Stadows over Vathak Explorer's GUIDE TO VATHAK

Compiled by Lucus Palosaari from the Shadows over Vathak: Player's Guide



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Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high quality production values and providing a creative environment for our writers, Fat Goblin Games has quickly become a recognized force in the world of third party publishers.

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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VATHAK: A Stricken World

Welcome to the world of Shadows over Vathak, a realm of dwindling hope and rising 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.

In this, our *Explorer's Guide to Vathak*, we condense down the expansive country of Vathak and game setting of *Shadows over Vathak*, and it's related *Player's Guide* (a tome over 450 pages!) into a short but concise text to introduce the uninitiated and preview all that is available in that larger volume.

Vathak is a land of harsh and grim wilderness, from the black soils of the northern plains to the jagged crags of the western mountains, to the mist-shrouded southern marshes and the densely forested rolling eastern hills. The once glorious cities of Vathak have largely fallen to disrepair, especially as multiple waves of habitation leave their marks. The Nosferatu Kings and their crazed heirs, the Vampire Lords, had their castles and tombs torn down by the vindari, the dominant human conquerors from across the sea, to construct the citadels and cathedrals dedicated to their One True God. The other humans have survived persecutions and purges of the vindari, with native bhriota and nomadic romni — former slaves to undead masters — still eking out a life in and around lands which once played host to numerous other humanoids like elves and dwarves.

The vindari conquest was long and bloody, stretching to centuries. What victory they have though is thrown into a longer, worse war as Spawn of the Old Ones — ancient evils of nature, often traditionally worshiped by the bhriota have risen from the earth, driving the only major non-human race, the svirfneblin, out of the Filth Reaches and into the harsh light of day. And among the nominal "human races" of Vathak, exist many stains and strains, from the tainted cambions, twisted by the Old Ones, the living dead of both hauntling and dhampir, and the monstrosities that are witchwolves and the wretched.

HORRORS OF VATHAK

From the cosmic horrors the Old Ones and their Spawn represent, to the more traditional horrors of the walking dead, to the sadly common horrors people inflict on one another — be it in war, or in peace; for country, or religion — *Shadows over Vathak* has a rich setting in which to place your game.

The "War Against the Spawn" is an important backdrop of the Shadows over Vathak setting. The humanoid races, lead primarily by the vindari but pulling their ranks from any and all willing to fight, are both on a sacred crusade to rid the lands of the Old Ones (and those traitors to existence which follow them) as well as on a practical, and secular battle to just remain alive. While vast stretches of the lands are untouched directly by war, the strain being placed on the people of Vathak and their resources drive up prices for needed goods. Especially hard hit are weapons like firearms, which are common place in Vathak as they're seen as one of the tools that both allowed the vindari to conquer the land originally, but also are one of the only effective weapons in keeping back the monstrosities of the Old Ones. An entire race even, the wretched, exist as a desperate attempt to make some kind of soldier able to face down these threats, so "war" and its many threats drive much of the game, with a dedicated soldier alternate fighter class included in the Shadows over Vathak: Player's Guide.

While considered originally the nature spirits of the "savage" bhriota (many of whom have adjusted quite well to life in the cities), the Old Ones in Vathak are revered by many. You are as likely to face off against the shamans and elders of bhriota empowered by corrupt faith in an Old One as to be hunted in the streets by a murdercult bent on making you a sacrifice, as even to be seeking membership in a secret society of social elites dedicated to some such otherworldly power. The Church of the One True God, however, can not abide these heretic ways — and thus a full one inquisition criss-crosses the lands of Vathak. Meanwhile, traditional folk beliefs do persist, for instance the astrological Court of Signs of the romni, or the ancestor worship of the svirfneblin.

