

Detective Carnacki's Serial Killers of Vathak

A collection of serial killer villains
for Shadows over Vathak.

Fellow Detectives & Investigators,

My name is Detective Carnacki and I am currently aiding in the investigation of strange events, macabre happenings, and other unexplained or gruesome cases in the lands of Vathak. Working closely with the vindari chief constables, I have been assigned with documenting several case files in manuscript form to be delivered to acting agents across the lands.

It is my hope that these papers and essays can aid you in the discovery and capture of those people or things that haunt and terrorize the citizens of this land.

I do not expect you to believe all of what is contained here, these are my accounts and my theories based on research and experience, my hope is that this information will at the least aid you in surviving another night.

Sincerely,
Detective Carnacki



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The Mind of a Serial Killer

The tone and mindset of the events in *Shadows Over Vathak* are painted as a dread and dire time. Nothing could be more truthful, as in the shadowed lands each and everyday seems a bleak struggle for survival. While the most obvious effects of the spreading evil manifests as the deterioration of an individual's health, these manifestations are simply an outwardly decay. Far more alarming, and of a greater concern for the safety of the common man, is the mental health and the preservation of sanity. For without sanity, the corruption of an individual's mind and actions becomes an ensured path towards evil.

With such elements of supernatural horror present in *Shadows Over Vathak*, a well placed villain which is comprised of flesh and blood can be one of the most disturbing events that player characters can face. The discovery of a once trusted ally, now unmasked as a deranged killer who dines on the flesh of the innocent, and who has skillfully hidden his indulgence for murder away from his once trusted friends can cause players to question any and all of their acquaintances from that point forward. A powerful tool when presenting mystery and suspense based scenes in a gaming session.

Anatomy of a Killer

Some tragic events can lead an individual's to the path of a serial Killer. The stress of such events becomes too much for them to bear and because of the event a fracture begins to take form leading to a mental breakdown or disconnect from society. Traditional explanations include ritual abuse, augmented chemical imbalances, brain injuries, exposure to traumatic events, and perceived societal injustices. Paired with the mind shattering horrors which assault the lands along with a tide of evil influence emerging from the waking Old Ones and their cults, *Vathak* is a land primed for the appearance of serial killers en masse. The frightening implication is that a huge population has been exposed to one or more of these events.

Serial killers often choose victims weaker than themselves. And more than likely, all of their victims fit a certain pattern which has significant meaning to the killer himself. Most often, serial killers blend in and through years of practice, have learned how to camouflage themselves. They lie in wait, in churches, in the magical academy, enlisted in the armies, anywhere. Like all predators, they get close to their victims by gaining their trust. Serial killers don't show their emotions openly. Instead, they hide behind a carefully constructed mask of normalcy.

Each of the Serial Killers in this supplement are presented with a brief history of how they came to be the twisted persons they are today, a description of their appearance, a Modus Operandi (or calling card) for each of their murders, and how to incorporate and use them into your campaign.

Elizabeth Howervell

Born in a poor area on the outskirts of Zanderhorn in Moorhaven, Elizabeth Howervell had a relatively normal upbringing. In fact, the normalcy of her life soon bored her, and she started lashing out in unusual ways. At the age of 12, she burned her neighbor's house down. The elderly woman died in her sleep from smoke inhalation, but Elizabeth was never caught. This would be the first in a long series of crimes committed to fill a perceived void in her life.

At age 14, she tried filling the void with sex. At first, she was successful, but the sex became less rewarding, and due to her strict vindari upbringing, she started to feel guilty. Her guilt came to a head the first time she was with another woman, on an overnight trip to the city at age 15. Overcome by guilt, she arranged a secret meeting with her lover, and when she arrived, she smashed her in the head with a brick and left her to die in the streets.

The next few years of her life were relatively quiet, until she sent for schooling in Grigoria. Here, on her own, her sexual encounters became increasingly violent, and she would often cut her own body during sex. One night, she picked up the knife she used and stabbed her lover in the stomach, leaving him to slowly bleed to death in an abandoned barn. The thrill of this act was unimaginable to her, and she's repeated it several times since, disposing of the bodies in random places, centered 5 miles east of her own home.

Description

Elizabeth appears to be sweet and unassuming. A petite redhead with deep green eyes, she often has a smile on her face as she goes through the motions of her day job as a librarian in Eisin' Dorf, Grigoria. She is smart and personable, with many friends and associates, none of whom suspect her true nature.

