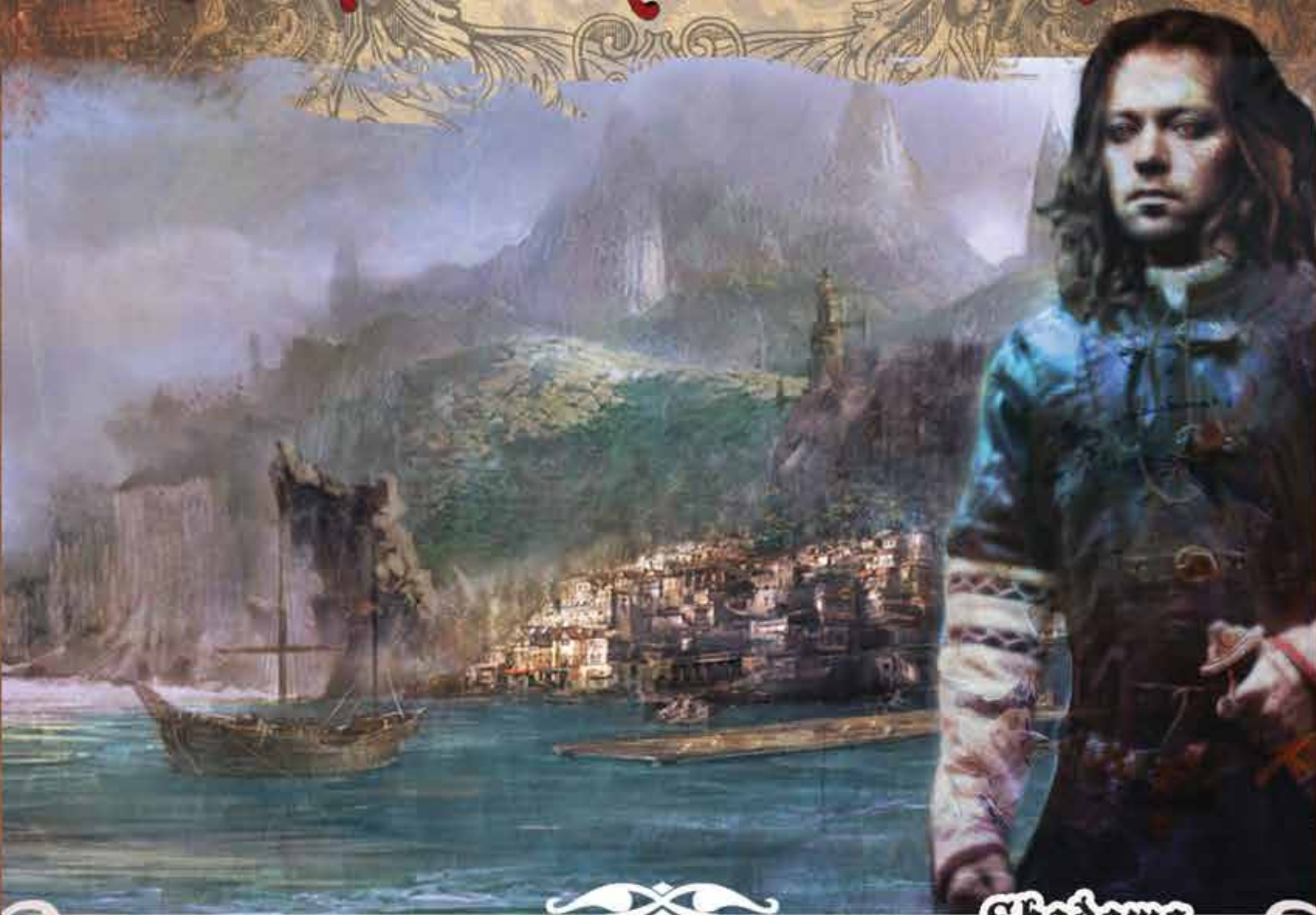


A PLAYER'S GUIDE

The Colonies



Shadows
over
Vathak

AN ADVENTURE PATH FOR

A Campaign Setting Book of Lovecraftian Survival Horror

JOHN BENNETT AND RICK HERSHEY



Shadows over Vathak Setting

Shadows over Vathak

THE COLONIES

PLAYER'S GUIDE

Written by John Bennett

Line Developer John Bennett

Layout and Design by Rick Hershey

Editing by Eric Johnson and Rick Hershey

Shadows over Vathak Contributing Designers

Chris Bayes, Christopher Huff, Doug Lilly, Eugene Black, Jason Stoffa,

Kyle Patrick Smith, Landon Bellavia, and Troy Daniels

Published by Fat Goblin Games

Shadows over Vathak: The Colonies - Player's Guide ©2014 **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.



Player's Guide to the Colonies

Contents

Introduction	6
Characters in Shadows over Vathak	7
The Colonies	
A Historical Overview	8
Creating a Character Born in the Colonies	9
Creating a Character Not Originally Born in the Colonies	10
Places of Importance	
Skalan	10
Reifswald	10
Hunstanvania	11
Germalboria	11
Telgotha Forest	11
Kardathan Mountains	11
Lake Pethagas	11
Whispers & Rumors	12
Regional Traits	
Combat	13
Faith	13
Magic	14
Social	14
Feats	
Lineage Feats	18
Werewolf Lineage	18
Werewolf Lineage Feats	19
Items	21
Magic Items	23
Spells	24
New Weapon Quality	
Life Drinker	24
Incantations	
Panoply of Beasts	27
Archetypes	
Many Masks Rogue	29
Wrathful Hunter	31



Shadows over Vathak Setting

"Lonny! Lonny! Wake up!"

The words floated uselessly through the fog of his dulled senses, disappearing without meaning. Only a thought remained in his mind, a picture that was his whole world, tethering him to reality, to life.

"Red eyes," croaked his broken lips, "It had red eyes."

Lonny was never an attractive man- too short, too round, and a pinched, beady face like a rat from living an indolent life buried in accounting ledgers. He had a head for numbers and a talent for making them disappear, if needed, that made him valuable to smugglers along the docks. So it was a bit of a surprise when a young lady in an elegant red dress sat down next to him as he sipped his ale on his usual stool at the tavern. The lady smiled quickly, fidgeting with her long stemmed wine glass before letting out a nervous titter.

Lonny nodded back with a friendly smile then quickly took a look around the room. Was someone setting him up? He scanned the faces of the tavern's patrons, regulars he knew more by sight than by name, most of them dock workers like him. Seeing nothing amiss, he tried staring at the woman from the corner of his eyes. Slender, she had long, dark hair and a smattering of freckles beneath pale blue eyes. Quite attractive and if she was a prostitute like he thought she might be, probably out of his price range.

Again, he was surprised when she ordered two glasses of whiskey which the bar-keep set down, one in front of her and one in front of him. A second glass quickly followed the first and soon Lonny lost count, his attention focused on this beautiful woman before him. She spoke words and he spoke back, going through the motions of conversation without actually listening or hearing.

The woman propped him up as he stumbled out of the tavern with her. The rain pummeled them like thousands of angry little fists, beating them towards a nearby alley. He eagerly followed her, his sweaty palm in her's. His mind swirled like the fog curling around his feet, grey and drifting. What was her name? She must have told him but oh, wait, what were they talking about earlier?

Lonny shuffled through piles of refuse, illuminated in shades of varying blackness by the faint candlelight shuttered away behind the upper windows of the apartments on either side of them. He was about to ask where they were going when a noise pierced his confused brain, clawing at his sluggish senses. He gazed past the woman as the noise came again, a low growl like a large dog. Lonny could only see it as an outline of a deeper



Player's Guide to the Colonies

blackness against the dark, suggesting the form of a four-legged creature about chest high. He mumbled something that may have been "Get back," as he stumbled in front of her, raising meaty hands up in defense.