Likewise, undeath and the undead, take numerous forms in Vathak. The dhampir have the tainted blood of their vampire parentage in them, while the hauntlings represent humans that seem to have been born possessed by a ghost. Dark magics of necromancers and those that worship to the Old Ones reanimate waves of the dead on battlefields, and with so many dying horrifically at the hands of monsters, murders, or worse, "uneasy spirits" are closer to wrathful. Unhappy with magic making all the monsters, alchemists have stitched together the wretched from the bodies of the dead and infused them with some kind of odd intelligence of their own.



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 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.

GRIGORIA

For King & König

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 (and home to the König, the top Church leader). 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,



MOORHAVEN

THE BARONESS WITH AN IRON FIST

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.



SILEASIA

OF WANDERERS & VAMPIRES

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 Great and Noble Clans. While the Clans oversaw the day-today 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 Clans and the Vampire Lords. At first seen as liberators, the vindari armies persuaded most of the Six to join in their effort to liberate Sileasia. Those joining the vindari cause did so out of a desire to establish their own independent nation. A small number 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 romni 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 Clans 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. A proud people, the romni still yearn for a day when they will reclaim their land.

KHROTA

THE MADNESS OF WAR

Comprising Vathak's southeastern peninsula, the ancient land of Khrota continues to thwart vindari expansion. Long inhabited by the bhriota, strange ruins populate the landscape amidst thousands of burial sites containing hundreds of skulls thought to be related to worship of the Old Ones. While many bhriota have adjusted to life in cities and under vindari rule, some still remain in the wilds of the Sovce Mountains, 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 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. Having the free-thinking Colonies just off their coast helps this natural resistance influences from further inland.



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.

Inaoth

THE PLAGUE OF SHADOWS

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 just 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.

To learn more about the lands and people of Ina'oth, pick up a copy of Shadows over Vathak: Ina'oth Player's Guide, which includes all new materials that were not duplicated in the Shadows over Vathak: Player's Guide, like the hellfire evangelical cleric archetype and plague mage prestige class.



THE COLONIES

A WORLD APART

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.

Expanded Colonies Books Now Available!

To learn more about the island of Skalan, its many ports and cities, and curious people of the Colonies, pick up copies of our *Shadows over Vathak: The Colonies* books, which each include all new materials that were not duplicated in the *Shadows over Vathak: Player's Guide*, and include not just information and new character options for people from The Colonies, but a range of texts including an entire adventure set in the Colonies!

- Shadows over Vathak: The Colonies Player's Guide
- » Full of new options and spoiler-free information for players!
- Shadows over Vathak: The Colonies GameMaster's Guide
- » All the tools and insights needed for a GM to run a game in The Colonies.
- Shadows over Vathak: The Colonies Silhouette of a Shadow
- » An adventure for 1st level characters based out of The Colonies.
- Shadows over Vathak: The Colonies Secret Societies of Vathak: The Final Phase
- Shadows over Vathak: The Colonies Vathak Grimoires: Echoes of the Final Heartbeat
- » Presents a single spellbook, *Echoes of the Final Heartbeat*, with history, spells, rituals, and other new and optional rules, popular in the Colonies.
- Shadows over Vathak: The Colonies Vathak Grimoires: The Drowning Ceremony
- » Presents a single spellbook, *The Drowning Ceremony*, with history, spells, rituals, and other new and optional rules, popular in the Colonies.
- Shadows over Vathak: The Colonies Vathak Hauntings: Rose Red Manor
- » Presents Red Rose Manor the weeping, bloody manor — a stately house of a long dead wizard with a string of former owners as a collection of haunts with a description of their history, purpose, ways to vanquish them, and more.
- Shadows over Vathak: The Colonies Vathak Terrors: Horrors of Halsburg
- » Presents an assortment of creatures and encounters to use in your next adventure, including the Poxivum (CR1), the Vaquire (CR7), and the Nightsun (CR13).



RACES OF VATHAK

The following are the nine primary races for *Shadows over Vathak*. These races have been designed to fit our Gothic and Mythos adventure horror setting, with histories and abilities reflecting the world around them. Some of the more 'monstrous' may appear powerful compared to the humans, but within the societal context of the lands of Vathak, you would likely find most are more than balanced. Three of the races — the bhriota, the romni, and the vindari — are specifical variant heritages of human. The svirfneblin of Vathak are also different from the standard version, a byproduct of their experiences in this land of horrors.

