# ENHANCED RACIAL GUIDE Bhrinta

# A PLAYER'S GUIDE TO Vathak

A Campaign Setting Book of Lovecraftian Survival Horror

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# ENHANCED RACIAL GUIDE



A Campaign Setting Book of Lovecraftian Survival Horror



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Bhriota

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The history of the bhriota is ancient and mostly forgotten by the current tribes, but for all accounts begins with the fall from power of Calthuk Vathak, who renounced his kingdom and engaged with his mother, Carathis, in a series of licentious and deplorable activities designed to gain him otherworldly powers. In the end he would lead the bhriota tribes to abandon their homeland Istakhar, the *Kingdom of Sand*.

This is the story as told by Asuhltho, bhriota shaman.

Vathak, the ninth son of Calthuk Anabiz, ascended to the throne at an early age. He was a majestic figure, terrible in anger, and addicted to the pleasures of the flesh. He was intensely thirsty for knowledge and often invited scholars to converse with him, and would often have those who disagreed with him tortured and slain. On one occasion, a hideous stranger arrived in town, who claimed to be a ruler of a distant land. We do not speak his name, but the Prophet in Yellow told of strange creatures and vast power to be found far from Istakhar's shores in the lands of the north. Vathak held council with the foreign visitor for many days, abstaining from food and sleep as the guest filled his mind with countless stories.

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After several days, the Prophet in Yellow gave Vathak two swords covered with unfamiliar runes and symbols. In celebration, Vathak held a great feast and invited all the wealthy families of the kingdom to attend. Overcome with excitement and enthusiasm for his new guest, Vathak requested the stranger to share some of the tales with his attendees. When the Prophet did not respond to Vathak's questions, Vathak grew more and more infuriated, eventually having his guards imprison the prophet for the show of disrespect.



The next day, he discovered that the Prophet in Yellow had vanished and his prison guards were dead. His mother, Carathis, told him that the prophet was a disciple of the Unspeakable One, and Vathak admitted that he should have treated the stranger kindly.

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Vathak wanted to decipher the messages on his new sabres, and offered a reward to anyone who could help him, and punished those who failed. After several scholars failed, one elderly man succeeded: the swords said "We were made where everything is well made; we are the least of the wonders of a place where all is wonderful and deserving, the sight of the first brother of the stars."

For the many seasons after the Prophet in Yellow had vanished, Vathak kept to his chambers, only venturing out amongst his people to oversee the progress of the construction of a fleet of boats. These very ships planned to carry him to the northern lands where the Prophet had promised both wealth and power beyond what was currently in Vathak's reach.

When the ships were finished, Vathak gathered his many wives, slaves, and soldiers, leaving the shores of Istakhar and the people he had sworn to govern. With his mother reading the stars to navigate their way, and consorting with unnatural spirits for their protection, they eventually reached the shores of this new land.

Vathak wondered when his reward would come, and Carathis, now a fledgling priestess of the Unspeakable One, divined that he must fulfill his end of the pact and sacrifice to the Old Spirit of the land. Carathis helps him prepare the sacrifice: she and her son climbed to the top of a nearby mountain and mixed oils to create an explosion of light. The bhriota, presuming that there is a fire, rush up the mountain path to save Vathak from being burnt to death. Instead, Carathis murdered each of the small group in the name of the Old God.

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.

Day turned into weeks and soon the years passed, the bhriota 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.

Eventually, other strange seals were found, but no one had the magic to open them. The people slowly forgot about their homelands, and as their population increased, new tribes were formed and went off in their own struggle for survival.

Many generations later, all the great bhriota chieftains were visited on the same night by the ancient spirits of nature, those who dwelt here before men. The great spirits told the chieftains of the ancient seals and the horrible evil that locked them in eternal slumber. It was bestowed upon the bhriota to protect one of these seals, the seal of the Old One of the Earth, the one that Vathak had discovered. To protect it from ever being opened and released upon the lands.

Others had been brought to these lands to protect the other seals. The short old men of the mountains, the pale skinned forest spirits, and the children of the night (along with their slaves). Together, they would guard the four seals from being broken.

The bhriota chieftains did not know the power the seals wielded, or that even though the beasts were asleep, their power still infected the minds of those who would stand watch. Soon, the religion of Carathis took form again and spread amongst the bhriota. Strange rituals and dark sacrifices, magics unknown to our people being weaved by prophets and shamans.

In the end, the creatures we were warned against, the creatures we had sworn to watch over, became our new gods. The Old Ones taint was too strong for our mortal minds, and we indulged in every depravity we could think of, becoming monsters ourselves.

The vindari think we are mindless savages, but we are not. We are a people plagued by a madness we cannot overcome, and many of us know this and fight against those who would have us worship these ancient horrors.

This is the story told to me by my father.

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

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

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

by High Librarian Uther Vanderhaus

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

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

The excavation of these sites have led many to believe them to be areas of human sacrifice in devotion to a war god. In sacrificing to the gods of old, this savage race offers the flesh of those who would trespass into their lands. Capturing victims during raids of vindari villages, the bhriota will travel great distances with their offerings in tow. The ritual sacrifices include binding the victim, stripping them of all garments, and bathing them in scented oils before killing them in the shadows of great mountains as sacrifices to the Old Ones.

### PHYSICAL DESCRIPTION

The bhriota have brown skin that ranges from a red clay to a dark ashen color. Their faces and bodies are decorated with ritualistic scarification, runic tattoos, and ancient mystical symbols. Bhriota have black or gray eyes and wear their hair in long braids, branded in iron rings.

The bhriota are taller and broader than the average human, standing somewhere in height between six to seven feet. Their features are sharp and striking, with heavy brows, high cheekbones, and strong jawlines. Their clothing often consists of trinkets created from their victims, including skulls, bones, teeth, and leathered skin. Beneath these adornments are a mass of scrap cloth and leather crudely stitched or tied into makeshift clothing.

PERSONALITY

The vast majority of bhriota are irredeemably evil. Even if they were not born with the taint of wickedness already in them due to their worship of the Old Ones, a life of cruelty and torment at the hands of their kin extinguishes whatever brief spark of goodness might have flourished. The temperamental bhriota, more prone to anger and random violence then most humans, are vicious, cruel, and given to harming others in pursuit of their own ambitions.

Even those few who manage to break away from the norm, who allow some bit of compassion to grow within, never seem able to fully crawl out from under the shadow of their births. They do not love as fully as others, do not sacrifice so much for their friends, and even in pursuit of the most pure goals, often seem willing to employ questionable means.

# SOCIETY

Bhriota have always lived in tribal communities, often lead by strong warriors or fanatical shaman. Daily life is structured around the worship of the Old Ones, where some tribes honor a single dark god and others several, and consistently perform rituals and rites venerating these beings. Many of these rituals involve human sacrifice, torture, and often cannibalism.

Although each tribe is different, the majority feeling that the weak are a sign of shame and needing to be culled, the bhriota do not hold any mercy for even their own kind. While there are a few bhriota with more open ideals and gentler natures, these members are considered to be outcasts of their own kind, no better than the "repulsive" vindari. As such, bhriota with conflicting viewpoints tend to do their best to wander as far away from their kin as possible.

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# RELATIONS

Bhriota have a terrible sense of relations when dealing with others. They hold a strong sense of prejudice towards other humans, especially the vindari, and often attack and raid their villages and caravans. If it were not for the rise of the Spawn of the Old Ones and their homes in the harshest of locations, the other races would have probably risen up and eradicated the bhriota long ago.

Interaction between bhriota tribes is often laced with ill content, strife, hate, mistrust, and even cannibalism. Alliances between tribes are very rare and often only to meet a single goal, where upon completion acts of betrayal and murder are expected.

### LANDS

Bhriota are semi-nomadic, traveling between traditional areas based on the changing of seasons. Regardless of this fact, they rarely venture from the high hills and along the rising steeps of the various mountains.

The only land one can still find bhriota tribes roaming freely are that of Khrota. This massive province is their homeland, and naturally the birthplace of the first encounters with the Spawn of the Old Ones. Although the vindari have repeatedly tried to rid this area of bhriota inhabitation, so far those efforts have failed.

### RELIGION

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The majority of bhriota tribes worship the Old Ones. There seems no reasoning on which or how many Old Ones a tribe worships, or in fact any specific rituals or practices shared between believers.

The known Old Ones are Ka'sogrotha, Orthu'mech, Tel'egoth, and Yegh'niths. Although the vindari believe these creatures to be demonic in origin, the bhriota have always regarded these dark gods as chaotic nature spirits. The bhriota view these spirits of the earth and sky as extensions of all the aspects of an ancient world, believing that these spirits could be bargained with by an offer of a living sacrifice. While true clerics are rare among them, many bhriota females involve themselves with the practice of witchcraft and shamanism.

Over the years a new religion has found followers amongst the bhriota. It is unknown if this religion is a recent phenomenon or the resurgence of a religion

#### **Bhriota Standard Racial Traits**

+2 Strength, +2 Constitution, -2 Charisma
Medium: Bhriota are Medium creatures and have no bonuses or penalties due to their size.
Normal Speed: Bhriota have a base speed of 30 feet.
Intimidating: Bhriota receive a +2 racial bonus on Intimidate skill checks due to the legends of their savage nature.

**Bonus Feat:** Bhriota select one extra feat at 1st level. **Weapon Familiarity:** Bhriota are always proficient with axes and gain a +1 bonus to all attack rolls when using axes and like weapons. In addition they treat any weapon with the word "Bhriota" in its name as a martial weapon. **Languages:** Bhriota begin play speaking Bhriota and common. Bhriota with high Intelligence scores can choose any languages they want (except druidic and other secret languages).

more ancient then the worship of the Old Ones. This new religion, called Vodun, is a crude combination of the vindari's belief in the One True God and involves the worship and communion with spirits called the Loa, dead bhriota folk heroes. Although not as brutal and torturous as the rituals involving the Old Ones, Vodun does involve unusual rituals and blood sacrifices.

