

SHADOWS OVER VATHAK

# Player's Guide to Ina'oth



A REGIONAL ADVENTURE PATH

Shadows  
over  
Vathak

A Campaign Setting Book of Lovecraftian Survival Horror

JOHN BENNETT AND RICK HERSHEY

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# Shadows over Vathak

## INA'OTH

### PLAYER'S GUIDE

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

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**From the journal of Yarick Estermann**

*It was the smell of Shaireen's cooking that woke me from the cold, black slumber I found myself in. Sleep held me like a prisoner as if I had done something wrong or offended it. Each exacerbated second screeched indefinitely in that dark realm, my thoughts chewing their own tails as they spun in circles. No, sleep was not a restful reprieve and I was glad to shed it like dirty clothes whose stains I could never get out.*

*I stumbled absentmindedly down the stairs, the last vestiges of my dreams sloughing off me like a second skin. The smell of fresh butter on hot toast with the smoky tang of bacon on the side guided me towards the kitchen and Shaireen. Ah, my beautiful wife...brown locks untouched by the grey hand of death tumbled to frame her slightly plump face. Her eyes spoke to my soul of warmth and laughter, intimate times together and tears shed in joy as well as pain. Those eyes held the frayed, unraveling edges of my soul together before it spilled into the darkness of my haunted sleep.*

*After breakfast, we visited the graves of my recently departed parents. Shaireen picked the flowers we laid on their graves. So odd to pick flowers, such beautiful things instilled with bright colors and intoxicating smells, and leave them on a grave to wither and die, their beauty curling into rotted brown desiccation. Piling death on top of death. It makes no sense...*

*At night, I curled up with Shaireen, pulling her into me as if I could meld our bodies together. This close, I felt as one with her, brandishing her as a torch to stave off the empty promise of sleep and the eternity of repeating nothingness it brought stretching on and on and on...*

*Shaireen is still with me now. Even as I sit, surrounded by blank stone walls in a lightless room, I hold her hand as she sits next to me. There is nothing to see in this room but her eyes, the eyes that hold the frayed, unraveling edges of my soul together...Our love sets me free.*



**From the medical report of Dr. Sebastian Stucher**

Despite repeated procedures, the SUBJECT (formerly known as one Yarick Estermann) still shows no signs of awakening from the cata-tonic state he was brought here to the asylum in. The SUBJECT was discovered by a local gravedigger lying in the coffin of his deceased wife who died 6 months before under mysterious circumstances though foul play is suspected. Constable Ernest Karlton is anxious to question the SUBJECT in regards to a string of murders that first began 7 months ago, starting with the SUBJECT's own parents. Though the SUBJECT is the primary suspect in the murders, what concerns me is reports of a murder just last night that matches the others, all while the SUBJECT remains imprisoned here for observa-tion. He sits in his room where we have him under constant observa-tion, staring as if observing someone who is not there. Unless we can awaken him, I am concerned there will be additional murders though I know not how they are perpetrated.



## Introduction

Welcome to the world of Shadows over Vathak, a realm where the abomina-tions known as the Old Ones seek to destroy humanity. It is a world of dark-ness and despair, where even the light of the One True God is often corrupted and twisted to serve sinister ends. As players, you may be heroes representing a bright point of light in the encroaching shadows of evil or you might just be survivors, living day by day however you can, survival your only goal. In Vathak, even joy is mingled with the bitter ashes of despair and hopelessness.

What you have here are additional player options to augment the material presented in the *Shadows over Vathak Campaign Guide*. New feats, spells, traits, and more are detailed in the pages of this book, tied to one of the specific regions of Vathak. That is not to say just because your character hails from elsewhere or you are campaigning in a different part of Vathak, that you cannot use the material in this book. While the material here in is based on a specific region, it is also designed to fit the overall themes of Shadows over Vathak as a whole. As always, check with your GM before using any of the options in this book to make sure they are comfortable with it and it fits the flavor of the cam-paign.



## Playing a Character in *Shadows over Vathak*

When starting a new *Shadows over Vathak* campaign, you should discuss with your GM the type of Vathak campaign they plan on running. *Shadows over Vathak* caters to many different styles of horror genres as detailed in the *Shadows over Vathak Campaign Guide* and knowing the tone of the campaign will help you create a suitable and fun character for that particular campaign. Regardless of the campaign style, it is important to note *Shadows over Vathak* is a setting best suited to seeing human nature and alignment in shades of gray. The evil of the Old Ones and the remnants of the former vampire rulers are not the only villainy to be contested. While paladins and other holy warriors of the One True God fervently strive to stem the rising tide of evil, many who espouse the One True God's edicts are not truly virtuous. Neither are members of the nobility, town guard, and

any of the other NPCs you encounter. While *Shadows over Vathak* does not modify spells like *detect evil* and their like, these spells are not always entirely useful and just because a NPC detects as evil does not mean they are walking XP nor does it mean they mean you ill will. One of the main themes in *Shadows over Vathak* is survival horror and exploring how humanity either comes together or falls apart when confronted with the threat of extinction. Most of the NPCs you meet are just trying to survive day by day like your character and at some point in the past most likely suffered a tragedy coloring their perspective on life. At some point you may find yourself assisting the lesser of two evils or you may even be that lesser evil yourself. Again, discuss with your GM the type of Vathak campaign they are planning to run.

Additionally, the *Shadows over Vathak Campaign Guide* provides useful information on how the various races and classes interact in Vathak and will assist you in creating a character from a particular race and class to fit the theme of a Vathak adventure.





# Ina'oth

## A Historical Overview

Ina'oth lies in the southwestern corner of Vathak, bordered on its eastern side by the Black Sky Mountains. The bhriota tribes originating in the mountains eventually migrated and settled the more fertile lands of Ina'oth before descending into madness and savagery. These settlers farmed the rich land and fished the abundant lake, using the coastline and rivers to engage in trade. Small villages formed from a mixed bhriota and romni stock. Ina'oth, unlike other parts of horror haunted Vathak, seemed almost like a paradise.

As villages grew into cities, they became increasingly targeted by the bhriota living in the mountains arriving year after year to raid, plunder, and kill. Whole villages disappeared overnight to the fury of the bhriota. Finally, King Otelallo, hearing the anguished cries of his people, rallied an army and smashed the bhriota during one of their yearly raids. Many bhriota prisoners from this expedition served to rebuild the Ina'oth they had nearly brought to extinction. Mining resumed in the mountains, pulling rich ores sent down newly constructed roads. Foodstuff once again flowed on full barges along the rivers.

With the bhriota threat pacified and reconstruction underway, it seemed Ina'oth would return once again to its idyllic state, a rarity in Vathak. Then the vindari arrived from across the sea in their warships. Armed with the power of the One True God and backed by cannon fire, the vindari swept through Vathak with zealous fury, breaking the un-

stable hold of the dreaded Vampire Lords who controlled much of the land. The vindari engaged in the genocidal atrocity known as "The Great Cleansing" whereby it was convert to the One True God or die. Many native inhabitants of Vathak burned in the "purifying" fires of the One True God. The rulers of Ina'oth huddled in their castles, unsure of how to stave of the vindari threat.