In the **Shadows over Vathak: Player's Guide**, each race write up includes a thorough write-up of each race's:

- Physical Description
- Personality
- Society
- Relations
- Lands
- Religion
- Alignment
- Adventurers
- Common Names
 - AND BOTH
- Alternate Racial Traits
- Favored Class Options for several key classes

Additionally, the **Shadows over Vathak: Player's Guide** include race-specific:

- Class Archetypes
- » Like the svirfneblin speaker for the dead cleric archetype, cambion bodyguard fighter archetype, or witchwolf bounty hunter investigator archetype

Feats

- » Like an entire feat chain for the svirfneblin to unlock their lost potential.
- Weapons
- » Like the bhriota spine hammer, romni crescent sword, or vindari hellraiser

And much more, from racial vehicles and firearms, to spells!

ENHANCED RACIAL GUIDES

While we present fairly complete versions of each race in the **Shadows over Vathak: Player's Guide** (modelled after the design found in the *Pathfinder Roleplaying Game: Advanced Races Guide*) Fat Goblin Games is also producing a line of **Enhanced Race Guides**, for each race with detailed discussion, for instance, of the differences between being a city-born bhriota that grew up with a unique version of the Church of the One True God and its Patron Saints compared to being raised a traditional tribal bhriota, with even regional variations like being from the Black Sky Mountains of Ina'oth the Sovce Mountains of Khrota.



BHRIOTA

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.

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).



CAMBION

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.

CAMBION RACIAL TRAITS

+2 Strength, +2 Wisdom, -2 Charisma

- **Type:** Cambions are monstrous humanoids creatures with the cambion subtype.
- **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.
- **Tainted Birth:** Choose three of the following 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.
- 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.
- **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).

DHAMPIR

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.

DHAMPIR RACIAL TRAITS

+2 Dexterity, +2 Charisma, -2 Constitution

Type: Dhampirs are humanoids with the halfundead 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.
- Enhanced Senses: Dhampirs have low-light vision and darkvision 60 feet.
- **Manipulative:** Dhampirs gain a +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).



HAUNTLING

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.

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 halfundead 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 energydraining 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 particular knowledge. Choose 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).

Romni

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.

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:** 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).



SVIRFNEBLIN

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.

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.
- **Enhanced Senses:** Svirfneblin have low-light vision 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*, and *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.



VINDARI

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.

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 necessary. 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).



WITCHWOLF

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.

WITCHWOLF RACIAL TRAITS

- +2 Constitution, -2 Intelligence (+2 Wisdom while shapechanged)
- **Type:** Witchwolves are humanoids with the skinwalker and shapechanger subtypes.
- **Size:** Witchwolves are Medium creatures and have no bonuses or penalties due to their size.
- Normal Speed: Witchwolves have a base speed of 30 feet.
- **Low-Light Vision:** Witchwolves can see twice as far as humans in conditions of dim light.
- **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 Wisdom. 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
- 1 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.
- 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).

WRETCHED

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.

WRETCHED RACIAL TRAITS

+2 Strength, +2 Intelligence, -2 Charisma, and -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.
- **Slow & Steady:** Wretched have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **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 (Su): 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).

The Classes of Vathak

An adventurer in Vathak can walk many paths. Some might seem familiar; others, strange and new. Presented in the **Shadows over Vathak: Player's Guide** 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. In addition to these classes, each one has one archetype specifically keyed into some aspect of the *Shadows over Vathak* setting. Also included are two new additional 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.

A complete version of the fortune-teller (without its deochi archetype) is included in this book, though not all of her spells are reprinted).

THE FOUR NEW CLASSES

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.

ARCHETYPES FOR OTHER 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 of just one of two archetypes for each of thirty-six classes. The actual **Shadows over Vathak: Player's Guide** includes twice as many, and gives each class a minimum of discussion about how they fit into the world of Vathak.

