

SHADOWS OVER VATHAK

Faces of Vathak: Survivors



A collection of 10 NPCs from across Vathak

Shadows
over
Vathak

A Campaign Supplement of Lovecraftian Adventure Horror

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Faces of Vathak

SURVIVORS

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INTRODUCTION

Surviving in Vathak is no easy task. Between the Spawn of the Old Ones ravaging the land, plagues and blights hanging like shadows, the endless wars raging between Grigoria and its opposition, and the religious inquisitions of the Church of the One True God rooting out perceived heretics, survival takes many forms. To some, survival is nothing more than a means to an end, the opportunity to achieve whatever it is that compels them to keep living. Others are the scarred survivors, the rugged few that have stared calamity in the face and lived to tell the tale. Some are simply the desperate victims of fate, spared by the will of the One True God or the fickle humor of the King of Thieves. Or perhaps survival is no life at all, but a burden or curse they must bear.

No matter what it is that has driven these survivors to such extremes, there is no limit to the ingenuity and resolve of Vathak's people. With countless stories to tell and a variety of tactics and tools at their disposal, survivors can be found anywhere beneath the Shadows over Vathak.



THE FACES OF SURVIVAL

The following is but a glimpse of the many survivors clinging to some semblance of life across Vathak, but represent both the desperation and determination required to endure beneath the Shadows over Vathak.

CR 1

Deathless Raider (CN bhriota barbarian): Scars are a disfigurement to some, but to others they are marks of survival and tangible proof one is still alive.

Grizzled Veteran (LN vindari soldier): War sows misery, but it is the survivors that carry the weight of all their fallen comrades.

CR 2

Fortune's Foe (NG romni fighter/fortune-teller): Fate is a fickle thing, and those that dare to defy it play a dangerous game.

Wilderness Hermit (N romni hunter): Sometimes the safest place from the plagues, wars, and worse that ravage Vathak is hidden away in the world's most remote places.

CR 3

Covetous Vassal (LE dhampir arcanist): Even as the Vampire Lords fell from power and grace, their servants' loyalty is undying, their service absolute, and their greed unending.

Half-Life Heretic (CG haunting occultist): Those that die because of the many dangers of Vathak may yet aid the living, if those with one foot in the grave can lead the way.

Marked Scholar (CE vindari investigator): The plague of madness is one that few overcome—and those that do may regret their survival.

CR 4

Patchwork Butcher (NE wretched reanimator): For the constructed wretched, surviving the worst atrocities against you may mean committing some of your own.

Vengeful Remnant (NE bhriota warpriest): Escaping the inquisition is akin to escaping the wrath of an angry god, and those that manage to survive emerge with renewed conviction.

CR 6

Cannibalistic Cleric (CN ghoul brawler/ex-cleric): When duty keeps the clergy from departing, they continue a cursed existence between their god and their animalistic hunger.

Each of these NPCs is presented in alphabetical order in this book.



CANNIBALISTIC CLERIC

The battered red-and-white breastplate worn by this gaunt clergyman has not seen true care in some time. The humanoid walks with an uncomfortable, unnatural gait.

CANNIBALISTIC CLERIC CR 6

XP 2,400

Ghoul brawler 2/ex-cleric 3 (*Pathfinder Roleplaying Game: Advanced Class Guide*)

CN Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 14, touch 12, flat-footed 12 (+7 armor, +3 Dex, +2 natural)

hp 58 (7 HD; 2d10+5d8+21)

Fort +7, **Ref** +7, **Will** +8

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 20 ft.

Melee +1 lord's hammer +10 (1d12+7) or bite +9 (1d6+4 plus disease plus paralysis), 2 claws +9 (1d6+4 plus paralysis) or unarmed strike flurry of blows +7/+7 (1d6+4 plus paralysis)

Ranged dagger +8 (1d4+4/19-20)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lord's hammer)

Special Attacks brawler's flurry, martial flexibility 4/day, paralysis (1d4+1 rounds, DC 14, elves are immune to this effect)

TACTICS

Before Combat A cannibalistic cleric carries himself with false dignity, masking its deathly form with mundane disguises and acting like a true cleric of the One True God.

During Combat The cleric fights with its lord's hammer unless overwhelmed or starving, when its ghoulish nature is revealed through grapples and bites. It uses martial flexibility to adapt to the situation, preferring Improved Trip (for use with its lord's hammer) or Combat Reflexes if foes move through his threatened reach.

STATISTICS

Str 18, **Dex** 17, **Con** –, **Int** 11, **Wis** 18, **Cha** 16

Base Atk +5; **CMB** +9 (+11 grapple); **CMD** 22 (24 vs. grapple)

Feats Combat Expertise, Exotic Weapon Proficiency (lord's hammer), Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Finesse

Skills Acrobatics +11, Climb +12, Disguise +8, Perception +12, Stealth +5

Languages Common

SQ brawler's cunning, martial training

Combat Gear *potion of bull's strength*, *potion of inflict moderate wounds*; **Other Gear** +1 lord's hammer^{SOVPG}, +1 breastplate, daggers (5), disguise kit, gold holy symbol, gold shackle ring^{SOVPG}, 80 gp

^{SOVPG} These items can be found in *Shadows over Vathak: Player's Guide to Vathak*.