What happened next may have been far worse than a vindari conquest. Known as the "Plague of Shadows," this virulent disease spread through Ina'oth like a bloodstained wave, claiming one-third of its population within 2 years. It caused enough fear for the conquering vindari to seal their borders against Ina'oth. The Plague of Shadows left behind nothing but ghost towns and cemeteries overfilled with rotting, disease ridden corpses. Weeds choked the virility out of once fertile fields and cracked the flagstones of untrodden roads and abandoned villages.

The Plague of Shadows released its death grip only thirteen years ago, leaving Ina'oth a shadow of its former self. Today, the weakened region suffers anew. The bhriota, replenished in numbers, again assail what little remains in Ina'oth. The vindari seek to spread their influence, already in control of the region's new capital at Auld. The Old Ones have awoken, their taint spreading throughout Ina'oth as dark things having long slumbered begin to stir again and rise. Above all this, the fear of another reemergence of the Plague of Shadows troubles the citizens of Ina'oth the most. Many settlements live in almost total isolation from one another as a necessity for survival. Strangers arriving into town are seen with fear if not outright hostility for worry they could be carrying the plague. Rumors abound of ghost haunted towns and villages populated by nothing but ghouls and zombies. It truly is said that Ina'oth is "The Land of Plague."



## Creating a Character

### Born in Ina'oth

---

A character born in Ina'oth lives under the specter of death- either through disease, famine, or war. More than likely, someone close to you has passed away. Life in Ina'oth can be short and brutal, therefore, each minute you are alive is considered precious. Your character may be a native romni or bhriota whose family has burdened generations of hardship within Ina'oth. Additionally, you may have arrived as a child with your vindari parents to seek new ventures in Ina'oth since the abatement of the plague.

To develop a character raised in Ina'oth it is helpful to ask yourself the following questions-

Does your character come from a long line of original inhabitants of Ina'oth or is your family relatively new arrivals. If the latter, what lead them to brave disease haunted Ina'oth?



How does your character view people from other cultures such as the bhriota, romni and vindari?

What does your character know about the Old Ones? Reality or myths to scare children?

What religion does your character adhere to?

What losses has your character suffered growing up and to what were these losses attributed to?

What or who is it your character afraid to lose?

Does your character believe ghosts and worse haunt Ina'oth?

Who does your character think is behind the Plague of Shadows?

## Creating a Character Not

### Originally Born in Ina'oth

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Your character has lived long enough in Ina'oth to call it home but was not born here originally. There may be a number of reasons why your character left his or her homeland. In addition to the questions under "Creating a Character Born in Ina'oth," consider these additional questions-

Why did your character leave his or her homeland?

Why did your character brave such a disease ridden place?

What is your character looking to accomplish in Ina'oth?

How does your character feel about Ina'oth?



## The Dead and

## Disease in Ina'oth

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Ina'oth is different than other regions in Vathak- no other place has suffered as much loss as quickly as Ina'oth due to the ravages of the Plague of Shadows, a name that all Ina'oth's citizens fear. Such large scale death has greatly altered the daily attitudes and beliefs of the average citizen. Adventurers are generally the ones who eschew and challenge these beliefs much to the consternation of many.

First, the various human cultures view death, and particularly spirits, differently which is important in a land where the dead do not rest easy. Both the bhriota and romni cultures revere their dead ancestors. Spirits within the home are a common occurrence so both cultures perform regular rituals and offerings to placate the spirits and prevent them from causing mischief. This often means that a house sees successive generations living and dying under its roof- moving into someone else's house just invites trouble from the angry spirits. The vindari, on the other hand, believe themselves to be above the spirits and frequently perform exorcisms to remove spirits from within a home. The vindari have a strong belief that spirits should go and reside with the One True God and not remain in the mortal world.

Second, disease is the greatest fear in Ina'oth, the mere mention of it is enough to cause a general panic. Larger settlements have their own safeguards (often times brutally enforced) to prevent the spread of disease. Smaller settlements, unable to deal as readily with an outbreak of disease, therefore greatly distrust strangers and travelers, fear-

ing that they could be harbingers of some foul plague. Some villages ask visitors to submit to rigorous and unorthodox (usually superstitious) exams before allowing them to conduct business within their walls. Such fear greatly hampers Ina'oth's recovery through economic means.

As a player, consider how your character views the dead and disease- whether you adhere closely to your cultural norms or if you defy them. Also consider how you react when encountered with those who do not share the same beliefs as you.

## Ina'oth Places of Importance

### AULD

**Population** approximately 12,000 souls

The third oldest city in Ina'oth, Auld recently became the capital of Ina'oth due to its relative social and political stability after the Plague of Shadows. A vindari stronghold in the region, Lord Kanaras strives to make Auld the center of trade in the region. Rumors abound of Lord Kanaras's greed and decadent excesses but whatever methods he is employing, ruthless as some of them may be, seem to be working as trade has once again started flowing into Auld from other parts of Vathak via the many nearby waterways.

So far, Auld remains a relatively safe haven from the rampant pestilences and bhriota raids afflicting the rest of Ina'oth. Its citizens hide themselves within stone, brick, and wooden walls, maintaining both a cautious optimism and a caged wariness. "Purges" are



not uncommon in the city when the threat of disease looms, those afflicted burned alive by squads of specially trained and equipped guards. The mere sight of these black clad death squads sends terror down people's spines as the methods they employ in containing disease are often brutal but necessary, though many innocents are sometimes accidentally lost in the suppressions.

## EDHELION

**Population** approximately 15,000 souls

Situated on the coast, Edhelion suffered the least from both bhriota raids and the Plague of Shadows. Some claim this was due in no small part to the city shuttering its gates to refugees fleeing the devastation in Ina'oth and elsewhere, leaving them to starve to death or be slaughtered in front of the city walls. Travelers often tell tales of the number of bones they see half buried in the ground on the road to Edhelion. Whatever the reason, this safety breeds a haughty arrogance amongst the city's leaders, and though it is part of Ina'oth, it rarely takes orders from the capital city of Auld. Instead, with the abatement of the plague in Ina'oth, city leaders began overtures to the vindari occupying Sileasia to engage in colonization efforts. Edhelion sees themselves as a major player in these efforts as a point of commerce and trade.

## URSATUR

**Population** approximately 10,000 souls

The oldest of Ina'oth's three largest cities, Ursatur once served as the capital of Ina'oth. As the northern most city, Ursatur received the bulk of romni refugees fleeing south

from Sileasia to escape the Great Cleansing. Unfortunately, when the Plague of Shadows began, Ursatur could not support the influx of refugees and soon poverty and famine lead to lawlessness. This criminal sickness grew in Ursatur, eating away at it from the inside like cancer until it left nothing but a rotted, dead husk behind. However, since the plague has apparently ended and trade has begun to flow back in, the city is seeing a rebirth. A number of prominent city leaders have arisen to combat the anarchy engulfing the city, their successes restoring order and making the streets safer from the base criminal elements.

## DORHALL

**Population** approximately 3,600 souls

A northern town in Ina'oth, it boasts a large vindari population. However, it is notorious for the assassination of the local vindari baron, blamed on the native bhriota inhabitants. In reprisal, the vindari massacred the bhriota in Dorhall. It is believed those slain in the violence haunt Dorhall, adding to its already loathsome reputation.

