

Shadows over
VATHAK

EXPLORER'S GUIDE

5TH EDITION HORROR

An Introduction to Shadows over Vathak
Adventure Horror Roleplaying Game

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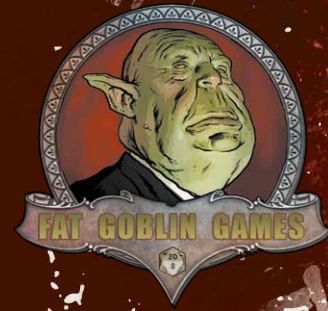
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Vathak: A Stricken World

Welcome to the world of *Shadows over Vathak*, a realm of dwindling hope and rising despair. As players, your characters fight to survive in a land threatened with destruction by the rise of the ancient and evil Old Ones and their spawn. Your characters may represent points of light in the darkness or give in to wicked temptations. Most will fall somewhere in between — survivors struggling to eke out another day. Though the followers of the One True God speak of divine providence while battling the Old Ones, the sins of the Church often rival those of their enemies. In the world of Vathak, your character's perceptions of heroes and villains is a thin line drawn by their own personal morality and, of course, determined by the victor.

In this, our **Explorer's Guide to Vathak**, we condense down the expansive country of Vathak and game setting of *Shadows over Vathak* into a short but concise text to introduce the uninitiated and preview all that will be available in future releases.

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

The vindari conquest was long and bloody, stretching to centuries. What victory they have though is thrown into a longer, worse war as Spawn of the Old Ones — ancient evils of nature, often traditionally worshiped by the bhriota — have risen from the earth, driving the only major non-human race, the svirfneblin, out of the

Filth Reaches and into the harsh light of day. And among the nominal “human races” of Vathak, exist many stains and strains, from the tainted cambions, twisted by the Old Ones, the living dead of both haunting and dhampir, and the monstrosities that are witchwolves and the wretched.

HORRORS OF VATHAK

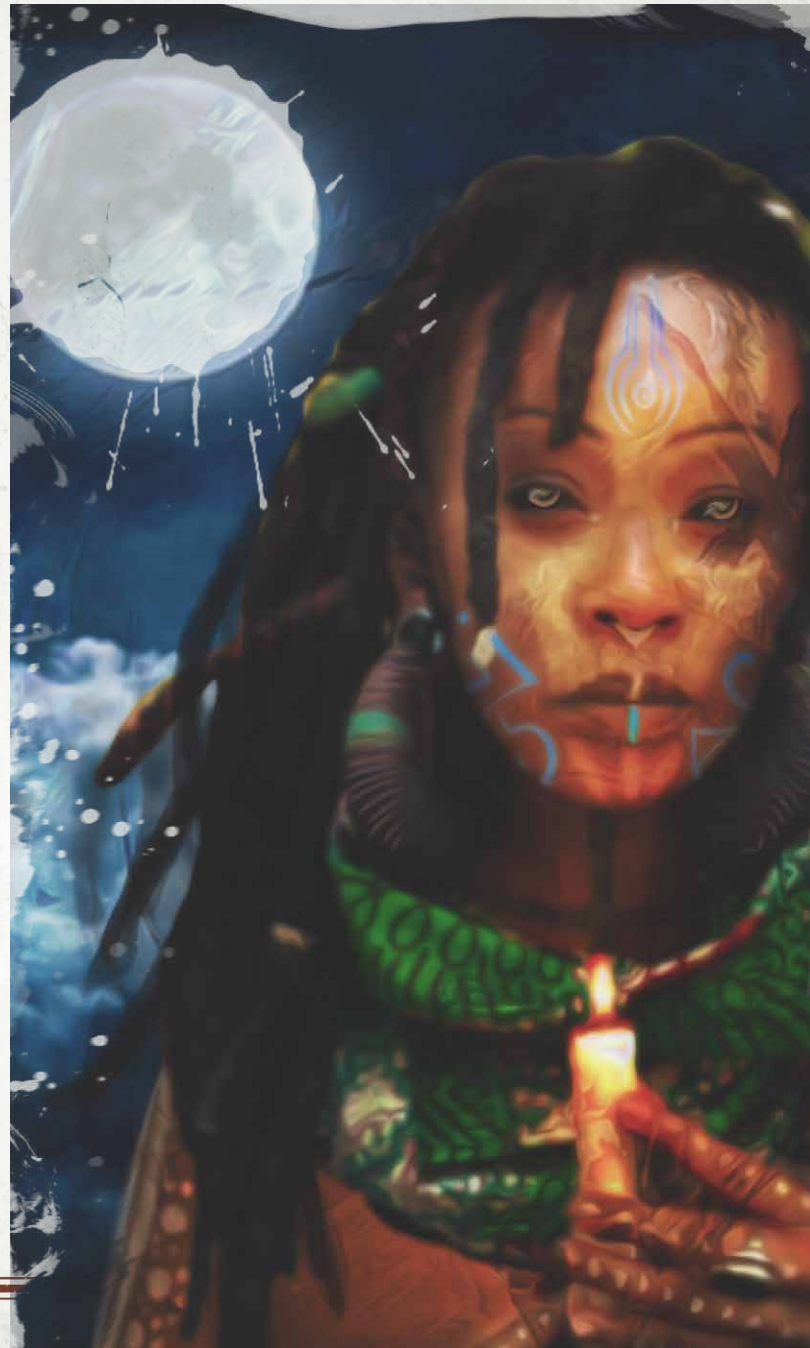
From the cosmic horrors the Old Ones and their Spawn represent, to the more traditional horrors of the walking dead, to the sadly common horrors people inflict on one another — be it in war, or in peace; for country, or religion — *Shadows over Vathak* has a rich setting in which to place your game.

