



THE COLONIES

Silhouette of a Shadow

AN ADVENTURE PATH FOR **Shadows
over
Vathak**

A Campaign Setting Book of Lovecraftian Survival Horror

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Shadows over Vathak Setting

**Shadows
over
Vathak**

SILHOUETTE OF A SHADOW

1ST LEVEL ADVENTURE FOR 4-6 PLAYERS

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Introduction

Silhouette of a Shadow is a 1st level adventure for 4-6 PCs. The module takes place in and around the city of Skalan, located in the Colonies region of Vathak. More information about Vathak can be found in the *Shadows over Vathak Campaign Guide*. Additionally, the *Player's Guide to the Colonies* and the *Colonies- Game Master's Guide* provide additional information about the Colonies to help bring the adventure and the region to life. This adventure can also be easily ported to your favorite campaign world with little effort. It works best to place the adventure in a coastal large city.



Adventure Background

With the rise of the Great Old Ones devastated Vathak, many of the remaining vampire and werewolf clans fled to the island known as the Colonies. Greatly reduced in numbers, these creatures of the night kept a low profile from humanity while they privately warred with one another for hunting grounds. Fighting for their very survival, they naturally listened with trepidation to the rumors about a new religion called the Church of Unspeakable Masses. Many feared that these so called Elder Gods would seek to annihilate them much like the Great Old Ones. Therefore, the Bloodmoon werewolves, the Colonies largest werewolf pack, decided to send one of their own, Rolistair Bloodmoon, a werewolf with magical ability, to infiltrate the church and act as a spy.

Rolistair is a bit of an outcast. Possibly due to his magical abilities, he was born completely human but as a close relative of Heinrich Bloodmoon, the clan's alpha male, he was infected with lycanthropy as a child. Still, he is not completely accepted and Heinrich hopes that Rolistair's success in his mission will increase his standing.

It was not long before Rolistair was discovered by the Mi-Go manipulating the church. Relishing the chance to experiment on a lycanthrope, the Mi-Go performed many unnecessary experiments, one of which involved a partial lobotomy that greatly reduced Rolistair's magical powers. Desiring to see the results of their experiments tested in the field, the Mi-Go set Rolistair loose. Rolistair has no recollection of the Mi-Go, just visions of a shadowy entity that spoke to him.

Now half-mad and abandoning the original mission for his clan,

Rolistair's twisted mind seeks to bring about a true reformation of the Church of the Unspeakable Masses- removing its human leaders from power and bringing about the rise of the Elder Gods he believes are whispering to him. These whispers led him to seek out strange rituals and rites to study. Now armed with an incantation of his own devising to summon and bind servants of the Elder Gods, Rolistair plans to put his dangerous plan into action. As a focus, Rolistair needs a number of willing victims to assist him in conducting the ritual. To this end, for the last few months, Rolistair has been leading services at his own reformist church, a church that constantly moves to different locations within one of the seediest quarters of Skalan to avoid detection. He recruited a number of con men to help him perpetuate the illusions he uses to perpetuate the power of his new faith. Wearing yellow robes, Rolistair's "followers" lurk about, bringing in young, rich nobles to attend services. If Rolistair succeeds at his devious plan, a new shadow will rise over Vathak, one that can now only faintly be seen.

ADVENTURE SUMMARY

The PCs can become involved with the adventure in a number of ways-

- Members of the Church of Unspeakable Mass discreetly solicit the PCs for aid. Rumors of Rolistair's reformist church have reached a few of the high ranking human members of the Church. Not wanting the public to know about schisms and infighting within the Church, they seek outside agents to quietly deal with the problem of Rolistair.
- After losing contact with Rolistair, a representative of the Bloodmoon clan seeks the PCs out. Using the pretense of a lost relative, the representative hires the PCs to find Rolistair, saying that he may have fallen in with a bad crowd. They tell



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THE FRAGILITY OF 1ST LEVEL CHARACTERS

Running an adventure with 1st level characters, while exciting if it is the start of a new, long term campaign, is also fraught with its own headaches- namely that 1st level characters are extremely fragile. With only 1 HD, a couple of lucky rolls can spell doom for a character or the entire party. Additionally, 1st level PCs do not possess a lot of resources to weather a long string of combats. The GM should keep this in mind when running this adventure. *Silhouette of a Shadow* strives to give the PCs a choice in how they confront the challenges in the module, whether it is through combat or guile. If you know your PCs like more action, you may wish to start them at 2nd level, reduce the number of combatants in each fight, or simply let the dice fall where they may. Finally, the final “dungeon” in this adventure, Lazard’s ruins, is not meant to be gone through room by room in one go, however, it is a design choice so that the PCs do not feel railroaded into going in the “correct” direction. If the PCs seem to be struggling a little, feel free to add additional resources like a useful magic potion that happens to be hidden on a defeated foe.

the PCs that they believe he is involved with the Church of Unspeakable Masses. He asks that the PCs bring Rolistair back to him.

