

SECRET SOCIETIES OF VATHAK

The Final Phase



A SUPPLEMENT FOR THE COLONIES

Shadows
over
Vathak

A Campaign Setting Book of Lovecraftian Survival Horror

JEFFREY SWANK AND RICK HERSHEY



Shadows over Vathak Setting

Secret Societies of Vathak

The Final Phase

Author: Jeffrey Swank

Editor: John Bennett

Artist: Rick Hershey

Design and Layout: Rick Hershey

Fat Goblin Games Team Members: Chris Bayes, Eric Hindley, John Bennett, Justice Antonio Mora, Kalyna Conrad, Lucas Palosaari, Nick Esposito, Rick Hershey, Troy Daniels, Tyler Beck

Line Developer: John Bennett

Publisher: Fat Goblin Games

Secret Societies of Vathak: The Final Phase © 2015 Fat Goblin Games

All rights reserved. www.fatgoblingames.com



Compatibility with the Pathfinder® Roleplaying Game requires the Pathfinder® Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder® Roleplaying Game. Paizo, Publishing, LLC does not guarantee compatibility, and does not endorse the product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder® Roleplaying Game and the Pathfinder® Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder® Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Open Game Content: All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions—is Product Identity. All other content is considered Open Game Content.

Reference to non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.



Contents

Introduction.....	5
Structure	5
Location.....	5
Leadership.....	6
The Trinity of the Veil.....	6
Other Members.....	6
Purpose	7
Initiation.....	7
The Final Phase Initiate Oath.....	7
The Final Phase Items.....	8
Belt of the Great Old Ones.....	8
Lamprey Sleeve.....	8
Adventure Hooks	9



Shadows over Vathak Setting



"My flock...I have seen claws, reaching in slow motion and tearing away at raw actuality. These are the teachings of the Great Old Ones."

"You are a soul treading water amidst an ocean of meaningless experience. This life is about drowning; the life I show you remains a secret thing constrained by a gloom-filled beach stretching into eternity."

"How can I make you understand what is necessary? This existence of yours has already died a thousand times. Nothing is left but the hope of nothingness, and that is what I offer."

"What is the meaning of life? It is that everybody suffers. This is the fundamental truth which no one can escape. Such a realization led me to believe that all life serves a particular purpose—our suffering feeds the universe."

"We are all wrapped up in the trials and tribulations of this existence. This tightly woven blanket envelops us to the point where we are insulated from the truth. We are asleep and may as well not be alive at all. The key to unlocking our true life is The Awakening."

"We suffer because we are broken machines, cracked eggs, incomplete mutations who have lost their way. Everything else may be illusory, but endless human suffering is the inevitable truth from which we must start. Whatever you think you are is merely a fabrication."

From the diary Maurice Lazard



Supplement to the Colonies

Introduction

The Final Phase is an organization of religious zealots who worship the inhabitants of the unknowable void in the hope of earning salvation when the end of days arrives. The Final Phase deals in occult alien secrets, ancient artifacts, and arcane relics of the Great Old Ones.

Members of the Final Phase have dedicated themselves to following the works and philosophy of Maurice Lazard, particularly his diary, in which Lazard predicted the destruction of the world and declared his followers to be society's last hope for survival. Within the diary were prophecies and hymns, as well as intricately detailed instructions on rites of passage and rituals.

Members come from all walks of life, but the cult's upper echelon is steeped in high society, wealth, and possessors of arcane knowledge. The group is dedicated to following Lazard's edicts and bringing salvation from the impending darkness to its followers.

While Lazard's teachings during his day involved wild parties at his manor house and the use of lunar naga (*Pathfinder Role Playing Game: Bestiary 3*) venom to induce altered states of beings, the Final Phase has slowly twisted his ideas into something sinister. Lazard's depictions of horned demons turned into writhing tentacles. Hedonism gave way to gruesome, sacrificial rituals not unlike those commonly performed by the bhriota.

Alignment: CN

The Final Phase ties in with the Shadows over Vathak adventure module, *Silhouette of a Shadow*, however, the module is not necessary to use this product. In *Silhouette of a Shadow*, the players investigate an offshoot cult of The Church of Unspeakable Masses, finally disrupting a ritual in the ruins of Maurice Lazard's manor- a geometrically unique building designed to harness local ley lines. Players may become intrigued with the legacy of Maurice Lazard and wish to investigate further and eventually stumble upon The Final Phase.

Structure

LOCATION

The cult is based in the abandoned Skalan Sanitarium and Asylum in the city of Skalan in the Colonies. Smaller cells periodically congregate in the empty temples of other faiths after sacrificing the sites' former inhabitants.

Behind a hidden grate in the floor of the Skalan Sanitarium and Asylum's basement lies a crudely excavated, inverted ziggurat where members gather to worship the Great Old Ones. Lay members occupy the highest level of the structure. At the lowest level lies a sacrificial altar and podium where the high priest delivers his sermons to the congregation. As members prove their loyalty to the cult and show sufficient piety toward the Great Old Ones, the cult's leaders may choose to let them descend to a lower ring of power within the ziggurat.