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

While considered originally the nature spirits of the “savage” bhriota (many of whom have adjusted quite well to life in the cities), the Old Ones in Vathak are revered by many. You are as likely to face off against the shamans and elders of bhriota empowered by corrupt faith in an Old One as to be hunted in the streets by a murder-cult bent on making you a sacrifice, as even to be seeking membership in a secret society of social elites dedicated to some such otherworldly power. The Church of the One True God, however, can not abide these heretic ways — and thus a full one inquisition criss-crosses the lands of

Vathak. Meanwhile, traditional folk beliefs do persist, for instance the astrological Court of Signs of the romni, or the ancestor worship of the svirfneblin.

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



THE LANDS OF VATHAK

Stark mountains, frigid rivers, cold winds, and frozen soil compose much of the rugged landscape of Vathak where humanity ekes out its short existence. An unforgiving land, it can be quite beautiful in its harshness — wide stretches of open, rolling sun-kissed plains, swathes of green trees jostled by the wind, lakes clear as glass like molten silver in the moonlight, and jagged mountains wreathed in thick clouds. Cities dot the landscape like jewels, towering castles and cathedrals throwing their shadows over high, stone walls. Despite the difficulty of living in Vathak and the many dangers it faces, the people of Vathak do call this land home and thousands die in its protection every year whether to border skirmishes, bhriota raids, undead monstrosities, or the terror of the Spawn of the Old Ones.

GRIGORIA

FOR KING & KÖNIG

Grigoria claims central Vathak as its home, a collection of baronies and fiefdoms owing allegiance to the current king, Greggor XVI, and home to the Heaven's Tower, the seat of power of the One True God in Vathak (and home to the König, the top Church leader). In Grigoria, the vindari culture and way of life thrives with large, fortified castle towns and magnificent churches, cathedrals, and temples. Science and the arts flourish in richly funded academies, bringing new discoveries and wonders to the world despite the war going on around them. Trade flows from its many grand cities to all of Vathak, bringing with it the pioneering vindari spirit. The vindari's superior technology and divine magic allowed them to reclaim Vathak from the Vampire Lords.

However, it is from Grigoria that many of Vathak's worst atrocities were issued. A militaristic culture, when the vindari arrived and began building Grigoria, they initiated the *Great Cleansing*, a genocidal purge against many of the races both human and otherwise living in Vathak. In time, Grigoria made the regions of Khrota, Moorhaven, and Sileasia vassal states as it continued to expand its power. Its progress seems to only be checked by the spawn of the Old Ones,

now awakened and hungry to destroy. During this time, corruption set in within the ruling class. Many average citizens feel both the Church and the King take too much, both in taxes and people, to pursue their own personal quests for power. Indeed, many of Grigoria's citizens whisper to each other over cups of ales the growing schism between the Church and the monarchy. Each are two most powerful factions within Vathak and destruction of one by the other would have huge ramifications not just in Grigoria, but all of Vathak.