The pitch blackness moved again, the growling echoing all around him, making him dizzy. Then, a flash of light caught its eyes- two large pools of blood staring back at him. Terror grabbed him in its teeth and shook him where he stood. Frozen, he watched the eyes of blood grow larger as the dark form descended on him. Then, a thud, wet and quick from behind sent him on his back.

The woman stood over him, wielding a club scavenged from the garbage. She dropped it as the wolf-like darkness spread over her, wrapping around her before taking the form of a white faced stranger with the same blood red eyes. "Did I do well, my love? You say that these fat, lazy ones taste the sweetest," the woman simpered to the strange man. "Will you make me now?"

The pale man grinned, stretching his thin lips around a mouth filled with sharpened teeth like a beast. It may have growled, or maybe grunted. It could have even had a lengthy discourse with Lonny, but his mind numbed itself with fear as the man thing came closer, creaking like dried wood when it crouched down next to him. Lonny felt stiff, like he was dead already.

It was not Lonny acting on his own accord in any logical and reasonable way. No, as soon as his body felt the burning, piercing pain in his neck, its natural survival instinct took control and acted. He swung...something...he was not really sure, but it was a good size, heavy, and broken at the end he thrust at the pale man's chest. A howl, somehow conjuring primordial bestial shapes in Lonny's mind, erupted around him. The pale man stumbled backward, sinking into his own spreading darkness until he was consumed by it.

Lonny finally awoke to his friend's urgings, the bloody eyes still in his mind, centering him.
Blood...



Shadows over Vathak Setting



Introduction

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

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



Player's Guide to the Colonies

CHARACTERS IN SHADOWS OVER VATHAK

When starting a new *Shadows over Vathak* campaign, you should discuss with your GM the type of Vathak campaign they plan on running. *Shadows over Vathak* caters to many different styles of horror genres as detailed in the *Shadows over Vathak* Campaign Guide and knowing the tone of the campaign will help you create a suitable and fun character for that particular campaign. Regardless of the campaign style, it is important to note that *Shadows over Vathak* is a setting best suited to seeing human nature and alignment in shades of gray. The evil of the Old Ones and the remnants of the former vampire rulers are not the only villainy to be contested. While paladins and other holy warriors of the One True God fervently strive to stem the rising tide of evil, many who espouse the One True God's edicts are not truly virtuous. Neither are members of the nobility, town guard, and any of the other NPCs you encounter. While *Shadows over Vathak* does not modify spells like detect evil and their like, these spells are not always entirely useful and just because a NPC detects as evil does not mean they are walking XP nor does it mean they mean you ill will. One of the main themes in *Shadows over Vathak* is survival horror and exploring how humanity either comes together or falls apart when confronted with the threat of extinction. Most of the NPCs you meet are just trying to survive day by day like your character and at some point in the past most likely suffered a tragedy that has colored their perspective on life. At some point you may find yourself assisting the lesser of two evils or you may even be that lesser evil yourself. Again, discuss with your GM the type of Vathak campaign they are planning to run.

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



Shadows over Vathak Setting



The Colonies

A HISTORICAL OVERVIEW

Whether you were born in the Colonies or arrived some time ago, you know that the Colonies are a unique region amongst the six that form the land called “Vathak.” A large island named Skalan bordering the Dark Sea, the Colonies serve as a link between Vathak and the foreign lands beyond the sea. Trade is the lifeblood of the Colonies- in particular, the large port city known as Skalan from which the island gets its name. Additional towns dot its coastlines while heavy trees form its inhospitable interior.

It is hard to believe the stories told by elders about how the sprawling city of Skalan, with all its noises, sights, and different smells was once a small, sleepy fishing town. All that changed with the “Great Cleansing.” As the vindari colonized the mainland with the sword in the name of the One True God, many fled before their assault and sought refuge in Skalan. There, a myriad collection of beliefs, customs, and cultures took root, free from rule of the vindari and their god. Sleepy Skalan woke up as garrisons and forts sprang to life to protect the town from pirates and other marauders that made the Colonies as dangerous, if not more so, than Vathak’s other regions. Some of the islanders proudly trace their lineage as original Skalaners, while others can only go back one or two generations before their arrival in the Colonies. .



Player's Guide to the Colonies

When the Old Ones awoke, life in the Colonies at first seemed no different, as those hideous aberrations crawled and slithered across the mainland in a torrent of blood and destruction. For the most part, the Colonies was safe, once again a refuge for those fleeing the horrors of the mainland. But in small huddled groups, often in the safety of a warm fire, people began whispering about disappearances. Skalan was no stranger to disappearances- kidnappings, murders, and worse, but these were different. The disappearances seemed random, people born high and low, unconnected to the seedy underbelly of the Colonies, their bodies never found and no request for a ransom. The word "vampire" was whispered in fear. These evil creatures, blood suckers, purportedly ruled Vathak as lords before the Old Ones smashed their power into pieces. Other strange rumors started, of men who took the shape of animals, particularly wolves. It seemed that not all the refugees that came to Vathak to escape the Old Ones were entirely human.

Today, life in the Colonies is as hard as anywhere else in Vathak. While free in most part from religious vindari fanaticism and the wrath of the Old Ones, the Colonies face their own host of problems. Pirates still ply the coast, searching for fat merchant ships travelling between the Colonies and other parts of the world. Cruel and merciless, the pirates do not take prisoners and when they cannot find ships, they often turn and raid small coastal towns. Those seeking safety further inland find their efforts in vain. Thick forests rife with heavy undergrowth crowd the island's interior and if rumors are true, hold evil and other monsters that fled the mainland. Finally, while various faiths and different religious views have flourished in the Colonies, a new one is on the rise and steadily gaining influence. Called the Church of the Unspeakable Masses, the tightlipped and secretive priests of this religion speak of ushering in a new age on Vathak. While they seem harmless enough, following local laws and avoiding conflict with members of the One True God, the thousands of alien looking statues they have construct-

ed on the coastline speak of their strange ways and intentions.

CREATING A CHARACTER BORN IN THE COLONIES

Characters born in the Colonies are typically exposed to many different cultures growing up which may make them more accepting of new ideas or beliefs. Growing up in a coastal town, your character most likely has a strong connection to the sea- more than likely one or more of your family members are involved in the fishing or sailing trade. You may even be a descendant of a pirate that eventually settled the area.

To develop a character that grew up in the Colonies, it is helpful to ask yourself the following questions-

- Does your character come from a long line of original inhabitants of the Colonies or is your family relatively new arrivals. If the latter, what lead them to leave the mainland?
- Is your character open to new cultures or a stout traditionalist?
- What does your character know about the Old Ones? Reality or myths to scare children?
- What religion does your character adhere to?
- What does your character think about the Church of the Unspeakable Masses?
- What does your character believe lives in the island's interior?
- Who does your character think is behind the seemingly random disappearances that often occur?



Shadows over Vathak Setting

CREATING A CHARACTER NOT ORIGINALLY BORN IN THE COLONIES

Your character has lived long enough in the Colonies to call it home but was not born here originally. There may be a number of reasons why your character left his or her homeland.

In addition to the questions under "Creating a Character Born in the Colonies," consider these additional questions-

- Why did your character leave his or her homeland?
- Does your character have family in the area or is he or she alone?
- Are their people looking for your character?
- How does your character feel about the Colonies?

Places of Importance

Whether you were born in the Colonies or you are a refugee now making it your home, listed below are the important places your character knows about.