Service to the One True God is often an absolute; a duty that the clergy gladly rises to in order to end the corruption and madness that plagues Vathak. But Vathak is anything but a safe place, and even the blessings of the One True God cannot protect everyone. In time, death claims more than its fair share of priests and returns them to the Church Triumphant. Some, however, refuse to answer that call. Whether cursed by an improper burial or bound to unfinished duties, these clergymen remain trapped between life and death, plaguing the mortal coil with their heretical existence. Serving a God that no longer recognizes them and performing bloody deeds they would never have committed in life, these tenacious clerics have survived death itself.



COVETOUS VASSAL

Despite the trappings of nobility, the ill-fitting jacket and wrinkled garb look somehow unseemly on this pale humanoid.

COVETOUS VASSAL

CR 3

XP 800

Dhampir arcanist 4 (*Pathfinder Roleplaying Game: Advanced Class Guide*)

LE Medium humanoid (half-undead)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 20 (4d6+4)

Fort +2, **Ref** +5, **Will** +5; +2 vs. disease, mind-affecting effects

Defensive Abilities negative energy affinity, resist level drain

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk rapier +2 (1d6–1/18–20)

Ranged mwk snaphaunce pocket pistol +6 (1d4/x3)

Special Attacks arcane reservoir (4/7), arcanist exploits (potent magic, quick study), consume spells (2/day)

Dhampir Spell-Like Abilities (CL 4th; concentration +6)
3/day—*detect undead*

Arcanist Spells Prepared (CL 4th, concentration +6)
2nd (3/day)—*flaming sphere* (DC 15)
1st (5/day)—*charm person* (DC 14), *mage armor*, *magic missile*

o (at will)—*detect magic*, *mage hand*, *message*, *prestidigitation*, *ray of frost*, *read magic*

TACTICS

Before Combat An covetous vassal casts *mage armor* before combat. If expecting a particularly dangerous combat, he uses the quick study exploit to swap *charm person* for *shocking grasp*. If the situation demands more finesse than force, he swaps *mage armor* for a more appropriate spell.

During Combat The arcanist is a traditionalist and relies upon *magic missile*, using his arcane reservoir to further boost its caster level against particularly deadly foes.

Base Statistics Without *mage armor*, the arcanist's statistics are AC 13, touch 13, flat-footed 10 (+3 Dex).

STATISTICS

Str 8, **Dex** 16, **Con** 10, **Int** 16, **Wis** 10, **Cha** 15

Base Atk +2; **CMB** +1; **CMD** 14

Feats Spell Focus (Evocation), Spell Specialization (*magic missile*)

Skills Bluff +8, Knowledge (history, nobility) +10, Perception +6, Spellcraft +10; **Racial Modifiers** +2 Bluff, +2 Perception

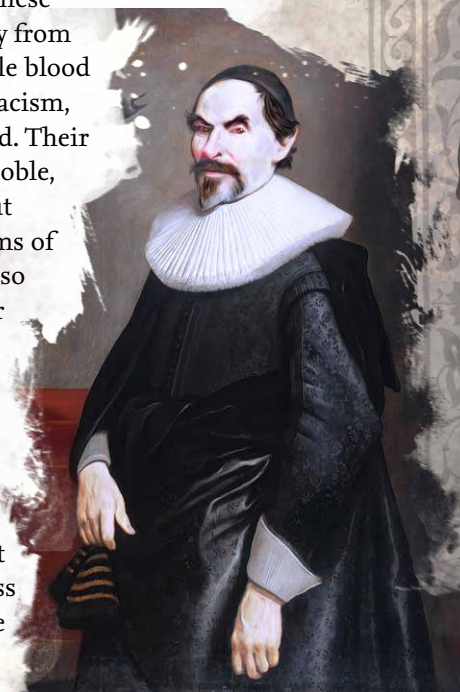
Languages Aklo, Common, Undercommon

Combat Gear *potion of inflict moderate wounds*, *wand of invisibility* (4 charges); **Other Gear** masterwork rapier, masterwork snaphaunce pocket pistol^{SOVPG} with 10 bullets, *cloak of resistance* +1, powder flask (10 doses), spellbook (contains prepared spells plus all 0-level spells, plus *burning hands*, *darkness*, *grease*, *protective penumbra*^{UM}, *silent image*, and *unseen servant*), spell component pouch, 70 gp

^{UM}This spell can be found in *Pathfinder Roleplaying Game: Ultimate Magic*.

^{SOVPG}These items can be found in *Shadows over Vathak: Player's Guide to Vathak*.

The disasters that the hardened people of Vathak survive are not always recent, or even their own. Some continue the survivalist traditions of their forefathers, serving masters they have never once met themselves. These individuals, driven away from the light by their ignoble blood and no small share of racism, turn to the stories of old. Their hated blood was once noble, a sign of aristocracy. But when the great kingdoms of the Vampire Lords fell, so too did their rank; their luxurious lifestyles and homelands put to the torch. Even now these covetous vassals yearn for years past, studying the traditions of their ancestors and eking out squalid existences across Vathak—waiting for the moment their masters' return.



DEATHLESS RAIDER

Scars cover this humanoid's body between the battered plating of its iron-and-bone armor.