Grigoria fights in the forefront of the battle against the spawn of the Old Ones which crawl up from Khrota to destroy it. The country's expansionist ideology has given way to one of survival. Relaxing its grip on the rest of Vathak, Grigoria pours its considerable resources into attempting to defeat the spawns of the Old Ones.

MOORHAVEN

THE BARONESS WITH AN IRON FIST

Moorhaven situates itself along Vathak's eastern coast, a region of hills and forests. A vassal state of Grigoria, Baroness Elisabeta Moorhaven rules with a harsh and unyielding hand. Unlike Sileasia and other lands poised on the brink of political chaos and uprising, Baroness Moorhaven maintains ruthless order using extensive spy networks and secret police to enforce her laws. Justice is meted out swiftly to trespassers and Moorhaven's average citizens go about their days often distrusting (and reporting on) their neighbors. It is not uncommon for people to disappear in the night, many never seen again. Others find themselves working in the mines or on the frontlines against the spawn of the Old Ones.

Rumors abound of Lady Moorhaven having undue influence on King Greggor XVI as she regularly procures military aid from Grigoria. Her supporters point to the very aggressive attacks of the spawn of the Old Ones throughout the region. The attacks have become so violent that Lady Moorhaven constructed a new capital, called the Citadel, to station her military forces. This massive fortress is a maze-like labyrinth of stone, shadows, and some say a prison for political dissidents.

Others report they often hear the baying of wolves resounding from its walls, leading to the speculation of pens of ferocious wolves being held there.

SILEASIA

OF WANDERERS & VAMPIRES

The ancestral homeland of the romni people, Sileasia lies sequestered in Vathak's northwestern corner. Unlike the wandering romni of today, their ancestors built and lived in cities, ruled by a puppet government called the Six Great and Noble Clans. While the Clans oversaw the day-to-day affairs of the cities, they in turn reported to the numerous Vampire Lords who held fiefdoms through the region. Greedy and gluttonous, most of the Vampire Lords took little interest in romni politics and direct rulership as long as cities fulfilled their quota of men and women for the vampires to feed on.

The arrival of the vindari upset the status quo between the Six Noble Clans and the Vampire Lords. At first seen as liberators, the vindari armies persuaded most of the Six to join in their effort to liberate Sileasia. Those joining the vindari cause did so out of a desire to establish their own independent nation. A small number sided with the Vampire Lords, mostly out of fear or lulled by promises of wealth, power, and the chance to be immortal.

Like elsewhere in Vathak, the vindari armies defeated the Vampire Lords of Sileasia. However, before the romni could negotiate terms, the vindari turned their swords against them. Their excuse has always remained hollow to the romni — the belief they could not be trusted since not all six Clans supported their war against the Vampire Lords. The war between the romni and vindari lasted roughly ten years before Sileasia became a vassal state.

Tensions between romni and the vindari shift constantly from peaceful, to tense, to outright rebellion which the vindari always ruthlessly put down. A proud people, the romni still yearn for a day when they will reclaim their land.

KHROTA

THE MADNESS OF WAR

Comprising Vathak's southeastern peninsula, the ancient land of Khrota continues to thwart vindari expansion. Long inhabited by the bhriota, strange ruins populate the landscape amidst thousands of burial sites containing hundreds of skulls thought to be related to worship of the Old Ones. While many bhriota have adjusted to life in cities and under vindari rule, some still remain in the wilds of the Sovce Mountains, constantly raiding the vindari settlements for sacrifices to their wicked gods. Worse, over the last hundred years, large pits erupted in the ground, spewing forth the heinous Spawn of the Old Ones slithering out of the Filth Reaches.

The intervals between spawn appearances are erratic, as well as their number and size. Most slither north, harassing the heavily fortified towns in northern Khrota before pouring into southern Moorhaven and Grigoria, despite the military's best efforts to stop them. Most of Khrota has seen large scale battles between the human armies and the spawn, turning the land into a veritable graveyard.

Conquering Khrota seems foolish, however, for the vindari see the land and its people as anathema to their way of life. Coupled with the regular assaults from the Spawn of the Old Ones, Grigoria continues to pour resources into its attempts to merely stabilize the land. Its frontier mentality also appeals to those unable to live in traditional vindari society or fleeing from past lives. In a place where skill in battle and the ability to survive is highly-prized, even the lowest of the low can rise up and become someone important. Having the free-thinking Colonies just off their coast helps this natural resistance influence from further inland.

