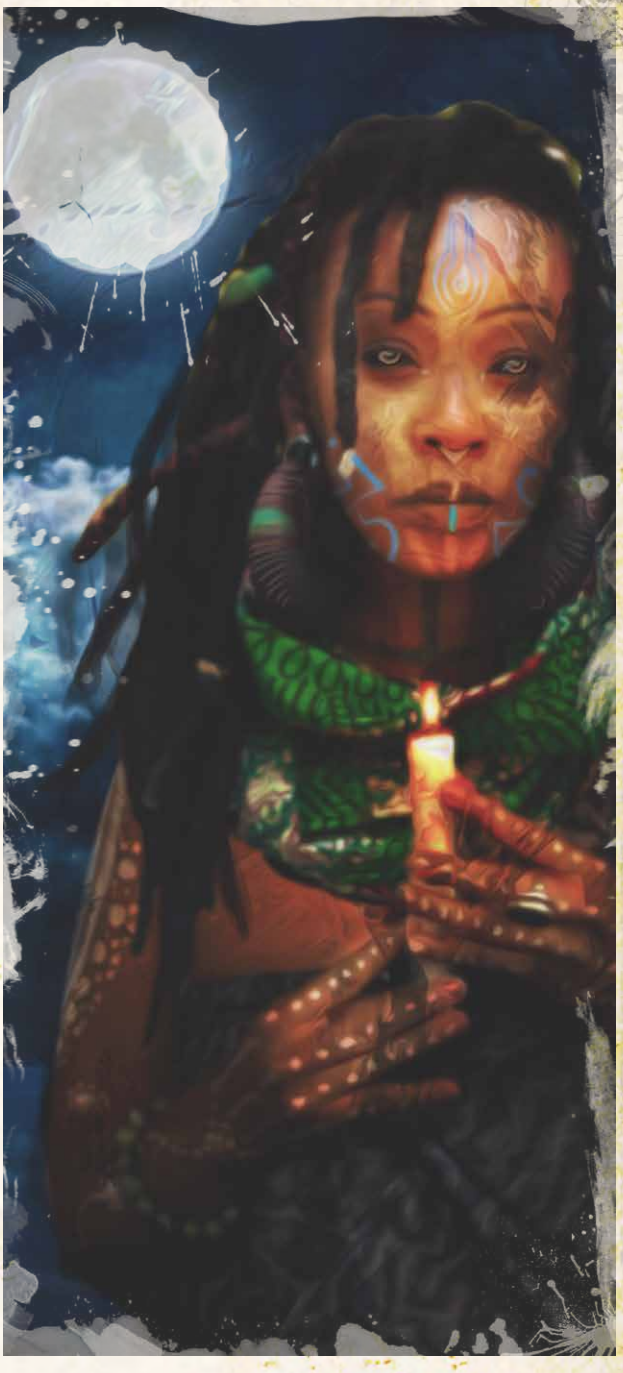
Range 10 ft.

Area 10-ft.-radius emanation, centered on you

Duration 1 minute/level (D)

Saving Throw none or Will negates (see text); **Spell Resistance** yes

You create a pale silver barrier that repels



undead. Mindless undead and intelligent undead with fewer Hit Dice than your caster level cannot enter the area or penetrate the barrier. Undead of Hit Dice equal to or greater than your caster level can pass through this barrier by making a successful Will save against the spell, but as they do so, they take 3d6 points of damage. Once an undead creature makes its save against this spell

and takes this damage, it can come and go without further penalty. This spell may only be used defensively, not aggressively. Forcing an *undeath ward* against creatures that the spell keeps at bay collapses the barrier.

Vampiric Hunger

School necromancy (polymorph) [evil]; **Level** alchemist 3, antipaladin 3, cleric 3, disciple 3, druid 3, occultist 3, shaman 3, sorcerer/wizard 3, witch 3

Casting Time 1 round

Components V, S

Range touch

Target one creature

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

The target of this spell grows the fangs of a vampire, as well as a thirst for blood. For the duration of this spell, the target gains the ability to drain an opponent's blood during a grapple; if the target establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. Each round it drains blood in this way, the target heals 5 hit points or gains 5 temporary hit points for the duration of the spell (up to a maximum number of temporary hit points equal to its full normal hit points). If the target does not drain blood in this way while under the effects of this spell, it becomes exhausted at the end of the spell's duration.

Weapons Against Evil

School transmutation; **Level** cleric 1, disciple 1, inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, DF

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

Targets one weapon/level, no two of which can be more than 20 ft. apart

Duration 1 round/level

Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

Each weapon this spell affects each shines with pale light that dimly illuminates a 5-foot square. These weapons also ignore the DR of evil creatures that have DR 5 or lower, as long as the damage reduction is not DR/epic.

Weapons Against Evil, Improved

School transmutation; **Level** cleric 3, disciple 3, inquisitor 3, paladin 3

Casting Time 1 standard action

Components V, DF

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

Targets one weapon/level, no two of which can be more than 20 ft. apart

Duration 1 minute/level

Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions like *weapons against evil,* except it brightly illuminates a 5-foot square and dimly illuminates a 10-foot radius, and ignores the DR of evil creatures that have DR 10 or lower, as long as the damage reduction is not DR/epic.