SKALAN

Population approximately 55,000 souls

Baron Hellheimer rules the sprawling capital of the Colonies-Skalan. Once just a small fishing vil-

lage, its growth is marked by the many meandering city walls. Like the rings in a tree, they tell the age of the district they encircle. Nearly anything and everything can be found in Skalan if you know the right people and you have the money.

Districts catering to all pleasures and vices sit next to religious and guild districts, the old city walls carving them up into a mazelike pattern of streets, brocades, plazas, and alleys. Inns and taverns jostle with museums, guild halls, and numerous stores catering to people from all cultures. Massive warehouses crowd the docks and piers while ships lumber into port at all times. Racial and religious ghettos from all over Vathak and the world rub elbows with one another, and more than one serves as the home of a nefarious thieves' guild or other illicit guild. Meanwhile, the foreign quarter, a section of warehouses and inns owned by outside interests from other parts of the world is a dizzying bouquet of exotic sights and smells, its own pleasure houses catering to the unique tastes of decadent nobles.

Danger lurks in the streets, rooftops, and sewers of Skalan. Thieves and murderers slink through alleyways and rumors of monsters in the sewers abound. Strange cults and religious orders prowl the streets looking for "converts" to their cause. Yet, perhaps the worse are the stories of the mysterious disappearances, people vanishing without a trace from crowded streets or from their own homes, never to be seen again.

REIFSWALD

Population approximately 2,500 souls

The growing town of Reifswald is infamous as hosting the headquarters of the Church of Unspeakable Masses. The church largely cleared the thickly, forested coastal area, erecting their church as well as numerous other buildings. People from all over Vathak come to join this mysterious and highly secretive cult. To outsid-



Player's Guide to the Colonies

ers, all that is really known is that the church is preparing people's souls for the return of the true rulers of Vathak. Between the depredations of both the One True God and the Old Ones, many in the Colonies have a natural trepidation regarding the church. So far, however, the church has yet to make any overt moves or power grabs to cause alarm. Strangely, they seem preoccupied with the construction of numerous statues along the coastlines- statues of hideously alien creatures.

HUNSTANVANIA

Population approximately 18,000 souls

Hunstanvania is renowned for its many resorts and the rich homes of displaced Vathakian nobility. Much of the city was developed by the wealthy Heinrich Le Strange and it was due to him that Hunstanvania saw such a large influx of new citizenry. Now deceased, his son, Hamon enjoys the spoils of his father's work though he does not seem to have the drive and ambition of his predecessor.

GERMALBORIA

Population approximately 76 souls

A sleepy hamlet of farmers and shepherd, the people of Germalboria are generally content and safe. Germalboria makes an excellent home town for character's seeking adventure for the thrill of it.

TELGOtha FOREST

Locals know to stay out of the Telgotha Forest. Certainly the twisted trunks and gnarled roots of its trees make travel through the crowded forest difficult. Locals call it "Crying Baby Woods" for the haunting sounds heard whistling through the trees at night that sound like the wailing of a lost child. Local legend claims an escaped slave woman drowned her crying child in a stream to silence her and that the soul of the child haunts the woods, leading travelers to their deaths.

KARDATHAN

MOUNTAINS

These sheer, steep-sided mountains thrust out of the island's interior like a monster's claws and, if rumors are true, a monster does indeed live there. Wearing the skin of a man, Dr. Moradein dwells in a small castle he built at the foot of the mountains. Accusations of child murder shroud the doctor's name and it is believed that only the influence of rich nobility kept him alive.

LAKE PETHAGAS

Called "Thu'ktulu" by the native bhriota, it means "evil" in their tongue. Stories abound about how the waters of the swampy lake run red like blood and the weird lights that seem to hover in the darkness. It is a place that few venture to.



Shadows over Vathak Setting

Whispers & Rumors

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

One day, a merchant from Skalan was overheard boasting of eating at a restaurant there where anything, and he meant anything, was on the menu. He went on to talk of dining on strange creatures only heard of in legend.

An acquaintance has a particular interest in the Church of Unspeakable Masses with an eye towards joining them. This acquaintance has recently heard a curious rumor about a splinter group of the church operating out of Skalan. Something to do with so-called "Elder Gods."

Just about everyone has their own idea about why the Church of the Unspeakable Masses is building so many busts of horrible alien creatures that stare off towards the Black Sea. Some fear that the church is trying to summon something even worse than the Old Ones.

Recently, a local fisherman was talking about how his cousin's uncle's friend was exploring Lake Pethagas. Crazy, that one, the fisherman says, however, this friend claims that at the far inland side of the lake he saw a series of caves under the water. He is hoping to return there and maybe find treasure.

There has always been a lot of distrust about the citizens of Tiadore, a small town all the way to the south. The elders claim that they are descended from the skinchangers that fled the Old Ones on mainland Vathak. Whether it is true or not, traveling alone in that area is not safe.

A traveling merchant was hiring extra guards. She claims that on the road, she was attacked by numerous strange, small creatures that had stumpy bat-like wings and features.

A local legend in your area tells of a mysterious tower deep in Telgotha Forest but no one you know has ever found it.

It has been reported that new owners, a pair of vindari clerics, have bought Red Rose Manor. Nicknamed the "Bloody Manor," when the red roses bloom in its gardens, the walls weep blood and the owners disappear.

At the local gathering place, a group of travelers talked in hushed whispers about a strange village they passed. During the day, the doors were locked tight and it appeared abandoned. That was because the villagers only came out at night, wearing long robes. The travelers did not stay long, fearing the villagers might be vampires.

The town of Tomaini is home to numerous outcasts, circus performers and other oddities. Recently, people have begun to talk of a string of gruesome murders taking place in the bizarre but otherwise quiet town.



Regional Traits

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

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

COMBAT

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

Monster Hunter At some point in your past, you and your family were attacked by a foul monster. You survived but someone or some people close to you did not and you have sworn vengeance against the creatures. You may pick one favored enemy from the ranger favored enemy list (cannot be humanoid unless you pick the shapechanger subtype). You gain a +1 to attack and damage rolls against those particular creatures.

Hard to Kill The Colonies is not a safe place. In your youth, you were exploring the forested interior when someone or something surprised you, attacking you and leaving you to die. Bleeding out, you managed to cling to life for days until someone found you and nursed you back to life. Hardier than most, when

reduced to less than 0 hit points, you stabilize on a DC 7 Constitution check. You take a penalty on this roll equal to your negative hit point total. You lose an additional hit point on a failed check.

Street Brawler Growing up in some of the poorest sections of Skalan, you quickly had to learn to defend yourself, often with only your fists. Only your fancy footwork saved you from getting your skull knocked in by a merciless opponent. When attacking unarmed as a full-round action, you gain a +1 dodge bonus to your AC.

FAITH

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

Faithless Something terrible happened to you in your past with members of the Church that made you renounce God so you or your family before you fled to the Colonies to avoid their reach. To you, God's power is nothing more than magic used by men to control others and you will not be controlled. You gain a +1 bonus to saves to resist divine spells.

Faith in the Elder Gods According the Church of the Unspeakable Masses, the Elder Gods will save humanity from the Old Ones (and hopefully the One True God). From the services you attended, you have seen some strange sights and heard unusual stories about these new powers in Vathak. Your belief in this new faith has steeled your mind somewhat to the horrors of Vathak, gifting you a +1 bonus to your Will saves.

They Can't Hurt Me The former undead masters still stalk the regions of the Colonies as you know all too well, having survived an encounter



Shadows over Vathak Setting

with undead monstrosities in the past. The incident was horrible and psychologically scarring, but you made it through. They hurt you once but you will not let that happen again. You gain a +2 to saving throws against energy drain and the supernatural abilities of undead creatures.