INA'OTH

THE PLAGUE OF SHADOWS

Ina'oth lies in the southwestern corner of Vathak, bordered on its eastern side by the Black Sky Mountains. Bhriota, escaping the influence of the Old Ones, originally populated the land, mixing with romni settlers

As the blood of the slain washed across the dirt of the mountain pass, a large seal carved from stone was revealed upon the ground. The symbol of the seal, although unreadable, was in the style of the runes decorating his swords, and Vathak knew that he had found the place the Prophet in Yellow had described those many months ago.

With a mighty thrust, Vathak shattered the seal with his swords and discovered beneath a dark corridor descending into the mountain. Requesting his mother return to their small camp and wait for his return, Vathak entered the passageway -swallowed by the darkness.

As quick as it had been broken, the seal was now repaired and the entrance gone. Carathis returned to her people and waited for Vathak to emerge, a god amongst men. However, as time went by and no sight of Vathak was evident, the bhriota began to search the land for an entrance to the underground world.

Days turned into weeks and months, till soon even years had passed, and the People began to believe that Vathak's reward was to become part of this land, to secure their prosperity, and look after them. It wasn't long before the name Vathak was used for the very land they now called home.

migrating southwards from Sileasia and the domination of the Vampire Lords. Out of all of Vathak's early nations, Ina'oth remained the most free. Unfortunately, this was due in part to the plagues and bhriota which flowed like a foul wind seasonally down from the Black Sky mountains, devastating the region.

Ina'oth defeated a large army of bhriota and was on the verge of recovery when the vindari first arrived on Vathak. Just as the vindari took control of northern Vathak and turned its attention to Ina'oth, a virulent disease known as the *Plague of Shadows* spread through the land, claiming one-third of its citizens in two years. The vindari, not wishing to become infected with the plague, effectively closed their borders to Ina'oth, sparing the land the worst of the *Great Cleansing*. Despite this threat, some enterprising vindari journeyed to Ina'oth seeking new ventures.

The plague abated just 13 years ago, leaving Ina'oth much changed. The Kanaras family, vindari merchants, seized control when the last of Ina'oth's royal family died, relocating the capital to Auld. Auld, like many of the other great cities of Ina'oth, is much reduced in size. Ghost towns dot the landscape and the fear of another plague outbreak is on everyone's mind, making Ina'oth's citizens especially distrustful of strangers.

THE COLONIES

A WORLD APART

The large island of Skalan, its various cities and towns collectively known as the Colonies, lies off the eastern coast of Vathak. As the one truly independent region of Vathak, its formerly small and quiet towns saw an explosion of sudden growth as refugees fled the vindari's Great Cleansing. As the towns grew to cities, the Colonies became an important stopping point between the continent of Vathak and the rest of the world. Thus, the Colonies came to be a mix of old and new cultures and hundreds of different religions.

Originally the Colonies was dominated mostly by bhriota and romni people living along the coast where fish were abundant. After the vindari arrived, various exploration groups sought to explore the

island's heavily forested interior despite warnings from the locals. Though many of those explorers did not return, many other vindari began settling down roots. Soon the Colonies became a popular destination for political dissidents, nobles who had fallen out of royal favor, and wanted criminals. Though these vindari often brought with them their faith in the One True God, they lived in spiritual peace with their neighbors.

Originally viewed with skepticism, the vindari living on the island proved their loyalty to the Colonies when Grigoria launched a massive feat to conquer the island. The Colonies managed to defeat the vindari fleet by coming together as one people. After the defeat, the first Spawn of the Old Ones appeared on the mainland and Grigoria ceased its hostile intentions towards the island. However with Spawn of the Old Ones invading Vathak, refugees arrive daily, seeking to flee the horrors of the mainland.





Races of Vathak

There are many distinct races in *Shadows over Vathak*. These races have been designed to fit our Gothic and Mythos adventure horror setting, with histories and abilities reflecting the world around them. Some of the more 'monstrous' may appear powerful compared to the humans, but within the societal context of the lands of Vathak, you would likely find most are more than balanced. The most common and prevalent race are humans, defined by three variant heritages — the bhriota, the romni, and the vindari.