### ALIGNMENT

Most bhriota are innately evil, a combination of inborn cruelty and a hatred instilled by years of suffering. The bhriota are normally chaotic evil, a rare few, however, manage to throw off the cloak of malice and adopt other worldviews. These few tend to be of a neutral alignment, though the bhriota still lean toward chaos. Rarely will a bhriota become good, and next to none have been known to adopt a completely diametrically opposed alignment.

### ADVENTURERS

Bhriota adventurers normally pursue one of two simple goals: survival or power. Those who seek merely to escape their tribe and horrific lives travel far and wide seeking a place of relative safety, and perhaps someone they might call a friend and ally. Others seek to destroy those who will rule over them, either to free their people from the vindari, to take the vindari's place as the dominant force, or for simple vengeance.

The number of bhriota adventurers has only increased in recent years as many smaller tribes are finding themselves being scattered and reduced in numbers by the infestation of the Spawn of the Old Ones, leaving many to either integrate into vindari or romni cultures, or travel the lands seeking fortune and trying to survive.

- Alchemist: Bhriota who become alchemists are considered mad by others of their kind. This adventuring path causes many bhriota to be exiled from their tribes, often from the belief that this "magic" is forbidden knowledge that the Old Ones had never intended for bhriota to wield.
- **Barbarian:** Bhriota barbarians constitute the protective entourage of the tribe. These warriors are the first to fight on behalf of their kind and often venture from their homeland in service of their people's needs. Ferocious in battle, many decorate themselves in the appendages and bones of their victims.

**Bard:** Bhriota love drumming and the art of tribal dance. While they do not possess much talent in the way of song, their race is one full of a dark and

graphic oral history. Such tales are told often to the bhriota tribe and to the wonderment of audiences across the continent in which they travel.

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- **Cavalier:** Bhriota cavaliers have a long tradition of serving as specialized warriors in the direct service to their tribal leaders. These bhriota also act as the main hunting force for the tribe, often raiding vindari settlements in the process. Their sleek mounts show both great resilience and devotion, and receive the same macabre dressings as their riders.
- **Cleric:** Bhriota follow only a single faith, that of the Old Ones. These clerics often work as tribal leaders, and direct their people based upon the divine prophesies that they predict. Bhriota clerics often wear an assortment of bones and skulls, and paint their skin in strange symbols claimed to be the language of the Old Ones.
- **Druid:** Bhriota have an instinctual bond with nature and the creatures within it. Many believe the blood of the Old Ones lies dormant within these creatures, and through training and devotion, the ability to unlock these creatures' true forms will be revealed.
- **Fighter:** All bhriota are trained in some form of martial combat from early age. With a society built around sacrifice and bloodthirsty practices, many bhriota fighters believe a glorious death in combat will gain them favor with the Old Ones in the afterlife.
- **Inquisitor:** Bhriota inquisitors are rare, but certain individuals take it upon themselves to enforce the laws and superstitions of the tribe. Others still seek out those who would abandon their tribal ways and covet the new technologies of the vindari. A demanding presence, Inquisitors are skilled at bringing those accused to the sacrificial stone.

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

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- **Oracle:** Oracles are quite common among the tribes and are often female. They are viewed with an equal mixture of both fear and respect from the members of the tribe, as the bhriota believe the Old Ones whisper their dark plans directly to these chosen few. Bhriota oracles are often considered mad, and wear robes of human skin and helms made from the skulls of a Spawn of the Old Ones.
- **Paladin:** Bhriota do not have what one would consider a typical paladin, but they do have an elite guard called the méarlorg aosta-aon. These chosen few are heralds of the Old Ones and are typically found in the presence of shamans, chieftains, and other tribal leaders.
- **Ranger:** Bhriota make masterful hunters and scouts. They are attuned to the environment and surroundings, and always ready to protect their homelands from those who would threaten the well being of the tribe.
- **Rogue**: While questionable acts of morality are often found within a bhriota society, the punishment for thievery is death. Bhriota who have a lust for stealing often find their skills useful in covert pillages and murder raids of nearby vindari towns or even the occasional romni caravan.
- **Sorcerer:** Bhriota sorcerers, regardless of bloodline, are considered to be blessed by the Old Ones. These sorcerers are typically branded on the chest with the symbol of the Old Ones, and it is customary for them to paint the upper portion of their faces white.

- **Summoner:** Bhriota have had a long fascination with magical creatures, believing their abilities are due to close ties to the Old Ones. It is because of this curiosity that they pursue the mystic art of summoning. Less numerous than sorcerers or wizards, summoners typically live in solitude.
- **Witch:** Bhriota witches are not well accepted by their fellow tribesmen and are often shunned or forced into exile. The belief is that witches tap into the pure arcane arts of the Old Ones, a knowledge that the bhriota were not meant to know. They seek a mastery of strange ritual magic and form ties with the creatures of their homelands.
- **Wizard:** Bhriota culture is filled with verbal lore which has been handed down since time forgotten. With this oral history there exists a tradition of mystical lore. Wizards are common amongst the bhriota, and are regarded with little more mystery than that of a fighter.

### BHRIOTA NAMES

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

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

# FAVORED CLASS

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

- **Alchemist:** Add +1/2 to the number of bombs per day the alchemist can create.
- **Barbarian:** Add +1 to the barbarian's total number of rage rounds per day.
- **Bard**: Add +5 feet to the range of one of the bard's bardic performances (max +30 feet to any one performance).
- **Cavalier:** Add a +1/2 bonus on Intimidate checks and Ride checks.
- **Cleric:** Add +1/2 to negative energy spell damage, including inflict spells.
- **Druid:** Add +1/2 to the damage dealt by the druid's animal companion's natural attacks.
- **Fighter:** Add a +1/2 circumstance bonus on critical hit confirmation rolls with a weapon of the fighter's choice (maximum bonus +4). This bonus does not stack with Critical Focus.
- **Inquisitor:** Add a +1 bonus on concentration checks made to cast inquisitor spells.
- **Monk:** Add a +1/4 bonus on combat maneuver checks made to grapple or trip.
- **Oracle:** Add one spell known from the oracle spell list. This spell must be at least one level below the highest spell level the oracle can cast.

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

- **Ranger:** Add +1/4 to a single existing favored enemy bonus (maximum bonus +1 per favored enemy).
- **Rogue:** Reduce the penalty for not being proficient with one weapon by 1. When the non-proficiency penalty for a weapon becomes 0 because of this ability, the rogue is treated as having the appropriate Martial or Exotic Weapon Proficiency feat for that weapon.
- **Sorcerer:** Add +1/2 point of fire damage to spells that deal fire damage cast by the sorcerer.
- **Summoner:** Add a +1/4 natural armor bonus to the AC of the summoner's eidolon.
- **Witch:** Add one spell from the witch spell list to the witch's familiar. This spell must be at least one level below the highest spell level he can cast. If the witch ever replaces his familiar, the new familiar knows these bonus spells.
- **Wizard:** Add a +1 bonus on concentration checks made due to taking damage while casting wizard spells.

# BHRIOTA ALTERNATIVE $\mathbf{R}$ acial $\mathbf{T}$ raits

Alternate Racial Traits may be selected instead of existing bhriota traits, with each trait selected taking the place of an existing one. You cannot gain traits in excess of your starting total (though some feats may allow you to select more). You can exchange one or several of your character's normal racial traits, but of course, you cannot exchange the same racial trait more than once. Consult your GM before selecting any of these new options. **Cannibalistic Appearance:** Some tribes of bhriota are known to observe an unusual dietary practice of eating other humanoid creatures, and they advertise this fact through their dress, often wearing the bones of their previous meal. Consciously or not, however, opponents pay more attention to these bhriota in a fight than they do their allies. During combat, if opponents can see one such bhriota, all of that bhriota's allies gain a +2 circumstance bonus to Stealth checks as their opponents find their gazes invariably drawn to the bhriota's strange appearance. This opening may allow their allies to sneak into position. This racial trait replaces the Intimidating racial trait.

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**Marked by the Old Ones:** Many bhriota decorate themselves with tattoos, piercings, and ritual scarification, which they consider sacred markings of the Old Ones. Bhriota with this racial trait gain a +1 luck bonus on all saving throws. This racial trait replaces the Weapon Familiarity trait.

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

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



# Racial Archetypes The Insane Assailant

#### **Bhriota Barbarian Archetype**

The darkness that spans the lands of Vathak touches everything with a hint of madness. Those already prone to bouts of instability find themselves even more susceptible to the unbalancing influences that permeate this cursed realm. Some few, however, have learned to control this insanity and rather than fight it, use it as both a weapon and tool of self-preservation.

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

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

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#### This ability replaces the Fast Movement class feature.

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

This ability replaces the Trap Sense class feature.

**Vision of Madness (Ex):** While under the effects of confusion, an Insane Assailant of 5th level gains a +1d6 circumstance bonus to each of his damage rolls. At 12th level, this damage bonus increases to an extra +1d8. At 19th level, this bonus increases to an extra +1d10 to all damage rolls.

This ability replaces the Uncanny Dodge and Improved Uncanny Dodge class feature.

# The Savage Huntsman

#### **Bhriota Ranger Archetype**

While some rangers rely on spells and supernatural boons, the savage huntsman forgoes the aid of natural magic, relying only on his experience, wisdom, and martial expertise to survive in the wild frontiers and lawless lands of Vathak. A savage huntsman has the following class features.

**Class Skills:** Savage huntsmen remove Spellcraft from their list of class skills. **Animal Empathy (Ex):** A grim huntsman cannot influence magical beasts with the wild empathy class feature.

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#### This ability alters wild empathy.

**Ranger Traps (Ex):** At 2nd level, the savage huntsman gains the ability to select the Learn Ranger Trap feat multiple times. Each time, the feat applies to a new kind of ranger trap. Furthermore, the savage huntsman may select this feat in place of any number of his combat style feats.