DEATHLESS RAIDER

CR 1

XP 400

Bhriota barbarian (scarred raider) 2 (*Pathfinder Roleplaying Game: Ultimate Combat*)

CN Medium humanoid (human)

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

DEFENSE

AC 16, touch 9, flat-footed 15 (+7 armor, +1 Dex, -2 rage)

hp 30 (2d12+12)

Fort +8, **Ref** +1, **Will** +3

Defensive Abilities tolerance

OFFENSE

Speed 20 ft.

Melee +1 *bhriota war axe* +9 (2d4+8/x4)

Ranged javelin +3 (1d6+5)

Special Attacks rage (9 rounds/day), rage powers (reckless abandon^{APG})

TACTICS

Before Combat A deathless raider rages at the first sign of combat, then applies *oil of magic weapon* to their bhriota war axe.

During Combat Deathless raiders charge into combat, hurling javelins and insults at foes that keep their distance.

Base Statistics Without *oil of magic weapon* and not raging, the barbarian's statistics are **AC** 18, touch 11, flat-footed 17; **hp** 26; **Fort** +6, **Will** +1; **Melee** bhriota war axe +6 (2d4+4/x4); **Ranged** javelin +3 (1d6+3); **Str** 16, **Con** 17; **CMB** +6; **Skills** Climb +3, Swim +3

STATISTICS

Str 20, **Dex** 13, **Con** 21, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 16

Feats Heavy Armor Proficiency, Power Attack

Skills Climb +5, Intimidate +6 (+7 vs. non-barbarians), Ride +1, Survival +5, Swim +5; **Racial**

Modifiers +2 Intimidate

Languages Aklo, Common

SQ terrifying visage +1, weapon familiarity

Combat Gear javelins (3), *oil of magic weapon*, *potion of cure light wounds*; **Other Gear** bhriota war axe, masterwork blackened bone armor^{SOVPG}, 59 gp

^{APG}This rage power can be found in *Pathfinder Roleplaying Game: Advanced Player's Guide*.

^{SOVPG}This item can be found in *Shadows over Vathak: Player's Guide to Vathak*.

Survival is sometimes less an active process and more a simple measure of stalwart fortitude. This is truer nowhere else than in bhriota raiding parties, where the greatest warriors clash against the steel and powder of technologically and numerically superior forces. Those that survive mark their scars and speak fondly of their acquisition; their bodies become a tapestry of their legacy and ability to survive anything that Vathak might throw at them. Often it will be only a single survivor left to tell the tales written upon their skin, and many bhriota warbands that have met untimely ends live on in oral tradition and scarification. Disease, famine, war, and even madness itself may leave marks upon the body, but truly deathless raiders know these only make them stronger.



FORTUNE'S FOE

A lifetime of wisdom and worry have left deep creases along this humanoid's forehead. Her eyes look on with a sense of weary apathy.

FORTUNE'S FOE

CR 2

XP 600

Romni fighter (unbreakable) 2/fortune-teller 1
(*Pathfinder Roleplaying Game: Ultimate Combat, Shadows over Vathak: Player's Guide*)

NG Medium humanoid (human)

Init +2; Senses Perception +2

DEFENSE

AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield)

hp 24 (3 HD; 2d10+1d6+5)

Fort +3, Ref +3, Will +4; +1 vs. mind-affecting effects

Defensive Abilities second sight, unflinching +1

OFFENSE

Speed 20 ft.

Melee mwk romni crescent sword +5 (1d6+2/19-20)

Ranged flintlock musket +4 (1d12/x4) or cigarette gun +4 (1d6/x3)

Special Attacks daily reading (1 creature; 1 reroll)

Fortune-Teller Spells Known (CL 1st, concentration +3)

1st (4/day)—*embrace destiny*^{SOVPG}, *reading the leaves*^{SOVPG}

o (at will)—*daze* (DC 12), *ghost sound* (DC 12), *light, resistance*

TACTICS

Before Combat A fortune's foe uses her daily reading on themselves each morning, unless she has reason to suspect an ally is in danger.

During Combat The fighter prioritizes protection of allies, even at risk of her own life. They offer *potions of cure light wounds* to the wounded, saving her most powerful potion for herself.

Morale A fortune's foe will flee if reduced below half health unless protecting an ally; otherwise, she will fight to the death.

STATISTICS

Str 14, Dex 15, Con 10, Int 10, Wis 15, Cha 10

Base Atk +2; CMB +4; CMD 16

Feats Bodyguard^{APG}, Combat Reflexes, Diehard, Endurance, Power Attack, Toughness

Skills Knowledge (arcana) +6, Sense Motive +7, Spellcraft +6, Survival +7; Racial Modifiers +2 Knowledge (arcana), +2 Spellcraft