Weapons Against Evil, Greater

School transmutation**; Level** cleric 5, disciple 5, inquisitor 4, paladin 4

Casting Time 1 standard action

Components V, DF

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

Targets one weapon/level, no two of which can be more than 20 ft. apart

Duration 10 minutes/level

Saving Throw Fortitude negates (harmless, object); **Spell Resistance** yes (harmless, object)

This spell functions like *improved weapons against evil,* except it shines light as a torch, and ignores the DR of evil creatures that have DR 15 or lower, as long as the damage reduction is not DR/epic.

Wracking Ray

School necromancy [evil, pain]**; Level** fortune-teller 5, magus 5, occultist 5, psychic 5, sorcerer/wizard 5, spiritualist 5, witch 5

Casting Time 1 standard action

Components V, M (an old bone, broken in the casting)

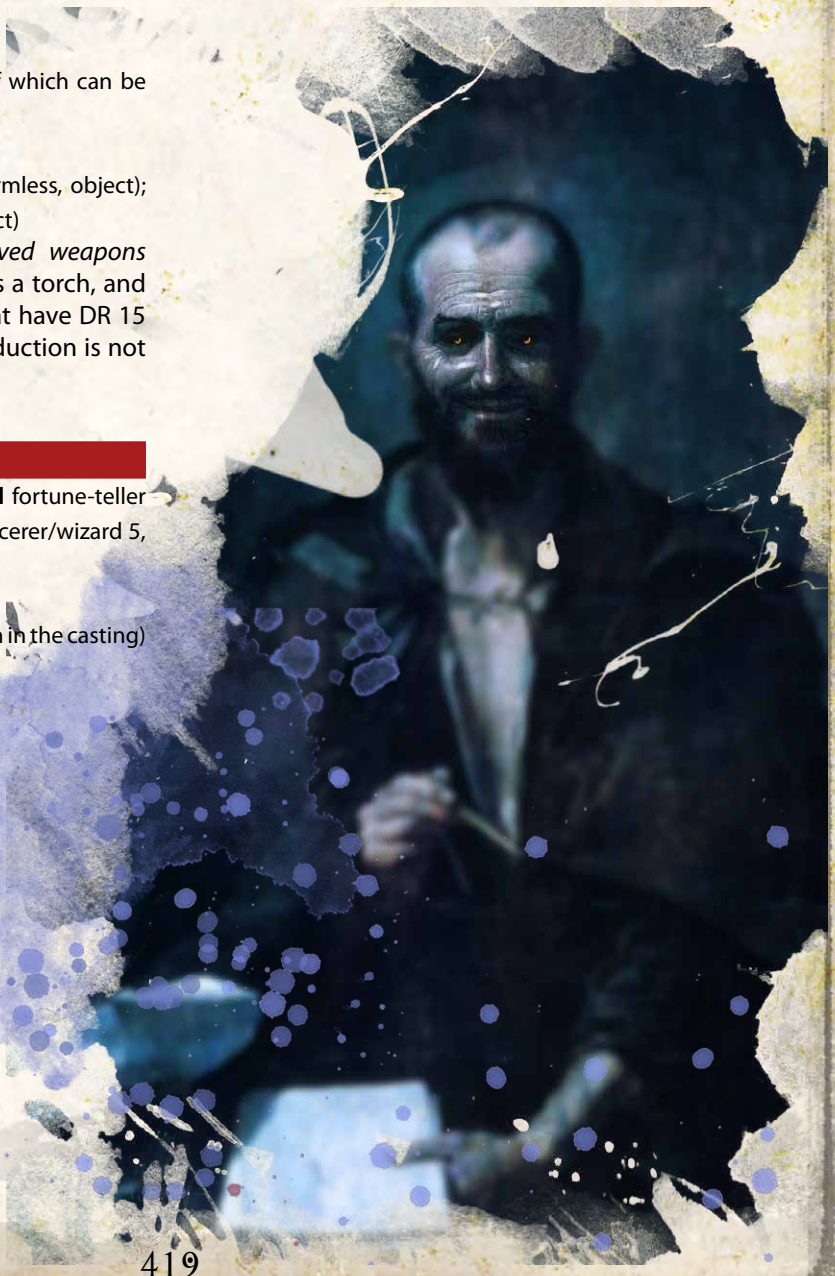
Range medium (100 ft. + 10 ft./level)

Effect ray

Duration instantaneous

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

A ray of sickly greenish-gray negative energy issues forth from the palm of your hand. Make a ranged touch attack against the target. A creature hit by this spell is wracked by painful spasms as its muscles and sinews wither and twist. The subject takes 1d4 points of Dexterity and Strength damage per 3 caster levels you possess (maximum 5d4 each). This spell cannot reduce an ability score below 1. A successful Fortitude save halves the damage.



Spell Lists

Alchemist Spells

1st-Level Alchemist Spells

Face of the Devourer: Target gains a twisted visage and bite attack.

Scrivener's Chant: Copy non-magical writing.

2nd-Level Alchemist Spells

Bloody Tears and Jagged Smile: You cry tears of blood, gain a bite attack.

Book Ward: Protect a book from fire and acid.

Carrion Compass: Locate creator of undead with an organ.

Empower Holy Water: Make holy water even more effective.