OLD RACES

The standard races found in *5th Edition Fantasy* (dwarves, elves, gnomes, etc.) have a special history in *Shadows over Vathak* that makes them rare in the setting in general, largely due to persecution and near genocide by the vindari. Most other races found in the standard roleplaying games are assumed to have either never existed in *Shadows over Vathak*, or their numbers were so small that they met their demise by the hands of the vindari, or worse the Spawn of the Old Ones.

This is not to say that other races do not exist entirely, and many races might be hiding their existence, or more likely, hail from other lands. Discuss with your GM on what races she feels is appropriate for her *Shadows over Vathak* adventures.

DWARVES

Dwarves in Vathak were given their kingdom after helping the Seelie Court vanquish and ban the dark fey. In exchange, they vowed to guard and protect the Seal of Yegh'niths high in their mountain fortresses. When the Old Ones began to extend their power beyond their dimensional prison, the corruption slowly drove the dwarves mad. Many of the great clans grew paranoid and fearful, locking themselves in their great halls from

the world outside. Quickly the Spawn of the Old Ones took advantage of underground caves and caverns to ravage the great dwarven halls.

While many died, and many more permanently went mad, some managed to make their way to the surface. But they had changed, marked by the Old Ones to forever stand out amongst others of their kind. Their hair a stark white, their beards matching, their minds forever a bit unstable.

Adventuring Vathak dwarves are few and rare. If they leave home, it is to find a better life for themselves or their families. With their communities destroyed and treated as an inferior race by most Vathakians, adventurous dwarves set out to find more hospitable locations to which they can relocate and rebuild their clans. Sadly, many of these adventuring dwarves abandon their families entirely once they are out in the world and do their best to disguise their own “mark” in an effort to blend in. A Vathak dwarf may eventually join up with a band of adventurers, hoping his strength and skills will help his new colleagues overlook his insane ramblings of dark caverns and unspeakable horrors.