## BLACK SKY MOUNTAINS

---

The looming heights of the Black Sky Mountains are aptly named- never-ending storms constantly blast their rocky crowns. The mountains separate Ina'oth from vindari controlled Khrota; however, they are infested with tribes of bhriota. Finally recovering after a defeat generations ago, the bhriota once again pour down out of the mountains to pick clean the skeleton that is Ina'oth. Rumors claim a hidden temple to ancient gods lies within the mountains whispering madness and compelling seekers to climb ever higher and deeper into the mountains.



## KROVEN BARRENS

A dark story haunts this wooded expanse to which no one now travels to. At the height of the Plague of Shadows, refugees fleeing the sickness sought shelter within the crowded pine trees. According to the tales, a light appeared in the sky accompanied by strange, unearthly noises carried by a searing hot wind. Waves of flame arose and in a tidal wave of fire, consumed those who sought shelter. Since that incident, the forest has been avoided.

## BLACK FIELD HALLOWS

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

## RUINS OF REDFORT

In the early days of the vindari arrival, they, perhaps unwisely, built an outpost on top of an ancient bhriota burial ground believed dedicated to the

Old Ones. The fort's most recent inhabitant was a romni mystic who wanted to study the strange structures found at the fort. Rumors abound of strange creatures roaming about and terrible secrets locked away inside.





## Whispers and Rumors

---

Living in Ina'oth, you have heard all kinds of stories. It is up to you to believe whether they are true or not.

Not a few people whisper that the Plague of Shadows was a disease the vindari brought with them from across the sea.

The increased number of purges conducted by the guards in Auld has many worried another large plague is brewing. Still others say it is nothing more than a fear tactic by the city leaders to cement total control over the city.

A thin, cloaked man nicknamed "The Stick Man," stalks Ina'oth, bringing disease and death with him. It's been reported that lone travelers have been attacked by xenophobic villagers fearing the arrival of this mysterious stranger.

A traveling merchant reports a tale about a small, remote mountain village where there lives a woman with miraculous healing powers, able to cure any disease with just a touch of her hand.

Everyone knows dwarves once lived in the Black Sky Mountains before the awakening of the Old Ones destroyed them. Their old strongholds must then be full of gold and treasure for the taking, right?

Merchants in Edhelion pay good gold for any of the strange artifacts recently uncovered by the erosion caused by the Agone and Lochlyn Rivers.

The Church of the One True Gods seeks volunteers to recover important relics within the haunted demesne of Redfort.

Ursatur is safer than it once was; however, new rumors speak of an organized criminal element slowly taking back control. Probably romni refugees from Sileasia looking for another handout.

Don't trust any of the bhriota living here. Their just bidding their time until their mountain dwelling kin liberate them.

Stories of boogeymen who steal people away in the night used to be tales to frighten children. However, those stories have been growing more numerous, depicting them as blue-skinned devils.

## Ina'oth Regional Traits

Regional traits are keyed to specific regions. In order to select an Ina'oth regional trait, your character must have been born in Ina'oth or lived in the region long enough to call it his homeland.

Ally traits indicate an NPC ally of yours. You and your GM should work together to develop who this ally is. If your ally is killed, you lose the benefits of the trait unless your GM allows another NPC to take the place of your ally.

## Combat

---

These traits are associated with combat, battle, and physical prowess. They give characters minor bonuses in battle and represent conflicts and physical struggles in the character's backstory.



## SHANK

---

You have lived a hard life in Ina'oth, often fighting against those who would do your harm, whether outlaws or bhriota raiders. Many times, you fought with whatever came to hand. You gain a +1 trait bonus on attack rolls and damage when using an improvised weapon.

## SPIRIT (ALLY)

---

When you were young, someone close to you who you relied on to protect you died. You swear you still see this person, whether in dreams or in the corner of your vision. You know you are not crazy as the spirit has warned you of danger many times. Once a week as, if you are caught by surprise, you may act on the surprised round as if you had not been caught by surprise.

## SURVIVAL INSTINCT

---

A plague outbreak or other catastrophe shattered your idyllic life and in the ensuing chaos when the law broke down you learned to defend yourself and fight to survive. Never one to be taken advantage of in a fight, you gain a +1 trait bonus on combat maneuver rolls made to use dirty trick and steal.

## Faith

---

These traits rely upon conviction of spirit, perception, and religion, but are not directly tied to the worship of a specific deity. You do not need a patron deity to gain a Faith Trait, as these traits can represent conviction in yourself or your philosophy just as easily as they can represent dedication to a deity.

## EXPERT HEALER

---

You spent much of your life taking care of those ravaged by disease and other ailments in the name of the One True God. A patient under your long term care recovers at three times the normal rate.

## FAITH HEALER

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You trust in the One True God<sup>®</sup> to treat even the most grievous of wounds and ailments. Once a day, when performing a heal check, you may reroll the dice but you must take the result of the second roll.

## FERVENT PRAYER

---

A harsh life living in Ina'oth strengthened your belief in the One True God who you pray to fervently. When using the apostle's prayer ability, you are treated as if 1 levels higher.

## SELF-HEALING

---

Your faith in the One True God empowers you and your healing magic. Whenever you cast a spell 1st level or higher with the healing descriptor, you immediately gain 1 hp for every 3 levels you possess.

## Magic

---

These traits are associated with magic and focus on spellcasting and manipulating magic. You need not be a spellcaster to take a Magic Trait (although some of these traits aren't as useful to non spellcasters). Magic Traits can represent a character's early expo-



sure to magical effects or childhood studies of magic.

### TOUCHED BY MADNESS

---

Your mind brushed only briefly with the horrors of the Old Ones, either through a forbidden tome or captivity by the bhriota which you later escaped. However, the taint of those abominations still lingers with you, increasing by 1 the DC of any spell you cast with the mind-affecting descriptor.

### DEAD COLD HANDS

---

A near death experience physically marked you as a reminder of your own mortality. Your hands feel as cold and lifeless as that of a corpse except when the power of magic flows through them, granting you a +1 trait bonus on melee touch attacks and dealing 1 hit point of negative energy damage whenever you cast a touch spell 1st level or higher from the necromancy school or with the cold descriptor.

### LOVE'S RESISTANCE

---

A wasting disease almost claimed you. However, you survived due to strong healing magic from someone close to you who has now passed on. This person's love still remains in the form of a magical bond. Once per day, whenever you are the target of disease due to a spell, spell-like, or supernatural ability, you can roll twice and take the higher roll.

### VISIONS FROM THE OTHER SIDE

---

You died but though death claimed you,

for whatever inscrutable reason, it released you back into the world of the living. Unfortunately, you have developed ties to that other world. Whenever you cast a spell of 1st level or higher from the necromancy school, you automatically generate a *detect undead* field in a 30 ft. radius centered on you that lasts a number of rounds equal to the level of the spell you cast. However, while you *detect undead*, any undead in the area of effect become aware of your presence (even mindless undead) for the duration.

## Social

---

Social Traits are a sort of catch-all category. These traits reflect the social upbringing of your character, your background in high society or lack thereof, and your history with parents, siblings, friends, competitors, and enemies.

### SCAVENGER

---

In a land ravaged by disease and bhriota raids, you learned quickly to be resilient and rely on yourself, granting you a +1 trait bonus on Survival skill checks and Fortitude saving throws.