Fleshcurdle: Target's flesh warps, penalizing attacks, defense, or movement.

Ghoul Hunger: Awaken an unnatural hunger in the target.

Hidden Knowledge: Convert knowledge into a tattoo on your body.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Transmute Wine to Blood: Transform wine into blood.

3rd-Level Alchemist Spells

Film of Filth: Target exudes a layer of putrescent slime.

Monstrous Extremities: Twist target limb.

Vampiric Hunger: Target gains a vampire's fangs and hunger for blood.

4th-Level Alchemist Spells

Daywalker: Target undead takes on a lifelike guise.

Explosion of Rot: Cause instant decay in an area.

5th-Level Alchemist Spells

Transplant Visage: Literally steal a creature's face you have cut off.

6th-Level Alchemist Spells

Corporeal Incarnation: Wear a corpse as a disguise.

Flesh to Ooze: Turn flesh into an ooze.

Antipaladin Spells

1st-Level Antipaladin Spells

Face of the Devourer: Target gains a twisted visage and bite attack.

2nd-Level Antipaladin Spells

Ghoul Hunger: Awaken an unnatural hunger in the target

Shared Suffering: infuse a dagger with necromantic energy and injure self to harm others.

3rd-Level Antipaladin Spells

Vampiric Hunger: Target gains a vampire's fangs and hunger for blood.

4th-Level Antipaladin Spells

Daywalker: Target undead takes on a lifelike guise.

Ghoul Army: Summon 1d4+1 ghouls with a ghast.

Transplant Visage: Literally steal a creature's face you have cut off.

Bard Spells

1st-Level Bard Spells

Reading the Leaves: Perform divination with tea leaves.

Scrivener's Chant: Copy non-magical writing.

Secret Speech: Send secret messages embedded within normal speech.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

2nd-Level Bard Spells

Book Ward: Protect a book from fire and acid.

Empower Holy Water: Make holy water even more effective.

Impede Speech: Curse interferes with the target's ability to speak.

Peasant Armaments: Turn common tools into deadly weapons.

Reading the Bones: Perform divination with bones.

Revelation: Gain insight into the workings of a puzzle, device, or trap.

Speak in Code: You and allies gain ability to speak a new, gibberish language.

3rd-Level Bard Spells

Accept Affliction: Take on a target's affliction to yourself.

Domination Link: Read thoughts of dominating creature of target.

Reading the Cards: Perform divination with cards.

Sequester Thoughts: Erase a creature's memory.

4th-Level Bard Spells

Reading the Palm: Perform divination with palms.

5th-Level Bard Spells

Reading the Cards, Improved: Perform better divination with cards.

6th-Level Bard Spells

Reading the Entrails: Perform divination with living sacrifice.

Bloodrager Spells

1st-Level Bloodrager Spells

Face of the Devourer: Target gains a twisted visage and bite attack.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

2nd-Level Bloodrager Spells

Bloody Tears and Jagged Smile: You cry tears of blood, gain a bite attack.

Monstrous Extremities: Twist target limb.

Reading the Bones: Perform divination with bones.

4th-Level Bloodrager Spells

Reading the Entrails: Perform divination with living sacrifice.

Cleric/Oracle Spells

0th-Level Cleric/Oracle Spells

Scrivener's Chant: Copy non-magical writing.

1st-Level Cleric/Oracle Spells

Carrion Compass: Locate creator of undead with an organ.

Embrace Destiny: Roll a d20, use that result later for a roll.

Empower Holy Water: Make holy water even more effective.

Face of the Devourer: Target gains a twisted visage and bite attack.

Peasant Armaments: Turn common tools into deadly weapons.

Reading the Leaves: Perform divination with tea leaves.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

Weapons Against Evil: Weapons ignore DC 5 or lower of evil creatures.

2nd-Level Cleric/Oracle Spells

Bloody Tears and Jagged Smile: You cry tears of blood, gain a bite attack.

Blood of the Martyr: Target bleeds healing blood.

Book Ward: Protect a book from fire and acid.

Curse Item: Curse touched items.

Ghoul Hunger: Awaken an unnatural hunger in the target

Hidden Knowledge: Convert knowledge into a tattoo on your body.

Martyr's Bargain: Delay damage to fight on.

Reading the Bones: Perform divination with bones.

Secret Speech: Send secret messages embedded within normal speech.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Transmute Wine to Blood: Transform wine into blood.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

3rd-Level Cleric/Oracle Spells

Accept Affliction: Take on a target's affliction to yourself.

Life Shield: Personal positive energy field damages undead.

Martyr's Last Blessing: Explode with healing energy upon your death.

Monstrous Extremities: Twist target limb.

Reading the Cards: Perform divination with cards.

Revelation: Gain insight into the workings of a puzzle, device, or trap.

Vampiric Hunger: Target gains a vampire's fangs and hunger for blood.

Weapons Against Evil, Improved: Weapons ignore DC 10 or lower of evil creatures.

4th-Level Cleric/Oracle Spells

Burst with Light: Target bursts with damaging light.

Curse of Unexpected Death: Instantly slay a cursed target.

Film of Filth: Target exudes a layer of putrescent slime.

Reading the Palm: Perform divination with palms.