**Tailored Traps (Ex):** At 3rd level, a savage huntsman may add his favored enemy bonus to the save DC for traps (including ranger traps) that he creates, as it applies to those favored enemies.

#### This ability replaces Endurance.

**Hunter's Tactics (Ex):** At 4th level, any creature that fails a saving throw against one of the savage huntsman's ranger traps is sickened for 1 round, in addition to suffering the usual effects of the ranger trap. Furthermore, the savage huntsman can reduce the numerical bonus granted by one of his favored enemy class features by 1 point for 1 minute in order to make a single melee attack against one of those same favored enemies. If the ranger's attack hits, the enemy is sickened for 1 round (no save).

At 6th level, the ranger may choose to cause creatures that succumb to his traps or favored enemies that succumb to the special attack described above to become fatigued instead of sickened. When crafting a trap or creating a ranger trap, the savage huntsman must choose the effect to be added to the trap at the time of its construction.

At 9th level, the savage huntsman may choose to stagger his victims, rather than sicken or fatigue them. At 12th level, the savage huntsman may choose to stun his victims, rather than sicken, fatigue, or stagger them. At 20th level, the savage huntsman may choose to paralyze his victims, rather than sicken, fatigue, stagger, or stun them. This ability alters favored enemy and replaces the ranger's spells.

**Savage Resolve (Ex):** At 7th level, the savage huntsman gains Endurance as a bonus feat. If the savage huntsman already has the Endurance feat, he may gain any other feat for which he qualifies instead.

**Savage Survivor (Ex):** At 10th level, the savage huntsman gains Toughness as a bonus feat. If the savage huntsman already has the Toughness feat, he may gain any other feat for which he qualifies instead.

**Savage Determination (Ex):** At 13th level, the savage huntsman gains Diehard as a bonus feat, even if he does not have the normal prerequisites. If the savage huntsman already has the Diehard feat, he may gain any other feat for which he qualifies instead.

# THE ESOTERIC BINDER

#### **Bhriota Summoner Archetype**

These enigmatic arcanists call upon even stranger powers than other bhriota summoners. An esoteric binder's eidolon is conjured seemingly from nowhere. Born of the void, such an eidolon's connection to a binder is both a delicate bond and a potent one. An esoteric binder has the following class features.

**Lesser Eidolon:** An esoteric binder's class level is halved (minimum 1) for the purposes of determining his eidolon's abilities, Hit Dice, evolution pool, and so on. The eidolon otherwise functions as normal.

#### This ability replaces the summoner's normal eidolon ability.

**Esoteric Spells (Ex):** An esoteric binder adds the 1st- through 6th-level spells from one of the following witch patrons to his spell list at the appropriate levels: ancestors, death, elements, enchantment, healing, insanity, occult, plague, portents, shadow, stars, strength, time, transformation, vengeance, or winter. Any touch spells added to the esoteric binder's spell list in this way function as modified by the Empower Spell feat when delivered through the eidolon's deliver touch spells ability (see below). Finally, the saving throw DCs of any spell-like abilities that the esoteric binder's eidolon accesses through the basic magic, minor magic, major magic, or ultimate magic evolutions are increased by +2 as long as those spell-like abilities appear on the witch patron spell list that the esoteric binder chooses.

**Deliver Touch Spells (Su):** An esoteric binder's eidolon can deliver touch spells for him. If the esoteric binder and the eidolon are in contact at the time that the summoner casts a touch spell, he may designate his eidolon as the "toucher." The eidolon can then deliver the touch spell just as the summoner would. As usual, if the esoteric binder casts another spell before the touch spell is delivered, the touch spell dissipates.

#### This ability replaces shield ally.

**Unfetter (Sp):** At 2nd level, an esoteric binder can cast unfetter as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. The caster level for this spell-like ability is equal to the summoner's class level.

#### This ability replaces bond senses.

**Dreadful Menace (Su):** At 6th level, the esoteric binder's eidolon begins to manifest an air of unnatural wrongness and terrible menace that is enough to daunt most foes. All morale effects (both benign and harmful) are suppressed for all creatures adjacent to the esoteric binder's eidolon, and the eidolon incurs none of the usual penalties when attempting to use the Intimidate skill to demoralize larger opponents. Finally, any creature that fails a saving throw against a fear effect while adjacent to the eidolon is shaken for 1 round after that effect has ended.

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**Otherworldly Touch (Su):** At 8th level, the saving throw DC for any touch spell delivered through the esoteric binder's eidolon is increased by +1. This bonus increases to +2 at 12th level, to +3 at 16th level, and to +4 at 20th level. Furthermore, a touch spell that deals damage deals one additional point of damage per die when delivered through the esoteric binder's eidolon.

This ability replaces transposition.

# Bhriota Witch Doctor

#### **Bhriota Witch Archetype**

The witch doctor draws power from her ability to endure pain and suffering. She mutilates her own flesh, inflicting horrific scars, in order to attract the attention of of the Old Ones. Rather than call forth a familiar, she creates a repulsive fetish mask that she uses as a repository for her power.

**Constitution Dependent (Ex):** A bhriota witch doctor uses Constitution instead of Intelligence when determining the highest level of spells she can cast, her spell save DCs, number of spells known at 1st level, and any effects of her hexes normally determined by her Intelligence.

**Available Patron Spells:** At 1st level, when a bhriota witch doctor gains her Fetish Mask, she must also select a patron from the following patrons: Death, Deception, Insanity, Occult, Plague, Shadow, or Vengeance.

#### Mark of Agony

Each bhriota witch doctor boasts one permanent and excruciatingly painful disfigurement to show their devotion to the Old Ones. This mark of agony is obtained in a special ritual known as "The Bearing" and each mark is specifically designed to inflict the maximum amount of pain while not impeding the bhriota witch doctor in her duty to spread agony wherever she may go. Some examples of marks of agony include: removing the skin entirely from a limb, the removal of nose, ears or lips, or even scarring the body with flame or acid.

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A mark of agony always appears fresh, as if the wound was just inflicted, but due to the magical nature of the disfigurement it does not become infected, or continue to deteriorate. A mark of agony will not heal naturally. In addition, whenever a bhriota witch doctor learns a new hex, she must carve or brand a symbol in her flesh to represent this hex and compliment her mark of agony. She can disguise these scars with mundane or magical means, but they cannot be permanently removed.

**Fetish Mask (Su):** At 1st level, a bhriota witch doctor forms a bond with a wooden mask representing the visage of an Old One. As she gains power, her connection to this mask causes it to grow ever more hideous and grotesque as it absorbs the weight of the self-induced pain that underlies her magic. Her spells derive from the insights the Old Ones, granting her power while she inflicts cuts, burns, and other mutilations upon herself. Her fetish mask acts in all ways like a witch's familiar for the purpose of preparing and gaining spells. Rather than communing with a familiar to prepare spells each day, a bhriota witch doctor stares into the horror of her mask as she contemplates the agony and madness in which it represents.

When wearing her fetish mask, a bhriota witch doctor gains a +2 circumstance bonus on Heal and Intimidate checks and a +2 bonus on all saving

throws against affects that specifically cause pain or have the pain descriptor. If the mask is destroyed, the witch doctor can create another fetish mask (which almost immediately adopts the shocking appearance of the original) for the same price and time it takes a witch to replace a dead familiar.

At 5th level, the bhriota witch doctor gains the ability to add magical abilities to her mask as if she had the Craft Wondrous Item feat.

This ability otherwise functions like and replaces the standard Witch Familiar class feature.

#### Hexes

At 1st level when selecting her first hex, a bhriota witch doctor must acquire Rending Pain as her first hex.

**Rending Hex (Su):** A bhriota witch doctor can cause wounds to worsen on those she touches. This acts as an inflict light wounds spell, using the witch's caster level. Once a creature has been targeted with the rending hex, it cannot be targeted again for 24 hours. At 5th level, this hex acts like inflict moderate wounds. This hex only works on those who are not at full health. This ability replaces the witch's 1st-level hex.

#### **Major Hexes**

Once reaching 10th level, a bhriota witch doctor must acquire Everlasting Pain as her first major hex.

**Everlasting Pain (Su):** You cause the wounds of a creature within 60 feet to open once more and bleed profusely. The target is allowed a Fortitude saving throw to negate the effect. If the target fails its save, it takes 2d6 bleed damage. The hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. Magical healing does not stop the bleeding, but a Heal check (DC 10 + 1/2 the witch's level + the witch's Intelligence modifier) will stop the bleeding. Whether or not the save is successful, the target cannot be affected by this hex again for 1 day.

#### **Hex Selections**

The following hexes complement the bhriota witch doctor archetype:

Hexes: Evil Eye, Nails, Scar, Unnerve Beasts.

Major Hexes: Agony, Cook People, Everlasting Pain, Infected Wounds, Nightmare.

Grand Hexes: Death Curse, Dire Prophecy, Natural Disaster.

# **Racial Feats**

#### **B**LOODLUST

You have a passion for battle, and a strong desire to see your enemies bleed.

Prerequisites: Non-Lawful Alignment, base Will save +1, Bhriota

Benefit: You gain a morale bonus on melee attack rolls and melee weapon damage rolls against uninjured opponents equal to your base Will save.

#### BRAWLING OPPORTUNIST

You have learned to use your elbows, knees - and even your head - in combat.

Prerequisites: Improved Unarmed Strike, Bhriota

Benefit: You can make one additional attack of opportunity per round. This additional attack must be performed with an unarmed strike, but you are not required to have a free hand in order to make this attack. Additionally, your attacks of opportunity with unarmed strikes are never considered to be off-hand weapons.

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#### DEMOLISHING CHARGE

With gritted teeth and a running start, no door stands a chance against your charge.

Prerequisites: Strength 15, base attack bonus +1, Bhriota

Benefit: You may add your base attack bonus to all Strength checks and damage rolls against doors, walls, and other inanimate, unattended objects as long as you charge the object that you are attempting to break, burst, or destroy.

#### DISCIPLINED WARRIOR

You are trained to stand fast in the face of overwhelming numbers and against terrifying foes.