Modus Operandi

Except for the first, all of Elizabeth's victims have been killed by a single, severe stab wound to the stomach. Most of her victims have been males, often young vindari soldiers.

Elizabeth Howervell In Your Campaign

Investigating Elizabeth's murders may prove difficult for the PCs for they will probably be looking for a man due to the nature of the crimes. They might even investigate one of Elizabeth's coworkers, a creepy, slightly slow book shelve named Matthew Fuller. In this case, Elizabeth herself will point blame towards him.



In a game where the PCs are not investigating the murders, Elizabeth may approach one of them as a target. This could be a good trap if you have a player who's always playing the "ladies man." Play the encounter up as a normal encounter with a girl, and don't tip your hand to the PC once he's alone with her.

ELIZABETH HOWERVELL

XP 1,600

Vindari expert 7

CE Medium humanoid

Init -1; **Senses** Perception +12

DEFENSE

AC 10, touch 9, flat-footed 10 (+1 armor, -1 Dex)

hp 31 (7d8)

Fort +2, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4-1/19-20)

Ranged light crossbow +5 (1d8/19-20)

STATISTICS

Str 8, **Dex** 9, **Con** 10, **Int** 14, **Wis** 11, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 13

Feats Alertness, Combat Expertise, Deceitful, Persuasive, Skill Focus (Profession [librarian])

Skills Appraise +12, Bluff +14, Diplomacy +12, Disguise +6, Handle Animal +10, Intimidate +4, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nobility) +3, Linguistics +12, Perception +12, Profession (librarian) +13, Ride +6, Sense Motive +12

Languages Common, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc, Sylvan

Gear padded armor, dagger, masterwork light crossbow with 10 bolts, ring of sustenance, disguise kit, light horse

John Blackwell

John was raised in a family that strictly adhered to outdated tenets of the Church of the One True God. His father had 4 wives in addition to his mother, and at age twelve John was forced to marry his older sister. From a young age, John was taught strict religious beliefs.

Among the strictest of the beliefs was that only pain could purify the body of sin. For lesser sins, flogging was sufficient, but more serious sins required a sacrifice of blood. The most serious offenses against the One True God were punishable by death.

At age 17, John saw the most serious punishment administered to his younger sister. At age 13, Johanna ran away. When she was found by city guard, they dismissed her claims of abuse and returned her to her family. Johanna was now labeled a sinner and segregated from the rest of the community. She was forced to wear all black and locked into a room by herself. After six months, she was released, and John was relieved to have his sister back.

His relief, however, was short-lived. It was decided that for trying to leave and turning against the family, her sins would cost her life. She was strapped to a board and her head was dunked in water while she was forced to confess her sins. She refused, and her last words before she drowned were "Johnnie, Johnnie leave this place, please."

John's morose grew over the next few years. His older sister forced herself on him repeatedly, and all he could think about was how he missed Johanna. Finally, when his sister announced she was to have his child, John had enough. He grabbed the lamp from his night stand and hit her in the head with it. Then he found his father, and stabbed him in the throat. He didn't stop until he had killed every single member of his family. And when he had, he burned the compound to the ground. The bodies were mangled and burned, and the locals assumed John was amongst the dead.

Only knowing religion, John joined the Church of the One True God with the intent of becoming a cleric. He was taken in by nuns and went to seminary school. As he sat in confession one day, all his father's teachings came back to him. He realized the only way to absolve the woman giving her confession of her sins was the way his father absolved his sister. He stalked the woman, knocked her unconscious, and took her back to the small church he oversaw... When she came to, she was strapped to a board above a bucket of water, and John was telling her to confess her sins.



Description

John is a youthful and quiet man in his mid-twenties. He has blonde hair with brown eyes and is most commonly described as quiet. He is soft spoken, reassuring, and well-liked by his parishioners.

Modus Operandi

John's victims have all been drowned by having their heads submerged in a bucket of water while being forced to confess their sins.

John Blackwell In Your Campaign

Sometimes religious characters will seek a priest to hear their confession. Depending on their actions, John may seek them out for additional punishment.

If the characters are investigating the killings, none of his flock will point the blame at Father John. Most think that murders are barbaric, or specifically murder of vindari citizens. Older parishioners will blame "the youth falling away from the church," even though they won't be able to be more specific. Some blame may be cast at the local romni, but this is just paranoia from some of the members.

JOHN BLACKWELL

XP 200

Vindari cleric 1LE Medium humanoid

Init +0; Senses Perception +2

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield)

hp 5 (1d8+1)

Fort +3, Ref +0, Will +4

OFFENSE

Speed 20 ft.