- An ally or patron of one of the PCs may want Rolistair dealt with for his own reasons and asks the PCs to find him. The ally informs the PCs that Rolistair is involved with the Church of Unspeakable Masses.
- A son or daughter of a noble has gone missing and the PCs are asked to find him or her. All the noble knows is that the offspring was spending a lot of time with a man named Rolistair who led a congregation belonging to the Church of Unspeakable Masses.

Regardless of the hook the PCs are given, Rolistair is described as being in his late 30’s, with scruffy black hair, heavily grayed, and goatee. He rented a flat in one of Skalan’s many decrepit tenements in the Smelts Run district but has not been heard from in awhile.

The PCs’ employer offers to pay them 250 gp each with 50 gp up front now to find Rolistair (dead or alive depending on the particular hook). A DC 20 Diplomacy check increases the upfront payment to 100 gp.

Gazetteer

Smelts Run is where Parts 1 and 2 of the adventure take place. The gazetteer detailed here is to assist the GM in bringing the location alive whether for this adventure or future adventures. Included are descriptions of notable locations, and a chart of general rumors

SMELTS RUN

The ripe smell of fish hovers over the crooked, cracked brick streets and swaying tenement buildings of Smelts Run, one of Skalan’s poorest districts. Home to approximately 3,000 souls, Smelts Run originally began as a small fishing village founded just as Skalan began its enormous growth. Possessing a small, natural cove, the fishermen hauled in salt water smelts that came to the cove to breed, giving the village its name. The village was not in existence long before being absorbed by the steadily growing Skalan, however, the industry of fishing smelts remained and the name of the village became the name of the district.

Most of the population of Smelts Run consists of native romni inhabit-



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ants, many with roots going back generations. Traditional romni culture dominates the district which is alive in their bright colors but mired in their superstitions. However, the district sees a constant influx of foreigners and others down on their luck. As such, the district is beginning to become overcrowded, leading many to eke out a living in the cavernous sewer systems below. A once relatively quiet district, it has seen a rise in criminal activity in gangs, mostly composed of youths either unable or unwilling to find gainful employment. Instead they work the docks, dealing in illegal goods and services. Others assist smugglers entering into Skalan, working as fences for their wares.

LOCATIONS

1. The Tower- Nicknamed "the Tower" by district natives, this looming 5 story tenement building is the largest in the district. Even more impressive is the sprawling labyrinthine caverns below, dug out by residents desperate for more space. The caverns often intersect with the large sewer system that runs under all of Skalan. Generally, nonnatives rent out rooms in the Tower, owned by an absentee vindari landlord who leaves the day to day business to a group of thugs. Foreigners, prostitutes, and drug addicts make up most of the Tower's inhabitants. Theft and worse occurs daily so most of the residents keep their doors stoutly locked (DC 20 Disable Device). The thugs managing the Tower keep rooms and an office on the 1st floor, rarely interfering to break up fights or other crimes unless bribed to do so. They forcefully collect rent and steal regularly from the renters.

The rooms in the Tower are small, measuring 10 ft. by 15 ft., containing a bed, desk, cabinet, and a barred window (hardness 10, hp 30, Break DC 23). Rooms with multiple tenants often contain dirty mattresses. The thin wooden walls do little to block out noises from the neighbors

on either side. Underneath, a level of crooked narrow tunnels meanders haphazardly, widening into small caverns hosting entire families. A few open up into the large sewer complex that runs below Skalan. These labyrinthine tunnels, constructed from rotting brick and stone, stretch below the streets of Skalan and are used by various thieves guilds and worse. Scattered scorch marks mar the outside of the Tower from arsonists that have tried to set the building ablaze- the only incident to which the thugs managing the building respond to without provocation.

2. Marketplace- Numerous brightly colored stalls, reminiscent of the traveling romni wagons crowd together, selling everything from smelt soup to items more useful to adventurers such as weapons, armor, and some alchemical items. Any nonmasterwork item under 100 gp can be purchased here but the merchants are notorious hagglers. Nonnative residents of Smelts Run pay an extra 20% on any items purchased in the marketplace unless they succeed on a DC 15 Bluff or Diplomacy check which reduces it down to 10%. The marketplace operates from sun up to sun down. Due to the number of people in the area, Diplomacy checks made to gather information in the marketplace gain a +2 circumstance bonus.