Languages Common, Sylvan

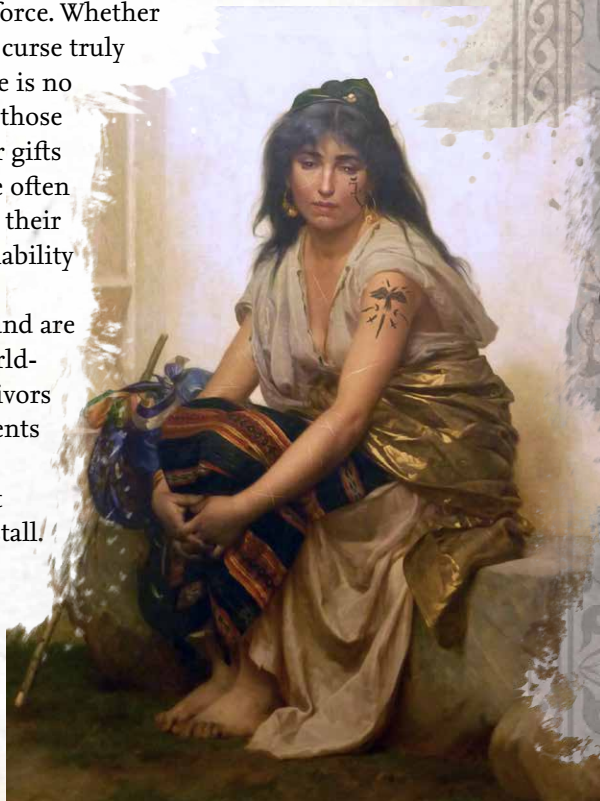
SQ focus technique (card reading)

Combat Gear *potion of cure light wounds* (4), *potion of cure moderate wounds*; Other Gear masterwork chainmail, flintlock musket^{SOVPG}, masterwork light steel shield, masterwork romni crescent sword^{SOVPG}, cigarette guns^{SOVPG} (2), bullets (20), masterwork fortune-teller's deck^{SOVPG}, powder horns (2, 10 doses each), 128 gp

^{APG}This feat can be found in *Pathfinder Roleplaying Game: Advanced Player's Guide*.

^{SOVPG}These spells and items can be found in *Shadows over Vathak: Player's Guide to Vathak*.

Some think that forewarning means one has an upper hand on the ever-turning wheel of fate. Many fortune-tellers know better than to presume dominance over the future, but some with the gift find themselves unable to look away from impending disaster. Cursed with the gift of prophecy, they work to stay just a single step ahead of misfortune. Common enough to have a place in Romni folklore, these misfortune-tellers are said to be running from The Ghost of the Court of Signs, marked for death and disaster by some unknown force. Whether or not this curse truly exists, there is no doubt that those with minor gifts of sight are often plagued by their eventual inability to prevent disaster—and are left the world-weary survivors of the laments they could foretell but never forestall.



GRIZZLED VETERAN

This humanoid's battered armor and world-weary features betray a wealth of experience.

GRIZZLED VETERAN

CR 1

XP 400

Vindari soldier 2 (*Shadows over Vathak: Player's Guide*)

LN Medium humanoid (human)

Init +2; **Senses** Perception +0

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 armor, +2 Dex, +2 dodge, +1 shield)

hp 19 (2d10+4)

Fort +4, **Ref** +2, **Will** +2; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3/19-20) or heavy pick +5 (1d6+3/x4)

Ranged flintlock musket +4 (1d12/x4)

Special Attacks ambush tactics

TACTICS

Before Combat If ambushing an opponent, the soldier uses an *oil of magic weapon* on his heavy pick. If not, he uses one on his longsword at the first opportunity.

During Combat The soldier uses Power Attack and strikes hard, hoping to end a fight and fade back into cover.

STATISTICS

Str 16, **Dex** 15, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17

Feats Iron Will, Power Attack

Skills Acrobatics +6, Climb +7, Profession (soldier) +5, Stealth +6, Survival +5

Languages Common, Sylvan

SQ drilled teamwork, guerrilla tactics (acrobatics), influence, regiment (guerrilla)

Combat Gear *oil of magic weapon* (2), *potion of cure light wounds* (2); **Other Gear** masterwork chain shirt, masterwork light steel shield, heavy pick, longsword, flintlock musket^{SOVPG} with 10 bullets, powder horn (10 doses), 25 gp

^{SOVPG} This item can be found in *Shadows over Vathak: Player's Guide to Vathak*.

There is no shortage of soldiers sent to war in Vathak, be it defending the frontier against the terrors of the Old Ones, protecting isolated villages from banditry, or quashing rebellion and dissent. But war is not without its dangers, and many of those that venture off to war fail to return. Those that do return grizzled veterans haunted by the memories of war. Having come face to face with their own mortality, these veterans cling to their lives and prioritize tactics maximizing survival instead of traditional military training.



HALF-LIFE HERETIC

Tarnished knick-knacks hang from the loose gray robes of this ghostly humanoid.

HALF-LIFE HERETIC

CR 3

XP 800

Hauntling occultist 4 (*Pathfinder Roleplaying Game: Occult Adventures*)

CG Medium humanoid (half-undead)

Init +4; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 21 (4d8)

Fort +4, Ref +5, Will +6; +2 vs. disease, mind-affecting effects

Defensive Abilities negative energy affinity

OFFENSE

Speed 30 ft.