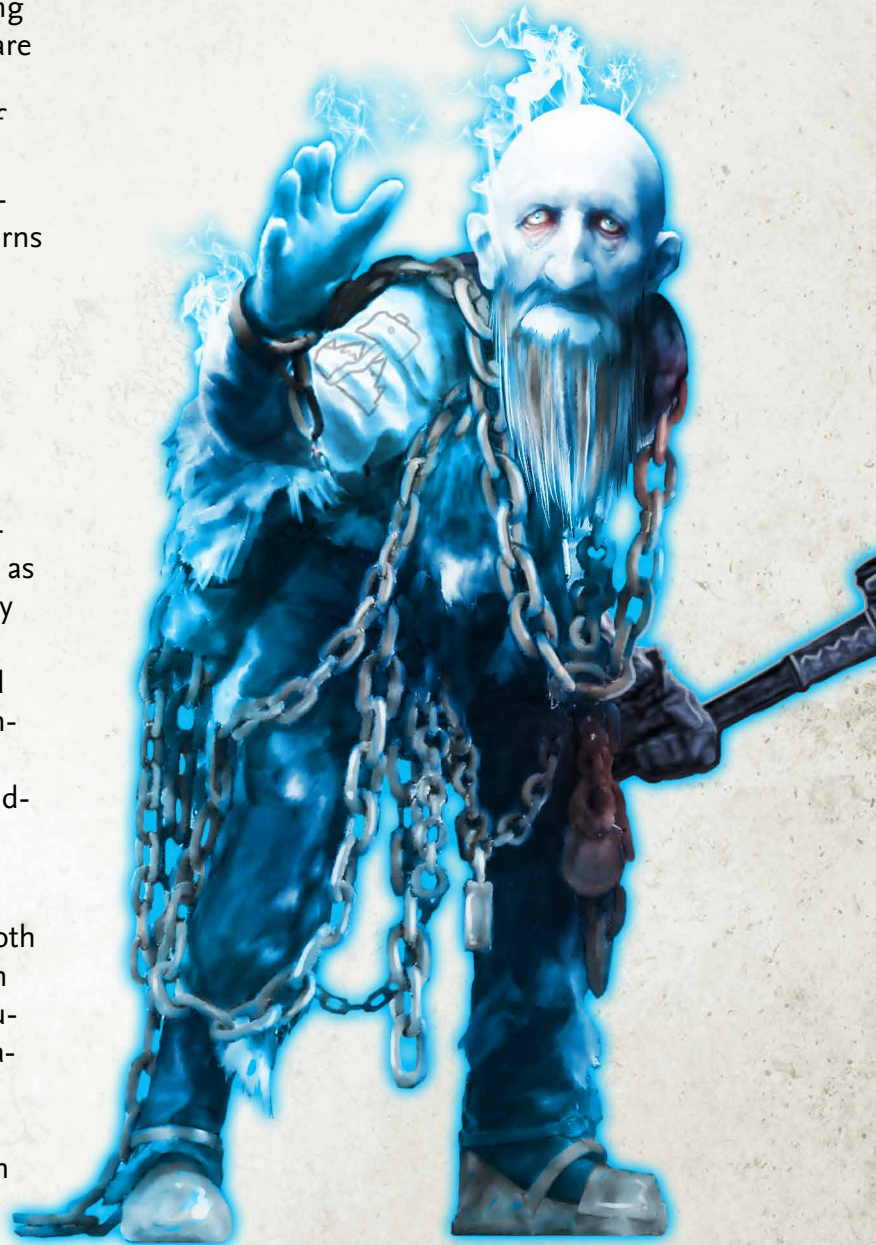
ELVES

The elves of Vathak were given the great forests to rule over in exchange for guarding the Seal of Tel’egoth. They took this task very seriously and enjoyed the expansive nature of their domain, as well as the seclusion it offered them from other races. They lived in comfort, studied the new lands they called home, and were at peace. This unfortunately ended with the arrival of the vindari, who began their campaign of the “Great Cleansing” by massacring the elves and clearing their sacred forests to begin building their new cities.

Years of studying the nature of the Seal of Tel’egoth provided the elves the knowledge to summon forth a Spawn of the Old One called a Kegothac. Unfortunately, the elves couldn’t control the great abomination and it quickly attacked both elven and vindari armies. This miscalculation cost many elven and vindari lives. The vindari sought to reduce the elven population even further.

Vathak elves that survived have a darkness to their souls fueled by pure hatred towards the vindari. Many still obsess over learning to control the Spawn of the Old Ones and exterminating the humans that destroyed their paradise.

Adventuring Vathak elves rarely join multiracial parties, especially if they include a member of one of the human races, most notably a vindari. However, their resentment does not blind them to clever tactics, and they may swallow their desire for retribution if they can reach a more important goal by cooperating. Taciturn and always suspicious of their companions’ motives, the elves do not last long in a party if they cannot put aside their distrust, for their attitude is clear and obvious.



GNOMES

Vathak gnomes are disguised as human children. In fact, they have lived in secret as street urchins and orphans in Vathak for a long time, barely noticed by the other races.

Many are criminals making good use of the disguise, as a child is ignored or underestimated by most people and can get away with crimes impossible for an adult. Vathak gnomes are serious and focused beneath their juvenile demeanor; they may play at being children, but they are far from innocent.

The purpose of this clandestine existence in Vathak is known only to gnomes. It might be simply a survival tactic to avoid the fate of other races in the tainted lands, or a more devious plot being unfolded as everyone focuses on the threat of the Old Ones.

Adventuring Vathak gnome adventurers are rare; appearing to be a child might be useful when fooling people, but to most monsters, a child is just particularly tender meat with conveniently short legs. Some gnomes who cannot hide or fear their true identity might be discovered will take to the adventuring life, abandoning their disguise except when they need to use it once again. Any group whose activities include numerous undercover missions or clandestine intrigues may benefit from the unique skills of the Vathak gnome.

HALFLINGS

Halflings were never strong enough to survive the lands of Vathak. From the moment the race arrived on the shores of these lands, their numbers have been dwindling.

Over the years, halflings have come to realize that the best method for guaranteeing their survival is to travel in the circles of the ruling elite amongst other races.

When the vindari appeared and began conquering these harsh lands, the halflings quickly made themselves available as guides and allies in the “Great Cleansing” of the other races. This alliance was a tactical move by the halflings that secured their continued existence in Vathak, and more so the trust of the vindari.

Although not considered vindari equals, the half-lings are smart enough to use their political maneuvers to move into positions of power and prestige. As merchants, church officials, clerks, and more, half-lings have secured their place in vindari culture.