MAGIC

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

Elder God Magic You do not know if was a dream or a real visitation but something you cannot describe visited you in your dreams one night after a long day of magical studies. It whispered in your ear- a formula to say when combating eldritch creatures. This formula, ingrained permanently in your memory, grants you a +2 bonus to penetrate the spell resistance of aberrations and outsiders.

Necromantic Lineage Many evil creatures not destroyed by the Old Ones fled to the Colonies. Somewhere in your past is a relative that may have been a vampire, a necromancer, or both. This ancestor's bloodline fuels your necromantic talent. Whenever you cast a spell from the necromancy school, you gain 1 temporary hit point that lasts for 1 hour.

Where'd You Learn that Spell? The Colonies is home to many different cultures, customs, and traditions due to the influx of refugees fleeing either church oppression or the Old Ones. During your youth, as a burgeoning practitioner of magic, you learned a spell not normally afforded to you from a master of an obscure magical tradition. You may permanently swap one spell from your 0 or 1st level spell list for an-

other on a different spell list. You can never learn or cast the spell you swapped.

SOCIAL

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

A Bit of This and That Since the appearance of the Old Ones, the Colonies have seen an influx of refugees from all over each with their own unique customs and cultures. Growing up in this diverse environment, you have learned things you normally would not have been exposed to. You may replace one class skill with a different class skill to represent this unique experience.

Head Down You did not survive the tough streets of Skalan or the dangers of the forested interior of the Colonies by being noticed. No, it is better to keep your head down so no one or thing notices your existence. This habit gives you a +1 bonus to Stealth skill checks.

Lucky You were born under a lucky star or during a time of good omens. Whatever the case, though bad things happen all the time in the Colonies, you seem to have a better chance of coming out unscathed. You get a +2 bonus to saving throws against any curse effect or spell (such as bestow curse, curse of lycanthropy, or to resist the effects of a cursed item).

Rich Relative (Ally) You are the favorite relation of a rich relative that lives in the resort town of Hunstanvania. Your relative has always doted on you and has been known to provide for you during hard times. When in Hunstanvania, you can stay with your relative for free. Additionally, only once, you may request a loan from your rich relative equal to 10% of your current Character Wealth By Level (see the Gamemastering chapter in



Player's Guide to the Colonies

the Pathfinder Core Rulebook). This loan must be paid back in full with interest. Typically, the interest accrues at 5% a month (GM's discretion as to the loan amount and consequences of not paying it back).

Scholarly Ally (Ally) You have an older relative or friend that studies unknown and obscure facts in a particular field. Pick one Knowledge skill. You can contact your ally to do research in that particular Knowledge skill on a question or topic of interest you have, granting you a +4 bonus to that Knowledge skill which can be made untrained. It takes your ally 1d4+1 days per every 10 DC of the Knowledge check

(rounded up) plus however long it takes for you to contact your ally (at the GM's discretion).

Sea Lungs Living a life near the sea, you naturally spent much of your time in the water, diving for pearls or perhaps as sports. As such, you are able to hold your breath for a number of rounds equal to three times your Constitution score (rounded down).



Shadows over Vathak Setting

Feats

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

EXPERT LIAR

Your wicked cunning gives credence to your lies.

Benefit: You add your Intelligence modifier to Bluff skill checks in addition to your Charisma modifier.

LYCANTHROPIC HUNTER (COMBAT)

Something happened to you that drives you to hunt werewereatures.

Prerequisite: Base attack bonus +1

Benefit: You gain a +1 bonus to attack and damage rolls against lycantrhopes and skinwalkers. Additionally, you gain a +1 bonus to Survival checks to track lycantrhopes.

MAN ABOUT TOWN

You know people in high and low places, well, mostly low.

Benefit: When you select this feat, pick one settlement. You have numerous contacts in this settlement that make it easier for you to obtain information, granting you a +4 circumstance bonus to Diplomacy checks when gathering information and reducing the time by half after the die is rolled. You can add additional settlements by spending 1d4+1 days per the size of the settlement (thorp is +1, hamlet is +2, etc.) in that settlement. When attempting to become known in a new

settlement, you must actively spend 4 hours per day canvassing the local taverns, inns, docks, etc.. The days do not have to be consecutive but no more than a week can elapse between the days.

Normal: Without this feat, you must spend 1d4 hours canvassing people at local taverns, markets, and gathering places.

QUICK DRAW DEFENSE (COMBAT)

Many warriors in Skalan have learned to keep an extra weapon handy to block a sudden attack.

Prerequisites: Quick Draw, base attack +3

Benefit: Once per round, if you have one hand free, you can draw a light weapon as an immediate action to aid in your defense, giving you a +4 shield bonus to a single melee attack. You must declare you are using this feat before the attack is rolled. You must sheath the light weapon (or drop it and draw a new one) before using the feat again.

QUICK DRAW RIPOSTE (COMBAT)

After blocking an attack with a quick drawn weapon, you strike back at your foe.

Prerequisites: Quick Draw, Quick Draw Defense, base attack +6

Benefit: If you successfully avoid an attack using the Quick Draw Defense feat, you make an attack of opportunity with the quick drawn weapon at your full base attack bonus so long as the attacking creature is within reach.



Player's Guide to the Colonies

STAGGERING CHANNEL

The power of your faith staggers your enemies.

Prerequisite: Channel energy class feature.

Benefit: When using a channel to damage enemies, you can expend an additional two uses of your channel energy class feature to cause any creatures that fail their Will save to resist your channel to become staggered a number of rounds equal to the amount of damage dice rolled.

VAMPIRE SLAYER (COMBAT)

Battling vampires has turned you from prey and into the hunter.

Prerequisites: Base attack +4, must have either slain or assisted in slaying a vampire.

Benefit: You gain a +2 bonus on attack rolls and to your CMD when fighting vampires. Additionally, you gain a +2 bonus to saving throws to save against a vampire's supernatural abilities.

BLEEDING SPELLS (METAMAGIC)

Your spells cause your enemies to bleed.

Prerequisite: Spell Focus (necromancy).

Benefit: Whenever you cast a spell that causes damage, any creatures that take damage from the spell take bleed damage equal to the unmodified level of that spell (including any other applied Metamagic feats). The bleed damage can be stopped with magical healing or a DC 10 Heal check. This feat can only be applied to spells with an instantaneous duration. A bleeding spell uses up a spell slot one level higher than the spell's actual level.

VAMPIRIC SPELL (METAMAGIC)

Your spells heal you while damaging your foes.

Prerequisite: Spell Focus (necromancy).

Benefit: Whenever you cast a spell that causes an amount of damage dice, you gain 1 hit point per damage die. The temporary hit points disappear 1 hour later. This feat can only be applied to spells with an instantaneous duration. Additionally, if used with a spell that shoots multiple rays or similar missile effects, you only get the hit points from one ray. A vampiric spell uses up a spell slot one level higher than the spell's actual level.



Shadows over Vathak Setting

Lineage Feats

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

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

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

Lineage feats have drawbacks and Lineage Points (LP). The further a character goes along the feat chain, the more the drawbacks and

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

WEREWOLF LINEAGE

Though the rise of the Old Ones shattered many of the ancient werewolf packs, sending them scurrying to the far corners of Vathak, the werewolves have lived in Vathak long enough that their bloodline survives in many unsuspecting people. When the moon is full, these individuals may feel a sudden desire to feel the damp earth crunching beneath their feet, the exhilaration of a chase, and warm blood in their mouths. Those that give into these feelings find themselves becoming short tempered, violent and eventually feral. Their appearance changes as well, becoming bestial- that of the hungry wolf. Often mistaken for true werewolves, those that strip their humanity away in a frenzy of blood and gore from the hunt find themselves fleeing to remote places- forests and high mountains, now more beast than man.