#### Prerequisites: Bhriota

Benefit: Whenever you fail a Will save against a fear spell or effect, you may immediately make a second saving throw at a -5 penalty to negate the effect. If this second save fails, you are affected as normal.

#### FILTHY

Acts of cannabilism and Vathak's harsh climate give you an almost unnatural resistance to poison and disease.

#### Prerequisite: Bhriota

Benefit: You gain a +4 resistance bonus on Fortitude saves against disease and poison.

Special: As you are accustomed to filth and squalor, you take a -2 circumstance penalty on Diplomacy



and Disguise checks. These penalties remain even if you bathe.

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#### GRUDGE BEARER

You bear an ancestral grudge against the ancient enemies of your kind.

**Prerequisites**: Hatred racial quality, base attack bonus +4, Bhriota

**Benefit:** When you receive weapon damage from any creature against whom you have a racial bonus on attack rolls, you gain a bonus equal to one-half of the damage that you last received on the next weapon damage roll that you make against that creature before the end of your next turn. This bonus does not stack with itself.

#### MASTER OF DISASTER

You have left many a wrecked and ruined battlefield in your wake.

Prerequisites: Strength 13, Bhriota

**Benefit:** Any time that you attack a creature with a melee weapon and miss, you may choose to make a melee attack against an unattended object within reach as a free action, using the same weapon and the same modifiers as the missed attack roll.

#### RAGING LUNACY

Your lunatic rage allows you to overcome your most basic mental vulnerabilities.

Prerequisites: Rage, Iron Will, Bhriota

**Benefit**: You may choose not to apply your Wisdom modifier (if negative) to Will saving throws that you make while raging.

#### RAUCOUS SPELL METAMAGIC

You have learned to create a chaotic and distracting magical display.

**Benefit**: You may alter any non-instantaneous spell that affects an area so that the effects of the spell assume supremely distracting physical qualities. All concentration checks and Perception skill checks made within the area of the spell are made at a penalty equal to the level of the spell affected for as long as the affected spell persists. Concentration checks made to cast language-dependent spells originating within the affected area take a penalty equal to twice the level of the spell affected instead.

A raucous spell takes up a spell slot one level higher than the spell's actual level.

#### SMASHING BLOW

You can smash a slew of smaller enemies in a single blow.

Prerequisites: Strength 17, Power Attack, Bhriota

**Benefit:** As a standard action, you can use a two-handed bludgeoning weapon to make a single attack roll against all creatures in a single five-foot square within your reach. This feat allows you to deal normal weapon damage to a creature with the swarm subtype with such an attack, as long as that creature is not immune to bludgeoning damage or to weapon damage.

Apply the damage from your attack, if successful, to each creature that your attack is successful in hitting; do not roll damage separately. This imprecise attack scores an automatic hit on a roll of a natural 20, but cannot threaten or confirm a critical hit.

# Campaign

# Race Traits

Character traits are abilities that are not tied to your character's race or class. They can enhance your character's skills, racial abilities, class abilities, or other statistics, enabling you to further customize him.

When you create your character for a campaign, ask your GM how many traits you can select. In most cases, a new PC should gain two traits, effectively gaining what amounts to a bonus feat at character creation. Some GMs may wish to adjust this number somewhat, depending upon their style of play; you may only be able to pick one trait, or your GM might allow three or more. Even if your GM normally doesn't allow bonus traits, you might still be able to pick up some with the Additional Traits feat.

### Сомват

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 bhriota's backstory.

#### **Battle-Born**

Violent circumstances figure prominently in your birth and early childhood. Perhaps you were born on the field of battle while vindari attacked your village. Perhaps from an early age circumstances forced you to kill or be killed. You gain a +1 trait bonus to attack rolls in melee combat when you are threatened by more than one foe.

#### **Beast Slayer**

Dangerous beasts hunt the wilderness of Vathak. Occultists always seem to have a monstrous serpent on hand to crush the life out of their enemies. You excel at fighting such menaces. You gain a +1 trait bonus on attack rolls against animals. Knowledge (nature) is always a class skill for you.

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#### **Blood-Mad**

The sight, smell, and/or taste of your own blood inflames your senses, driving you into a near rage. Whenever you're injured in combat, you gain a +2 trait bonus to your melee and thrown weapon damage rolls but suffer a -1 penalty to your Armor Class. You remain in this near rage for a number of rounds equal to 3 plus your Constitution modifier. This traits works only once per day.

### 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.

#### **Face Death**

Hiding until threats pass might be prudent, but the path to glory often demands otherwise. You might not quite laugh in the face of death, but you don't shy away from taking action just because danger is afoot. Your barbaric faith grants you a +1 trait bonus to your Fortitude saves versus death effects and your Will saves versus fear effects.

#### **Fateful Birthmark**

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The Old Ones have marked you for a certain fate, and that mark seems to make death shy away from you. You gain a +1 trait bonus on checks to Constitution checks made when recovering from injury. Even if severely wounded and left alone to die, you are treated as if recovering with help. If you take the Leadership feat, you gain a +1 trait bonus to your leadership score as people who recognize your fated status are attracted to your banner.

#### **Superstitious**

Vathak is a dangerous place influenced by unseen forces and malevolent spirits. The ignorant and incautious are more likely to fall victim to these malign supernatural powers. Fortunately, you are well-versed in the little rituals and taboos necessary to defend yourself against harm. You gain a +1 trait bonus on saving throws against the spells, spell-like abilities, and supernatural abilities of evil fey, outsiders, and undead.

### 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 several of these traits aren't as useful to non-spellcasters). Magic Traits can represent a character's early exposure to magical effects or childhood studies of magic.

#### **Blasphemed Nature**

An ancestor of yours performed some act of blasphemy. Perhaps a wicked grandfather offered up some terrified virgin to a hellish entity in exchange for victory in battle or power over his tribe. The consequences of this horrible crime infect your family tree. You gain a +2 trait bonus to Spellcraft checks regarding spells with the darkness, death, evil, or fear descriptors. Spellcraft is always a class skill for you.

#### **Deadly Touch**

Your eldritch studies included a focus on spells that require touching your foe. You gain a +1 trait bonus to hit point damage inflicted with melee touch attacks. Melee touch attacks that don't inflict hit point damage gain a +1 trait bonus to their save DCs. This trait has no affect on melee touch attacks that neither inflict hit point damage nor have a save DC.

#### **Voice of Pain**

Words have power, and you know this better than many. Whenever you cast a spell that inflicts hit point damage and that has a verbal component, the spell's save DC gains a +1 trait bonus (if applicable). Also, choose one of the spell's target who can hear you cast the spell. Against this target, the spell gains a +1 trait bonus to damage.

### 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.

#### **Aura of Menace**

Sometimes the best way to win a battle is to cause a foe to back down before the fighting starts. You are scary: your posture, your visage, that cold glint of promised violence in your steely gaze. All of these qualities at least make you appear as a force to be reckoned with. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you.

# Bhriota

# Rune Magic

Bhriota rune magic was created by the witch mother, Carathis. Her creation of the runes are believed to be based on the same symbols found on the swords of Vathak, and possibly have otherworldly origins.

Mastery of bhriota rune magic requires more than just knowing the various symbols. The rune caster must understand the wider meaning of the symbol and how its power is woven into the cosmos. This study and wisdom requires the Rune Caster feat, and also that the would-be caster complete an appropriate sacred ritual, usually a quest associated with the rune, slaying a creature that draws power from the symbol or some other task representing the PC's mastery over the rune and what it represents.

A mastered rune is a little like a clerical domain, but much more specific and their powers can be harnessed by any class. There are 8 commonly known bhriota runes, each with a different meaning and power. However, rumors that further runes exist and have yet to be discovered.

# INSCRIBING RUNIC

# POWERS

Invoking one of a rune's powers is a standard action, provoking an attack of opportunity from threatening enemies. Treat this as a supernatural ability, except that the rune caster must either create a physical representation of the rune (in paint, blood, written in the dirt or snow, etc.) or trace the path of an existing carving of the rune that was created to an exacting standard. Bhriota have many common objects bearing an appropriate rune for just this purpose. Creating a rune suitable for use in this way (or adding it to an item) is a DC 20 Craft (rune) check. Runic tattoes are also common.

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Breaking or destroying a rune-inscribed item cancels any power currently invoked upon it. Improvised runes need only be marred or disrupted in order to have the same effect.

Unless otherwise noted, runic powers that duplicate spell effects have the same duration as the spell, use the rune caster's character level as the caster level. Other effects have their duration detailed in the rune's description.

# RUNES

Runes are listed below in the following format:

#### Name of the Rune

**Meaning:** What the rune symbolises and has power over.

**Mastery Bonus:** Characters with the Rune Caster feat for this rune gain the listed power, trait, or bonus.

**Associated spells:** Characters with the Runesmith feat can craft magical items as if they could cast the spells listed here.

**Powers:** A character with Deeper Rune Lore for this rune can harness its powers once per day. The character can select any power of the rune, provided the character level is equal to the level of the power listed.



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#### **Golal Rune**

Meaning: Cattle, Livestock, Wealth Mastery Bonus: +1 insight bonus to Animal Handling checks with domesticated animals.

Associated Spells: ant haul, bull's strength, calm animals; spells used to con-

trol a domesticated animal.

**Powers:** Mastery of Golal grants the following powers as you increase in level:

- *1st Level:* Placing the rune on an object makes it easier to lift or drag. For 1 hour per level of the rune caster, treat the object as half its normal weight and under 'favorable conditions' if dragged.
- *3rd Level:* You mark an animal or beast with an *arcane mark*, which also grants you a +1 insight bonus per character level to perceive or recognise the creature regardless of disguise, transformation, or invisibility.
- 7th Level: Placed onto yourself, it gives you the power to fascinate animals and magical beasts that can see the rune, as per the *animal trance* spell.



#### Monyothach Rune

**Meaning:** Wild Ox, Sacrifice to the Old Ones, Strength

**Invocation:** For the purposes of carrying capacity, treat your Strength score

as if it were 2 pts. higher.