Melee shortspear +1 (1d6+1)

Ranged shortspear +0 (1d6+1)
Special Attacks channel positive energy 7/day (DC 12, 1d6)
Domain Spell-Like Abilities (CL 1st; concentration +3)
 5/day—rebuke death, touch of law
Cleric Spells Prepared (CL 1st; concentration +3)
 1st—bless, command (DC 13), cure light wounds
 0 (at will)—guidance, resistance, virtue
Domains Healing, Law

STATISTICS

Str 12, **Dex** 10, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14
Base Atk +0; **CMB** +1; **CMD** 11
Feats Extra Channel, Selective Channeling
Skills Diplomacy +6, Heal +8, Knowledge (religion) +4, Sense Motive +6
Languages Common
Combat Gear scroll of protection from chaos, scroll of sanctuary;
Other Gear scale mail, heavy wooden shield, shortspears (2), healer's kit, silver holy symbol



Christian Bordelleria

Christian is an up and coming musician who has made his way into the hearts of many noble families. Wearing the finest vindari clothing and custom tailored imported suits; he brings an air of sophistication only outdone by his wit and sarcasm. Behind Christian's finely tailored exterior is the heart of a cold-blooded killer. He's not playing out a fantasy, and he was never abused as a child. He wasn't pushed until he snapped, he doesn't see himself as a misunderstood romni musician, and he's perfectly sane. Christian Bordelleria murders people because he enjoys it. It's a game to him, and a game he always wins.

Bordelleria began the life of a killer to cover his tracks as a rapist. Being attractive and charismatic, he was used to always getting his way. One night, when a woman followed him back to his tavern apartment but refused to give in to his advances, he held her down and forced her. Afterwards, he was overcome with strong emotion. Not regret or guilt the way a normal person might, but anxiety about being punished.

He decided the best way to handle the situation was not to let the woman leave. As she sobbed quietly to herself on his bed, he walked over to her, sat beside her to comfort her, and slit her throat.

Bordelleria enjoyed killing the girl more than he enjoyed forcing himself on her. His next victim was a rival bard he felt

was making him look bad by landing better performances. Under the guise of seeking advice, Bordelleria invited him to his home after a show. When he arrived, Bordelleria slipped him a drugged glass of wine. When the man awoke, he was tied up in Bordelleria bedroom, where he was tortured and taunted before being killed.

Bordelleria's murderous rampage has taken in several more victims. Generally, when Bordelleria can't get his way, he kills someone who he feels is standing in his way. He's also lured women home with the sole intention of raping and killing them.

Description

Christian is a well-groomed, well dressed man. He has dark hair and features typical of romni and always wears the finest clothing. He has a thin goatee and strikingly blue eyes, that are often the first thing people notice about him. He is extremely charismatic, and women often describe him as very charming and personable.

Modus Operandi

Bordelleria has no particular M.O. His victims don't appear to follow any particular pattern, and don't have physical similarities. He instead chooses victims either randomly, or who stand in his way. His method of murder is always different, as well. Bordelleria thinks doing the same thing over and over is tedious, and he wants to try all the different methods of killing his victims.

Christian Bordelleria In Your Campaign

Finding Christian Bordelleria out will be no small task for the PCs. Both his victims and his methods change in each instance. The PCs may believe each murder has been committed by a different person. With enough detective work Christian will appear as someone close to all of his victims in

one way or another. He shouldn't be the only name that keeps showing up, since that would be too obvious. The link may even be hidden in a few instances, causing a hole in theories pointing to him. Christian can bring about his own undoing by making a critical error, but it is up to the PCs to discover his error.