Transplant Visage: Literally steal a creature's face you have cut off.

Traveling Dream: Send a dreamscryer similar to *arcane eye*.

5th-Level Cleric/Oracle Spells

Daywalker: Target undead takes on a lifelike guise.

Ghoul Army: Summon 1d4+1 ghouls with a ghast.

Reading the Cards, Improved: Perform better divination with cards.

Sequester Thoughts: Erase a creature's memory.

Smite Abomination: Emulate a paladin's smite power undead and aberrations.

Sphere of Warding: Luminescent sphere of orbiting energy harms incorporeal creatures.

Undeath Ward: Pale silver barrier repels undead.

Weapons Against Evil, Greater: Weapons ignore DC 15 or lower of evil creatures.

6th-Level Cleric/Oracle Spells

Reading the Entrails: Perform divination with living sacrifice.

7th-Level Cleric/Oracle Spells

Hungry Darkness: *Deeper darkness* with unseen fangs of force.

Maddening Oubliette: Trap target in prison demiplane full of horrors.

Reading the Cards, Greater: Perform even better divination with cards.

8th-Level Cleric/Oracle Spells

Crown of Glory: Enthrall those around you.

Reading the Stars: Perform divination with star charts.

9th-Level Cleric/Oracle Spells

Reading the Deck: Create temporary *deck of many things*.

Disciple Spells

0th-Level Disciple Spells

Scrivener's Chant: Copy non-magical writing.

1st-Level Disciple Spells

Carrion Compass: Locate creator of undead with an organ.

Embrace Destiny: Roll a d20, use that result later for a roll.

Empower Holy Water: Make holy water even more effective.

Face of the Devourer: Target gains a twisted visage and bite attack.

Peasant Armaments: Turn common tools into deadly weapons.

Reading the Leaves: Perform divination with tea leaves.

Secret Speech: Send secret messages embedded within normal speech.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

Weapons Against Evil: Weapons ignore DC 5 or lower of evil creatures.

2nd-Level Disciple Spells

Bloody Tears and Jagged Smile: You cry tears of blood, gain a bite attack.

Blood of the Martyr: Target bleeds healing blood.

Book Ward: Protect a book from fire and acid.

Curse Item: Curse touched items.

Ghoul Hunger: Awaken an unnatural hunger in the target

Hidden Knowledge: Convert knowledge into a tattoo on your body.

Life Shield: Personal positive energy field damages undead.

Martyr's Bargain: Delay damage to fight on.

Reading the Bones: Perform divination with bones.

Revelation: Gain insight into the workings of a puzzle, device, or trap.

Righteous Blood: Harm evil creatures with holy infused blood.

Transmute Wine to Blood: Transform wine into blood.

3rd-Level Disciple Spells

Accept Affliction: Take on a target's affliction to yourself.

Film of Filth: Target exudes a layer of putrescent slime.

Martyr's Last Blessing: Explode with healing energy upon your death.

Reading the Cards: Perform divination with cards.

Traveling Dream: Send a dreamscryer similar to *arcane eye*.

Vampiric Hunger: Target gains a vampire's fangs and hunger for blood.

Weapons Against Evil, Improved: Weapons ignore DC 10 or lower of evil creatures.

4th-Level Disciple Spells

Burst with Light: Target bursts with damaging light.

Curse of Unexpected Death: Instantly slay a cursed target.

Daywalker: Target undead takes on a lifelike guise.

Reading the Palm: Perform divination with palms.

Smite Abomination: Emulate a paladin's smite power undead and aberrations.

Sphere of Warding: Luminescent sphere of orbiting energy harms incorporeal creatures.

Transplant Visage: Literally steal a creature's face you have cut off.

Undeath Ward: Pale silver barrier repels undead.

5th-Level Disciple Spells

Reading the Cards, Improved: Perform better divination with cards.

Sequester Thoughts: Erase a creature's memory.

Weapons Against Evil, Greater: Weapons ignore DC 15 or lower of evil creatures.

6th-Level Disciple Spells

Crown of Glory: Enthrall those around you.

Hungry Darkness: *Deeper darkness* with unseen fangs of force.

Maddening Oubliette: Trap target in prison demiplane full of horrors.

Reading the Entrails: Perform divination with living sacrifice.

Druid Spells

1st-Level Druid Spells

Face of the Devourer: Target gains a twisted visage and bite attack.

Reading the Leaves: Perform divination with tea leaves.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

2nd-Level Druid Spells

Defoliate: Destroy plant life.

Reading the Bones: Perform divination with bones.

3rd-Level Druid Spells

Accept Affliction: Take on a target's affliction to yourself.

Life Shield: Personal positive energy field damages undead.

Vampiric Hunger: Target gains a vampire's fangs and hunger for blood.

4th-Level Druid Spells

Explosion of Rot: Cause instant decay in an area.

Traveling Dream: Send a dreamscryer similar to *arcane eye.*

6th-Level Druid Spells

Reading the Entrails: Perform divination with living sacrifice.

8th-Level Druid Spells

Reading the Stars: Perform divination with star charts.

Fortune-teller Spells

0th-Level Fortune-teller Spells

Scrivener's Chant: Copy non-magical writing.

1st-Level Fortune-teller Spells

Carrion Compass: Locate creator of undead with an organ.