WEREWOLF LINEAGE EFFECTS

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

Minor Influence (1-3 Total LP)- You begin to see wolves as kindred spirits and on a failed save, you will not willingly attack a wolf. If you are attacked by a wolf, you may make a new save with a +5 bonus if you previously failed your save. Once you



Player's Guide to the Colonies

make your save, you are immune to this influence for 24 hours.

Intermediate Influence (4-9 Total LP)-

Giving into base animal instincts of survival, when reduced to 10% or less of your total hit point total, you go into a rage as per the barbarian class feature for a number of rounds equal to your unadjusted Constitution. The increased hit points do not count towards your total hit points when determining whether you go into a rage. If you are healed above 10% of your unadjusted hit point total, the rage immediately ends but you are fatigued as notated in the rage ability.

Major Influence (10-17 Total LP)-

Though unable to truly turn and stay in wolf form, the full moon still effects you like an afflicted lycanthrope. On failed save, you forget your identity as you act like a hunting, murderous wolf, awakening the next morning with no recollection of the night before.

WEREWOLF LINEAGE

FEATS

WEREWOLF LINEAGE

The blood of the werewolf awakens inside of you, enhancing your senses.

Benefit: Your sight and hearing have been supernaturally sharpened as you begin to feel the itch to hunt, granting you a +2 bonus to Perception and Survival checks. Additionally, you can use Diplomacy to alter a wolf's attitude, and when so doing gain a +2 racial bonus on the check.

Drawback: You become vulnerable to silver, taking 50% more damage if struck by a silver weapon.

LP: 1

WEREWOLF SENSES

Your senses continue to sharpen as the werewolf in you continues to grow.

Prerequisite: Werewolf Lineage

Benefit: Your sense of smell becomes keener, granting you the scent (15 ft.) ability. Your eyes become more wolf-like, gifting you low-light vision of 30 ft..

Drawback: Your irises turn gold while your nose forms a more muzzle like shape. This and your burgeoning feral aura unsettle people, imparting a -2 penalty to Diplomacy checks when dealing with nonwerewolves.

LP: 2

WEREWOLF BODY

Your bloodline twists your hands into terrible weapons of savagery.

Prerequisites: Werewolf Lineage, Werewolf Senses

Benefit: When fighting unarmed, you can make two claw attacks (1d4 points of damage for medium sized creatures). Additionally, the hair on your body grows longer and coarser like bristling fur, bestowing a +1 natural armor bonus.

Drawback: Your clawed hands and unnatural body hair do not go unnoticed, making you look bestial and imparting an additional -2 penalty to Diplomacy checks when dealing with nonwerewolves.

LP: 3



Shadows over Vathak Setting

WEREWOLF BITE

Your teeth transform into the sharpened weapons of a canine.

Prerequisites: Werewolf Lineage, Werewolf Senses

Benefit: You may make a bite attack (1d6 points of damage for medium sized creatures) at your highest base attack bonus. On a confirmed critical hit, you may immediately make a trip attempt. The trip attempt does not provoke an attack of opportunity.

Drawback: You crave raw meat and will not eat anything else.

LP: 3

WOLF FORM

The blood of the werewolf has made you as much beast as man.

Prerequisites: Werewolf Lineage, Werewolf Senses, and Werewolf Bite or Werewolf Body

Benefit: As a full-round action you can assume the form of a wolf for a number of minutes equal to 3 + your Con modifier. You use all the base stats for a wolf except you keep your hit points (adjusted for the wolf's Con score) and your base attack bonus. Your gear melds with you in this form and reappears when you transform back. The minutes do not have to be used consecutively, however, when you transform back you are fatigued for a number of hours equal to the number of minutes spent in wolf form.

Drawback: Your dwindling humanity is reflected in your wolf-like features. NPCs initial reactions are one step higher when they meet you (for example, an indifferent shopkeeper would be initially unfriendly towards you).

LP: 4

WOLF GAIT

You may still talk like a man, but you move like a wolf.

Prerequisites: Werewolf Lineage, Werewolf Senses, and Werewolf Bite or Werewolf Body

Benefit: Your limbs become better suited to being a quadruped rather than a biped, allowing you to move on all fours at a base speed of 40 ft. a round if carrying a medium or lighter load. When in this position you may only make any natural attacks you possess and cannot use any spell or spell-like abilities. Additionally, you get a +4 CMD bonus versus trip attempts.

Drawback: You cannot abide silver and will not carry it on your person, even coins.

LP: 4



Items

Expert Disguise Kit: This kit contains higher quality materials than a standard disguise kit designed to not just change appearance but assist in fooling others. In addition to granting a +2 bonus to Disguise skill checks, it also imparts a +2 bonus to Bluff skill checks while the disguise is worn. An expert disguise kit has 10 uses.

Hidden Blade Strap: An intricate harness of cloth, wires, and springs, the hidden blade strap can be worn under normal clothing and light armor. It stores a single dagger (or similar sized weapon), granting an additional +2 bonus to Sleight of Hands skill checks to conceal a hidden weapon. Additionally, with a flick of the wrist as a move action that does not provoke an attack of opportunity, the network of wires and springs releases the blade into the wearer's hand. If the wearer possesses the Quick Draw feat, this is a swift action.

Silver Mist Ball: This fragile looking glass ball contains ground silver suspended in an alchemical mixture. When thrown at either the ground (AC 5) or an object as a ranged touch attack, it shatters in a 10 ft. radius cloud of silvery vapor. Living creatures caught in the cloud with DR/silver must make a DC 15 Fortitude save or become sickened by the silver vapor for 1d6 rounds. The silver mist ball has a range increment of 10 ft. and immediately disperses after the attacker's turn. It is a DC 20 Craft (alchemy) check to create this item.

Silver Mist Ball, Greater: A more potent and costly version of the silver mist ball, it functions the same as a silver mist ball except living creatures with DR/silver must make a DC 18 Fortitude save to avoid, in addition to being sickened, partially blinded by irritation to their eyes (20 % miss chance) for 1d6 rounds. It is a DC 25 Craft (alchemy) check to create this item.

Vampire bullets (alchemical cartridge): Specially prepared to deal with vampires and other undead, each cartridge contains a combination of garlic, silver, and holy water. When used against undead, the bullets do an additional +1 point of damage. Vampires must make a DC 18 Fortitude save or become sickened for 1d4+1 rounds by the effects of the garlic and silver. If shot by additional bullets while sickened, the save DC goes up by +2 for each bullet but the effects of being sickened do not stack, however, the effect lasts an additional 1d4+1 rounds for each bullet struck by.



Shadows over Vathak Setting

Item	Cost	Weight
Expert disguise kit	100 gp	8 lbs. 1
Hidden blade strap	25 gp	1 lb.
Silver mist ball	75 gp	1 lb.
Silver mist ball, greater	125 gp	1 lb.
Vampire bullets	40 gp	--
Wolf Root	50 gp	1 lb.
Yetex Manual	200 gp	3 lbs.

¹ These items weigh one-quarter this amount when made for Small characters. Containers for Small characters also carry one-quarter the normal amount.

Wolf Root: The thick green blue flowering wolf root herb grows in dark forest areas which do not see much light, however many herbalists in the Colonies grow them in darkened portions of greenhouses. When picked on a moonless night with a silver sickle or dagger, it is believed to have special properties. Ground up and consumed, it grants a +2 bonus to Fortitude saves to resist contracting lycanthropy. Additionally, if placed in a censer and burned, a lycanthropic creature inhaling the smoke for at least one hour receives a +2 bonus to Will saves to resist the effects of lycanthropy for 24 hours. It is a DC 20 Craft (alchemy) check to prepare a dose of wolf root in either form.