**Associated Spells**: *bull's strength, remove curse*; spells that grant blessings from the gods.

**Powers:** Mastery of Monyothach grants you the following powers as you increase in level:

*3rd Level:* Invoked upon a shield, this rune invokes the power of the bhriota's charge, granting a +20 circumstance bonus to the wielder's next bull rush or

overrun attempt. Lasts for 24 hours or until used. 5th Level: Invoked upon a living creature, Monyothach grants them bull's strength.

7th Level: Invoked upon an appropriate beast when it is sacrificed, this rune amends offenses the sacrificers may have caused the Old Ones (treat as *remove curse*). Sometimes it may instead result in the Old Ones delivering a different blessing upon the sacrificer, such as *geas/quest* or *divine power*.



#### Ilothagott Rune

#### **Meaning:** Aberrations, Misogyny, Thunder & Lightning

**Mastery Bonus:** You gain Aklo as a bonus language. If you already know this language, you

get a +1 circumstance bonus to sense motive checks against Aberrations.

**Associated Spells:** Spells that enlarge you or create thunder or lightning; any item that requires its creator or user to be an Aberrations.

**Powers:** Mastery of Ilothagott grants you the following powers as you increase in level:

- *3rd Level:* Inscribed on a weapon, Ilothagott grants it the shock quality for up to 1 hour per level of the rune caster or for a number of successful strikes equal to the rune caster's level (whichever occurs first). It does not stack with any similar qualities already present.
- 5th Level: Invoked on armor, it grants the wearer a +2 profane bonus to strength and Resist Electricity 10. 7th Level: If placed on an area, Ilothagott acts as a glyph of warding, exploding with a blast of thunder that inflicts 1d8 sonic damage per two character levels of the rune caster. Female characters take an additional 2d8 damage.



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#### Isaza-kih Rune

**Meaning:** Old Ones and Outsiders

**Mastery Bonus:** +1 Insight bonus to Knowledge checks made to identify the type, powers, or weaknesses of Outsiders.

**Associated Spells:** Spells that commune with the deities, spells which grant divine favor or summon, banish, or control Outsiders.

**Powers:** Mastery of Isaza-kih grants you the following powers as you increase in level: *1st Level:* Invoked upon an object, Isaza-kih wards off enemies of the Old Ones: Aberrations and Outsiders hostile to the Old Ones. Such creatures must stay at least 5 feet away from the rune and cannot touch or make melee attacks against a creature presenting it forcefully toward them (requires a standard action each round). An effected creature can overcome its revulsion and act normally if it makes a will save each round: DC 10 + half the rune master's level + Wisdom modifier. This power lasts 1 hour per level of the rune master.

7th Level: Inscribing Isaza-kih on an area grants a prayer to all worshipers of the Old Ones within 40 ft. 11th Level: Invoked on the forehead of a willing creature, Isaza-kih sends them into a senseless trance for one round, during which they receive a message from the Old Ones: Treat as *divination*. A creature can only receive this power once per week.

#### **Rashuan Rune**

**Meaning:** Hail, Winter Weather

**Mastery Bonus:** +5 circumstance bonus to survival checks made to determine future weather conditions.

**Associated spells:** *endure elements* (cold only), *hail storm, ice storm*; spells which produce wintery weather (snow and ice).

**Powers:** Mastery of Rashuan grants you the following powers as you increase in level:

- *3rd Level:* Invoking Rashuan upon a creature grants them *endure elements* (cold).
- 9th Level: Invoked on the ground beneath the open air, Rashuan conures a *hail storm* or *ice storm* within the appropriate spell's range.
- 14th Level: Invoked on the ground within the area of a hail storm, ice storm or control weather (hail and blizzards only) or similar magic, Rashuan attempts to dispel it, as if the rune caster had cast dispel magic. If the hail or snow is not magical in origin the rune instead functions as control weather, either removing hail and snow from the area or making a blizzard or snow storm worse (rune caster's choice).



#### Z'eghota Rune

Meaning: Fearlessness, wolves; Vathak Mastery Bonus: +1 to saves versus fear effects. Associated Spells: charm animal (wolves only), heroism, remove fear, true strike;

any spell with 'hand' in the title.

**Powers:** Mastery of Z'eghota grants the following powers:

*1st Level:* Invoked on an object, Z'eghota drives off wolves, worgs, werewolves and other lupine creatures. Such creatures must stay at least 5ft away from the rune and cannot touch or make melee attacks against a creature presenting it forcefully toward them (this requires a standard action each round). An effected creature can overcome its revulsion and act normally if it makes a will save each round: DC 10 + half the rune master's level + Wisdom modifier. This power lasts 1 hour per level of the rune master. *3rd Level*: Invoked on a shield, Z'eghota grants it the arrow-catching magical quality for 1 minute per character level of the rune caster.

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5th Level: Invoked on an object or area that's clearly visible, it invokes *calm emotions* on all creatures in a 20-ft. radius that can see it.

#### Na'arlosham Rune



Meaning: Ancestors, Bhriota; Death Mastery Bonus: +1 insight bonus to Knowledge (history) and this skill becomes a class skill.

#### **Associated Spells:**

divine favor, ethereal jaunt, heroism, greater heroism, rage, righteous might, and true strike

**Powers:** Mastery of Na'arlosham grants the following powers as you increase in level:

- *1st level:* Invoked upon a spear, the rune invokes divine favor from the Old Ones upon the first character who throws it over the head of an enemy force (nine or more opponents) in the next nine hours.
- *5th Level:* Invoked on the face of a willing creature, it turns the creature into a berserker, granting the benefits of a *rage* spell.

7th Level: Invoked on the nails and flesh of a corpse, this rune acts as *speak with dead* spell.



Y'otha Rune Meaning: Day, Lay-

ing the Dead to Rest **Mastery Bonus:** You always know exactly how long until the next sunset

#### **Associated Spells:**

continual light, daylight, detect undead, gentle repose, hide from undead, light, searing light, sunbeam, sunray, speak with dead, undeath to death.

or sunrise.

#### **Placements:** Mastery of Y'otha grants the following powers as you increase in level:

*1st Level:* A creature upon whom Y'otha is invoked is cured of mundane or magical blindess. They also become immune to dazzle effects for 1 hour per level of the rune master.

5th Level: Invoked on an object, Y'otha makes it glow with *daylight*.

13th Level: Invoked in an area, Y'otha's power surges out and destroys undead creatures as per undeath to death.

### **R**UNE FEATS

#### RUNESMITH

Runes you know provide prerequisite spells when creating magic items.

#### Prerequisites: Master Craftsman

**Benefit:** When creating magical items, you may use a rune that you've mastered in place of a spell needed in its creation.

#### DEEPER RUNE LORE METAMAGIC

You have mastered the secret powers of one of the bhriota sacred runes.

#### **Prerequisites:** Wis 12

**Benefit:** Choose one rune covered by your Rune Mastery feat. You may invoke one of the secret powers of this rune once per day as a spell-like ability. You may take this feat multiple times. Each time you learn the secret powers of a different rune.

#### RUNE MASTERY METAMAGIC

You are wise in the lore of one or more runes.

**Prerequisites**: Wis 12

**Benefits:** Select 2 runes from the list. You gain the mastery bonus of each of these runes and a +2 insight bonus when carving them onto an item with the Craft skill.

RUNIC COUNTERSPELL METAMAGIC

You mastery of runes is such that you can deflect magic that draws upon their universal power.

**Prerequisites**: Runic Spellcasting, Ability to cast arcane or divine magic

**Benefit**: When targeted by a spell associated with a rune you have mastered, you may counterspell it by sacrificing any spell that is one or more spell levels higher than the target spell.

*Normal*: Without this feat, you may counter a spell

only with the same spell or with a spell specifically designated as countering the target spell.

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#### **RUNIC POTENCE METAMAGIC**

Your mastery of runes is deeper than that of other men.

Prerequisites: Wis 15, Rune Mastery, Bhriota

**Benefit:** You may invoke the power of any rune you have mastered one more time each day. You may take this feat more than once, the effects are cumulative.

#### **RUNIC SPELLCASTING METAMAGIC**

Your know how to work mastered runes into your spellcasting, and to resist the magical effects of their associated spells.

#### **Prerequisites**: Rune Mastery

**Benefit:** If you cast a spell associated with a rune you have mastered, you cast the spell as a caster of 1 level higher than normal. If you are targeted by such a spell, the DC of any saving throw is lowered by 1.



# New Prestige Class

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### THE BHRIOTA SHAMAN

For good or ill, Bhriota Shaman tap into dangerous magics and unconventional medicines to interact with the physical and metaphysical universe. Many legends and myths exist about Bhriota Shaman, leading to confusion and misunderstanding about what those who choose to practice this art are capable of and motivated by. In truth, those who take on the role of Bhriota Shaman combat the influence of spirits in Vathak.

While numerous legends exist which define the societal and cultural roles of the Bhriota Shaman. To serve their goals Bhriota Shaman employ curses, shamanistic dances, and herbal medicine and remedies.

**Requirements** To qualify to become a Bhriota Shaman, a character must meet all the following criteria.

Skills: Heal 5 ranks.

Spells: Must be able to cast 2nd-level spells.

Race: Bhriota

**Class Skills** The Bhriota Shaman's class skills are Craft (Int), Heal (Wis), Perception (Wis), Perform (Cha).

Skill Ranks per Level: 4 + Intelligence modifier.

Hit Die: d6

#### **Class Features**

All of the following are class features of the Bhriota Shaman prestige class.

**Proficiencies:** TheBhriota Shaman gains no additional proficiencies with any weapons or armor.

**Curse Board (Sp**): The Bhriota Shaman may enchant a piece of wood to become his curse board. A Bhriota Shaman may only have one such board at a time. A Bhriota Shaman can curse an individual by performing a ten-minute ritual, speaking the name of the individual to be cursed name (or giving a suitably accurate description of that individual such as "the one-eyed man who killed my father"), and driving a nail into his curse board.