Embrace Destiny: Roll a d20, use that result later for a roll.

Reading the Leaves: Perform divination with tea leaves.

Secret Speech: Send secret messages embedded within normal speech.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

2nd-Level Fortune-teller Spells

Reading the Bones: Perform divination with bones.

Revelation: Gain insight into the workings of a puzzle, device, or trap.

Speak in Code: You and allies gain ability to speak a new, gibberish language.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

3rd-Level Fortune-teller Spells

Domination Link: Read thoughts of dominating creature of target.

Reading the Cards: Perform divination with cards.

Traveling Dream: Send a dreamscryer similar to *arcane eye.*

4th-Level Fortune-teller Spells

Reading the Palm: Perform divination with palms.

5th-Level Fortune-teller Spells

Possession Trap: Protection from possession with a trapping gem.

Reading the Cards, Improved: Perform better divination with cards.

Sequester Thoughts: Erase a creature's memory.

Wracking Ray: Ray attack deals 1d4 Str and Dex damage per 3 caster levels.

6th-Level Fortune-teller Spells

Reading the Entrails: Perform divination with living sacrifice.

7th-Level Fortune-teller Spells

Reading the Cards, Greater: Perform even better divination with cards.

8th-Level Fortune-teller Spells

Reading the Stars: Perform divination with star charts.

9th-Level Fortune-teller Spells

Reading the Deck: Create temporary *deck of many things*.

Inquisitor Spells

1st-Level Inquisitor Spells

Peasant Armaments: Turn common tools into deadly weapons.

Scrivener's Chant: Copy non-magical writing.

Secret Speech: Send secret messages embedded within normal speech.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Weapons Against Evil: Weapons ignore DC 5 or lower of evil creatures.

2nd-Level Inquisitor Spells

Blood of the Martyr: Target bleeds healing blood.

Righteous Blood: Harm evil creatures with holy infused blood.

Shared Suffering: infuse a dagger with necromantic energy and injure self to harm others.

3rd-Level Inquisitor Spells

Domination Link: Read thoughts of dominating creature of target.

Weapons Against Evil, Improved: Weapons ignore DC 10 or lower of evil creatures.

4th-Level Inquisitor Spells

Smite Abomination: Emulate a paladin's smite power undead and aberrations.

Sphere of Warding: Luminescent sphere of orbiting energy harms incorporeal creatures.

Transplant Visage: Literally steal a creature's face you have cut off.

Undeath Ward: Pale silver barrier repels undead.

Weapons Against Evil, Greater: Weapons ignore DC 15 or lower of evil creatures.

Magus Spells

1st-Level Magus Spells

Scrivener's Chant: Copy non-magical writing.

Secret Speech: Send secret messages embedded within normal speech.

2nd-Level Magus Spells

Book Ward: Protect a book from fire and acid.

Embrace Destiny: Roll a d20, use that result later for a roll.

Speak in Code: You and allies gain ability to speak a new, gibberish language.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

3rd-Level Magus Spells

Monstrous Extremities: Twist target limb.

5th-Level Magus Spells

Wracking Ray: Ray attack deals 1d4 Str and Dex damage per 3 caster levels.

Medium Spells

1st-Level Medium Spells

Face of the Devourer: Target gains a twisted visage and bite attack.

Reading the Leaves: Perform divination with tea leaves.

Secret Speech: Send secret messages embedded within normal speech.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

2nd-Level Medium Spells

Blood of the Martyr: Target bleeds healing blood.

Book Ward: Protect a book from fire and acid.

Curse Item: Curse touched items.

Empower Holy Water: Make holy water even more effective.

Ghoul Hunger: Awaken an unnatural hunger in the target

Hidden Knowledge: Convert knowledge into a tattoo on your body.

Reading the Bones: Perform divination with bones.

Revelation: Gain insight into the workings of a puzzle, device, or trap.

Speak in Code: You and allies gain ability to speak a new, gibberish language.

Transmute Wine to Blood: Transform wine into blood.

3rd-Level Medium Spells

Accept Affliction: Take on a target's affliction to yourself.

Life Shield: Personal positive energy field damages undead.

Reading the Cards: Perform divination with cards.

Sequester Thoughts: Erase a creature's memory.

Traveling Dream: Send a dreamscryer similar to *arcane eye*.

4th-Level Medium Spells

Daywalker: Target undead takes on a lifelike guise.

Ghoul Army: Summon 1d4+1 ghouls with a ghast.

Possession Trap: Protection from possession with a trapping gem.

Reading the Palm: Perform divination with palms.

Sphere of Warding: Luminescent sphere of orbiting energy harms incorporeal creatures.

Undeath Ward: Pale silver barrier repels undead.

Mesmerist Spells

1st-Level Mesmerist Spells

Secret Speech: Send secret messages embedded within normal speech.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

2nd-Level Mesmerist Spells

Ghoul Hunger: Awaken an unnatural hunger in the target

Hidden Knowledge: Convert knowledge into a tattoo on your body.

Impede Speech: Curse interferes with the target's ability to speak.

Speak in Code: You and allies gain ability to speak a new, gibberish language.

3rd-Level Mesmerist Spells

Domination Link: Read thoughts of dominating creature of target.

Sequester Thoughts: Erase a creature's memory.