Melee +1 rapier +8 (1d8+2/18-20)

Ranged mwk light crossbow +8 (1d8/19-20)

Implement Schools

Conjuration (mirror, 2 points)—*Resonant* casting focus; *Focus* psychic fog, servitor

Necromancy (bone, 2 points)—*Resonant* necromantic focus; *Focus* mind fear, spirit shroud

Transmutation (weapon, 3 points)—*Resonant* physical enhancement (+2 Dex); *Focus* legacy weapon, philosopher's touch

Hauntling Spell-Like Abilities (CL 4th)

1/day—*ghost sound*, *pass without trace*, *ventriloquism*

Occultist Spells Known (CL 4th, concentration +7)
2nd (2/day)—*cure moderate wounds*, *false life*, *weapon of awe*^{APG}

1st (4/day)—*cure light wounds*, *inflict light wounds*, *lead blades*^{APG}

o (at will)—*grave words*^{OA}, *mage hand*, *stabilize*

TACTICS

Before Combat The occultist prefers to avoid combat, using psychic fog and mind fear to escape if possible. If combat is unavoidable, she uses *lead blades* and *magic weapon* on her rapier.

During Combat The occultist summons a servitor to harry foes while focusing attacks on those that most endanger her allies.

Base Statistics Without *lead blades* or *magic weapon*, the occultist's statistics are **Melee** mwk rapier +8 (1d6+1/18-20).

STATISTICS

Str 12, Dex 18, Con 8, Int 16, Wis 13, Cha 10

Base Atk +3; CMB +4; CMD 17

Feats Extra Focus Power^{OA}, Weapon Finesse

Skills Diplomacy +7, Disguise +7, Knowledge (arcana) +12, Knowledge (history) +12, Knowledge (religion) +10, Perception +8, Spellcraft +10;

Racial Modifiers +2 Knowledge (arcana, history)

Languages Common, Sylvan, Undercommon

SQ ghost magic, implements (3), magic item skill, mental focus 7/day, object reading, shift focus

Combat Gear *potion of inflict light wounds*, *potion of protection from evil*, *scroll of levitate*, *wand of magic weapon* (10 charges); Other Gear masterwork chain shirt, masterwork light crossbow with 20 bolts, masterwork rapier, *cloak of resistance +1*, ghost glass^{ERGH}, occultist's implements, 43 gp

^{APG} These spells can be found in *Pathfinder Roleplaying Game: Advanced Player's Guide*.

^{ERGH} This item can be found in *Enhanced Racial Guide: Hauntlings*.

^{OA} This spell and feat can be found in *Pathfinder Roleplaying Game: Occult Adventures*.

Not everyone has what it takes to survive the countless dangers in Vathak. The untimely demise of so many souls leave faint echoes of the deceased, psychic imprints of the horrors that overcame them. Few are capable of recognizing these ghost-like remnants, and fewer still have the courage to study them. Hauntlings, because of their unique condition between the realm of life and death, often have a natural inclination toward the objects resonating with these echoes. Perhaps because part of them has already experienced death, these individuals find power in the icons of the dead, using these haunted relics to empower their own abilities. This heretical use of the improperly interred dead puts them at odds with the clergy—particularly the Exonerated—but these half-dead heretics wish only to use these memories to shield others from similar disaster.

MARKED SCHOLAR

An strange scar mars this humanoid's visage, an unusual blemish on an otherwise scholarly figure.

MARKED SCHOLAR

CR 3

XP 800

Vindari investigator (infiltrator) 4 (*Pathfinder Roleplaying Game: Advanced Class Guide*)

CE Medium humanoid (human)

Init +2; Senses Perception +6

DEFENSE

AC 23, touch 14, flat-footed 19 (+5 armor, +2 Dex, +2 dodge, +4 shield)

hp 38 (4d8+15)

Fort +2, Ref +6, Will +3; +2 vs fear

Defensive Abilities trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk rapier +5 (1d6/18-20) or mwk dagger +5 (1d4/19-20)

Ranged flintlock hellfire pistol +6 (1d6/x4)

Special Attacks studied combat (+2, 3 rounds), studied strike +1d6

Investigator Extracts Prepared (CL 4th, concentration +7)

2nd—*aid*, *alter self*

1st—*disguise self* (2), *fabricate disguise*^{UI}, *shield*

TACTICS

Before Combat A marked scholar studies his opponents' techniques and readies studied combat, then gets close with a magical or mundane disguise before striking. If aware combat is imminent, he drinks his extracts of *aid* and *shield*.

During Combat A marked scholar relies on his hellfire pistol, surprising foes with the concealed weapon and catching as many opponents within its scatter cone as possible. He uses his alchemical cartridges against particularly dangerous foes.

Base Statistics Without *aid* or *shield*, the investigator's statistics are AC 19, touch 14, flat-footed 15 (+5 armor, +2 Dex, +2 dodge); hp 29 (4d8+8); Will +3; +2 vs fear; Melee mwk rapier +4 (1d6/18-20) or mwk dagger +4 (1d4/19-20); Ranged flintlock hellfire pistol +5 (1d6/x4).