This ability functions identically to the spell bestow curse, except that no touch attack is necessary, the target is affected regardless of distance (provided he is on the same plane as the Bhriota Shaman when the curse is laid), the saving throw DC to resist the effect is equal to 10 + the Bhriota Shaman's class level + the Bhriota Shaman's Wisdom bonus, and that the effect endures only so long as the nail remains in the board. Removing the nail is a move action, but is difficult for any but the Bhriota Shaman; any other creature attempting to remove the nail must succeed on a DC 15 Strength check. Further, once a nail has been driven into the Bhriota Shaman's curse board, it cannot be removed by any means short of a wish or miracle spell until at least one week has passed (even if the Bhriota Shaman himself tries to remove it). A Bhriota Shaman may have a number of nails in his curse board at any one time equal to his current Bhriota Shaman level.

At 5th level, this ability improves, allowing him to gain a more powerful curse, the equivalent of a -8 decrease to an ability score (minimum 1), or -6 to attack rolls, saves, ability checks, and skill checks,



or a 60% chance to take no action each turn,or a similarly powerful effect.

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At 10th level, this ability improves further, allowing the Bhriota Shaman to achieve the equivalent of a -10 decrease to an ability score (minimum 1), or -8 to attack rolls, saves, ability checks, and skill checks, or a 75% chance to take no action each turn, or a similarly powerful effect.

A creature that succeeds on its saving throw to resist this ability is immune to it for a year and a day.

**Dance of Divination (Sp):** Beginning at 2nd level, the Bhriota Shaman can perform a special dance as a full-round action once per day in order to cast any divination spell he knows as a spell-like ability. If the spell in question has a casting time longer than 1 full round, the Bhriota Shaman must dance for an amount of time equal to the spell's casting time, plus an additional full round. The saving throw DCs of a spell cast this way, if any, is Wisdom-based. **Herbal Remedies (Sp):** Beginning at 3rd level, the Bhriota Shaman can use certain natural ingredients in order to create the effect of any spell of 1st level or lower that could be made into a potion. He may use this ability a number of times per day equal to his Bhriota Shaman level.

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The potions created in this way lose potency after 24 hours.

At 6th level, the Bhriota Shaman can use this ability to replicate the effect of any spell of 2nd-level or lower which could be made into a potion.

At 9th level, he may use this ability to replace the effect of any 3rd-level spell which could be made into a potion. The process of crafting an herbal remedy in this way takes 10 minutes.

- **Dance of Conjuration (Sp):** Beginning at 4th level, the Bhriota Shaman can perform a special dance as a full-round action once per day in order to cast any conjuration spell he knows as a spelllike ability. If the spell in question has a casting time longer than 1 full round, the Bhriota Shaman must dance for an amount of time equal to the spell's casting time, plus an additional full round. The saving throw DCs of a spell cast this way, if any, is Wisdom-based.
- **Dance of Abjuration (Sp):** Beginning at 6th level, the Bhriota Shaman can perform a special dance as a full round action once per day in order to cast any abjuration spell he knows as a spell-like ability. If the spell in question has a casting time longer than 1 full round, the Bhriota Shaman must dance for an amount of time equal to the spell's casting time, plus an additional full round. The saving throw DCs of a spell cast this way, if any, is Wisdom-based.

Mask: Beginning at 7th level, the Bhriota Shaman can create a special mask which offers him certain protective abilities. When he creates this mask, he must choose a creature type. Against any creature of that type, he gains benefits as though he were protected by the spell *protection from evil*, except that the protection applies against any creature of the chosen type, regardless of its alignment. A Bhriota Shaman's mask is often made of wood, but might take the form of tattoos or ritual scarring. Regardless of its form, it does not prevent the Bhriota Shaman from using a magic item that occupies the head slot, even if it that item is another mask. Once a Bhriota Shaman has chosen the type of creature associated with his mask, he may not use a different one without a ritual which requires 24 hours and 100 gp worth of rare oils.

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**Dance of Enchantment (Sp):** Beginning at 8th level, the Bhriota Shaman can perform a special dance as a full-round action once per day in order to cast any enchantment spell he knows as a spelllike ability. If the spell in question has a casting time longer than 1 full round, the Bhriota Shaman must dance for an amount of time equal to the spell's casting time, plus an additional full round. The saving throw DCs of a spell cast this way, if any, is Wisdom-based.

**Dance of Necromancy (Sp):** Beginning at 10th level, the Bhriota Shaman can perform a special dance as a full-round action once per day in order to cast any necromancy spell he knows as a spelllike ability. If the spell in question has a casting time longer than 1 full round, the Bhriota Shaman must dance for an amount of time equal to the spell's casting time, plus an additional full round. The saving throw DCs of a spell cast this way, if any, is Wisdom-based.

# TABLE BHRIOTA SHAMAN

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day		
1st	+0	+0	+1	+1	Ranged legerdemain	+1 level of existing class		
2nd	+1	+1	+1	+1	Sneak attack +1d6	+1 level of existing class		
3rd	+1	+1	+2	+2	Impromptu sneak attack 1/day	+1 level of existing class		
4th	+2	+1	+2	+2	Sneak attack +2d6	+1 level of existing class		
5th	+2	+2	+3	+3	Tricky spells 3/day	+1 level of existing class		
6th	+3	+2	+3	+3	Sneak attack +3d6	+1 level of existing class		
7th	+3	+2	+4	+4	Impromptu sneak attack 2/day, tricky spells 4/day	+1 level of existing class		
8th	+4	+3	+4	+4	Sneak attack +4d6	+1 level of existing class		
9th	+4	+3	+5	+5	Invisible thief, tricky spells 5/day	+1 level of existing class		
10th	+5	+3	+5	+5	Sneak attack +5d6, surprise spells	+1 level of existing class		
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# Bhriota Equipment

# WEAPONS

#### Axe, Bhriota (Cost: 20 gp)

These weapons take the form of an oversized axe whose blade is adorned with jagged hooks of metal. Whenever the character hits with an axe attack, the wounded creature takes one point of bleed damage at the beginning of their next turn. This bleed damage does not stack with any other source of bleed damage. The bleeding can be stopped with the application of healing magic or by succeeding on a Heal check DC 15.

#### Bladed Net (Cost: 50 gp)

This bhriota improvement over the standard net incorporates dozens of jagged blades and sharpened bones to make an effective, dangerous capturing device. Individuals caught in the bladed net are wise not to struggle, as doing so can inflict very serious wounds.

The bladed net causes no damage until it has entangled a target. Entangled targets suffer 1d6 hit points of damage each round they remain entangled in the net, including rounds in which they attempt to escape. This weapon is otherwise treated as a normal net.

#### Blowgun, Bhriota (Cost: 2 gp)

Bhriota blowguns are made from hollowed human bones–typically, those found in the legs or arms of their victims. Blowguns are generally used to deliver debilitating (but rarely fatal) poisons from a distance. They are nearly silent when fired.

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#### Club, Bhriota (Cost: 6 gp)

More carefully crafted than a normal club, the fanged club is a flat length of wood with a carved handle, which makes it resemble a sword with a broad blade and no guard. The edge of the weapon is studded with either sharpened obsidian, other hard minerals or, more commonly, rows of teeth taken from a large animals or monsters.

#### Dart, Bhriota (Cost: 100 gp)

These bone darts have small resin tips that break when the dart strike their targets. Inside can be placed a single dose of poison. Those using poison darts do not risk poisoning themselves. The strange tip affects the dart's accuracy. Double the range penalties when using a Bhriota poison dart.

#### Jawblade, Bhriota (Cost: 10 gp)

This weapon is made from bone, specifically from the jaw of a large monster or animal. One of the ends is sharpened while the handle is wrapped in leather strips for a better grip.

#### Needle Spear, Bhriota (Cost: 100 gp)

The thin blade of this bhriota weapon contains a tube or bore that connects to a hollow container just beneath the crosspiece. A successful hit with the spear injects the liquid contents of the container (typically poison) into the target. Refilling a syringe spear takes 1 minute.

#### Serrated Bone Cutlass, Bhriota (Cost: 15 gp)

Fashioned from the leg bones of a fallen foe, the serrated bone cutlass is treated with various alchemi-



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Weapon	Proficiency	Dmg (S)	$Dmg\left(M ight)$	Crit	Range	Weight	Туре	Special
Axe, Bhriota	2H melee	1d8	1d10	19 <b>-</b> 20/x2	_	15 lbs.	S or P	bleed
Bladed Net	ranged	1d4	1d6*		10 ft.	10 lbs.	Р	44
Blowgun, Bhriota	ranged	1d2	1d4	x2	20 ft.	1 lbs.	Р	_
Club, Bhriota	1H simple	1d6	1d8	x2	_	4 lbs.	B and P	
Dart, Bhriota	ammo					0.1 lb	_	_
Jawblade, Bhriota	1H martial	1d4	1d6	19 <b>-</b> 20/x2		3 lbs.	S	
Needle Spear, Bhriota	2H melee	1d6	1d8	x3	20 ft.	6 lbs.	Р	brace
Serrated Bone Cutlass, Bhriota	1H martial	1d4	1d6	18-20/x2		2 lbs.	S	fragile
Spine Darts, Bhriota	ammo	1	1d3	x4	10 ft.		Р	movement
Spine Hammer, Bhriota	1H melee	1d6	1d8	x2		8 lbs.	B and S	_

cal mixtures to give it a ragged, terribly sharp edge. The serrated bone cutlass is a fast, dangerous weapon that tears through flesh more than it cuts.

#### Spine Darts, Bhriota (Cost: 5 gp)

These thin lengths of black steel are covered in folded down spines and topped with a razor sharp needle. These darts are treated exactly as standard darts. Only when used to make sneak attacks against creatures can their true nature be appreciated. If such an attack hits, the victim's speed is reduced by 5ft per successful spine dart attack. This reduction in speed is only applied for each successful attack that also deals sneak attack damage. A creature may take a move action to remove a spine dart (one per sacrificed action). The listed price is for a clutch of five needles.