3. The Docks- Rickety wooden planks form a sprawling pier over a rocky beach and lean out over a small, natural cove in the district's north end. Fishing boats launch daily to ply the waters looking for smelts which are more plentiful in the spring when they enter the cove to breed. The smelts form the staple of the resident's diet, a versatile fish that can be prepared a number of ways. The district hosts a small festival in the spring to welcome the smelts back. Unfortunately, the criminal element prowls the docks. The Night Berserkers, Rat Callers, Skum Runners, and Stitchfaced Sisters are just a few of the numerous gangs that war amongst each other for territory.



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4. Odarian House- While Skalan boasts a large red light district, small pleasure houses lie scattered throughout the districts. Madam Evelie (CN female romni expert 2) operates one such, the Odarian House- a two story townhouse with red window shutters (a nod to Skalan's infamous district). Richly appointed rooms, house drinks, and music await those wishing to find companionship for a short time.

5. Tanbaran's Magic Shop- Tanbaran Kraum (LE male vindari wizard 6) runs the one magic shop in the district. Exiled from vindari nobility for unorthodox use of *enchantment* spells with other men's wives, he sells useless potions and trinkets in the cluttered shop to the superstitious natives. However, he does keep a stock of magical components for those who actually know something of the arcane arts which he is willing to sell if they can answer a few simple questions (DC 10 Knowledge [arcana]). He keeps 1d4 minor po-

tions, scrolls, and wands locked away in a safe in the back room. Considering himself a "lady's man", females with a Charisma score of 12 or higher gain a +2 circumstance bonus to Diplomacy when dealing with him. Tanbaran wears heavy dark blue robes overly embroidered in gold thread to depict arcane symbols. He wears his grey hair slicked back with a well-oiled goatee in the latest vindari fashion.

6. The Svelte Pig- A painting of an anthropomorphic pig drinking from a glass, faded and cracking from age, covers the wall next to the entrance of a seedy bar situated below tenement apartments. Worn, crooked, and shoddily repaired tables crowd a small common room containing a small, smoky hearth. During the daylight hours, a few drunkards can be found sitting alone, nursing cups of watery ale. The tavern attracts day laborers drawn to its cheap ale and liquor in the evening hours. Owner and barkeep, Szaro (N



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LAW AND ORDER IN SMELTS RUN

The insular, romni population of Smelts Run prefers to avoid bringing themselves or their problems to the attention of the local authorities, a mix of vindari and romni guardsmen under the direction of Constable Jacques Screedy (LN vindari male fighter 4). Few of the guardsmen were recruited from the district, so the natives view them as outsiders. Corruption is not unheard of and Screedy gets a kickback to stay away from the docks. Still, the guardsmen attempt to keep relative order and safety within the district and will intervene in cases where overzealous PCs disturb the peace (rough handling NPCs in the streets, fighting, setting fire to buildings, etc.). As outsiders themselves, the PCs are more likely to be reported for any suspicious or illegal action they are involved in. A typical patrol of guardsmen consists of a squad of 4 guards (CR 5; see the stats for "guards" in *Pathfinder Game Mastery Guide*).

male romni expert 2), slings drinks all hours of the day. His shirts find it difficult to reach over his rotund stomach. A long, greasy beard hangs limply from his face which usually has a gap-toothed smile.

7. The Bearded Mermaid- A brightly painted sign depicting a crudely drawn mermaid with a flowing beard that hides her chest adorns the entrance over Smelts Run's most popular gambling hall. Inside, numerous gambling tables fill a large central room with a massive bar against one wall. All manner of gambling can be found here, whether it is dice, cards, or other games of chance. Burly guards lurk in the corners, ready to break up fights and haul off anyone suspected of cheating (whether or not they actual did, they get a sound beating in the alley behind the building). A number of offices reside in the back, all guarded by members of the Red Sabers thieves' guild which takes a cut of the profits for their protection. A secret entrance (DC 25 Search) in one of the offices leads down into the sewers from which the thieves come and go. Its proprietor, Tolio (CN male romni rogue 4), runs the establishment, keeping a close eye on the gambling floor from behind the bar. He obsequiously greets guests, knowing that sooner or later, he will have their money in his pockets. Tolio wears traditional romni clothing, his neck

and fingers heavy with silver and gold jewelry and cheap gems.