STATISTICS

Str 10, Dex 15, Con 12, Int 16, Wis 8, Cha 14

Base Atk +3; CMB +3; CMD 15

Feats Deceitful, Martial Weapon Proficiency (firearms)

Skills Bluff +11, Craft (alchemy) +10, Disguise +11, Knowledge (arcana, planes) +10, Perception +6, Sleight of Hand +9, Spellcraft +10, Use Magic Device +9

Languages Aklo, Common, Undercommon

SQ alchemy (alchemy crafting +2), influence, inspiration (5/day), investigator talents (underworld inspiration), keen recollection, master of disguise, mimic mastery, swift alchemy, voice mimicry

Combat Gear alchemical cartridges^{UC} (dragon's breath, 3; entangling shot, 3), *potions of cure light wounds* (2); Other Gear +1 chain shirt, masterwork dagger, masterwork rapier, flintlock hellfire pistol^{SOVPG}, pellets (10 handfuls), powder horn (10 doses), 65 gp

^{SOVPG} This item can be found in *Shadows over Vathak: Player's Guide to Vathak*.

^{UC} This equipment can be found in *Pathfinder Roleplaying Game: Ultimate Combat*.

^{UI} This spell can be found in *Pathfinder Roleplaying Game: Ultimate Intrigue*.

Few victims of Vathak's horrors bear physical marks of their tormented psyches—only the deep, psychological scars that result from looking too deeply into matters beyond their understanding. Some have personally witnessed the horrors of the Old Ones' spawn, while others have read forbidden texts salvaged from the pyres that sought to destroy them. Regardless of how the source of their trauma, however, the marks left upon them run deep. These marks are many—hallucinatory visions and voices, fragmented personalities, paranoia, and unpredictable violence. Although they may have survived a brush with madness, these individuals have little chance of ever again living a normal life in Vathak. Many manage to cling to the vestiges of sanity and normalcy until the stress finally overwhelms them, often in an explosive, violent display.

PATCHWORK BUTCHER

Mismatched flesh in various states of decomposure are stitched together to form into humanoid form. Its once-pristine doctor's garments have been stained with blood.

PATCHWORK BUTCHER CR 4

XP 1,200

Wretched reanimator 5 (*Shadows over Vathak: Player's Guide*)

NE Medium humanoid (half-construct)

Init +0; Senses Perception +0

DEFENSE

AC 18, touch 10, flat-footed 18 (+7 armor, +1 natural)
hp 30 (5d6+10)

Fort +2, Ref +1, Will +4; +2 vs. disease, mind-affecting effects, poison, exhaustion, and fatigue

Defensive Abilities light and dark

OFFENSE

Speed 35 ft.

Melee mwk morningstar +6 (1d8+4)

Ranged mwk snaphaunce blunderbuss +3 (1d8)

Space 5 ft.; Reach 10 ft.

Special Attacks emergency solution (2d6, DC 16), grotesque minion (2 minutes, 2 CP)

Reanimator Injections Prepared (CL 5th, concentration +9)

2nd—*bull's strength*, *inflict moderate wounds*, *invisibility*

1st—*disguise self* (DC 15), *expeditious retreat*, *inflict light wounds* (2), *long arm*^{ACG}

TACTICS

Before Combat The reanimator injects *expeditious retreat* and *long arm* if expecting combat.

During Combat The reanimator sends his assistant to harry foes while he creates more minions, giving them grappling attacks to subdue foes. If capturing his foes alive seems unlikely, he uses his *inflict* injections to kill them more quickly.

Morale The reanimator is obsessed with his semblance of life, and injects *invisibility* to escape if reduced to 6 hit points or less.

Base Statistics Without *expeditious retreat* or *long arm*, the reanimator's statistics are Speed 15 ft.; Reach 5 ft.

STATISTICS

Str 16, Dex 10, Con 13, Int 18, Wis 10, Cha 6

Base Atk +2; CMB +5 (+7 bull rush, overrun, sunder); CMD 15 (19 vs. bull rush, trip)

Feats Extra Construction^{SOVPG}, Medium Armor Proficiency, Power Attack

Skills Appraise +12, Craft (alchemy) +12, Heal +8, Knowledge (arcana, nature, religion) +12, Profession (surgeon) +8, Spellcraft +12

Languages Aklo, Common, Sylvan, Undercommon
SQ grotesque assistant, reanimator scholarship +2, surgical pool (6)

Combat Gear blue whinnis poison (3 doses), desiccating lubricants^{SOVPG} (3), ghastretch flasks^{SOVPG} (3), *potion of cure moderate wounds*;

Other Gear +1 chainmail, masterwork morningstar, masterwork scalpel, masterwork snaphaunce blunderbuss^{SOVPG}, formula book, healer's kit, pellets (10 handfuls), powder flask (10 doses), surgeon's tools, 217 gp

^{SOVPG} These items and feat can be found in *Shadows over Vathak: Player's Guide to Vathak*.

^{ACG} This injection can be found in *Pathfinder Roleplaying Game: Advanced Class Guide*.

GROTESQUE ASSISTANT CR -

N Small undead

Init +3; Senses darkvision 60 ft., low-light vision; Perception +8

Aura sickening (DC 10)

DEFENSE

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +1 size)

hp 32 (4d10+10)

Fort -1, Ref +4, Will +2

Defensive Abilities evasion; Immune undead traits

OFFENSE

Speed 30 ft.