HALF-ELVES & HALF-ORCS

Half-elves and half-orcs have never naturally existed in Vathak. However, you might see these races living in places like the Colonies. More likely is they are from foreign lands and have decided to make these lands their home.



HUMANS

Humans possess exceptional drive and a great capacity to endure and expand, and as such are currently the dominant race in the lands of Vathak. Humanity is best characterized by its tumultuousness and diversity, and human cultures run the gamut from savage but honorable tribes to decadent, cultist noble families in the most cosmopolitan cities. Humans' curiosity and ambition often triumph over their predilection for a sedentary lifestyle, and many leave their homes to explore the innumerable dark corners of the land or lead mighty armies against the Spawn of the Old Ones.

HUMAN TRAITS

It's hard to make generalizations about humans, but your human character has these traits.

Ability Score Increase Two different ability scores of your choice increase by 1.

Age Humans reach adulthood in their late teens and live less than a century.

Alignment Humans tend toward no particular alignment. The best and the worst are found among them.

Size Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed Your base walking speed is 30 feet.

Cultural Traits Members of a specific culture have the traits of standard humans in addition to the traits specified for their culture.

Languages You can speak, read, and write Common and one extra language of your choice. Humans typically learn the languages of other peoples they deal with, including obscure dialects. They are fond of sprinkling their speech with words borrowed from other tongues: Orc curses, Elvish musical expressions, Dwarvish military phrases, and so on.

BHRIOTA

Bhriota are the original human inhabitants of Vathak. Their tribal customs and practices put them as an opposing force to the "civilized" vindari. Some bhriota serve the Old Ones, worshipping them as spirits of primal and insatiable nature. Others oppose them, choosing to stand against the Spawn which invade the land. In either case, few races know the Old Ones so well as this ancient race of humans.

BHRIOTA CULTURAL TRAITS

Menacing You gain proficiency in the Intimidation skill.

Weapon Familiarity Bhriota are always proficient with the battleaxe, handaxe, light hammer, and warhammer.



ROMNI

Romni are a semi-nomadic race who struggle to keep their traditions, born in a land far beyond Vathak, alive in a world dominated by the vindari and the Church of the One True God. Their roguish ways, mystical customs, and ancient association with the Vampire Lords often earn them scorn, suspicion, and fascination in equal measure from those they encounter.

ROMNI CULTURAL TRAITS

Clan Romni gain skill proficiency depending on their clan.

- ☛ *Brova Clan:* You gain proficiency in the History or Deception skill.
- ☛ *Delhain Clan:* You gain proficiency in the Sleight of Hand skill.
- ☛ *Dequrioa Clan:* You gain proficiency in the Survival skill.
- ☛ *Krunedorf Clan:* You gain proficiency in the Animal Handling skill.
- ☛ *Ravca Clan:* You gain proficiency in the Arcana skill.
- ☛ *Talaitha Clan:* You gain proficiency in the Performance skill.



Tool Proficiency You gain proficiency with one of the following tools: alchemist's supplies, disguise kit, herbalism kit, or poisoner's kit.

VINDARI

Vindari are the most dominant human race in Vathak. Their religion, the Church of the One True God, has driven them to spread across the continent, converting those they can and killing those they cannot. The genocide of other races in “the Great Cleansing” stains the vindari in the eyes of others but few can deny the truth. Only the vindari have the numbers, the technology, and the organization to stand against the Old Ones.

VINDARI CULTURAL TRAITS

Fearless Resolve You have advantage on saving throws against madness and corruption spells.

Martial Training Most vindari nations require their youth to undergo military training. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage dice one additional time and add it to the extra damage of the critical hit.



Religions of Vathak

Typical fantasy roleplaying games have a wide selection of gods, deities, demi-gods, and other religious icons for the masses to worship. *Shadows over Vathak* is different. The story of Vathak ultimately revolves around a war between two religions: the Church of the One True God and the followers of the Old Ones. Organized, wealthy, and commanding military might, the Church of the One True God demands obedience to a strict doctrine. The followers of the Old Ones belong to many different sects, cults, and tribes, each with its own rituals and beliefs.