4th-Level Mesmerist Spells

Reading the Palm: Perform divination with palms.

6th-Level Mesmerist Spells

Crown of Glory: Enthrall those around you.

Occultist Spells

0th-Level Occultist Spells

Scrivener's Chant: Copy non-magical writing.

1st-Level Occultist Spells

Carrion Compass: Locate creator of undead with an organ.

Reading the Leaves: Perform divination with tea leaves.

Secret Speech: Send secret messages embedded within normal speech.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

2nd-Level Occultist Spells

Bloody Tears and Jagged Smile: You cry tears of blood, gain a bite attack.

Blood of the Martyr: Target bleeds healing blood.

Book Ward: Protect a book from fire and acid.

Curse Item: Curse touched items.

Embrace Destiny: Roll a d20, use that result later for a roll.

Fleshcurdle: Target's flesh warps, penalizing attacks, defense, or movement.

Ghoul Hunger: Awaken an unnatural hunger in the target

Hidden Knowledge: Convert knowledge into a tattoo on your body.

Lipstitch: Sew targets mouth shut.

Reading the Bones: Perform divination with bones.

Revelation: Gain insight into the workings of a puzzle, device, or trap.

Shared Suffering: infuse a dagger with necromantic energy and injure self to harm others.

Speak in Code: You and allies gain ability to speak a new, gibberish language.

Transmute Wine to Blood: Transform wine into blood.

3rd-Level Occultist Spells

Domination Link: Read thoughts of dominating creature of target.

Monstrous Extremities: Twist target limb.

Reading the Cards: Perform divination with cards.

Sequester Thoughts: Erase a creature's memory.

Traveling Dream: Send a dreamscryer similar to *arcane eye*.

Vampiric Hunger: Target gains a vampire's fangs and hunger for blood.

4th-Level Occultist Spells

Explosion of Rot: Cause instant decay in an area.

Reading the Palm: Perform divination with palms.

Sphere of Warding: Luminescent sphere of orbiting energy harms incorporeal creatures.

Transplant Visage: Literally steal a creature's face you have cut off.

5th-Level Occultist Spells

Curse of Unexpected Death: Instantly slay a cursed target.

Ghoul Army: Summon 1d4+1 ghouls with a ghast.

Possession Trap: Protection from possession with a trapping gem.

Reading the Cards, Improved: Perform better divination with cards.

Undeath Ward: Pale silver barrier repels undead.

Wracking Ray: Ray attack deals 1d4 Str and Dex damage per 3 caster levels.

6th-Level Occultist Spells

Flesh to Ooze: Turn flesh into an ooze.

Reading the Entrails: Perform divination with living sacrifice.

Paladin Spells

1st-Level Paladin Spells

Empower Holy Water: Make holy water even more effective.

Martyr's Bargain: Delay damage to fight on.

Peasant Armaments: Turn common tools into deadly weapons.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

Weapons Against Evil: Weapons ignore DC 5 or lower of evil creatures.

2nd-Level Paladin Spells

Blood of the Martyr: Target bleeds healing blood.

Life Shield: Personal positive energy field damages undead.

Martyr's Last Blessing: Explode with healing energy upon your death.

Righteous Blood: Harm evil creatures with holy infused blood.

3rd-Level Paladin Spells

Accept Affliction: Take on a target's affliction to yourself.

Weapons Against Evil, Improved: Weapons ignore DC 10 or lower of evil creatures.

4th-Level Paladin Spells

Burst with Light: Target bursts with damaging light.

Sphere of Warding: Luminescent sphere of orbiting energy harms incorporeal creatures.

Weapons Against Evil, Greater: Weapons ignore DC 15 or lower of evil creatures.

Psychic Spells

0th-Level Psychic Spells

Scrivener's Chant: Copy non-magical writing.

1st-Level Psychic Spells

Reading the Leaves: Perform divination with tea leaves.

Secret Speech: Send secret messages embedded within normal speech.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

2nd-Level Psychic Spells

Book Ward: Protect a book from fire and acid.

Curse Item: Curse touched items.

Ghoul Hunger: Awaken an unnatural hunger in the target

Hidden Knowledge: Convert knowledge into a tattoo on your body.

Reading the Bones: Perform divination with bones.

Revelation: Gain insight into the workings of a puzzle, device, or trap.

Speak in Code: You and allies gain ability to speak a new, gibberish language.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

3rd-Level Psychic Spells

Domination Link: Read thoughts of dominating creature of target.

Reading the Cards: Perform divination with cards.

Sequester Thoughts: Erase a creature's memory.

4th-Level Psychic Spells

Reading the Palm: Perform divination with palms.

Traveling Dream: Send a dreamscryer similar to *arcane eye.*

5th-Level Psychic Spells

Possession Trap: Protection from possession with a trapping gem.

Reading the Cards, Improved: Perform better divination with cards.

Sphere of Warding: Luminescent sphere of orbiting energy harms incorporeal creatures.

Wracking Ray: Ray attack deals 1d4 Str and Dex damage per 3 caster levels.

6th-Level Psychic Spells

Reading the Entrails: Perform divination with living sacrifice.

Undeath Ward: Pale silver barrier repels undead.