CHRISTIAN BORDELLERIA
XP 1,600
Romni bard 6 N Medium humanoid
Init +2; Senses Perception +8
DEFENSE
AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)
hp 30 (6d8+3)
Fort +2, Ref +7, Will +4; +4 vs. bardic performance, language-dependent, and sonic
OFFENSE
Speed 30 ft.
Melee mwk rapier +6 (1d6+1/18–20)
Ranged +1 light crossbow +7 (1d8+1/19–20)
Special Attacks bardic performance 24 rounds/day (countersong, distraction, fascinate [DC 17], inspire competence +2, inspire courage +2, suggestion [DC 17])
Bard Spells Known (CL 6th; concentration +10)
2nd (4/day)—calm emotions, enthrall (DC 16), sound burst (DC 16), tongues
1st (5/day)—charm person (DC 15), cure light wounds, expeditious retreat, grease (DC 15)
0 (at will)—ghost sound (DC 14), light, lullaby, mage hand, resistance, summon instrument
STATISTICS
Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 18
Base Atk +4; CMB +5; CMD 17
Feats Extra Performance, Point Blank Shot, Precise Shot, Skill Focus (Perform [String])
Skills Acrobatics +10, Bluff +18, Diplomacy +18, Knowledge (nobility) +9, Linguistics +5, Perception +8, Perform (oratory)+13, Perform (sing)+13, Perform (string)+18, Sense Motive +13, Sleight of Hand +11, Spellcraft +10, Stealth +10
Languages Common, Dwarven, Elven
SQ bardic knowledge +3, lore master 1/day, versatile performance (oratory, string)
Combat Gear scrolls of cure light wounds (2), disguise self (2), remove fear (2), pyrotechnics;
Other Gear masterwork chain shirt, masterwork buckler, +1 light crossbow with 10 bolts, masterwork rapier, masterwork harp

Chang'u Thalqu

Chang'u was brought up in a family that valued power above else, even though they had moved long ago away from tribal life and embraced vindari tenants. At a young age, his mother secretly trained him in the mystic arts, and his father whipped him daily, to "beat the weakness" out of him. Chang'u grew up bitter, and used his mother's mystical training against the other kids. No one believed the other children when they said what he had done, but he was quickly labeled as strange and became an outsider, even by bhriota standards.

The night he turned 18, he had a fight with his father. Things got out of control, and Chang'u used his mystic powers violently, accidentally killing his father in the process. He was scared and fascinated by his new power, and he started to run, hiding in the streets of the city. His father's cause of death was never determined by tribe elders, and foul play was ruled out. But it was already too late for Chang'u to be redeemed. Killing his father had made his mystical power grow, and Chang'u had become addicted to that power. Living on the streets, he started killing the city's homeless, finding them to be easy targets. Valuing power above all else, Chang'u has never tried to use his magic to gain fame or wealth. Instead, he kills solely to acquire more power. This arcane energy has almost become an addiction for him, and he prowls the night street looking for easy targets.

Description

Chang'uis a short man with a shaved head. He has a prominent nose and a twisted face caused from tissue damage from one of his father's beatings.

Modus Operandi

Chang'u uses his magic to defend and hide himself, and also to kill. This has helped him to evade capture, as his murders are often unexplainable and, unlike most other serial killers, neither the victims or the method of murder follow a consistent pattern.

Chang'u Thalqu In Your Campaign

Chang'u is one of the villains you can use in your campaign when you want a drag-out, knock down fight. Of all the characters in this book, he's the most apt to jump the PCs for no reason. Chang'u seeks power and considers himself to be invincible despite the odds thrown against him. No matter what happens to bring the PCs to him, the

confrontation with Chang'u will be a fight to the death, even if the PCs try to stop him.

CHANG'U THALQU
XP 2,400
Male bhriota necromancer 7 NE Medium humanoid
Init -1; Perception +8
DEFENSE
AC 15, touch 11, flat-footed 15 (+4 armor, +2 deflection, -1 Dex)
hp 57 (7d6+21)
Fort +6, Ref +1, Will +8
OFFENSE
Speed 30 ft.
Melee dagger +3 (1d4/19-20)
Special Attacks channel negative energy (DC 14, 6/day), grave touch (3 rounds, 6/day)
Wizard Spells Prepared (CL 7th; concentration +10)
4th—enervation (2, DC 18), black tentacles (CMB 15)
3rd—hold person (2, DC 17), vampiric touch (2)
2nd—acid arrow, darkvision, false life (already cast), ghoul touch (DC 16), see invisibility
1st—cause fear (DC 15), charm person, feather fall, mage armor (2, 1 already cast), unseen servant
0th (at will)—acid splash, detect magic, light, read magic, touch of fatigue (DC 14)
Opposition Schools: evocation, illusion
STATISTICS
Str 10, Dex 8, Con 14, Int 17, Wis 12, Cha 13
Base Atk +3; CMB +3; CMD 14
Feats Combat Casting, Command Undead, Forge Ring, Great Fortitude, Iron Will, Scribe Scroll, Spell Focus (necromancy), Toughness
Skills Appraise +9, Diplomacy +5, Heal +2, Intimidate +11, Knowledge (Arcana) +13, Knowledge (dungeoneering) +9, Knowledge (history) +14, Knowledge (planes) +13, Knowledge (religion) +7, Linguistics +7, Perception +8, Spellcraft +13
Languages Common
SQ arcane bond (ring of protection +2)
Combat Gear dagger, potion of cure moderate wounds, ring of counterspells (contains magic missile);
Other Gear ring of protection +2 (bonded item, nonfunctional for anyone but him), scrolls of gentle repose (3), gp worth of crafting supplies, 35 gp