Melee slam +8 (1d8), sting +3 (1d4/x3)

STATISTICS

Str 11, Dex 16, Con -, Int 10, Wis 12, Cha 7

Base Atk +4; CMB +3; CMD 16

Feats Dodge, Weapon Finesse

Skills Climb +2, Perception +8, Stealth +14

Languages Common (can't speak)

SQ construction points (faster, improved damage [slam], piercing attack, sickening, tail), telepathic link

Terrible rumors follow the wretched wherever in Vathak they may flee, claiming they are abominations and worse. Despite the discriminatory practices they face, however,

most wretched are good people trying to find a home in the very lands that created them. When disaster strikes, however, some fall into the very stereotypes that plague their kind. Repairing damaged flesh from the bloodied remains of others, these patchwork butchers continue their existence at the expense of others. Preying upon the weak and vulnerable, these mad doctors see

themselves as the greatest progenitors of their kind. These wretched are obsessed with their own constructed nature and create more beasts in their own likeness, heal the old, dead flesh on their own body, and constantly seek the secrets necessary to build more of their kind. To them, survival is not enough—they must find new and more ingenious ways to cobble together twisted semblances of life.



VENGEFUL REMNANT

Ebony-black chain links encase this grim-looking figure, who wears a curved and vicious obsidian dagger at the hip.

VENGEFUL REMNANT

CR 4

XP 1,200

Bhriota warpriest of Ka'sogrotha 5 (*Pathfinder Roleplaying Game: Advanced Class Guide*)

NE Medium humanoid (human)

Init +4; Senses ; Perception +2

DEFENSE

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 46 (5d8+20)

Fort +7, Ref +3, Will +6

OFFENSE

Speed 20 ft.

Melee mwk greatsword +9 (2d6+7/19-20) or mwk obsidian dagger +10 (1d8+5/19-20)

Ranged dagger +3 (1d8+5/19-20)

Special Attacks blessings 5/day, channel negative energy (DC 14, 2/day), fervor 4/day (2d6), sacred weapon (+1, 1d8, 5 rounds/day)

Warpriest Spells Prepared (CL 5th, concentration +7)

2nd—*bull's strength*, *darkness*, *spiritual weapon*

1st—*divine favor* (2), *face of the devourer*^{SOVPG}, *protection from good*, *protection from law*

o (at will)—*bleed*, *detect magic*, *light*, *read magic*

TACTICS

Before Combat The warpriest casts *bull's strength* if combat is imminent.

During Combat The warpriest uses her blessings, focusing attacks on obviously good-aligned foes. She uses fervor to quickly cast *spiritual weapon*, *divine favor*, and an appropriate *protection* spell.

Morale If reduced below 8 hit points, the warpriest uses *darkness* and attempts to flee.

Base Statistics Without *bull's strength*, the warpriest's statistics are **Melee** mwk greatsword +7 (2d6+4/19-20) or mwk obsidian dagger +8 (1d8+3/19-20); **Ranged** dagger +3 (1d8+3/19-20); **Str** 16; **CMB** +6.

STATISTICS

Str 20, **Dex** 10, **Con** 16, **Int** 8, **Wis** 15, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 18

Feats Combat Casting, Improved Initiative, Lightning Reflexes, Power Attack, Step Up,

Weapon Focus (dagger)

Skills Intimidate +6, Knowledge (religion) +4, Survival +7; **Racial Modifiers** +2 Intimidate

Languages Aklo, Common

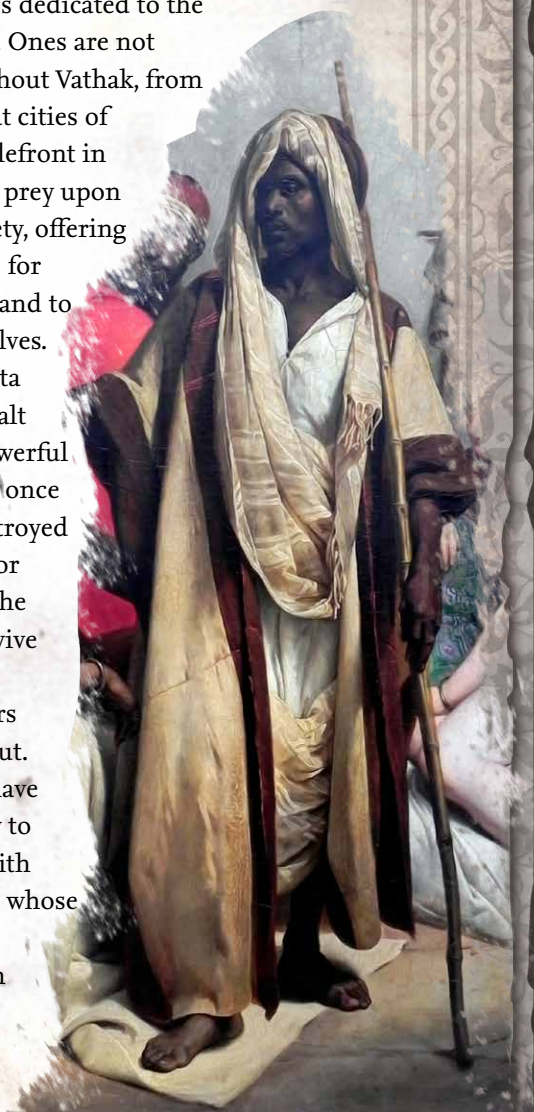
SQ aura, blessings (Darkness: enshrouding darkness; Evil: unholy strike), weapon familiarity

Combat Gear *potion of darkvision*, *potions of cure light wounds* (2); **Other Gear** +1 *double mail*^{SOVPG}, masterwork greatsword, masterwork obsidian^{UC} dagger, alchemical silver daggers (2), cold iron daggers (2), mithral dagger, silver unholy symbol, 70 gp

^{SOVPG}This spell and item can be found in *Shadows over Vathak: Player's Guide to Vathak*.