7th-Level Psychic Spells

Hungry Darkness: *Deeper darkness* with unseen fangs of force.

Maddening Oubliette: Trap target in prison demiplane full of horrors.

8th-Level Psychic Spells

Reading the Stars: Perform divination with star charts.

9th-Level Psychic Spells

Reading the Deck: Create temporary *deck of many things*.

Ranger Spells

1st-Level Ranger Spells

Carrion Compass: Locate creator of undead with an organ.

Defoliate: Destroy plant life.

Peasant Armaments: Turn common tools into deadly weapons.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

3rd-Level Ranger Spells

Film of Filth: Target exudes a layer of putrescent slime.

Shaman Spells

0th-Level Shaman Spells

Scrivener's Chant: Copy non-magical writing.

1st-Level Shaman Spells

Reading the Leaves: Perform divination with tea leaves.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

2nd-Level Shaman Spells

Reading the Bones: Perform divination with bones.

Secret Speech: Send secret messages embedded within normal speech.

3rd-Level Shaman Spells

Accept Affliction: Take on a target's affliction to yourself.

Life Shield: Personal positive energy field damages undead.

Vampiric Hunger: Target gains a vampire's fangs and hunger for blood.

4th-Level Shaman Spells

Film of Filth: Target exudes a layer of putrescent slime.

Reading the Palm: Perform divination with palms.

Transplant Visage: Literally steal a creature's face you have cut off.

Traveling Dream: Send a dreamscryer similar to *arcane eye*.

5th-Level Shaman Spells

Curse of Unexpected Death: Instantly slay a cursed target.

Ghoul Army: Summon 1d4+1 ghouls with a ghast.

Sequester Thoughts: Erase a creature's memory.

6th-Level Shaman Spells

Reading the Entrails: Perform divination with living sacrifice.

8th-Level Shaman Spells

Reading the Stars: Perform divination with star charts.

Sorcerer/Wizard Spells

0th-Level Sorcerer/Wizard Spells

Scrivener's Chant: Copy non-magical writing.

1st-Level Sorcerer/Wizard Spells

Face of the Devourer: Target gains a twisted visage and bite attack.

Peasant Armaments: Turn common tools into deadly weapons.

Reading the Leaves: Perform divination with tea leaves.

2nd-Level Sorcerer/Wizard Spells

Bloody Tears and Jagged Smile: You cry tears of blood, gain a bite attack.

Book Ward: Protect a book from fire and acid.

Carrion Compass: Locate creator of undead with an organ.

Defoliate: Destroy plant life.

Embrace Destiny: Roll a d20, use that result later for a roll.

Fleshcurdle: Target's flesh warps, penalizing attacks, defense, or movement.

Ghoul Hunger: Awaken an unnatural hunger in the target

Hidden Knowledge: Convert knowledge into a tattoo on your body.

Lipstitch: Sew targets mouth shut.

Reading the Bones: Perform divination with bones.

Secret Speech: Send secret messages embedded within normal speech.

Shared Suffering: infuse a dagger with necromantic energy and injure self to harm others.

Speak in Code: You and allies gain ability to speak a new, gibberish language.

Transmute Wine to Blood: Transform wine into blood.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

3rd-Level Sorcerer/Wizard Spells

Domination Link: Read thoughts of dominating creature of target.

Impede Speech: Curse interferes with the target's ability to speak.

Monstrous Extremities: Twist target limb.

Reading the Cards: Perform divination with cards.

Revelation: Gain insight into the workings of a puzzle, device, or trap.

Vampiric Hunger: Target gains a vampire's fangs and hunger for blood.

4th-Level Sorcerer/Wizard Spells

Film of Filth: Target exudes a layer of putrescent slime.

Reading the Palm: Perform divination with palms.

Traveling Dream: Send a dreamscryer similar to *arcane eye*.

5th-Level Sorcerer/Wizard Spells

Daywalker: Target undead takes on a lifelike guise.

Ghoul Army: Summon 1d4+1 ghouls with a ghast.

Possession Trap: Protection from possession with a trapping gem.

Reading the Cards, Improved: Perform better divination with cards.

Sequester Thoughts: Erase a creature's memory.

Transplant Visage: Literally steal a creature's face you have cut off.

Wracking Ray: Ray attack deals 1d4 Str and Dex damage per 3 caster levels.

6th-Level Sorcerer/Wizard Spells

Flesh to Ooze: Turn flesh into an ooze.

Reading the Entrails: Perform divination with living sacrifice.

Undeath Ward: Pale silver barrier repels undead.

7th-Level Sorcerer/Wizard Spells

Corporeal Incarnation: Wear a corpse as a disguise.

Hungry Darkness: *Deeper darkness* with unseen fangs of force.

Maddening Oubliette: Trap target in prison demiplane full of horrors.

Reading the Cards, Greater: Perform even better divination with cards.

8th-Level Sorcerer/Wizard Spells

Reading the Stars: Perform divination with star charts.

9th-Level Sorcerer/Wizard Spells

Reading the Deck: Create temporary *deck of many things*.

Spiritualist Spells

0th-Level Spiritualist Spells

Scrivener's Chant: Copy non-magical writing.

1st-Level Spiritualist Spells

Carrion Compass: Locate creator of undead with an organ.