Base Statistics without his mage armor spell, Chang'u has the following statistics:

AC 11, touch 11, flat-footed 11

Grave Touch (Sp) As a standard action, Chang'u can make a melee touch attack that causes a living creature to become shaken for a number of rounds equal to 1/2 his wizard level (minimum 1). If he touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer Hit Dice than his wizard level. He can use this ability a number of times per day equal to 3 + his Intelligence modifier.

Avery Coulter

Many generations ago, Avery's great-great grandfather came to the lands of Vathak. Seeking a better life for his family, he became a town guard in Old Huntsvania, in the island known as the Colonies. He was an honest man, and he eventually became constable. His three sons became guards, as well, and were recognized for exemplary service.

Tradition held, and Avery and his brother both became city guards in New Huntsvania. Avery was particularly good, and he had a number of high profile collars. Avery was eventually promoted to deputy for his bravery and cunning.

But Avery started to develop a hatred of the new justice system. He, like so many others, felt criminals weren't being punished. He started planting false evidence to ensure convictions. But soon, even that wouldn't be enough for him.

Five years ago, Avery solved a child abduction case. The child escaped and identified his captor, but the kidnapper was released with a light sentence due to influential friends with deep pockets. Justice had not been served, and Avery wasn't satisfied. When the kidnapper was released after serving just two years, Avery was waiting for him. As he stepped into his room at a small tavern, Avery used his halberd to gut him. Knowing what investigators look for, Avery had no problem covering his tracks for the murder.

For the first time in years, Avery felt justice had truly been served. His first murder would lead to a bloody trail of vigilante justice. Most of his victims have been drug dealers and prostitutes. Avery feels no remorse for killing these poor souls, broken men and women doing what they can to survive. To him, they're lawbreakers, a viewpoint shared by most of the rest of the guard, most of whom are willing to turn a blind eye to a few dead dealers and thugs.



Description

Avery is an average looking man in his mid forties. His eyes are blue, though they look cold and vacant from a life spent seeing the worst of society. He's fit, of average height, with short, unkempt brown hair. Though he doesn't have a beard, Avery doesn't shave often, giving him a stubbly, disheveled look. He dresses like a typical city guard, and is usually either in his uniform or a cheap commoner clothing.

Modus Operandi

Avery solicits his victims to commit a crime, usually selling him drugs or having sex for money. When they agree, he executes them, cutting their stomach open to let die in a pool of their own blood.

Avery Coulter In Your Campaign

If your characters are investigating the string of murders Avery is responsible for, he may very well be their contact with the local guard. He's a good deputy with a clean record, and fellow guards won't have anything bad to say about him. He may even approach the PCs and confess his crimes if they appear outwardly sympathetic to the actions of the killer and the idea of removing criminals from the streets by executing them.

AVERY COULTER

XP 2,400

Human warrior 7 LN Medium humanoid

Init +1; **Senses** Perception +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)
hp 57 (7d10+19)

Fort +9, **Ref** +5, **Will** +5; +2 vs. fear

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft. **Melee** +1 halberd +15/+10 (1d10+11/x3) or sap +11/+6 (1d6+4 nonlethal)

Special Attacks weapon training (pole arms +1)

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +12 (+16 trip); **CMD** 23 (25 vs. trip)

Feats Alertness, Combat Expertise, Dazzling Display, Greater Trip, Improved Trip, Iron Will, Persuasive, Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Diplomacy +5, Handle Animal +4, Intimidate +12, Knowledge (engineering) +5, Perception +6, Profession (soldier) +5, Ride +2, Sense Motive +8

Languages Common, Halfling

SQ armor training 2

Combat Gear potions of cure moderate wounds (2), tanglefoot bags (2);

Other Gear masterwork full plate, +2 halberd, sap, cloak of resistance +2, 35 gp



Crispin Holloway (The Ring Finger Rapist)

When Crispin was five years old, his parents were killed by bhriota undead. Crispin survived, but memories of that night haunted him for his whole life. With no family to take him in, he was put into a vindari orphanage. He was treated poorly by the orphanage nuns and abused by his foster siblings.