LIST OF CLASS OPTIONS

Class	Class Option	Description
Alchemist	War Medic	Alchemists that heal injured soldiers on the battlefield.
Arcanist	Cannibal Mage	Steals energy from the dying to power their magic.
Barbarian	Insane Assailant	Controls and uses insanity to power rage.
Bard	Church Sparrow	Professional rabble-rouser, working for the Church.
Bloodrager	War (Bloodrager Bloodline)	Powered by memories of war and destruction.
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.
Cleric	Handmaiden of the One True God	A bride and living example of the One True God's grace.
Druid	Host	Using plague to fight for nature.
Fighter	Death Channeller	Uses inherent negative energy to battle the undead.
Gunslinger	Curse Slinger	Shoots both bullets and curses.
Hunter	Rat Slave	Controls rats. Or do the rats control the him?
Inquisitor	Exonerated	The ultimate enforcer of the Church's will.
Investigator	Scholar of the Forbidden	Researcher who studies that which man was not meant to know.
Kineticist	Mistress of the Unliving	Uses cold energy to control the undead.
Magus	Black Powder Magus	Warrior-mage that prefers firearms to swords.
Medium	Séance Celebrity	Uses showmanship as much as psychic magic.
Mesmerist	Alienist	Convinces the body to heal by convincing the mind to heal.
Monk	Beacon Against the Darkness	Church sponsored warrior fighting the Spawn of the Old Ones.
Occultist	Living Reliquary	Powered by relics of the Saints.
Oracle	Babbling Oracle	Uses herbs and trances to power magic.
Paladin	Hammer of Vathak	Chosen by the One True God to protect the land.
Psychic	Whispering Mind	Whispering insanity into the minds of others.
Ranger	Filth Reaches Scout	Expert in Spawn infested underground places.
Rogue	Hand of Twilight	Skilled assassin, working for the Church.
Shaman	Akashic Shaman	Tied into the living history of Vathak.
Skald	– Mad Fiddler	Using fiddle music to inspire passion and madness.
Slayer	Ghost Hunter	Hauntling expert in ending the threat of ghosts.
Sorcerer	Deadborn Sorcerer	Taps into the fascination with death all mortals share.
Spiritualist	Patchwork Spiritualist	Wretched haunted by the souls of its patchwork body.
Summoner	Profane Evolutionist	Summoner with an abomination-tainted eidolon.
Swashbuckler	Sword Dancer	Graceful artist, trained in an ancient battle dance.
Vigilante	Ritual Killer	Secretive murderers with compulsion for particular rituals.
Warpriest	Murder Cultist	Bringer of sacred or infernal death.
Witch	Bhriota Sister Witch	Herbalist and healer following in ancient tradition.
Wizard	Arcane Priest	Both wizard and servant of the One True God.



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 fortunetellers 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 fortunetellers rely on a kind of spiritualism and astrology that is more fully detailed in **Chapter 8 — Religion** of the **Shadows over Vathak: Player's Guide**.

Role: Poorly suited to direct combat, fortunetellers 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 fortuneteller 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 fortuneteller 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 fortuneteller 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 fortuneteller's class list that the fortune teller can cast. A fortuneteller 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 fortuneteller 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 fortuneteller'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 flatfooted 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