Yetex Manual: Thin etched copper plates bound with a thick iron ring form this slender manual containing esoteric and bizarre information on the planes. Believed to be distributed by the Church of Unspeakable Masses (they have never confirmed nor denied this), when studied for 1d4 hours, the manual grants a +2 bonus to a single Knowledge (planes) check made within 24 hours, however, the reader suffers 1 temporary point of Wisdom damage for trying to comprehend the alien writing and pictures etched in acid in the manual's pages. The manual can be consulted multiple times but the bonus from multiple readings before making a Knowledge (planes) check does not stack.



Player's Guide to the Colonies

Magic Items

FANG MASK

Aura moderate necromancy; **CL** 6th
Price 2,250 gp; **Weight** 1 lb.

DESCRIPTION

Some depraved individuals who imitate vampires fashion hideous bone masks made from the top portion of a vampire's skull with the long fangs intact in attempt to mimic a vampire's blood drain ability. When establishing or maintaining a pin, the wearer can make a bite attack (1d4+ $\frac{1}{2}$ Strength modifier damage) at the wearer's full base attack bonus. If successful, the wearer gains the amount of damage dealt as temporary hit points for 1 hour.

CONSTRUCTION

Requirements Craft Wondrous Item, *vampiric touch*, an intact vampire's skull; **Cost** 1,125 gp

SKIN OF THE WOLF

Aura moderate transmutation; **CL** 10th
Price 8,250 gp; **Weight** 25 lbs.

DESCRIPTION

This +2 hide armor is gruesomely fashioned from a werewolf's hide, partially transformed back into its human shape. As a standard action, the wearer can assume the form of a wolf as per the *beast shape I* spell for 10 minutes a day. The minutes do not have to be used consecutively but are used in 1 minute increments.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *beast shape I*, the intact skin of a werewolf; **Cost** 4,125 gp

VAMPIRE ARMOR

Aura strong necromancy; **CL** 13th
Price 25,650 gp; **Weight** 50 lbs.

DESCRIPTION

Thick, red blood appears to flow just under the black metal surface of this +3 half-plate found amongst the most ancient of the vampire clans. When worn by a creature with the energy drain ability, the armor grants a +4 increase to the DC to resist the creature's energy drain attack. Additionally, 3 times a day as a standard action, the wearer can use the armor to cast *darkness* for 5 minutes.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *darkness*, *enervation*, the heart of a vampire; **Cost** 12,825 gp

WEB NET

Aura moderate abjuration; **CL** 7th
Slot none; **Price** 2,500 gp; **Weight** 3 lbs.

DESCRIPTION

Commissioned by wealthy nobles to protect their homes from certain night predators, when this flowing, silvery webbed netting is unrolled, it occupies a 10 ft. by 10 ft. square space. Often it is fastened over a window or doorway, though it can also be used to create a 3 ft. high tent if propped up in its middle. Creatures with DR/silver must make a CMB check against CMD 22 to pass through any square occupied by the web net. Creatures failing the CMB check by 5 or more become entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity, can move at only half speed, and cannot charge or run. The web net has hardness 10 and 60 hp and a Break DC 30. Its unique construction makes it too unwieldy to be thrown.

CONSTRUCTION

Requirements Craft Wondrous Item, *silver touch*, *web*; **Cost** 1,250 gp



New Weapon Quality

LIFE DRINKER

Price +2 bonus; **Aura** moderate necromancy;
CL 10th, **Weight** —

A life drinker weapon feeds on the life energy of others to sustain its wielder. On a critical hit against a living creature, a life drinker weapon grants the wielder 1d6 temporary hit points per critical multiplier. The struck creature sees its life source sucked into the weapon and then swirling around the wielder. The temporary hit points last for one hour.

CONSTRUCTION

Requirements Craft Magic
Arms and Armor, *vampiric touch*;
Cost +1 bonus



Spells

BAT SWARM JAUNT

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

Casting Time 1 standard action

Components V, S, F (a bat wing)

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

Target you

Duration instantaneous

Saving Throw none;

Spell Resistance no

When you cast this spell, your body and any gear you are carrying transform into an angry bat swarm occupying a 5 ft. square. Choose one unoccupied square within the spell's range. As the bat swarm, you fly in a straight line to that square. You can pass through squares containing other creatures and objects up to a height of 30 ft. but not walls or other barriers that would completely block travel. You deal 2d6 points of damage (per the rules for swarm damage; see Universal Monster Rules in the Pathfinder Bestiary) to any creature whose space you pass through. Creatures wounded by you take 2 points of bleed damage per round until a DC 10 Heal check is made or they receive magical healing. At the end of your movement, you reform in the square that you selected when the spell was cast.

If you arrive in a place that is already occupied by a solid body, wall, or other barrier you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 25 feet of the intended location.

If there is no free space within 25 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 100 feet. If there is no free space within 100 feet, you take an additional 4d6 points of damage and the spell simply fails.

Player's Guide to the Colonies

BAT SWARM STRIKE

School conjuration (summoning); **Level** antipaladin 2, apostle 2, bard 2, cleric 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, F/DF (a bat's heart)

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

Area 10 ft. by 10 ft. square area

Effect creates a sudden swarm of bats

Duration instantaneous

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

This spell summons forth the fury of an aggressive swarm of bats. Unlike a regular bat swarm, these bats do 2d6 points of damage (per the rules for swarm damage; see Universal Monster Rules in the Pathfinder Bestiary) plus any creature wounded by the bat swarm takes 2 points of bleed damage per round until a DC 10 Heal check is made or they receive magical healing. Additionally, any creature wounded by the bat swarm must make a Fortitude save or it becomes disorientated by the sudden savage attack, taking a -2 to attack rolls, concentration checks, and skill checks for 1d4 rounds.

MIRROR FLANKER

School illusion (figment) **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a piece of glass, broken mirror, or burnished silver coin)

Range touch

Target creature touched

Effect creates a figment of the subject

Duration 1 round/level (D)

Saving Throw Will disbelief (if interacted with); **Spell Resistance** yes (harmless)

When this spell is cast, a figment double of the subject appears in

the subject's square at the start of the subject's next turn. Whenever the subject attacks another creature, the figment automatically appears in a nearby square to flank with the subject if the attacked creature fails its Will save to disbelieve the figment. This grants the subject a flanking bonus and allows the subject to use any other abilities permissible in a flank such as sneak attack. The figment only creates a flank with the subject and does not provoke attacks of opportunity from other creatures. Creatures can move through the space occupied by the figment normally. If the subject is attacking more than one creature, it chooses which creature the figment will flank with.

MIRROR TUMBLER

School illusion (figment); **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, F (a piece of glass, broken mirror, or burnished silver coin)

Range touch

Effect creates a figment of the subject

Target creature touched

Duration 1 round/level (D)

Saving Throw Will disbelieves (if interacted with); **Spell Resistance** yes (harmless)

When this spell is cast, a figment double of the subject appears in the subject's square at the start of the subject's next turn. When the subject fails an Acrobatics skill check to move through or past a threatened square, there is a 50% chance for each attack of opportunity that the attack hits the figment instead of the subject if the attacking creatures fail their Will save to disbelieve the figment. Attacks or effects that hit the figment do no damage.