### RAISED BY THE CHURCH

---

An orphan, the Church took you in and raised you, providing you with an education. Despite however you feel about the Church now, your education still remains, gifting you a +1 trait bonus to Knowledge (religion) and a +1 trait bonus to one of your class skills (representing the education you received).



### PRIEST FRIEND (ALLY)

Someone close to you (a relative, mentor, or childhood friend) is a priest in good standing within the Church. You can call on this friend one time to perform free spellcasting of a divine spell 5th level or below.

### NO REMORSE

Your fight for survival serves as your moral compass; therefore you feel no guilt for your past transgressions, granting you a +2 trait bonus on Will saves against enchantment spells and spell-like abilities.





## Ina'oth Feats

These feats originated Ina'oth but may be taken by other characters in Vathak at the GM's discretion, particularly those who have spent any time in Ina'oth.

### DISEASE IMMUNITY

---

You have built up immunity to a particular disease.

**Prerequisite:** You must have been exposed to the particular disease you are taking the immunity to.

**Benefit:** You are immune to all effects of a disease that you have been exposed to, including spells and spell-like abilities replicating the chosen disease. Magical diseases, such as mummy rot, cannot be selected.

### FORTIFYING CHANNEL

---

Your channel fortifies your allies.

**Prerequisite:** Channel energy 7d6

Whenever you channel positive energy to heal living creatures, you can grant healed creatures a bonus on their Fortitude saves equal to the 1/2 the dice (minimum 1) rolled for your channel ability. This effect lasts a number of rounds equal to your Charisma modifier (minimum 1 round).

### SPIRIT TALKER

---

You communicate with spirits in ways that others cannot.

**Prerequisite:** Must have previously been reduced to less than 0 hit points.

**Benefit:** Having come close or passed through the gates of death and returned gifted you an affinity with spirits. You add 1/2 your character level on Diplomacy checks as a circumstance bonus when conversing with undead creatures who have the incorporeal subtype. Additionally, when confronting haunts (*Pathfinder Roleplaying Game: Game Mastery Guide*) you may attempt a Diplomacy check to prevent the haunt from manifesting if it has not already done so and you have noticed it. The DC is equal to 10 + twice the haunt's CR. If you beat the check by 5 or more, you also learn how to permanently destroy it.

### TETHERED SOUL

---

You feel a strong bond to life and will not give into death easily.

**Prerequisites:** Diehard, Endurance

**Benefit:** You do not die until your negative hit point total is equal to 1-1/2 times your Constitution score (rounded down). Additionally, you receive a +4 morale bonus on saving throws to resist death effects.

**Normal:** When your negative hit point total is equal to your Constitution, you are dead.

### FRIGHTENING SPELL (META-MAGIC)

---

Your magic takes on a frightening appearance when cast, demoralizing your enemies.

**Benefit:** You can modify a spell to demoralize a creature damaged by the spell. When a creature takes hit point damage from a frightening spell, the creature becomes shaken for a number of rounds equal to the original level of the spell. If the spell allows



a saving throw, a successful save negates the shaken effect. If the spell does not allow a save, the target can make a Will saving throw (DC = 10 + the spell's level + the caster's casting ability score modifier) to negate the shaken effect. A frightening spell uses up a spell slot two levels higher than the spell's actual level.

Spells that do not inflict hit point damage do not benefit from this feat.

### PLAGUE BEARER (METAMAGIC)

You imbue the reanimated dead with disease

**Prerequisite:** Must be able to cast *animate dead*.

**Benefit:** When you cast *animate dead* or *create undead*, the spell imbues the undead with one of the following diseases of your choice: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, or shakes. The undead transfer the disease whenever they deal hit point damage. A plague bearer spell uses up a spell slot three levels higher than the spell's actual level.

## Lineage Feats

Mortals have long had dalliances with ancient powers and elder beings, resulting in offspring not quite human but something more. Sometimes it is nothing more than an unusual birthmark or it could even be greater such as the emerging powers of a sorcerer. Many times it is tragic like the twisted and ill-loved cambions, warped by the growing power of the Old Ones. Some offspring, however, bear no indication of an unusual ancestor at birth, but only later does

the monstrous blood begin to manifest itself, slowly changing them into something similar but not quite like their progenitor.

Unlike a starting race, Lineage feats represent an evolution of a character into something more monstrous over time. As the character takes more Lineage feats in a particular chain, they gradually take on the characteristics of the ancestor of that feat chain, never truly becoming that creature but losing much of their humanity in the process.

A character may select only one Lineage feat chain to follow. Players can choose how far along the feat chain they desire to go. However, players and GMs are encouraged to work together to tie Lineage feats into the character's story arc. For example, the GM may decree that a player's character accomplish a story element in the campaign before the next Lineage feat can be taken. Ideally, while humans work as the best race for selecting Lineage feats, any race can select a Lineage feat with approval from the GM. While Lineage feats provide mechanical bonuses and unique abilities, they are designed as much to drive a character's story as to add to the character's power.

Lineage feats have drawbacks and Lineage Points (LP). The further a character goes along the feat chain, the more the drawbacks and LPs increase to represent the character losing touch with their own humanity. LP accumulates and determines a character's total LP for the purposes of a particular Lineage's effects. Because the ancestors forming a Lineage feat chain are different from one another, the drawbacks and the effects of the LP will differ from feat chain to feat chain. It always a Will save equal to DC 10 + the total number of LP to resist the influence of a character's lineage as detailed below. The drawbacks of each Lineage feat stack with one another.



## Spirit

Ina'oth sees certain children born with a strong bond to spirits and the afterlife. The children manifest spectral powers with some becoming living ghosts. Sages speculate the enormous death toll due to centuries of warfare and disease creates malevolent spirits bound to Vathak. The psychic energy of these spirits spills out into the material world, like a pollution, infecting it much the same way the Old Ones presence are to be blamed for the cambions.

### SPIRIT LINEAGE EFFECTS

The saving throw DC to resist the effect of an influence is a Will DC equal to 10 + the total number of LP you possess.

**Minor Influence (1-3 Total LP)-** You attract minor, troublesome spirits. Once a day, at the GM's discretion, when you roll for a skill check, these spirits act up with minor rapping noises, lights, or similar effect. On a failed Will saving throw, the spirits sufficiently distract you and the result is as if you rolled a natural 1 on the skill check. This effect does not occur if you are taking 10 or 20 on the skill check.

**Intermediate Influence (4-9 Total LP)-** On a failed Will saving throw, whenever you attempt to sleep, you find yourself attracted to places where spirits are more likely to roam- drawing you towards cemeteries, ruins, or a place where there has been a battle, murder, or a similar tragedy. If a suitable place cannot be found, you gain the fatigued condition until you either make a successful Will saving throw the next time you attempt to sleep or spend at least eight hours resting in one of the aforementioned locations.

**Major Influence (10+ Total LP)-** As you stand on the border between the living and the dead, spirits exhibit a strong influence on you and attempt to inhabit your body. Whenever you are reduced to 0 or fewer hit points, on a failed Will saving throw, a nearby spirit temporarily inhabits your body for 24 hours. The spirit has full access your character class abilities, feats, skills, and any spells or spell-like abilities as well as assumes your ability scores and hit points. It pursues its own agenda for the allotted time before relinquishing your body.