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



RELIGIOUS SYMBOLS

The One True God's holy symbol is known as *The Judgement* and is represented as a purestwhite silhouette of a stylized, two-handed maul with a fleur-de-lys pommel, crossed as an X by two hellraisers on a field of blood red. Variations exist, often unique to specific orders or within certain geographical regions. A smaller, onehanded warhammer crossed with either two gladius or daggers is one of the most common variations. When worn, it is typically hung on a chain around the neck or from a shorter chain attached to the belt.

THE ONE TRUE GOD

THE GLORY OF DIVINE JUDGEMENT

God of judgement, order, law, and warfare.

Alignment Lawful Neutral

Domains Destruction, Justice, War

Divine Rank Greater Deity

Favored Weapons Hammer, hellraiser, and rondel dagger

Centers of Worship Heaven's Tower in Darmstadt, Grigoria; Delhain in Sileasia, Edhelion in Ina'oth, Huntstavanja in the Colonies, Kretoria in Moorhaven, Urvind in Khrota

Associated Nationality Grigoria

Associated Race Vindari

To most vindari, there is but One True God. He is eternal, existing without beginning and without end. Except for the Old Ones and their Spawn, the Faithful believe that the One True God made all that exists and is by His will that all continues to exist. It is in His name and through His teachings that the Faithful spread a wise, just, and strong civilization to every corner of Vathak.

The Church of the One True God sorts all people into one of three categories: The Faithful, heathens who have yet to convert and become one of the Faithful, and heretics. The One True God demands nothing less than complete fealty from the Faithful. Laypeople are expected to obey the laws of their Church without hesitation or deviation. Heathens are encouraged to convert. The best of the Faithful attempt conversion using example and dialogue. The worst attempt to convert using the sword and hammer. The tenants of the Church demand the execution of any heretics as "enemies of the faith."

The Church and the teachings of the One True God have ever been the driving force of vindari civilization. It was these teachings, the Church says, that drove the vindari to Vathak and then fueled vindari expansion during the *Great Cleansing*. Today, it is the Church

that unites the vindari, under the banner of the One True God, to war with the Spawn of the Old Ones.

CHURCH SAINTS

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

Saint Abernath Martyr and eternal soldier in service to the One True God.

Saint Graece Giver of magic as an extension of His divine will.

Saint Krüger Guiding light to a new world.

Saint Ludwig Strong right hand and enforcer of His will.

Saint Manfred Artist inspired and sustained by His grace.

Saint Mina of the Dust Guardian against the undead and gateway to the afterlife.

Saint Piotr The One True God's carpenter.

Saint Shae Mother bear and protector of children.

CLERGY AND FORMS OF ADDRESS

Just as with secular nobility, there is a protocol when addressing members of the clergy.

- ☛ A priest, cleric, inquisitor, or warpriest: Herr (for men) or Frau (for women) <name>.
- ☛ A Reichsgraf: Your Excellency.
- ☛ A Herzog: Your Beatitude.
- ☛ An Erzherzog: Your Eminence.
- ☛ The König: First Among Equals.



Weapons of Vathak

5th Edition Fantasy is largely a game about fighting things, and so the new weapons, even over the extensive new equipment, is likely most interesting to players. Vathak is also a land where massive monsters need to be kept in check, and for the vindari, they've managed this by using firearms — but that doesn't mean that a sturdy axe or sharp sword don't come in handy.

MELEE WEAPONS

Lord's Hammer. This great maul is a favored weapon of warriors closely tied to the Church of the One True God. Highly decorated, these large hammers have a heavy flat head one side, and an iron spike on the other. When wielding this weapon, you can make a shove attempt against a creature that is two size categories above your own.

Romni Crescent Sword. The romni crescent sword is a modern version of an ancient romni weapon, called the horse cleaver. With its arched blade and closed handled design, this sword excels at slashing opponents that get in the way.

Vindari Hellraiser. Often bestowed to soldiers as a mark of honor, this sword features a 4 foot blade attached to a 3 foot decorative metal handle. If you reduce a creature to 0 hit points with this weapon, their first death saving throw is made at disadvantage. However, you cannot choose to knock a creature out with this weapon, as it is not made for mercy.

Name	Cost	Damage	Weight	Properties
Lord's hammer	60 gp	1d12 bludgeoning or piercing	15 lb.	Heavy, reach, special, two-handed
Romni crescent sword	15 gp	1d6 slashing	4 lb.	—
Vindari hellraiser	70 gp	1d6 piercing or slashing	6 lb.	Special

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