Shadows over Vathak Setting

SILVER SPEAR

School conjuration (creation); **Level** apostle 2, cleric 2, paladin 2

Casting Time 1 standard action

Components V, S, DF

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

Effect one or more silvery short spears appears

Duration instantaneous

Saving Throw Fortitude partial, see text; **Spell Resistance** yes

When this spell is cast, it conjures forth a silvery spear. You may fire one spear, plus one additional spear for every four levels beyond 3rd (to a maximum of three spears at 11th level). Each spear requires a ranged touch attack to hit and deals 3d6 points of piercing damage. The spears may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. Living creatures that silver bypasses their damage reduction must make a Fortitude save or become sickened for 1d4 rounds. Creatures already sickened or sickened from previous castings of this spell must make a new saving throw or be sickened for an additional 1d4 rounds. Undead creatures that silver bypasses their damage reduction must make a Fortitude save for each spear struck by or take an additional 1d6 points of damage.

SILVER WEAPON

School transmutation; **Level** apostle 1, cleric 1, inquisitor 1, paladin 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Effect silver coating appears on weapon

Target weapon touched

Duration 1 round/level (D)

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

When this spell is cast on a slashing or piercing weapon, it imbues it with the property of silver (-1 penalty to damage rolls with a minimum of 1 point of damage). The spell can be used to imbue 20 units of ammunition. The spell does not work on nonmetal weapons or weapons made from rare metals such as adamantite, cold iron, or mithral.

WEB STRANDS

School conjuration (creation); **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

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

Effect thin strand of webbing

Duration see below (D)

Saving Throw none;

Spell Resistance no

When cast, the spell creates a single strand of spider webbing from the caster's hand to any solid surface within the spell's range. This allows the caster to automatically climb at half-speed with a successful Climb check (or at full speed with a -5 penalty) and grants a +2 bonus to Climb checks. Additionally, if cast at a solid ceiling, the caster can make a long jump using Acrobatics without a running start. Every 3 levels, the caster can summon another web strand as a standard action but all web strands need to be used in a number of rounds equal to twice the caster's caster level. Once used, the web strand disappears at the end of the caster's turn. The web strand has 0 hardness and 1 hp and cannot be used to make Combat Maneuvers or attacks.

Incantations

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

The panoply of beasts incantation originated in the Colonies, though its exact origin is unknown. It is said that bored nobles enact it to take on animal forms during debauched parties. Others say that a mysterious group invented it, transforming innocent victims into animals to be hunted for amusement. There is even a theory that one of the thieves' guilds in Skalan created the ritual, turning members into animals to break into and rob the houses of the rich.

PANOPLY OF BEASTS

School transmutation; **Effective Level** 7th

Skill Checks in order—Knowledge (nature) DC 28, 2 successes; Perform (act, dance, sing) DC 28, 3 successes; Survival DC 28, 2 successes

Components M, S, V

Material Components—each creature to be affected by the spell must be adorned with or hold a small piece of the animal they will be turned into (fur, teeth, scales, etc.)

Casting Time 70 minutes

Range medium (170 feet)

Area all creatures in a 40 ft. radius

Duration 7 minutes

Saving Throw Fortitude (harmless);

Spell Resistance yes

DESCRIPTION

When this incantation is properly conducted, you transform any creature in its area of effect into an animal based on the material component in their possession of the following sizes-

Tiny animal: If the form is that of a Tiny animal, the creature gains a +4 size bonus to its Dexterity, a -2 penalty to its Strength, and a +1 natural armor bonus. If the form it assumes has any of the following abilities, it gains the listed ability: climb 60 ft., fly 60 ft. (good maneuverability), swim 60 ft., darkvision 60 ft., low-light vision, scent, grab, pounce, and trip.

Small animal: If the form is that of a Small animal, the creature gains a +2 size bonus to its Dexterity and a +1 natural armor bonus. If the form it assumes has any of the following abilities, it gains the listed ability: climb 30 ft., fly 30 ft. (average maneuverability), swim 30 ft., darkvision 60 ft., low-light vision, and scent.

Medium animal: If the form is that of a Medium animal, the creature gains a +2 size bonus to its Strength and a +2 natural armor bonus. If the form it assumes has any of the following abilities, it gains the listed ability: climb 30 ft., fly 30 ft. (average maneuverability), swim 30 ft., darkvision 60 ft., low-light vision, and scent.

The affected creatures do not have to be the performers of the ritual, however, they get a Fortitude save. Performers in the area of effect do not receive a save or get their spell resistance.

The incantation begins by calling upon the primordial forces of nature and invoking the animal spirits that the affected creatures will be turned into (Knowledge [nature] check). Once properly called upon, the performers must mimic (Perform check) the movements and sounds of the animals to be transformed into. This draws the howling animal spirits into the bodies of the target creatures. Finally, as the animal spirits take hold, the performers have to properly identify themselves with the animals' wild and bestial natures, truly believe they or the targeted creatures are now those animals (Survival check).



Shadows over Vathak Setting



SECONDARY PERFORMERS

The diverse nature of this incantation often requires at least 11 or more performers to handle all the skill checks. Usually, a number of actors, dancers, or singers are brought in to assist the main performer with the Perform checks. Rich nobles often hire one or two great performers to assist with ritual when performing it during parties.

BACKLASH

Controlling the animal spirits is not without risk. When invoked, the spirits rage about the performers with claws and fangs, dealing 2d6 points of damage at the end of the last Perform check. Most performers make sure to have some magical healing made available, though casualties sometimes occur.

FAILURE

If the failure occurs during before the Perform checks than the animal spirits do not appear and the incantation fails. If the failure occurs after two failed Perform checks, the animal spirits suddenly depart but not before dealing 2d6 points of piercing/slashing/bludgeoning damage to the performers in their anger at feeling mocked. If the failure occurs after two failed Survival checks the animal spirits are not bonded to the targeted creatures and leave. Regardless of the intended targets of the spells, the performers believe that the incantation has succeeded and begin to act as the animals invoked (if they were invoking a number of different animals, randomly determine what animal each performer becomes) for the duration of the incantation even though they are not transformed. This has led to more than one awkward scene in the larger towns and cities in the Colonies.

Archetypes

MANY MASKS ROGUE

ROGUE ARCHETYPE

Originating in the Colonies in the port city of Skalan, the guild of thieves known as the Many Masks have begun slowly sowing roots in other cities in Vathak. Masters of disguise, the Many Masks excel at hiding their true identities, even from one another. Many Masks serve a variety of roles, such as cat burglars, assassins, and spies. They often transition into the arcane trickster, assassin, or master spy prestige classes. Their unique ability to avoid detection and blend into crowds to either escape or reach their objective puts them in high demand. Many Masks maintain a veil of secrecy regarding their true identities. Revealing one's true self is considered taboo and punishable by expulsion or even death.

Because of their secretive nature, the number of members in the guild is unknown. Additionally, they operate under a loose hierarchy with the highest ranking member assigning contracts to individual members based on their area of expertise, whether it is burglary or murder. Recruits start as young children, usually orphans or the homeless, taken off of the streets. The Many Masks typically train their members one-on-one. Generally, romni and vindari form the ranks of the Many Masks, with a few dhamphir as well. The bhriota and other nonhuman races have a more difficult time masking their true identities.

Some members operate as free agents, traveling across Vathak as adventurers, though they assume a disguise even with close party members. Their specialized skillset makes them useful as infiltrators when the adventuring group needs guile and deception to achieve its goals.

Lately, a number of Many Masks have become employed by the Church of Unspeakable Masses who find their skills useful in spreading their faith. However, this has caused somewhat of a schism in the organization and it is likely that these church members will either have to take control of the Many Masks or be forced out into a new, splinter organization.