### SPIRIT LINEAGE

LP: 1

The unsettled rage of the dead flows in your veins.

**Benefit:** The influence of the spirit world runs in your blood. You gain +2 racial bonus on saving throws made against mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) and a +2 racial bonus on saving throws made against death effects, disease, paralysis, poison, sleep effects, and stunning.

**Drawback:** Your skin becomes pale- unnaturally white in color.

### SPIRIT SENSES

LP: 2

You gain a sort of spirit sight.

**Prerequisite:** Spirit Lineage

**Benefit:** Your spirit blood begins affecting your senses granting you darkvision 30 ft. and a +4 racial bonus on Perception checks to notice haunts (*Pathfinder Game Mastery Guide*).

**Drawback:** Your eyes become pale and almost cloudy. You are dazzled as long as you remain in areas of bright light.



## SPIRIT RESISTANCES

LP: 2

Your body continues to become more dead than alive.

**Prerequisite:** Spirit Lineage

**Benefit:** The resistances of the otherworld manifest strongly in you gifting you a +2 racial bonus on saving throws against ability and energy drain effects. Additionally, you only take half bleed damage (minimum 1) from attacks that deal bleed damage. This only applies to bleed damage from attacks and not self-inflicted bleed damage by use of class abilities.

**Drawback:** A faint cloying odor of death lingers about you, incurring a -2 penalty on Diplomacy checks.

## SPIRIT POWER

LP: 2

You can affect minor objects around you with a thought.

**Prerequisite:** Spirit Lineage

**Benefit:** Your spirit blood begins manifesting psychokinetic powers allowing you to use *mage hand* once a day for every 3 levels you possess as a spell-like ability. You use your character level as your caster level.

**Drawback:** Animals display a natural aversion to your presence and you suffer a -2 penalty on Handle Animal and Diplomacy checks towards them (if you have a class ability that allows for this such as the wild empathy).

## GREATER SPIRIT SENSES

LP: 3

Your spirit sight becomes more powerful.

**Prerequisite:** Spirit Lineage, Spirit Senses and either Spirit Power or Spirit Resistances

**Benefit:** Your senses have become even more attuned with the spirit world increasing your darkvision to 60 feet. Additionally, you can cast *detect undead* and *hide from undead* once a day for every 3 character levels you possess as a spell-like ability. You use your character level as your caster level.

**Drawback:** Your hair becomes significantly lighter and your eyes turn so pale they are almost white. Your unusual appearance causes you to suffer a -2 penalty on Diplomacy checks.

## SPIRIT ETHEREALNESS

LP: 3

Your body becomes more like a spirit as you become less real.

**Prerequisite:** Spirit Lineage, two of the following- Spirit Power, Spirit Resistances, Spirit Senses

**Benefit:** Your spirit blood of claims more of your living body, making it seem less real and imparting a +4 racial bonus to Stealth checks. Additionally, you gain a deflection bonus to your AC equal to 1/2 your Charisma modifier (minimum 1).

**Drawback:** As your body becomes less substantial, it makes natural healing methods more difficult to apply, increasing the DC of any Heal check made on you by 4.



## SPIRIT TOUCH

LP: 3

You briefly shift into the spirit world for an attack.

**Prerequisites:** Spirit Lineage, two of the following- Spirit Power, Spirit Resistances, Spirit Senses

**Benefit:** As an immediate action, you briefly enter the spirit world, temporarily becoming incorporeal and allowing you to resolve one melee attack as a melee touch attack with the *ghost touch* weapon ability. You can use this ability a number of times per day equal to 3 plus your Charisma modifier (minimum 1). You are only incorporeal during the duration of the specific attack.

**Drawback:** As your body drifts closer to the spirit world, you find its strength draining away and you suffer a permanent -2 loss to your Strength score.

## SPIRIT INCORPOREALNESS LP: 4

You can become incorporeal.

**Prerequisites:** Spirit Lineage, two of the following- Spirit Power, Spirit Resistances, Spirit Senses and Spirit Etherealness.

**Benefit:** Your strong connection to the spirit world allows you to as an immediate action become incorporeal (as per the Universal Monster ability) to one attack whenever you are aware of that attack. You can become incorporeal in this manner a number of times per day equal to 1/2 your character level. You are only incorporeal for the duration of the one attack against you.

**Drawback:** Your continuing loss of a connection to world of the living results in a permanent -2 loss to your Constitution score.

## Ina'oth Items

### INCENSE

Specially prepared incense can found throughout the lands of Vathak, particularly in Ina'oth where it is used to help fight disease and ward off evil spirits. Typically, the incense, in the form of dried pellets, is burned in a censer or thurible by priests of the One True God. One unit of incense lasts four hours. The hours do not have to be consecutive but are used in one hour increments. Incense can be created with a Craft (alchemy) skill.

Incense	Price	Weight	Craft DC
Coradon	50 gp	—	DC 25
Gaelsroot	40 gp	—	DC 22
Spiritweed	35 gp	—	DC 20
Taelwood	60 gp	—	DC 25

**Coradon:** Coradon is created from a complex blend of plants and oils suffused with holy water before being dried. It gives off a slightly purple tinged smoke and is nearly odorless when burned. Incorporeal creatures cannot move within 30 ft. from where the incense is burning unless they succeed on a DC 15 Will saving throw. Vathakians frequently employ it during funeral rites to prevent an evil spirit from inhabiting the body.

**Gaelsroot:** This rare herb is smashed into a paste and mixed with various oils. When burned, its light, yet pungent smelling, smoke draws the disease out of an infected creature's body, granting one creature an additional +2 circumstance bonus on saving



throws against disease. One unit of gaelroot must be burned to gain the bonus. A patient only gains the bonus once a check regardless of the number of gaelroot burned.

**Spiritweed:** Cultivated from dead, dried assassin vines that have consumed a living creature and mixed with various other agents, this incense gives off a thick cloying smoke that turns red when incorporeal creatures come within a 60 ft. radius of the incense. It does not outline or pinpoint the location of incorporeal creatures.

**Taelwood:** Bhriota frequently cull the bark from these trees growing on the slopes of the Black Sky Mountains. Mixed with oils and blood, when burned, Taelwood releases a heavy, black, overly sweet smelling smoke, attuning the senses to the spirit world. A creature must spend one hour inhaling the smoke of the taelwood but afterwards, for the next 12 hours, gains a +20 morale bonus on Perception checks to perceive invisible creatures as well as incorporeal creatures that normally cannot be sensed. Perceived creatures appear as ghostly forms. Bhriota use taelwood in the belief they can commune with their ancestors.