TABLE: THE FORTUNE-TELLER						S	PEL	LS	PE	r]	DA	Y		
Level	BAB	Fort	Ref	Will	Special	1	2	3	4	5	6	7	8	9
1st	+0	+0	+0	+2	Daily reading (1/day), focus technique, knacks, second sight	3	-	-		-	-		-	N.T.
2nd	+1	+0	+0	+3	Divination ritual	4	-	+	- A.	4	-	17(1) 	7	-
3rd	+1	+1	+1	+3	Third eye (insight)	5	-	ť.	-	-		143		121
4th	+2	+1	+1	+4	Divination ritual	6	3	-}	-	-	-	-	-	-
5th	+2	+1	+1	+4	Daily reading (2/day)	6	4	4	÷	-	-	-	7	4
6th	+3	+2	+2	+5	Divination ritual	Divination ritual 6 5 3		-	-	2	-	-	1	
7th	+3	+2	+2	+5	Third eye (aura sight)	6	6	4	-	4	-	i) -	1	-
8th	+4	+2	+2	+6	Divination ritual		6	5	3	-		-	-	源
9th	+4	+3	+3	+6	Fortune's favor		6	6	4	Fe	-	7	-	1
10th	+5	+3	+3	+7	Divination ritual		6	6	5	3	-	-	(<u>-</u>)	p. . .
11th	+5	+3	+3	+7	Daily reading (3/day)		6	6	6	4	4	78	-	
12th	+6/+1	+4	+4	+8	Divination ritual 6		6	6	6	5	3	-	1-	-
13th	+6/+1	+4	+4	+8	Third eye (awareness)		6	6	6	6	4	-	-	S.
14th	+7/+2	+4	+4	+9	Divination ritual	6	6	6	6	6	5	3	- 5	-
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	2
17th	+8/+3	+5	+5	+10	Third eye (sight beyond sight) 6 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

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 fortuneteller 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 fortuneteller 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.
- 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 $10 + \frac{1}{2}$ the fortune-teller's level + the fortuneteller'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 $10 + \frac{1}{2}$ 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 $10 + \frac{1}{2}$ the fortune-teller's level + the fortuneteller'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 fortuneteller'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 ¹/₂ 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 fortuneteller'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 fortuneteller 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 fortuneteller understands the weave of fate in a way few mortals ever can. Using her focus technique, the fortuneteller 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 $10 + \frac{1}{2}$ the fortuneteller'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 tranqulity^{APG}, frightful aspect^{UC}, mind blank (communal)^{UC}, reading the stars*, scintillating pattern, temporal stasis

9th-Level Fortune-Teller Spell

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 the Shadows over Vathak: Player's Guide.
- 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.*
- ^{IM} These spells appear in the Pathfinder Roleplaying Game: Ultimate Magic.



RELIGIONS OF VATHAK

Typical fantasy roleplaying games have a wide selection of gods, deities, demi-gods, and other religious icons for the masses to worship. *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.

Each of these religions receive deep coverage in the **Shadows over Vathak: Player's Guide** as the interplay between them is vital to understanding the story of Vathak. This detail includes not just discussion of rituals, holy texts, and holidays for both, but also gives examples of orders, cults, sects, and secret societies that exist in support of them, many which are not just playable but have support in the **Player's Guide** in the form of dedicated archetypes or other mechanical benefits.

THE ONE TRUE GOD

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 dagger
- **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

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."

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.

CHURCH SAINTS

With so few religions included in the game, it may seem like your scope is drastically limited for what kind of religious person you are. The inclusion of eight major Patron Saints of the One True God, with five additional minor saints, gives some much needed variety, to both alignments, portfolios, domains, subdomains, inquisitions, and favored weapons to choose for your divine classes.



WORSHIP OF THE OLD ONES

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

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.

Few other races have such hubris and so nonvindari 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?"

THE FOUR COSMIC EVILS

So, you might be saying, "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. Presented below are minimal statistics for the Four Cosmic Evils, the primary Old Ones of Vathak. In the **Shadows over Vathak: Player's Guide**, they are given much richer write ups.

Name	Title	Alignment	Domains
Ka'sogrotha	Worm of the Black Earth	LE	Darkness, Earth/Tremors
Orthu'mech	The Sundered Sea	CE	Water/Cyclone, Weather
Telegoth	Eye of the Firmament	NE	Fire/Simoon, Sun
Yeghniths	Creeping Cold Death	NE	Air/Bora, Darkness



Cults & Secret Societies of the Old Ones

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. Members of secret societies and cultists have 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.