When he turned thirteen, he met his first girlfriend, a girl named Lauren Holsinger. The two were sweethearts and as affectionate as one could be under the constant supervision and harsh discipline the nuns supplied, when he turned 16 Crispin proposed. Lauren rejected him, telling him she was going to a nunnery in Moorhaven. She also told him she had been seeing someone else for the last few months. The two never saw each other again.

Something inside Crispin snapped, and he didn't know how to deal with the rejection of the only person he'd loved

since his parents died. A few weeks later, he met a girl who reminded him of Lauren. They started talking, and eventually went back to his home, a room in a small hostel he'd been staying since leaving the orphanage. When they arrived, Crispin choked her until she passed out, then tied her to the bed. He proceeded to rape and torture her, beating her brutally until he had satisfied his rage. He then suffocated her with a pillow.

The body of the girl, a seventeen year old barmaid named Kyrel Hilbourne, was found in a ditch about five miles from Crispin's home. Her left ring finger was severed and not recovered. Over the next three years, Crispin killed 14 more women. He was dubbed the "Ring Finger Rapist" by traveling bards and vindari authorities.

One of his potential victims escaped, however. He met 19 year old Thea Patrovich in a tavern, and after charming her, he invited her back to his room. Once they got in his carriage, however, he knocked her out and drove her into the woods. He miscalculated, however, and she woke up before he could bind her arms and legs. She fought him off and stole his carriage, driving it straight to the local guard post.

With the carriage and Thea's statement, the constable and his men went to Crispin's house. The guards were shocked to find a list of names of his victims, and, even more disturbingly, a collection of severed ring fingers in a small box.

With the evidence piled against him and an testimony from Thea, they found Crispin guilty of fourteen murders, one count of kidnapping, and one count of attempted rape. He was sentenced to death by hanging.

Five years ago, Crispin Holloway, age 45, was executed by public hanging. Three months later, another woman was found killed, her ring finger removed. More victims started to turn up, but instead of in Crispin's home town, the victims were scattered all over Vathak, and were far more frequent. The vindari authorities believed it was a copycat killer, someone possibly Crispin had met in jail.

In truth, however, death just made Crispin a more dreadful being. He now stalks the shadows, dragging unfaithful women to their death, severing their ring fingers as a warning to others.

Description

In life, Crispin was a tall, handsome man with blue eyes and blonde hair. He was fairly nondescript, with no distinguishing marks or features. Since his execution, he's become covered in scars, scratches, and bite marks from his victims.

Modus Operandi

Crispin's original killing spree was of women who physically resembled his love, Lauren, who broke his heart.

They were tall women with long brown hair and blue eyes, all slightly overweight. His recent victims don't have any physical characteristics in common, but all are women who have scorned or jilted men, or committed infidelity.

Crispin Holloway In Your Campaign

The Ring Finger Rapist is an urban legend. PCs will hear whispers and jokes about him, but no one seriously believes Crispin Holloway is back from the dead. If your PCs work for a branch of the vindari military exploring the unexplained, they may be following the lead that he really is back. In this situation, it's not a question of who, but a question of how and where to find him.

CRISPIN HOLLOWAY

XP 1,600

Choul rogue 5 CE Medium undead

Init +5; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 18, touch 16, flat-footed 12 (+5 Dex, +1 dodge, +2 natural)

hp 50 (7 HD; 2d8+5d8+19)

Fort +3, **Ref** +9, **Will** +6

Defensive Abilities channel resistance +2, evasion, trap sense +1, uncanny dodge; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +9 (1d8+4 plus disease and paralysis), 2 claws +9 (1d6+4 plus paralysis)

Special Attacks disease, paralysis (1d4+1 rounds, DC 13), sneak attack +3d6

STATISTICS

Str 18, **Dex** 20, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +8; **CMD** 24

Feats Dodge, Improved Natural Attack (bite), Mobility, Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +15, Climb +14, Disable Device +14, Escape Artist +15, Intimidate +12, Knowledge (religion) +11, Perception +12, Stealth +18

Languages Common, Necril

SQ rogue talents (finesse rogue, surprise attack), trapfinding +2

Disease (Su) Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves.

The save DC is Charisma-based. A humanoid of 4 Hit Dice or more who dies of ghoul fever rises as a ghast at the next midnight; all other humanoids rise as ghouls.



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