Shadows over Vathak Setting

LEADERSHIP

While the Final Phase's greatest power is its followers' loyalty, it also exacts its will and influence through cells of agents in nearly every social level of Skalan's leadership, with the cult's high priest guiding their actions from the lowest level of the ziggurat.

Vernackla (CN female vindari cleric 9) leads the Final Phase through a mix of sensual intrigue and deadly cunning. She speaks of traveling the dream lands, astral space, and the varied dimensions of this universe. She encourages the belief that she is the embodiment of the Great Old Ones. She is also known as the priest behind the priest. Her words, actions, and beliefs are almost beyond reproach by any of the cult.

THE TRINITY OF THE VEIL

Three senior cultists lead its various cells and report directly to Vernackla. The Trinity work in close contact with Vernackla, staying one ring above the bottom of the ziggurat.

Aakard (CE male dhamphir sorcerer [ab-berant] 7) maintains the cult's artifacts and controls its arcane casters. Aakard is known for his quick temper and violent rage.

Bolagard (NE male bhriota cleric 6) is formally called the Priest of Unimagined Horrors and is in charge of running the cult's day-to-day activities and instruction. He is a soft-spoken and even-tempered man with a brilliant smile—all a façade, for he gets sadistic pleasure in sacrificing the young and innocent to the Great Old Ones.

Azasil (LE female half-elf oracle [seer] (Pathfinder Roleplaying Game: Ultimate Magic) 6) has the most direct contact with Vernackla, and acts as her spokesperson

and majordomo. She is known for her uncontrollable fits, in which her eyes roll back into her head and a corrupted voice erupts from her. After the fits suddenly end, Azasil gains a look of clarity in her eyes and claims to have seen visions of the great unknown and received guidance that she reveals to Vernackla.

OTHER MEMBERS

Molvayus the Seeker (NE male vindari bard 3/aristocrat 2) is one of the Final Phase's "face men." He is a charming aristocrat who uses his good looks and amazing storytelling to enthrall audiences. From these crowds of admirers, he culls the herd and seeks new recruits from the wealthy socialites.

Durus the Cleaner (NE male svirfneblin assassin 1/rogue 5) is charged with disposing of unwanted elements, whether within or outside of the Final Phase. Upon receiving his orders, he faithfully executes, assassinates, and destroys all obstacles, hindrances, and opponents of the Final Phase.

Clara (LN female romni adept 2) is a new member of the Final Phase. She has accepted the Great Old Ones as her saviors and wishes to seek out new members to spread the word of The Awakening. However, she is naive and lacks the mental fortitude needed to become a full-fledged priest, and doesn't yet believe that what she has seen in her "dream-touched" nightmares is anything more than just bad dreams.



Supplement to the Colonies

PURPOSE

The Final Phase follows the works of Maurice Lazard, who taught that the Great Old Ones have provided them with the tools and understanding to change who they are for the better. Lazard refers to this as The Awakening, defined as an opportunity to complete the evolution of intelligent life.

New members often question whether people should be content with what they have. For the members they see outsiders as wallowing in unfulfilled potential, ignorance and suffering. The teachings of Lazard instruct people should not quietly accept being absorbed into the universe, dying peacefully in their sleep. It teaches that intelligent beings are made for better things, and that reasoning is but a single aspect of this potential.

The Final Phase believes theirs is the only way to salvation, and they refer to any who have not experienced the Awakening as sleepers.

After bringing about the Awakening, the cult's second goal is to guide the Great Old Ones back to this world. Unlike other religions, the Final Phase accepts a certain amount of strangeness. In fact, they embrace the unknown.

INITIATION

Members are usually recruited from the ranks of the wealthy or politically influential circles. Recruits are slowly indoctrinated through socialite parties that insidiously reveal more sexual flavor to spur attraction to the cult's lifestyle. These debauched parties gradually incorporate religious themes

and information about the cult's goals and powers. Once a potential member has proven himself sufficiently interested, trustworthy, and knowledgeable in the Great Old Ones, he is taken to the ziggurat. If a potential member is proven to be unworthy or rejected for any reason he is typically blackmailed, brainwashed, kidnapped and sacrificed, enslaved, or in some cases driven mad.

Vernackla did not chose an asylum for her flock by coincidence. She has witnessed firsthand the effects of gaining knowledge of the Great Old Ones. True followers are often driven to madness by haunted dreams or erupt into violent outbursts of emotion with terrible visions of horrid creatures. These effects are seen as direct signs that their gods have chosen them to be vessels of divine insight.

New members must recite the Initiate Oath, then undergo the "dream touch," where they are assigned a cell in the sanitarium and are given a concoction of sleep-inducing drugs mixed with a mild hallucinogen. Once the new member is asleep, Vernackla and the Trinity enter the cell and perform a series of rituals to commune with the Great Old Ones, using the sleeping initiate as the ritual focus.

THE FINAL PHASE INITIATE OATH

"As I walk into the moonless night, I shall do what benefits the Great Old Ones and their spawn. Whatever is fruitful, righteous, and pleasurable is the way."