## Magic Items

### CORPSE HAIR NECKLACE

**Aura** moderate conjuration; **CL** 9th;

**Slot** neck; **Price** 3,250 gp; **Weight** –

Dry, brittle hair taken from a humanoid corpse forms a braided necklace protecting the wearer from the incorporeal touch attacks of undead creatures. Once a day whenever the wearer is subject to a melee touch attack from an undead creature with the incorporeal subtype, the wearer can cause the necklace to unwind and attempt to grapple the undead creature as an immediate action. The necklace has a +9 CMB and a 19 CMD. The necklace cannot pin or move the undead creature; instead the undead creature remains anchored in its square each round but can still attempt to break the grapple normally. The effect ends if the undead creature breaks the grapple. The wearer does not receive the grappled condition.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, *black tentacles*, *plane shift*, hair from a corpse; **Cost** 1,625

### GHOUL TEETH

**Aura** faint conjuration; **CL** 5th

**Slot** none; **Price** 200 gp; **Weight** –

Collected from defeated ghouls and sanctified in holy water, the rotted teeth come in a small pouch and are used to combat ghoul fever. If crushed and then swallowed as a full round action by a creature infected by ghoul fever, the teeth slow the spread of ghoul



fever changing the disease's frequency to 2 days and allows the infected creature a +2 circumstance bonus on Fortitude checks to resist further effects of ghoulish fever. The teeth no longer have any effect once the infected creature succumbs to ghoulish fever or is cured of the disease.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *remove disease*, teeth of a ghoul, vial of holy water;  
**Cost** 100 gp



#### MURDERER HAND

**Aura** moderate necromancy; **CL** 6th

**Slot** none; **Price** 4,750 gp; **Weight** 1 lb.

This purpled, preserved, stump of a humanoid hand comes from a convicted and executed murderer. Once a day for up to six rounds, the bearer of the hand, if holding it in at least one free hand, can, as an immediate action, deal 1d4 points of bleed damage to a living creature that the bearer has just dealt damage to. A thin tendril of blood connects from the wounded creature to the hand. If the hand is then placed for eight hours over the heart of a resting creature, it grants temporary hit points equal to the bleed damage it dealt the last time it was activated. The temporary hit points last for 24 hours. Each time the hand is used, one of its fingers falls off. Once all five fingers have fallen off, the hand becomes useless.

A Spellcraft check to create a murderer hand failing by five or more results in the hand transforming into a crawling hand (*Pathfinder Roleplaying Game: Bestiary 2*).

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *bleed*, *vampiric touch*, hand of a condemned and executed murderer; **Cost** 2,375 gp

#### SKIN MASK

**Aura** moderate necromancy; **CL** 7th;

**Slot** head; **Price** 15,550 gp; **Weight** –

A single silver band secures a hideous mask made from human skin and imbued with necromancy. The mask allows the viewer to appear as undead by other undead creatures, though intelligent undead can make a DC 15 Will saving throw to recognize the creature as



living. Three times per the day, as a full round action while breathing in the target's life essence, the wearer can cast *death knell* (DC 13 Will negates). Once a day, the wearer, as a full round action, can breathe into a corpse's mouth, revivify the corpse as a zombie per the *animate dead* spell. However, after using this ability, the mask ceases to function until 24 hours after it has been bathed in 5 hp worth of humanoid blood.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *animate dead*, *death knell*, *detect undead*; **Cost** 7,750 gp

#### THIEF CANDLE

**Aura** faint divination and necromancy;  
**CL** 5th

**Slot** none; **Price** 400 gp; **Weight** –

This rank looking brown candle contains the toe nail clippings of a hanged thief. When lit indoors as a standard action, the candle fills the room with an unpleasant, pungent smoke, outlining any nonmagical secret door, compartment, cache, etc. in the room. Additionally, all living creatures in the room of the lit candle exposed to its smoke hear faint, sibilant whisperings informing them if there are any art objects, coins, gems or other objects of monetary value in the room or area beyond the secret door, compartment, cache, etc., though the exact value is not known. This last ability still works if the any rooms revealed by secret doors are connected by a hallway. The candle does not function if lit outdoors. The candle can be light five times before it expires.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *detect secret doors*, *speak with dead*, the toe nail clippings of a humanoid hung as a thief; **Cost** 200 gp

## Magic Weapon Special

### Abilities Description

#### MADDENING

**Price** +2 bonus; **Aura** strong enchantment;  
**CL** 12th; **Weight** –

Infused with power of the Old Ones, on a critical hit, a *maddening weapon* fill the target's head with insane visions of horrible creatures and impossible vistas, affecting the target as per the *confusion* spell for one round. Mindless creatures and aberrations are immune to this effect.

#### CONSTRUCTION

**Cost** +2 bonus

Craft Magic Arms and Armor, *confusion*

#### PENETRATING

**Price** +2 bonus; **Aura** faint transmutation;  
**CL** 5th; **Weight** –

A *penetrating weapon* ignores up to 5 points of damage reduction except damage reduction without a type (such as DR 10/–).

#### CONSTRUCTION

**Cost** +2 bonus

Craft Magic Arms and Armor, *keen edge*, *true strike*



# Ina'oth Spells

## DRAGGED TO HELL

**School** necromancy; **Level** sorcerer/wizard 7, witch 7

**Casting Time** 1 full round action

**Components** V, S, M (a pinch of ash)

**Range** medium (100 ft. + 10 ft./level)

**Area** 20-ft.-radius spread

**Duration** 1 round/level (D)

**Saving Throw:** none; **Spell Resistance:** no

Dozens of spectral hands rise up from the ground to grasp any creature in the area in their cold, lifeless hands.

Every creature within the area of the spell is the target of a combat maneuver check made to grapple each round at the beginning of your turn, including the round *dragged to hell* is cast. Creatures entering the area of effect are also automatically attacked. The hands do not provoke attacks of opportunity. When determining the hands' CMB, the hands use your caster level as their base attack bonus and receive a +4 bonus due to their Strength. Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

If the hands succeed in grappling a foe, that foe takes 1d4 points of Constitution damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple. All other movement is prohibited unless the creature breaks the grapple first. The hands receives a +5 bonus on grapple checks made against opponents they are already grappling, but cannot move foes or

pin foes. Each round *dragged to hell* succeeds on a grapple check, it deals an additional 1d4 points of Constitution damage. The CMD of *dragged to hell*, for the purposes of escaping the grapple, is equal to 10 + its CMB. Any creature whose Constitution reaches 0 dies and its body and soul is dragged to Hell. Only a *miracle*, *resurrection*, *true resurrection*, or *wish* spell can bring back a creature that has been dragged away.

The hands created by this spell cannot be damaged, but they can be dispelled as normal.

## FOREST FIRE

**School** evocation (fire); **Level** druid 9

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Area** two 10-ft. cubes per level (S)

**Duration** instantaneous (1 round/level) (D); see text

**Saving Throw** Fortitude (negates, see below) and Reflex (partial); **Spell Resistance** yes

You cause the whole area to explode with a sudden burst of flame in its area of effect as well as any natural vegetation in the area. Within the area of effect, the spell deals 1d6 points of fire damage per caster level (maximum 20d6) and the spell ignores the hardness any vegetation might have. Creatures failing their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full round action requiring a DC 22 Reflex save. Natural vegetation does not make a Reflex save or continue to burn. Additionally, the area fills with a thick smoke



filling the spell's area of effect, persisting for one round per level. Living creatures in the area are wracked by coughing, becoming staggered unless they succeed on a Fortitude saving throw. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. Any creature succeeding on its saving throw but remaining in the cloud must continue to make a saving throw each round on its turn.

### HOLY WORD

**School** evocation (good); **Level** apostle 3, cleric 3, inquisitor 3

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Area** 20-ft.-radius burst

**Duration** 1 round/level; see text

**Saving Throw** Will partial; see text; **Spell Resistance** yes

You utter the name of the One True God to condemn your enemies. Only evil and neutral creatures are harmed by the spell; good creatures are unaffected.