Face of the Devourer: Target gains a twisted visage and bite attack.

Reading the Leaves: Perform divination with tea leaves.

Secret Speech: Send secret messages embedded within normal speech.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

2nd-Level Spiritualist Spells

Bloody Tears and Jagged Smile: You cry tears of blood, gain a bite attack.

Blood of the Martyr: Target bleeds healing blood.

Book Ward: Protect a book from fire and acid.

Curse Item: Curse touched items.

Empower Holy Water: Make holy water even more effective.

Ghoul Hunger: Awaken an unnatural hunger in the target

Hidden Knowledge: Convert knowledge into a tattoo on your body.

Reading the Bones: Perform divination with bones.

Revelation: Gain insight into the workings of a puzzle, device, or trap.

Speak in Code: You and allies gain ability to speak a new, gibberish language.

Transmute Wine to Blood: Transform wine into blood.

3rd-Level Spiritualist Spells

Life Shield: Personal positive energy field damages undead.

Reading the Cards: Perform divination with cards.

Sequester Thoughts: Erase a creature's memory.

4th-Level Spiritualist Spells

Daywalker: Target undead takes on a lifelike guise.

Ghoul Army: Summon 1d4+1 ghouls with a ghast.

Reading the Palm: Perform divination with palms.

Sphere of Warding: Luminescent sphere of orbiting energy harms incorporeal creatures.

Traveling Dream: Send a dreamscryer similar to *arcane eye*.

5th-Level Spiritualist Spells

Possession Trap: Protection from possession with a trapping gem.

Reading the Cards, Improved: Perform better divination with cards.

Undeath Ward: Pale silver barrier repels undead.

Wracking Ray: Ray attack deals 1d4 Str and Dex damage per 3 caster levels.

6th-Level Spiritualist Spells

Corporeal Incarnation: Wear a corpse as a disguise.

Reading the Entrails: Perform divination with living sacrifice.

Summoner Spells

4th-Level Summoner Spells

Ghoul Army: Summon 1d4+1 ghouls with a ghast.

6th-Level Summoner Spells

Flesh to Ooze: Turn flesh into an ooze.

Witch Spells

0th-Level Witch Spells

Scrivener's Chant: Copy non-magical writing.

1st-Level Witch Spells

Carrion Compass: Locate creator of undead with an organ.

Reading the Leaves: Perform divination with tea leaves.

Twisted Futures: Prevent affected creatures from rolling multiple times and take higher roll.

Unbreakable Heart: Gain +4 morale bonus versus certain mind-affecting effects.

2nd-Level Witch Spells

Blood of the Martyr: Target bleeds healing blood.

Book Ward: Protect a book from fire and acid.

Curse Item: Curse touched items.

Defoliate: Destroy plant life.

Embrace Destiny: Roll a d20, use that result later for a roll.

Fleshcurdle: Target's flesh warps, penalizing attacks, defense, or movement.

Ghoul Hunger: Awaken an unnatural hunger in the target

Hidden Knowledge: Convert knowledge into a tattoo on your body.

Impede Speech: Curse interferes with the target's ability to speak.

Lipstitch: Sew targets mouth shut.

Reading the Bones: Perform divination with bones.

Secret Speech: Send secret messages embedded within normal speech.

Shared Suffering: infuse a dagger with necromantic energy and injure self to harm others.

Stalwart Resolve: Ignore the effects of ability damage and penalties to a single ability score.

Transmute Wine to Blood: Transform wine into blood.

3rd-Level Witch Spells

Accept Affliction: Take on a target's affliction to yourself.

Domination Link: Read thoughts of dominating creature of target.

Monstrous Extremities: Twist target limb.

Reading the Cards: Perform divination with cards.

Vampiric Hunger: Target gains a vampire's fangs and hunger for blood.

4th-Level Witch Spells

Explosion of Rot: Cause instant decay in an area.

Reading the Palm: Perform divination with palms.

Traveling Dream: Send a dreamscryer similar to *arcane eye*.

5th-Level Witch Spells

Curse of Unexpected Death: Instantly slay a cursed target.

Daywalker: Target undead takes on a lifelike guise.

Ghoul Army: Summon 1d4+1 ghouls with a ghast.

Possession Trap: Protection from possession with a trapping gem.

Reading the Cards, Improved: Perform better divination with cards.

Sequester Thoughts: Erase a creature's memory.

Sphere of Warding: Luminescent sphere of orbiting energy harms incorporeal creatures.

Transplant Visage: Literally steal a creature's face you have cut off.

Wracking Ray: Ray attack deals 1d4 Str and Dex damage per 3 caster levels.

6th-Level Witch Spells

Flesh to Ooze: Turn flesh into an ooze.

Reading the Entrails: Perform divination with living sacrifice.

Undeath Ward: Pale silver barrier repels undead.

7th-Level Witch Spells

Corporeal Incarnation: Wear a corpse as a disguise.

Hungry Darkness: *Deeper darkness* with unseen fangs of force.

Maddening Oubliette: Trap target in prison demiplane full of horrors.

Reading the Cards, Greater: Perform even better divination with cards.

8th-Level Witch Spells

Reading the Stars: Perform divination with star charts.

9th-Level Witch Spells

Reading the Deck: Create temporary *deck of many things*.

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