#### Spine Hammer, Bhriota (Cost: 12 gp)

These massive weapons are favoured by the bhriota shaman and find much use in their hands. Constructed much like a standard warhammer, the striking surface of the weapon is lined with row after row of pyramidal spikes and is capable of ripping through skin as well as crushing bone.



# OTHER GOODS

#### Briarbone Caltrops (24 gp; 4 lb.)

These specially grown caltrops have clusters of needle-sharp spines that are slightly longer and more brittle than those on normal caltrops. Like standard caltrops, a 2-pound bag of briarbone caltrops covers a 5-foot-square area. Briarbone caltrops work just like normal caltrops, save that they have an attack bonus of +4, do 1d2 points of damage, and require a DC 20 Heal check to fully treat.

#### Bhriota Sacrificial Kit (45 gp; 18 lb.)

Sacrificial equipment is used in the various bhriota rites and rituals. Items of this sort are rarely for sale, as most bhriota make their own. However, there are adventuring bhriota who lack the time and skills to craft these items and so must trade for them with others.

- *Blood Bowl:* This stone bowl is used to catch the blood from sacrifices or to contain offerings to the Old Ones. Not having a stone bowl increases the DC of any Spellcraft or Knowledge (religion) checks relating to the sacrifice by +2.
- *Bronze Sickle:* A bronze sickle is a ritually purified and blessed sickle – the metal for the blade is mined in the spring, forged in the summer, sharpened in the autumn and blooded in the winter.

*Ceremonial Robes:* Ceremonial robes differ for each ceremony. Robes for the spring sacrifice are white and decorated in red runes. The winter robes are heavy furs, marked with the heads and skulls of animals and humanoids. Having proper ceremonial robes gives a +2 sacred bonus to Knowledge (religion) checks. *Bhriota Horn:* A bhriota horn is used to summon other bhriota to the sacred stone or ritual circle. By tradition, only the master of a circle may sound a bhriota horn. This means that the noise of a bhriota horn being blown out of season is a clear signal to any others within hearing that some terrible event has occurred. Some adventuring bhriota carry these horns for use in emergencies.

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Sacrificial Dagger: A sacrificial dagger is a dagger with wickedly sharp and serrated barbs that widen any wounds inflicted by the blade. These daggers are not considered weapons by the bhriota, but if used as such function as a standard dagger.

#### Bhriota Skull Mask (12 gp; 4 lb.)

Similar to a skull helmet, the skull has part of the cheekbones and the jawbone removed and part of the cranium scraped away so that the skull can fit over the wearer's face and he can look either through the skull's own eyeholes or a set perforated into the bone. Bhriota tribal motifs and designs adorn the skull mask, granting it an even more terrible appearance. The skull mask provides a +2 circumstance bonus to Intimidate checks.

#### Bhriota War Draught (10 gp; 1 lb.)

This drink is a foul-smelling alchemical blend of raw alcohol, mashed grubs, and medicinal mushrooms. A bhriota under the effects of bhriota war draught ignores all penalties resulting from the *fatigued* and *shaken* conditions for 10 minutes, after which he must succeed at a DC 15 Fortitude save or be sickened for 1 hour. Anyone non-bhriota who drinks bhriota war draught must immediately make a DC 15 Fortitude save or be sickened for 1 hour; success means the drinker ignores all penalties resulting from the *fatigued* and *shaken* conditions for 1 minute, after which he is sickened for 10 minutes. Bhriota war draught has no effect on creatures that are immune to poison.

Create: Craft (alchemy) DC 20 (15 for bhriota)

#### Bhriota War Paint (150 gp; -- lb.)

Metal Contest

This war paint is a very rare item to find outside of a bhriota tribe, as the process to make this paint requires a mixture of herbs that only grows within deep swamps and bogs. Upon application, the wearer of this thick and smelly paint will first notice (aside from the reeking odor) a slight rush of blood to the head as this toxin is absorbed through the pores. For the next hour (or until the wearer washes the application away) the wearer of this strange paint will receive a + 2 bonus to their strength score as the herbs reaction causes a constant surge in adrenaline.

The boost in strength comes with a price, as the wearer suffers a - 2 wisdom for as long as the paint is worn and becomes fatigued once it is removed or the duration of its effect expires.

#### Crown of the Old Ones (250 gp; 14 lb.)

This heavy golden crown is topped with silver-colored spikes shaped like tentacles. An inscription along the inside of the crown reads "Iya Iya Cthulhu Fetagen! Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn" in an ancient bhriota tongue. Wearing the crown for any length of time is tiring and puts a great deal of strain on the wearer's neck. All Strength and Constitution checks suffer a -1 circumstance penalty when the crown is worn.

# MAGIC TEMS

#### Aberration Blood

Aura faint evocation [evil]; CL 5th; Slot —; Price 800 gp; Weight 1 lb.

#### DESCRIPTION

Gathered from the black, bubbling blood of otherworldly beings, a character who drinks a dose of this becomes nauseated for 1d6 rounds if he fails a DC 15 Fortitude save. He also gains an enhanced capacity to affect aberrations with his magical attacks for 1 hour—during this time, aberrations suffer a -2penalty on their saving throws against the user's spells and spell-like abilities, and the user gains a +2 bonus on caster level checks made to penetrate an aberration's spell resistance. Aberration blood is somewhat addictive, and every day for a week after a user stops daily doses of the ichor, he must make a DC 15 Fortitude save to avoid taking 1 point of Wisdom damage and being sickened for the entire day.

#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *desecrate*; **Cost** 400 gp

#### **Dead Man's Rattle**

Aura moderate necromancy; CL 11th Slot —; Price 172,800 gp; Weight 8 lbs.

#### DESCRIPTION

These powerful rods are made from a femur topped with a skull or hollow wooden head. Teeth, knucklebones, and other osseous materials rattle around inside. Bhriota use them to drive out ghosts and other evil spirits. Activating its magic requires the character to shake it while performing a sacred dance. This causes all undead within 30 ft. to twitch and jerk as if affected by *irresistible dance*. Intelligent undead may make a Will save to resist the effects as normal. The wielder must dance (as though effected by the spell) every round that targets are affected or all the effects immediately end.

#### CONSTRUCTION

**Requirements** Craft Rod, *detect undead*, *irresistible dance*; **Cost** 86,400 gp

#### Deathchill

Aura strong evocation; CL 13th Slot —; Price 12,780 gp; Weight 10 lbs.

#### DESCRIPTION

This is a  $\pm 1/\pm 1$  wounding two-bladed sword. When you score a successful critical hit against a target the weapon immediately becomes a  $\pm 2/\pm 2$ icy burst two-bladed sword. It will continue to function as an icy burst weapon for 3 full rounds before reverting back to a wounding weapon. Creatures who take bleed damage from previous damage from this weapon during this time are dealt the points in cold damage.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *bleed, ice storm*; **Cost** 6,780 gp

#### Mask of the Old Ones

**Aura** strong divination; **CL** 13th **Slot** head; **Price** 27,000 gp; **Weight** 3 lbs.

#### DESCRIPTION

This horrific mask, carved from some unknown green stone, depicts a distorted octopod face with horribly twisted tentacles. The Mask of the Old Ones is a sacred relic of the bhriota, and rumors abound that several of the masks exist. The bearer of the mask can breathe water (as the water breathing spell) as long as it is worn. In addition, the bearer can cast commune once per week to contact one of the Old Ones. Each time the Mask of the Old Ones is used in this way, however, the bearer must make a DC 20 Will save or suffer insanity (as the spell) as his mind is opened to the horrors of beyond.

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#### CONSTRUCTION

**Requirements** Craft Wondrous Item, *commune*, *water breathing*; **Cost** 14,000 gp

# Legendary Weapons

### of the Bhriota

#### Advancement

- All weapons have a base legendary weapon level that is usually a +1 weapon.
- The legendary weapons listed have requirements required to attune them to the wielder.
- If by 4th level, the wielder of the legendary weapon has met the requirements to attune the weapon, it increases in power to its second weapon level.
- For every two levels of experience the wielder gains while using the legendary weapon, the weapon's power level will increase by one level.
- Any spell-like abilities gained through the use of this legendary weapon are based on the wielder's highest mental characteristic (Int, Wis, or Cha).
- The caster level required for any effects of the legendary weapon are based on the wielder's total Hit Dice.

Once a wielder has met the requirements to use a legendary weapon and unlocked its second-level abilities that weapon forms a bond with the wielder. If the wielder uses another melee weapon in combat he suffers a -4 penalty on attack and damage rolls. Ranged weapon do not provoke jealousy from legendary melee weapons, but they will provoke jealousy in other ranged weapons.

#### Swords of Vathak

Calthuk Vathak, the legendary king of the bhriota, came to this land with two swords. When he opened the mythic seal he quested after, his famous blades descended into the earth with him and were lost as well.

Over the years rumors of these scimitars resurfacing have been whispered amongst bhriota tribes. Eventually named *Ataciber* and *Rerartuv*, these two swords share the same powers and only function when both are together. Any special ability acts as if from a single weapon and does not stack if both weapons meet the criteria for use.

#### REQUIREMENTS

To unlock the full potential of the *Ataciber* and *Rerartw*, a character must fulfill the following requirements.

**Feats** Improved Sunder, Two-Weapon Fighting, Weapon Focus (scimitar), Weapon Specialization (scimitar)

Skills Acrobatics 4 ranks, Intimidate 4 ranks

**Bleeding Strike (Ex)** Any time the wielder scores a critical hit with *Ataciber* or *Rerartuv*, he deals a number of points of bleed damage equal to the critical multiplier.

**Bloodthirsty (Ex)** When attacking with *Ataciber* and *Rerartux*'s edge the wielder gain a +4 bonus to confirm critical hits as if the he possessed the Critical Focus feat.