8. Former Church of the Unspeakable Masses- This location used to serve as a small Church of the Unspeakable Masses that sought to grow roots in the district. It never gained in popularity due to the native romni's superstitious nature and general xenophobia. After Rolistair went insane, he returned to the church, murdered the priests living there and burnt it down. The district residents did not see it as a loss and in fact have already pretty much forgotten about the church's existence.

9. Lawana's House- This sagging house, its windows boarded up and covered with gang related graffiti, rests at the dead end of a street containing houses in similar states of disrepair. Believed to be haunted, the native romni inhabitants avoid this area, making signs to ward off evil when they pass by. The brave few who try to inhabit the houses on this street leave after only a few nights, stricken with fear by a shadow in the darkness. The house, in fact, belongs to a swan maiden (*Pathfinder RPG Bestiary 4*) named Lawana. Captured by slavers to be sold as an exotic menu offering at the infamous Lepenstalter House (see *Colonies- Game Master's Guide*), Lawana escaped her captors upon arriving in Skalan. Since then, she has acted as a



Smelt's Run



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secret guardian angel of the district, her recent focus being her investigation into Rolistair's church. Unusual even amongst her own kind, Lawana's feathers are jet black. Valuing her privacy, she scares intruders away that attempt to move into any of the houses on the street. Her house is further detailed in this adventure.

10. Madam Rasha's House of Fortune-

The district's most prominent fortune teller, Madam Rasha (CN old female romni rogue 3) divines fortunes from a small shop near the market. Unable to actually tell genuine fortunes, Madam Rasha makes prolific use of her Bluff and Sense Motive skills (+9 each) to "discern" people's futures and is a fixture in the community for her abilities, however erroneous they are. Thick, cloying incense constantly burns in her little shop where she peers over a glass ball while lighting candles, additional incense, and using Sleight of Hand (+6) to mimic the arrival of spirits. While not a necessary part of the adventure, if players are drawn here to ask questions about Rolistair or the Church of Unspeakable Masses she tries coaxing as much information as she can out of the PCs without seeming to, giving them vague answers which may seem plausible if she succeeds on her Bluff check. In fact, she knows nothing about Rolistair and his church beyond the rumors found on the Rumor Table.

ROMNI PREJUDICE

The romni make up the majority of the residents within the district and view outsiders with some distrust. They believe that the influx of outsiders is to blame for the decline of the district and the rise in crime (though many of the gangs are composed of romni youth). As such, nonromni characters suffer a -2 penalty to all Diplomacy and Knowledge (local) checks within the Smelts Run. Romni characters however, gain a +2 bonus to all Diplomacy and Knowledge (local) checks within the district.



TIMELINE OF EVENTS

At the start of the adventure, Rolistair is still preparing with his followers to set off to the Lazard Ruins in Part 3 of the adventure. You do not have to stick to this timeline. It is provided to assist you with an idea of the PCs and Rolistair's probable movements.

Day 1- The PCs begin conducting their investigation around Smelts Run and should conclude with the PCs investigating Lawana's house at the end of Part 1. Rolistair, meanwhile, gives his instructions to Daros to continue the services while he makes the final preparations to depart for the Lazard Ruins.

Day 2- The PCs investigate one of the houses belonging to the Church of the Elder Sign. There they find clues as to Rolistair's whereabouts at the Lazard Ruins a day's journey from Skalan. Rolistair departs early with a group of young nobles to the Lazard Ruins while Daros and the remaining cultists prepare for another service that night.

Day 3- If the PCs leave early, they arrive at the Lazard Ruins as night begins to fall. Rolistair, having arrived at the ruins, begins preparing for the hours long summoning ritual.



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Part One: The Investigation

Regardless of the hook the PCs are given, Rolistair is described as being in his late 30s, with scruffy black and gray hair and goatee. He rented a flat in a place called "The Tower" in one of Skalan's poorest districts, Smelts Run. At this point, the PCs decide how to proceed.

KNOWLEDGE (LOCAL) CHECKS

Listed here are tables for PCs wishing to make Knowledge (local) checks to aid in their investigation.

Outside of Smelts Run

Knowledge (local) checks made outside of Smelts Run regarding Rolistair or his church yield no results. The table below lists the results of a Knowledge (local) check made regarding Smelts Run. A higher result learns the information listed under the lower result as well.