When this spell is cast, blood flows out from the eyes, ears, nose, and mouth of evil and neutral creatures in the spell's area of effect, dealing one point of bleed damage for every two caster levels you possess to a maximum of five points of bleed damage and causing them to suffer a -4 penalty on attack rolls and Skill checks. A successful skill check negates the -4 penalty on attack rolls and skill checks.

### RESILIENCY

**School** conjuration (healing); **Level** apostle 2, cleric 2, druid 2, paladin 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 min./lvl

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The subject possesses greater fortitude. Whenever the subject makes a Fortitude saving throw, it rolls twice and takes the higher result.

### RESILIENCY, MASS

**School** conjuration (healing); **Level** apostle 6, cleric 6, druid 6, paladin 6, witch 6

**Range** close (25 ft. + 5 ft./2 levels)

**Targets** one creature/level, no two of which can be more than 30 ft. apart

This spell functions like *resiliency*, except it affects multiple creatures.

### RUIN

**School** necromancy; **Level** sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (a handful of sand)

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature or a 10 ft. radius if cast on an object; see text



**Duration** instantaneous

**Saving Throw** Fortitude (negates); Will negates (object); **Spell Resistance** yes

You cause the subject to age. If cast upon a living creature, the creature ages 1d6 years for every 4 caster levels you possess to a maximum of 4d6. If the creature reaches its venerable age category, the GM will secretly roll for its maximum age. If the creature is aged past its maximum age, it immediately dies. If cast upon an object, such as a door, or wall, it hastens that object's deterioration, dealing 1d8 points of damage for every 2 caster levels to a maximum of 8d8. The damage ignores the object's hardness. The aging effect is permanent unless removed by a *miracle* or *wish* spell.

#### WATER SNAKE

**School** conjuration (creation); **Level** druid 3

**Casting Time** 1 round

**Components** V, S, M (a few drops of water)

**Range** personal

**Effect** a snakelike column of water

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

A twisting column of water twines about you like a snake. Any bludgeoning, piercing, or slashing attack against you is treated as if the attacker were underwater (–2 to attack, half damage) though you can act normally. Additionally, as a move action, you can direct the water snake to strike at one creature within 10 ft. of you using your base attack bonus plus your Wisdom modifier as its attack modifier, dealing 2d8 points of bludgeoning damage. If successful, the attack douses any nonmagical fire held by the creature that is small sized or smaller (such as a torch).

## Ina'oth: Incantations

Incantations are specialized rituals drawing forth tremendous magic power, often with risk to the performer or performers.

The *ancestral armaments* incantation originated amongst the bhriota in the Black Sky Mountains as a way to summon the strength of their ancestors before battle by channeling legendary champions. After their defeat and enslavement by King Otelallo, the incantation made its way into the general populace, particularly within warrior fraternities. The vindari view the incantation as a disgusting bhriota ritual and have attempted to eradicate all knowledge of it. However, the incantation still survives amongst the native bhriota population as well as secretive warrior societies.

#### ANCESTRAL ARMAMENTS

**School** conjuration (summoning) **Effective Level** 6th

**Skill Checks in order**—Knowledge (history) DC 27; Perform (oratory) DC 27, Diplomacy DC 27

**Components** M, S, V

**Material Components**—each creature to be affected by the spell must hold dirt taken from a grave site and a broken weapon.

**Casting Time** 1 hour

**Range** close (40 ft.)

**Target** Six creatures, no two of which can be more than 30 ft. apart

**Duration** 1 hour

**Saving Throw** none; **Spell Resistance** yes



### DESCRIPTION

When this incantation is properly conducted, you call upon ancient spirits who died in battle, binding them into the form of a ghostly, floating weapon that can both attack and defend you.

Each target of the spell receives a spirit who takes a form of a weapon the spirit died with while fighting. This spirit weapon occupies the same square of the target creature at all times. As a free action, the spirit weapon can be directed to attack an adjacent creature using the target creature's base attack bonus. The weapon is considered to be a +1 magical weapon for overcoming damage reduction with the *ghost touch* magic weapon ability and deals 1d8+6 points of bludgeoning, piercing or slashing damage depending on the form of the spirit weapon.

As a free action at the start of the target creature's turn, the spirit weapon can switch into a defensive mode. It does not attack this turn, instead granting a +4 sacred bonus to the target creature's AC until the start of the target creature's next turn. It is another free action to change the spirit weapon back into attack mode.

### BACKLASH

Summoning the bloodthirsty spirits and binding them into weapons is a dangerous proposition. The performers must sacrifice a part of their own life energy to draw forth the spirits and hold them into the weapons at a cost of gaining 1 negative

level. The negative level can be restored with a *restoration* spell.

### FAILURE

If the failure occurs during before the Knowledge (history) check, you are unable to recall the names of suitable bygone champions and the incantation fails. If the failure takes place before the Perform (oratory) check, you fail to impress the spirits with tales of their great deeds and unleash their wrath which results in the primary performer suffering 1d6 points of Constitution damage. If the failure occurs before the Diplomacy check, you do not suc-





ceed in convincing the spirits to bind themselves into the broken weapons and transform. Their fury at being disturbed for such foolishness results in all performers suffering 2d6 points of Constitution damage.

## Ina'oth Archetypes

### Hellfire Evangelist (Cleric)

Hellfire Evangelists do not just speak the word of the One True God, they scream it, yell it, their fists pounding the pulpit, and spittle flying from their mouth. These priests possess a narrow limited view of the actual message of the One True God, making it their mission to convert others to their faith with their fiery words. Hellfire evangelists seek out sinners to force them to repent their sins and accept the redeeming light of the One True God. They possess no order of their own within the Church, instead, their overzealous nature sends them far afield all over Vathak to seek souls needing to be saved (whether those souls see it that way or not).

Ina'oth sees a large number of hellfire evangelists flocking to its region. The decimation from rampant disease and bhriota raids creates conditions of despair and hopelessness, attracting hellfire evangelists like moths to a flame. Unlike other evangelists who draw large crowds with their message of doom and gloom, hellfire evangelists seek to combat sinners head on and proselytizing with violence, preferring battlefields over street corners. Hellfire evangelists channel their faith into defeated enemies, searing their soul of all sin so that they may repent and receive the light of the One True God. What troubles critics of hellfire evangelists are how often these priests' purported powers actually work.

**Domains:** A hellfire evangelist gains only a single domain, however, she may select the fire domain in addition to the normal domains associated with the One True God.





## CONVERSION CHART

New Attitude	Conversion Check Result	Defeated Opponent's Conversion Success
Hostile	Did not meet minimum DC	Not converted to the One True God. Hostile to the idea of the One True God.
Unfriendly	DC meet but not exceeded by 5	Not converted to the One True God. Not overtly hostile but possessing a strong dislike towards the One True God.
Indifferent	DC exceeded by 5 but less than 10	Not converted and apathetic to the notion of the One True God.
Friendly	DC exceeded by 10 but less than 15	Converted. Feels that sins are washed away and acceptance into the arms of the One True God.
Helpful	DC exceeded by 15 or more	Converted. As "Friendly" except the opponent wishes to help spread the word of the One True God and bring others into His fold.