- **Dangerous Strike (Ex)** For every 5 points of damage dealt against a single target in combat, the wielder of *Ataciber* and *Rerartuv* gains a +1 circumstance bonus to demoralize that opponent with the Intimidate skill.
- **Ignore Hardness (Ex)** When *Ataciber* and *Reratuw* are used to sunder armor, a weapon, or an item it ignores a number of points of hardness as shown on the chart.
- **Keen Edge (Sp)** The wielder may use keen edge three times per day.
- **Shatter (Sp)** The wielder may use shatter three times per day.
- **True Strike (Sp)** The wielder may use true strike three times per day.
- **Vorpal** Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. A vorpal weapon must be a slashing melee weapon.

**Aura** strong necromancy and transmutation; **CL** 18th; Craft Magic Arms and Armor, *circle of death*, *keen edge*; **Price** +5 bonus

Weapon Level	Min Wielder Level	Abilities				
1 st	—	+1 scimitar				
2nd	4th	True strike (3/day)				
3rd	6th	Demoralizing strike				
4th	8th	Ignore hardness 5				
5th	10th	Shatter (3/day)				
6th	12th	Bleeding strike				
7th	14th	Ignore hardness 10				
8th	16th	Keen edge (3/day)				
9th	18th	Bloodthirsty				
10th	20th	+1 vorpal scimitar				



# Bhriota Tribes

Although there is a diverse belief system amongst the bhriota tribes in regard to the Old Ones, some tribes worship only a singular horror from beyond. These tribes have specific customs and even features that single them out amongst others of their kind.

Each tribe presents new racial traits, spell-like abilities, and general details about the specific tribes.

sidered to be a sign of purity and valor, and to try to refuse the bhriota such an honor would be the most offensive of actions.

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These clans typically dress in an assorted manner of crudely stitched boar hides with little coverage. Simple loin cloths are quite common, the women often have little to no coverage of their breasts, and such a manner of dress differs only in the cooler of seasons, where a simple draping of hide and animal hair is considered sufficient garb. Some of the clan's women at one time were reasonably skilled at making tapa, or bark cloth, but that art has fallen more or less by the wayside with the tribe.

What these bhriota tribes lack in actual clothing, however, they make up for in ornaments, crude jew-

elry, and personal adornment. War paint consisting of a mixture of various dyes and blood is commonly worn, with the inks of the octopus being a common additive. Necklaces of boar tusk and interesting bones are commonly worn and a few ruling elders are permitted to wear objects of jewelry that have Spawn of the Old One's teeth in their workings.

The Clans that worship Ka'sogrotha are rather unpopular with other bhriota tribes and seem to have some skirmish or another going on with such individuals. Though brutal savages, they recognize the most basic of needs and tend to find shelter in some of the dangerous mountain caves. Often these dwellings are somewhat damp and cold but usually feature a well-tended bonfire.

The clan members are a medium tanned, smooth skinned race with hair that is usually straight and a glossy raven black in color. Oddly enough, they have piercing steel gray eyes.

# KA'SOGROTHA

Typical Alignment CE

Favored Weapon heavy pick

#### **Environment** Mountains

Some bhriota are devoted, fearful followers of Ka'sogrotha, the filth worm. Often these clans can be seen near mountainous caves, slashing great wounds into their herded pigs (or slaves) and offering these screaming, dying animals to the endless dark pits. This spillage of blood usually attracts nearby Spawn of the Old Ones who often begin striking at tribal members during the feeding frenzy. Rather than helping these struggling tribesmen, the rest of the clan cheer them on and offer forth their blessings. While being eaten alive by these abominations is considered to be a terrible fate by most individuals, the followers of Ka'sogrotha view it as being one of the highest rites of passage that a fellow tribesman could obtain. To be chosen by one of Ka'sogrotha's children is con-



#### TRAITS

The following are alternate racial traits for Ka'sogrotha bhriota.

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#### BLOOD ENMITY

Ka'sogrotha bhriota have long warred against their bhriota brethren and the hated vindari. Ka'sogrotha bhriota with this racial trait receive a +1 racial bonus on attack rolls against bhriota who do not worship Ka'sogrotha and those of vindari blood. This racial trait replaces the Weapon Familiarity trait.

#### MOUNTAIN-BORN

Ka'sogrotha bhriota are drawn to mountains and other high places, and after many generations they've grown well suited to their environment. Ka'sogrotha bhriota with this racial trait gain a +2 racial bonus on Acrobatics checks made to cross narrow ledges and on saves against altitude fatigue and sickness. This racial trait replaces the Intimidating racial trait.

# ORTHU'MECH

#### Typical Alignment NE

Favored Weapon spear

#### **Environment** Coastal

These bhriota worship Orthu'mech, the Old One of storms and time. Orthu'mech is a demanding deity, who insists on regular sacrifices of both animals and humans to be given to the turbulent seas. Having cultural roots that appear older than other bhriota tribes, the Orthu'mech bhriota considers itself to be superior to the more primitive, neighboring tribes. Both vicious and arrogant, they usually do not take very well to outsiders. Usually foreigners are captured and thrown into the fighting pits or sacrificed.

The Orthu'mech bhriota are ruled under a government lead by a demanding chieftain and shamanistic order, neither of which offers any sign of mercy or patience towards the common tribesman. The laws are strict and the punishments for breaking them are harsh. Though there are no acts of known cannibalism within the members of the clan, ritual human sacrifice is a fairly common practice. Usually the sacrifice involves a criminal or slave, but in desperate pleadings with Orthu'mech, the chief and elders are known to demand the sacrifice of several innocent bhriota, particularly young, female virgins.

The Orthu'mech bhriota have dark skin and usually have dark braided hair. They favor cloth that is lightweight and thus cool on the body. They live along the coast, so often heavy clothing can be some- what cumbersome when frequently entering the water. The chief and elite warriors garb themselves in jewelry, rare feathers, and fine furs. Though tattooing and other such adornments are not exactly unheard of amongst them, it is not entirely as common as other bhriota tribes.

#### TRAITS

The following are alternate racial traits for Orthu'mech bhriota.

SEA LUNGS

The Orthu'mech bhriota may hold their breath for a number of rounds equal to three times their Constitution before she risks drowning. This racial trait replaces the Intimidating racial trait.

#### ABERRANT SORCERY

If an Orthu'mech bhriota is a sorcerer with the aberrant bloodline, it treats its caster level as 1 higher when casting bonus spells. This racial trait replaces the Weapon Familiarity trait.

Tel'egoth

#### Typical Alignment CE

Favored Weapon heavy Pick

#### **Environment** Mountains

Bhriota that worship Tel'egoth are chaotic and insane, much like the Old One they worship. These tribes are outcasts, exiles, the descendents of lost bhriota tribes, and those who have difficulty fitting in with their native tribal customs. Tel'egoth bhriota are greatly nomadic and have lived in a variety of climates and regions. Though often staying in an area for at least a few years, they are ready to move on once the resources start to dwindle. Usually during such stays they tend to pick up new members to replace those who have fallen or been sacrificed.

Tel'egoth bhriota have a very loose form of government where some degree of respect is paid to the greatest of warriors and adepts but otherwise the tribe members act as they please. In addition to the influences of the warrior chieftain and the adepts, most of the members look up to the clerics of Tel'egoth.

Much in the same way that the actual tribal members vary, the general style of dress and adornment varies as well. Tattoos, ritual scars, and piercing are common and the ornaments and jewelry also vary greatly. Though hides are naturally the most typical form of garb, there are several members of the Tel'egoth bhriota who prefer woven wool or bark cloth.

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#### TRAITS

The following are alternate racial traits for Tel'egoth bhriota.

#### BEASTMASTER

Tel'egoth bhriota have an unnatural kinship with fantastical beasts, capturing them for sport or living and hunting with them. Tel'egoth bhriota with this trait treat whips and nets as martial weapons and gain a +2 racial bonus on Handle Animal checks. This racial trait replaces the Weapon Familiarity trait.

#### SHAMAN'S APPRENTICE

Only the most stalwart survive the years of harsh treatment that an apprenticeship to a Tel'egoth shaman entails. Bhriota with this trait gain Endurance as a bonus feat. This racial trait replaces the Intimidating racial trait.

# Yegh'niths

Typical Alignment CE Favored Weapon spiked chain Environment Any The bhriota that worship Yegh'niths, the Faceless One, have a developed structure of law where the tribal leader and the high shamans share power with the high adepts. The tribal leader oversees all the tribe and has a specific nature of reign over the warriors of the tribe while the shaman and adapts work out the issues of magic and studies on the ways of the Old Ones.

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Though the Yegh'niths bhriota pay regular homage to a wide assortment of deities as well as the idols of the Old Ones, the bulk of their theology is centered on Yegh'niths. The tribe makes huge stone heads resembling the solemn, bat-winged, armless toad, and often these monoliths are placed near the shore cliffs. These faces are positioned towards the waters and the bhriota believe that these staring faces ward off rival tribes, hostile vindari, and assorted opposing forces.

Though hides are fairly common, many members of the Yegh'niths bhriota wear simple clothing made of dyed tapa, or bark cloth. Tattoos and piercing of one's ears or nose is reasonably common amongst the tribe members, and the men and women wear jewelry made of gemstones and shell. As fishing is a common source for food, the young men often wear stylish and functioning fishhooks amongst their dress.

#### TRAITS

The following are alternate racial traits for Yegh'niths bhriota.

#### CULTURE EXPLORER

Yegh'niths bhriota have an innate urge to understand the cosmos. They are naturally inquisitive about cultures, history, technology, and science in particular. They gain a +4 bonus on Diplomacy checks made to gather information, and Knowledge (history)

and Knowledge (local) become class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead. This racial trait replaces the Intimidating racial trait.

INFUSED WITH SHADOW

Yegh'niths bhriota take on a strange countenance in the darkness, appearing more light and quick. They gain a +2 bonus on initiative checks made in dim light or darker conditions. This racial trait replaces the Weapon Familiarity trait.

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