DC	Knowledge (local) Result
10	Smelts Run is a romni ghetto known for its harvest of smelt, a small fish that annually come to breed in the natural cove at the district's northern end.
15	A number of foreigners have begun immigrating into Smelts Run which does not sit well with the native romni inhabitants. Rumors abound that an unsanctioned offshoot of the Church of the Unspeakable Masses resides within the district.
20+	Strange men in yellow robes have been seen in the district, often in the company of young nobles from some of Skalan's most affluent families.

Inside of Smelts Run (General Information and Rumors)

Use the following table for PCs making general inquiries within the district of Smelts Run. On a DC 10 Diplomacy check, the PC learns one rumor from the following table. For each 5 that PC's check exceeds the DC, roll one additional time on the table below but roll again if the PC's initial result is rolled.

d8	Diplomacy Result
1	A romni merchant claims that the district was a peaceful place until all the foreigners started showing up, bringing crime and unrest with them.
2	A ragged looking vindari man (after asking for some coppers) states that the romni look down on everyone. He, himself, has to live with his wife and three children in the caverns below the Tower because the romni won't rent rooms to any nonromni.
3	A young romni woman sighs that she's afraid her younger brother has gotten involved in one of the gangs in the district. Sometimes, she does not see him for days because he spends all his time at the docks where most of the gangs operate.
4	An old romni woman attempts to sell the PC a good luck charm (2 sp). Evil spirits abound here; she's seen one of them- a black, feathered bird of ill omen.
5	A twisted cambion boy cleaning chamberpots happily exclaims how a beautifully feathered woman saved him from some thugs a few nights back.
6	A pair of young vindari siblings, richly attired, ask the PCs if they know where the Church of Unspeakable Masses is. They claim they heard about it from their friends and the church opens your eyes to unimaginable wonders.
7	A romni man tells the PC that if you want answers, the person to go to is Madam Rasha. She can see the future!
8	A romni woman preparing smelt soup at a stall laments the erosion of traditional romni ways. A group of yellow priests have been hanging around the district, trying to sell people on some new religion.



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Use the following table for PCs using Diplomacy to gather information regarding Rolistair. A higher result learns the information listed under the lower result as well.

DC	Diplomacy Result
10	A romni man frowns as he hears the name, saying, "Doesn't sound like someone from around here. Is a foreigner? Probably living in the Tower, then, if he knows what's good for him."
15	A vindari woman in garish makeup relates, "Aye, Rolistair? I've heard the name. Some say he's a wizard or something, though Tanbaran might know more about that. I think he's the one leading that church, Reformation or something. I think they have a church around here somewhere."
20+	A one-eyed homeless romni man in his cups spits on the ground before angrily exclaiming, "Rolistair! I called him out for cheating at cards at the Bearded Mermaid. The bastard took my eye out. He's crazy, that one, I could see it in his eyes. Him and his damn yellow priests!"

Use the following table for PCs using Diplomacy to gather information regarding the Church of Unspeakable Masses. A higher result learns the information listed under the lower result as well.

DC	Diplomacy Result
10	An old romni crone makes a sign to ward off evil before saying, "There was one of those foul churches here, but it burnt down months ago and good riddance. Evil sorcerers, the lot of them."
15	A vindari man who has seen better days gives the following, "Shortly after the church burnt down, I started seeing yellow priests in the streets. Seems like they were related. When I asked these new priests who they were, they wouldn't tell me anything."
20	A street tough looking romni girl smirks, "I've seen those yellow rats scampering about in the sewers. I hear they move their church a lot and you can get to a lot of places, a lot of homes, using those sewers."



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THE YELLOW PRIESTS

While undergoing the invasive surgical experiments of the Mi-Go, a shadowy, nebulous being appeared before Rolistair, whispering dread arcane rituals into his ear. Believing this to be a herald of the Elder Gods and a mark of their favor, when the Mi-Go finally set him free, Rolistair immediately set to work on creating a new church based on what he had learned. Unfortunately, due to the debilitating surgeries, much of what Rolistair learned from the unknown servitor was lost. Still, that did not stop him. After burning down the small Church of the Unspeakable Masses in Smelts Run as an act of defiance, Rolistair began recruiting local thugs and con men to be part of his new reformist church. They targeted the young sons and daughters of nobles and wealthy merchants, using trickery to stage elaborate rituals to impersonate eldritch forces. These sons and daughters in turn squandered their money which Rolistair used to further his research into summoning the dark power he met while captive. Rolistair has now completely abandoned his original mission to spy on the Church, instead solely consumed by the visions he witnesses which may or may not have been a result of the surgery or intended by the Mi-Go.