^{UC}This material can be found in *Pathfinder Roleplaying Game: Ultimate Combat*.

Cults and enclaves dedicated to the madness of the Old Ones are not uncommon throughout Vathak, from the shadows of great cities of Grigoria to the battlefield in Khrota. These cults prey upon the weakest in society, offering them opportunities for success, happiness, and to understand themselves. Among many bhriota tribes, traditions exalt the Old Ones as powerful nature spirits. Even once these tribes are destroyed by vindari soldiers or their own masters the most tenacious survive even as angry mobs and stern inquisitors seek to root them out. These individuals have braved fire and fury to survive, and fight with the madness of one whose family and beliefs have both been torn away from them.



WILDERNESS HERMIT

This rugged human watches the horizon warily while a dog stands alert at his side.

WILDERNESS HERMIT

CR 2

XP 600

Romni hunter 3 (*Pathfinder Roleplaying Game: Advanced Class Guide*)

N Medium humanoid (human)

Init +7; Senses Perception +8

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 23 (3d8+6)

Fort +4, Ref +6, Will +3

OFFENSE

Speed 20 ft.

Melee mwk handaxe +4 (1d6+1/x3)

Ranged mwk composite shortbow +6 (1d6+1/x3) or flintlock pistol +5 (1d8-1/x4)

Hunter Spells Known (CL 3rd, concentration +5)

1st (4/day)—*cure light wounds*, *entangle* (DC 13), *longstrider*, *summon nature's ally I*

o (at will)—*create water*, *detect magic*, *guidance*, *light*, *mending*, *purify food and drink*

TACTICS

Before Combat A wilderness hermit will drink a *potion of pass without trace* while moving along frequented trails or tracking wily prey.

During Combat The hunter uses Deadly Aim from long range, sending her animal companion to slow opponents. If forced into close combat, she fires her pistol before switching to her handaxe. Wilderness hermits prefer to use their animal focus defensively, reacting to the situation with a suitable countermeasure to maximize their chances of survival.

STATISTICS

Str 12, Dex 17, Con 13, Int 8, Wis 14, Cha 10

Base Atk +2; CMB +3; CMD 16

Feats Coordinated Shot^{ACG}, Deadly Aim, Improved Initiative, Point-Blank Shot, Precise Shot

Skills Handle Animal +6, Knowledge (nature) +5, Perception +8, Stealth +7, Survival +10; **Racial Modifiers** +2 Craft (bows), +2 Survival

Languages Common, Sylvan

SQ animal companion (dog), animal focus (3 minutes/day), hunter tactics, nature training, track +1, wild empathy +3

Combat Gear alchemical silver bullets (5), *potion*

of cure moderate wounds, *potions of pass without trace* (3); **Other Gear** masterwork composite shortbow (+1 Str) with 20 arrows, masterwork handaxe, masterwork hide, flintlock pistol^{SOVPG}, masterwork backpack, bedroll, powder horn (5 doses), silent whistle^{UE}, silk rope, small tent, trail rations (6), waterskin (2), 79 gp

^{ACG}This feat can be found in *Pathfinder Roleplaying Game: Advanced Class Guide*.

^{SOVPG}This item can be found in *Shadows over Vathak: Player's Guide to Vathak*.

^{UE}This item can be found in *Pathfinder Roleplaying Game: Ultimate Combat*.

DOG

CR –

N Small animal

Init +3; Senses low-light vision, scent; Perception +5

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 Dex, +1 dodge, +4 natural, +1 size)

hp 19 (3d8+6)

Fort +5, Ref +7, Will +2

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+4)

TACTICS

Base Statistics Without animal focus (bull), the dog's statistics are Str 14.

STATISTICS

Str 16, Dex 18, Con 15, Int 2, Wis 12, Cha 6

Base Atk +2; CMB +4; CMD 17

Feats Dodge, Mobility, Coordinated Shot^{ACG}

Skills Acrobatics +8, Perception +5, Survival +5

SQ animal focus, tricks (attack [any creature], defend, down, flank, guard, heel, stay)

^{ACG}This feat can be found in *Pathfinder Roleplaying Game: Advanced Class Guide*.

Although the cities of Vathak ostensibly insulate one from the horrors of the land, they often fall victim to disasters natural or otherwise. Plague, war, and worse have ravaged towns and cities across Vathak, and the survivors often find their trust in civilization faltering. These rugged individuals have learned that the only ones capable

of protecting them is themselves. And so they retreat from the world, secluding themselves in isolated hamlets, shadowy forests, and narrow valleys many miles from the nearest town. Only when necessary do they work with others or trade curt words with travelers, preferring a solitary existence where they alone determine their fate.



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