The **Shadows over Vathak; Player's Guide** details ten cults and secret societies, from the Dedicants of the Miasma (a secret society in league with Yegniths), to the Pirats of Orth (a cult of sailors that respect Orthu'mech), an array of options are presented.

ALTERNATIVE 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.



The two most significant are the romni Court of the Signs and svirfneblin Ancestor Worship, both detailed here. Beyond that, the Shadows over Vathak: Player's Guide gives examples and discussion for everything from playing as an atheist or agnostic in Vathak, to examples of cults not dedicated to an Old One, but instead some other cause or belief. Be it the Church of the Unspeakable Masses from the Colonies, the cabal of the Dark Passions Society, traditional druidic practices of Vathak, to the public Gölden Society of spellcasters seeking the source of magic, many tastes can be sated. Even stranger things like the esoterica movement of spiritualism, the crazed Wilhelm Killers and their annual purges, or the mixed religions of bhriota vodun or witchwolves moon worship are given a minimum of detail for players looking for an alternative to the Church Triumphant or becoming a thrall to cosmic evils.

The **Shadows over Vathak: Player's Guide** supports all of this world-specific fluff with a solid dose of divine magical crunch over 18 pages dedicated to new or alternate cleric domains and subdomains, inquisitions fitting the themes of Vathak for your inquisitor classes, and even new blessings for warpriests and patrons for witches with a bent toward the Old Ones.



THE COURT OF SIGNS

LEGENDS OF THE PEOPLE

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

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.

ANCESTOR WORSHIP

Spirits of the Past Guiding the 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

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.



WEAPONS OF VATHAK The Pathfinder Roleplaying Game is largely

a game about fighting things, and so the new weapons, even over the extensive new equipment, is likely most interesting to players. Vathak is also a land where massive monsters need to be kept in check, and for the vindari, they've managed this by using firearms — which are so common that early caplock versions of muskets and pistols are treated as simple weapons for proficiency, and most early firearms like flintlock based muskets and pistols, are treated as martial weapons, meaning your average fighter can wield any of them. It is the advanced firearms that are included below, just for a taste, as well as three culturally relevant melee weapons. Advanced rules for modifying firearms and integrating them into your Shadows over Vathak game are also included in the Player's Guide.

MELEE WEAPONS

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.

- 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.
- 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	Туре	Special
Lord's hammer	60 gp	2H Exotic	1d10	1d12	x2	10 ft.	15 lbs.	P or B	Reach, trip
Romni crescent sword	15 gp	1H Martial	1d4	1d6	19-20/x2	a providence	4 lbs.	S	
Vindari Hellraiser	70 gp	2H Exotic	1d6	2d4	18-20/x2		6 lbs.	P or S	deadly



Advanced Firearms

- *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.
- 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.

HELLFIRE PISTOL VILITARY REVOLVER

> Vindari Hand Canon

Romni Shotgun

Weapon	Price	Proficiency	Dmg(S)	Dmg(M)	Critical	Range	Misfire	Capacity	Weight	Туре	Туре
Military pistol	1,000 gp	1H Exotic	1d6	1d8	×4	20 ft.	1	1	2 lbs.	B and P	and the second
Vindari hand cannon	2,500 gp	1H Exotic	1d10	1d12	×4	30 ft.	1-2	1	3 lbs.	B and P	High caliber
Military rifle	25,000 gp	2H Exotic	1d8	1d10	×4	80 ft.	1	6	15 lbs.	B and P	<u> </u>



THE READINGS OF A FORTUNE-TELLER

A series of spells, 1st–9th, were added to help represent the forms of divination that anyone can possibly perform, but are particularly suited to the fortune-teller class. The first two examples of these spells are included, but the full list of reading spells and their focus is below:

Level	Reading	Focus
1st	Reading the Leaves	A cup of tea
2nd	Reading the Bones	A set of 64 chicken bones
3rd	Reading the Cards	A tarot deck
4th	Reading the Palm	A creature with a palm
5th	Reading the Cards, Improved	A tarot deck
6th	Reading the Entrails	A creature to sacrifice
7th	Reading the Cards, Greater	A tarot deck
8th	Reading the Stars	A set of star charts
9th	Reading the Deck	A deck of many things

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 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.