"As I bow before the green onyx altar, I shall respect and honor the Final Phase along with its members and vision. As I grow stronger, so does the Phase. As the Phase grows stronger, so do I."



Shadows over Vathak Setting

"As I awaken from my fitful slumber, I summon the Old Ones from the blackest abyss, for they are the purest distillation of myself. Our struggles will allow us to evolve into what we must become. The Kingdom of Great Old Ones is at hand."

The Final Phase Items

BELT OF THE GREAT OLD ONES

During one fitful nightmare, Vernackla was ravaged by one of the Great Old Ones. When she awoke, she found she had dragged this belt from her dreams into our plane of existence. The Final Phase has made it their goal to create as many of these belts as possible to entice new members with the enhanced powers.

BELT OF THE GREAT OLD ONES

Aura moderate transmutation; CL 10th
Slot belt; Price 35,000 gp; Weight 2 lbs.

DESCRIPTION

This belt is a slime-covered tentacle that wraps around the wearer's waist and clasps itself by knotting its ends. This belt is intricately linked to the Great Old Ones in indecipherable ways.

When the command word is spoken, the belt allows the wearer to remain in their normal form, yet their bodies and belongings become amorphous for a total of 10 rounds

per day. The rounds do not have to be used consecutively but are used in one round increments. The wearer's body becomes as malleable as oozes. The wearer becomes immune to critical hits and can move through an area as small as one-quarter his space without squeezing, or one-eighth its space when squeezing.

The belt of the Great Old Ones does not exist wholly in the physical world, and space and time strain against its presence. The belt's—and when worn, its wearer's—observable location is never fully synchronized with reality, granting a 50% miss chance against all attacks. True seeing negates the miss chance, but any creature that views the belt with true seeing must succeed at a DC 18 Will save or be afflicted by schizophrenia insanity effect (Pathfinder Roleplaying Game: GameMastery Guide). This is a mind-affecting effect.

CONSTRUCTION

Requirements Craft Wondrous Item, *displacement*, *polymorph*; Cost 17,500 gp

LAMPREY SLEEVE

When a member descends to a lower level of the ziggurat, they not only take on additional responsibilities within the cult but must also prove even greater loyalty to the cult. The innermost levels to The Trinity are most coveted, and members seeking access to these levels must perform a ritual to prove their faith and loyalty. Members both envy the opportunity to perform the ritual and dread it—entry is a symbol of status and power within the group, but the ritual starts with them inserting their arm into a vat of lampreys.



Supplement to the Colonies

Adventure Hooks

Along the innermost rings of the inverse ziggurat sit vats of the seething aquatic creatures kept and fed by Aakard. The initiate submerges one arm into the vat, wherein a lamprey devours the initiate's arm up to the shoulder, where it attaches its fanged circular maw to the initiate's torso. Ritual magic morphs the lamprey to shape itself into the member's normal arm, but when activated, the arm will revert to its lamprey appearance and enact its foul powers.

LAMPREY SLEEVE

Aura faint necromancy; CL 5th
Slot wrist; Price 17,000 gp; Weight 2 lbs.

DESCRIPTION

This sleeve is an enlarged lamprey infused with arcane power, with a jawless, fang-filled sucking mouth at the head of its slimy tubular body.

To equip, the wearer must allow the lamprey to devour an arm, causing 1d4 Constitution damage, and attach itself to the shoulder. The sleeve precludes the use of other magic items in the slot of wrist. Once attached, the lamprey sleeve is altered to perfectly match the lost limb.

The lamprey sleeve acts as a buckler, granting a +1 shield bonus to AC without a penalty to attack rolls if a weapon is used in the sleeve hand. The sleeve's parasitic nature also grants the wearer a choice of a touch attack as vampiric touch or touch of madness up to three times a day as a standard action.

CONSTRUCTION

Requirements Craft Wondrous Item, *alter self*, *vampiric touch*, *touch of madness*, creator must have 5 ranks in handle animal Cost 8,500 gp

A terrified recruit has fled from the Final Phase. She finds the PCs and asks them to protect her from the cult.

Clara has taken a liking to one of the PCs. She reveals that she belongs to the Final Phase and tells the PCs she will put in a good word for them if they wish to join the cult.

The PCs encounter Durus the Seeker as he attempts to assassinate a constable with evidence that incriminates the Final Phase in an illicit activity.

If the PCs have played through *Silhouette of a Shadow* then they be curious about investigating Maurice Lazard's legacy. Additionally, the Lazard family may seek the PCs out to investigate the Final Phase in the hopes of erasing all memory of Maurice Lazard.



Shadows over Vathak Setting

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that

the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.



Supplement to the Colonies

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase,

Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Shadows over Vathak. © 2012 Fat Goblin Games; Authors Jason Stoffa and Rick Hershey.

Silhouette of a Shadow. © 2014 Fat Goblin Games; Author John Bennett

Secret Societies of Vathak: The Final Phase ©2014 Fat Goblin Games; Author Jeffrey Swank