**Conversion (Su):** As a full round action, a hellfire evangelist can expend one use of channel energy to attempt to convert a defeated opponent to the light and understanding of the One True God. To convert a defeated opponent, a hellfire evangelist makes a Diplomacy check, adding her channel energy dice to the result (example—a 5th level hellfire evangelist would make a Diplomacy check, roll as normal, and then roll 3d6 for her channel energy ability to add to the result) against a DC 25 + the defeated opponent's hit dice + the defeated opponent's Charisma modifier. For every 5 by which the hellfire evangelist's check result exceeds the DC, the defeated opponent's acceptance of the One True God shifts one step per the chart below.

A defeated opponent is considered someone who came into a conflict (usually by combat) with the hellfire evangelist and has been beaten (reduced to 0 hit points or less, pinned, paralyzed, or in any similar fashion in which the battle has been won

on the hellfire evangelist's side). A defeated opponent who was not converted per the Conversion chart cannot be the subject of another conversion by the same hellfire evangelist. A defeated opponent who has been converted does not immediately change alignment nor is the defeated opponent under the command of the hellfire evangelist. Creatures possessing religious based classes (apostle, clerics, inquisitors, paladins, etc.) that follow the One True God are immune to a hellfire evangelist's conversion ability unless the GM sees a reason why that opponent would be able to be converted (such as a fallen paladin or a cruel and vicious cleric).

**Playing Tips:** A hellfire evangelist is a cleric archetype with a strong emphasis on role-playing and creating additional storytelling moments. By converting former enemies, you create potential allies and new adventure seeds. The GM really has final say in whom and what can possibly be converted and also how that converted opponent ultimately treats and reacts to the hellfire evangelist.



# Ina'oth Prestige Classes



## Plague Mage

Disease is the great equalizer, felling mighty kings as easily as lowly commoners. Healers seek to stamp out disease or at least ease the suffering of the afflicted. Few, however, seek to harness the power of disease for their own ends. Some arcane scholars seek out disease to augment their own magical power, inflicting plagues on their enemies. Still others act as martyrs, taking on the disease and thus sparing others from its crippling effects.

In Vathak, these arcanists are known as “plague mages”- feared as much as they are reviled. In disease laden Ina’oth, plague mages thrive. Some few seek benevolent ways to use their power, actively combating diseases in infected towns and seeking a cure for the Plague of Shadows. Unfortunately, most plague mages use their power to control the local populace, setting themselves up as demagogues who determine who lives and who dies.

**Role:** Plague mages use disease to augment their spells.

**Alignment:** Plague mages can be of any alignment. Good plague mages seek to assist those suffering from disease, inflicting it only on truly evil creatures. Evil plague mages enjoy spreading disease, relishing the pain it causes. Neutral plague mages see disease as something natural, a necessary mechanism maintaining the balance by killing the weak and expunging the lands of extraneous populations.

**Hit Die:** d6

### REQUIREMENTS

To qualify to become a plague mage, a character must fulfill all the following criteria.

**Skills:** Heal 5 ranks



Level	BAB	Fort	Ref	Will	Abilities	Spells per Day
1	+0	+1	+0	+0	carrier	+1 level of existing arcane spellcasting class
2	+1	+1	+1	+1		+1 level of existing arcane spellcasting class
3	+1	+2	+1	+1	virulence +2	+1 level of existing arcane spellcasting class
4	+2	+2	+1	+1	carrier spell	+1 level of existing arcane spellcasting class
5	+2	+3	+2	+2		+1 level of existing arcane spellcasting class
6	+3	+3	+2	+2		+1 level of existing arcane spellcasting class
7	+3	+4	+2	+2	virulence +4	+1 level of existing arcane spellcasting class
8	+4	+4	+3	+3	plague touch	+1 level of existing arcane spellcasting class
9	+4	+5	+3	+3		+1 level of existing arcane spellcasting class
10	+5	+5	+3	+3	dispersal	+1 level of existing arcane spellcasting class

**Spellcasting:** Ability to cast 3rd level arcane spells.

#### Class Skills

The plague mage's class skills are Appraise (Int), Craft (Int), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

**Skill Ranks per Level:** 2 + Int modifier

All of the following are class features of the plague mage prestige class.

**Weapon and Armor Proficiency:** Plague mages gain no proficiency with any weapon or armor.

**Spells per Day/Spells Known:** When a new plague mage level is gained, the character gains new spells as if he had also gained a lev-

el in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If the character had more than one arcane spellcasting class before becoming a plague mage, he must decide which class he adds the new level to for the purpose of determining spells per day.

**Carrier (Sp):** Starting at 1st level, a plague mage can sacrifice one spell slot of 3rd level or higher to spontaneously cast *remove disease* as an arcane spell on a humanoid target. Additionally, a plague mage can prepare *remove disease* as a 3rd level spell without the use of a spellbook. The spell works as normal, except it instead transfers the disease from the creature to the plague mage. If the plague mage makes a success-



ful Fortitude saving throw against the disease's DC, the plague mage becomes a carrier of the now dormant disease otherwise the disease is removed as normal. A plague mage can be a carrier for only one disease at a time and only for a number of days equal to  $1/2$  his character level before the disease is lost (with no effect). At any time, the plague mage can transfer the disease to another creature with a successful melee touch attack. The disease is contracted immediately (the onset period does not apply). Use the disease's listed frequency and save DC to determine further effects. You cannot use this ability to remove a disease from a creature you have transferred a disease to.

**Virulence (Ex):** At 2nd level, the plague mage increases the DCs of all his spells or class abilities that inflict disease by +2. At 7th level, this bonus increases to +4.

**Carrier Spell (Su):** At 3rd level, whenever a plague mage is carrying a disease via his carrier class ability, he can transfer the disease when casting a ranged touch attack spell. In addition to the spell's normal effects, the disease functions as described under the carrier class ability.

**Plague Touch (Su):** When a plague mage reaches 8th level, he can expend magical energy to bestow arcane fueled diseases on his enemies. While making a melee touch attack, as a standard action, a plague mage may expend a spell of 1st level or higher to deal ability damage to one physical ability scores (Strength, Dexterity, or Constitution) equal to  $1/2$  the level of the spell expended (minimum 1). The affected creature receives a Fortitude saving throw equal to  $10 + 1/2$  the plague mage's level + Intelligence modifier to resist the effect. Whether or not the saving throw is successful, a creature cannot be a target of the plague touch for 1 day.

**Dispersal (Su):** Upon reaching 10th level, a plague mage perfects weaponizing the

diseases he wields. A plague mage carrying a disease via his carrier class ability can transfer the disease when casting a cone, line, or radius effect spell that deals damage. The disease affects 1 additional creature of his choice, no two of which can be more than 10 ft. apart, for every 4 character levels he possesses.

**Playing Tips:** A plague mage's abilities rely heavily on finding diseased humanoid creatures. This should not be too difficult in the Ina'oth region. A good-aligned plague mage seeks to take others' suffering upon himself. Neutral and evil creatures have an easier time being plague mages as they have less moral compunction in effecting others with a disease, then removing it to use against enemies at a later date. A plague mage will either be seen as a blessing or a curse depending on your actions.



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