Shadows over Vathah PLAYER'S GUIDE TO VATHAK



Included in the *Shadows over Vathak: Player's Guide* you will find:

- Chapter 1: Introduction to Vathak
- » A thorough introduction to the world of Vathak, a land and people struggling against ancient evils.
- Chapter 2: Heroes of Horror
- » Suggestions and setting-specific mechanics to help you create and play characters in a horror game.

Chapter 3: Races of Vathak

- » Rules and options for the 9 playable races of Vathak, from the tribal bhriota, to twisted cambions, ghostly hauntlings, and much more!
- Chapter 4: Classes of Vathak
- » Complete write-ups for 4 new classes of Vathak, with at least 2 archetypes for each of the 36 core and base classes, including the occult classes.
- Chapter 5: Skills & Feats of Vathak
 - » Detailed rules for crafting firearms and 50 feats to help you make your characters unique and suited for the horrors of Vathak.
- Chapter 6: Equipment in Vathak
- » A rich selection of weapons and armor, new and old, with options for tools, alchemy, vehicles, and other gear needed to survive Vathak.
- Chapter 7: Firearms in Vathak
- » An entire chapter expanding on both early and advanced firearms for the Pathfinder Roleplaying Game, the only thing keeping the horrors at bay!
- Chapter 8: Religion in Vathak
- » A rich discussion of each of the major religions of Vathak, from the Church of the One True God, to the romni Court of Signs, and the cults and secret societies of the Old Ones!
- Chapter 9: Magic in Vathak
- » Topped off with a discussion of magic in Vathak, with new options for divine casters, and a vast set of spells perfect for Vathak.

Join us in *Shadows over Vathak*, an original fantasy setting that blends the otherworldly, cosmic horror themes of New England's Lovecraft, the macabre mysteries of Poe, and the sensibilities of Victorian, Gothic horror adventure.

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 dark 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.

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Shadows over Vathak Explorer's Guide to Vathak

Compiled by Lucus Palosaari from the Shadows over Vathak: Player's Guide

A STRICKEN WORLD

Shadows over Vathak blends the Otherworldly, Cosmic Horror themes of New England's Lovecraft, the Macabre Mysteries of Poe, and the sensibilities of Victorian, Gothic Horror Adventure into an original fantasy setting for the *Pathfinder Roleplaying Game*.

In this, our *Explorer's Guide to Vathak*, we condense down the expansive country of Vathak and game setting of **Shadows over Vathak**, and it's related **Player's Guide** (a tome over 450 pages!) into a short but concise text to introduce the uninitiated and preview all that is available in that larger volume.

Included in this book are:

- An overview of the Shadows over Vathak setting and its tone and threats
- A review of all six major countries on Vathak: Grigoria, Sileasia, Khrota, Ina'oth, and The Colonies
- Write-ups (with racial traits) for all nine of the core races of **Shadows over Vathak**: bhriota, cambion, dhampir, hauntling, romni, svirfneblin, vindari, witchwolves, and wretched.
- A discussion of new classes and class options for Shadows over Vathak, including the full Fortune-Teller class, and half the list of class options for existing core, base, hybrid, and occult classes.
- A review (with basic stats) of the major four religions found on Vathak The Church of the One True God, Worship of the Old Ones, The Court of Signs, and Ancestor Worship — with a discussion of the important roles cults, secret societies and alternative faiths play in the setting.
- Six example weapons: the lord's hammer, romni crescent sword, and vindari hellraiser, and including three advanced firearms: the military pistol, military rifle, and vindari hand cannon.

All presented with rich images and discussion of the kinds of expansions to these things you will find in the complete *Shadows over Vathak: Player's Guide* and all current and future **Shadows over Vathak** campaign setting books!