Disguise Mastery (Ex): Many Mask rogues perfect the art of hiding their true identity and constantly assuming new ones. At 1st level, a many masks rogue adds $\frac{1}{2}$ her level to Disguise skill checks and Bluff skill checks when using a disguise. This ability replaces trapfinding.

Untraceable (Ex): Starting at 3rd level, a many masks rogue learns how to steal her mind from the probing effects of divination spells, gaining a +1 bonus on her Will saves against Divination spells. These bonuses rise to +2 when the many masks rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level. This ability replaces trap sense.

Blend into the Crowd (Ex): When a many masks rogue reaches 5th level, she masters keeping herself hidden while moving in crowds. While wearing a disguise in a crowd, if the many mask rogue makes a Stealth check that exceeds the Perception check of anyone actively looking for her or scanning the crowd for danger (such as the town watch), she is considered to be invisible per the spell invisibility. However, if she takes any attack actions, it automatically breaks the effect as per the spell. The many mask rogue cannot resume this ability until she enters a new crowd (such as escaping through an alley into the crowd on an adjacent street). This ability replaces uncanny dodge.

Assumed Identity (Ex): Many masks rogues often find it necessary to assume the identity of a particular individual to complete a mission.

Shadows over Vathak Setting

Starting at 8th level, a many masks rogue who spends 1 hour studying a humanoid individual can attempt to perfectly mimic the speech and movements of that individual. When making a Disguise attempt to impersonate that individual, the many masks rogue gains her total rogue levels as a bonus to Disguise and Bluff checks. This bonus does not stack with the master of disguise ability. Abilities that the many masks rogue does not possess cannot be mimicked such as casting spells or using a weapon she is not proficient in. The many mask rogue does not have to be undetected when studying the individual to be impersonated. This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the many masks rogue archetype: convincing lie**, fast stealth, honeyed words*, major magic, minor magic, quick disguise.

Advanced Talents: The following advanced rogue talents complement the many masks rogue archetype: hide in plain sight**, master of disguise*, skill mastery, slippery mind.

Playing Tips: *The Many Mask rogue archetype is primarily designed for players wanting a break from the traditional trap finding/disarming rogue. While the archetype does belong to a fairly secretive organization and there will be some details for the GM in the upcoming GMs' Gazetteer: The Colonies, the exact details will be left up to you and your GM to develop. The archetype works well for characters wishing to become assassins, master spies, and possibly arcane tricksters if you decide to take a more magical bent. Even with your party members, the Many Mask archetype likes to keep her true identity secret and may even adopt a number of different regular disguises throughout her adventuring career with your party.*

Player's Guide to the Colonies

WRATHFUL HUNTER

RANGER ARCHETYPE

Wrathful hunters burn with a violent desire for vengeance. Often witnesses of some sort of tragedy at a young age, these victims rigorously trained their bodies and minds to mercilessly hunt and destroy the creatures that wronged them. They typically specialize in the destruction of one or two foes unlike a traditional ranger. Some later decide to fight for a higher purpose, becoming inquisitors or their rage intensifies leading them into levels of barbarian. Others might sate their desire for revenge and become more martial inclined. While wrathful hunters can appear anywhere in Vathak, a number have sprung up in the Colonies. With influx of vampires and wercreatures that fled the advance of the Old Ones, many in the Colonies have become victims of these monstrosities.

Favored Enemy (Ex): At 1st level, a wrathful hunter selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A wrathful hunter may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the wrathful hunter may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

However, a wrathful hunter may forgo choosing an additional favored enemy when the option becomes available to choose from the abilities below. These abilities only apply to enemies that the wrathful hunter has chosen as his favored enemies. The wrathful

hunter still gets to choose which favored enemy he applies the +2 bonus to. Each choice can only be taken once.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Attack Companion: Some wrathful hunters who chose animal companions train them how to best attack their favored enemies. These animal companions gain the wrathful hunter's favored enemy bonus to attack and damage rolls to that particular favored enemy.

Combat Maneuver Expert: The wrathful hunter has trained himself in the combat maneuvers used by his favored enemies, imparting a +4 CMB when combating his favored enemies. Additionally, he receives a +4 bonus to his CMD when defending from combat maneuvers initiated by his favored enemies.

Devastating Critical: Against his favored enemies, the critical multiplier of a wrathful hunter's weapon increases by 1 but cannot exceed a x4 critical.

Ferocity: The wrathful hunter gains the ferocity special ability when fighting his favored enemies. This ability ends if the wrathful hunter attacks an enemy that is not his favored enemy or all of his favored enemies are defeated. If a wrathful hunter is engaged in combat with a favored enemy and is attacked by a nonfavored enemy, he still gets this ability as long as his favored enemy is undefeated.

Hardened Resistance: The wrathful hunter has trained his body to resist his favored enemy's attacks resulting in a +2 bonus on saving throws when resisting any of his favored enemy's extraordinary, spell-like, or supernatural abilities.



Shadows over Vathak Setting

No Surprises: A wrathful hunter knows his favored enemy's attack patterns so well that he is never considered flat-footed against them even in situations where he normally would be.

Studied Dodge: A wrathful hunter knows his enemies attacks well and gains a +2 dodge bonus when attacked by his favored enemy. Additionally, as a move action, a wrathful hunter that selects the hunter's bond ranger ability to bond with his companions can choose to give his allies a +2 dodge bonus against a single target of the appropriate type to all allies within 30 ft. who can see or hear him instead of the bonus to attack and damage. This bonus lasts for a number of rounds equal to the wrathful hunter's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

Uncanny Initiative: A wrathful hunter predicts his favored enemy's movements, giving him a +4 bonus on his initiative checks when confronting foes that contain at least one favored enemy creature. The wrathful hunter does not get this bonus if he is surprised.

Weak Point Analysis: A wrathful hunter's study of his favored enemy's weak points grants him a +4 bonus made to confirm critical hits against his favored enemies.

This ability replaces a ranger's standard favored enemy ability.

Wrathful Intimidate: A wrathful hunter carries a strong grudge against his favored enemies. At 1st level, he receives a bonus equal to $\frac{1}{2}$ his wrathful hunter levels on Intimidate skill checks against his favored enemies. This ability replaces the wild empathy ability.

Step Up: A wrathful hunter perfects his enemies' movements, staying in close pursuit. At 7th level, a wrathful hunter gets the Step Up feat for

free. Against his favored enemies, a wrathful hunter can still take a 5 ft. step even if difficult terrain would prevent him from doing so otherwise. This replaces the woodland stride ability.

Playing Tips: *The main thing the Wrathful Hunter archetype does is modify the standard ranger's favored enemy special ability. The archetype allows you to sacrifice additional favored enemies to become better at fighting a select few. It works well when you want to play a character with a particular grudge against a specific enemy such as the Old Ones or maybe even Vathak's vampire clans. The more favored enemies you forgo, the stronger your hatred of a particular favored enemy is, so it is as much a roleplaying choice you have to make as a mechanical one. Wrathful hunters often come from tragic backgrounds that drive them to pursue a select few enemies over many.*



Player's Guide to the Colonies

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.

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.

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

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 GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

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.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

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.

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

Shadows over Vathak: The Colonies - Player's Guide © 2014 Fat Goblin Games. Authors: John Bennett





shadows over **Vathak**

A Campaign Setting Book of Lovecraftian Survival Horror



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

Whether you were born in the Colonies or arrived some time ago, you know that the Colonies are a unique region amongst the six that form the land called "Vathak." A large island named Skalan bordering the Dark Sea, the Colonies serve as a link between Vathak and the foreign lands beyond the sea. Trade is the lifeblood of the Colonies- in particular, the large port city known as Skalan from which the island gets its name. Additional towns dot its coastlines while heavy trees form its inhospitable interior.