The so-called priests Rolistair employs wear yellow robes devoid of any ornamentation. They prowl the streets of Skalan, looking for disillusioned and jaded youths with money to entice into their schemes. Attempting to avoid the notice of the much larger Church of the Unspeakable Masses, the yellow priests hold their services in a rotating series of abandoned buildings, making them difficult to track. Often, they utilize the sewers to avoid being seen on the streets. The priests, themselves, do not believe in Rolistair's ideology. They know he is clearly insane, but he pays them well and so far, their racket is proving to be lucrative.

After the PCs learn of the existence of the yellow priests and Rolistair's connection to them, it is conceivable that they may try and track one down before confronting them at the end of Part 1. Provided here are some suggestions on how to handle this avenue of investigation.

A DC 15 Diplomacy check to gather further information about the yellow priests reveals that while people have seen them around here and there, no one knows where exactly they are located. They are often spotted in the company of young, richly dressed people.

The PCs discover a yellow priest talking to a teenaged, well to do vindari boy. The yellow priest wants nothing to do with the PCs and will attempt to slip down a nearby alley and escape. If captured and questioned, the yellow priest can point the PCs to a location of your choice. This option works well to get the PCs back on track of the investigation or help them if they are struggling with their investigations. This particular yellow priest does not yet have the location for the next meeting.

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Random Encounters

Listed below are random encounters that can be quickly inserted to liven up the PCs' investigation. Additionally, these encounters can also serve as roleplaying encounters to provide clues to the PCs if they become stuck. Be careful to not throw too many random encounters at the PCs due to their low levels.

d10	Encounter	CR	Source
1	3 dire rats crawl up from the sewer, hungry.	1	"Dire Rat"- <i>Pathfinder RPG Bestiary</i>
2	3 thugs appear to shake down the PCs.	1	"Thugs"- p. XX
3	A yellow priest (cultist) is seen talking to a young, richly dressed noble.	1/3	"Cultists"- p. XX
4	A guard patrol drags along a rough looking vindari man in manacles.	5	"Guards"- <i>Pathfinder Game Mastery Guide</i>
5	Two men attempt to follow the PCs, suspicious of their activities.	1	"Cultist Enforcers"- p. XX (not wearing their yellow robes).
6	A man runs by the PCs, screaming, "She's after meeee!" He dashes down an alleyway. There is a dark shadow as something carries him off (Lawana).	1/2	"Tough"- p. XX
7	The PCs see a man taking a beating by a gang of street youths (3 thugs and 2 toughs)	2	"Thugs"- p. XX "Toughs"- p. XX
8	2 guards roughly interrogate a man in front of the PCs, asking about a black swan of all things.	1/2	"Guards"- <i>Pathfinder Game Mastery Guide</i>
9	A wild, hungry dog leaps out of an alley at a random PC.	1/2	"Riding Dog"- <i>Pathfinder RPG Bestiary</i>
10	A disturbed cockroach swarm pours out of a nearby abandoned building in the PCs direction.	2	"Cockroach Swarm"- <i>Pathfinder RPG Bestiary</i> 2



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THE SEWERS

The city of Skalan is riddled with a complex network of sewer tunnels stretching the length and breadth of the city. PCs may attempt to explore the sewers in search of Rolistair or the yellow priests. It is easy to get lost in the sewers and the PCs will have to make a DC 20 Survival check every 5 minutes of exploration or become lost. The best way to handle this, since there is nothing to be gleaned from the sewers, is to have lost PCs end back up where they started. Numerous creatures live in the sewers like dire rats and the like which you can use to get persistent PCs to return to the surface. Additionally, you can have the PCs arrive at a location beneath a residential dwelling. The residents will not be happy, however, to have the PCs poking around in their homes.

Key Investigation Locations

The locations in this section give the PCs more detailed information regarding Rolistair and his activities.

THE TOWER (#1)

The Tower - Outside

A massive five story wooden edifice squats before you, dozens of barred windows gazing out sullenly. Scorch marks from previous fires stain its grimy walls. Lines of dirty laundry stretch to the nearby buildings that crowd around. Even from this distance, a din of noise- screams, raucous laughter, and heated arguments, spill from the building. A group of ragged children chase a chicken through a puddle while an elderly couple sit on a bench near the building's small entrance.

Rolistair lived in a dingy flat here in the Tower when he first came to Skalan. However, since being experimented on and then starting his

reformist church, he spent less and less time here, now having abandoned his rooms days ago.

The children remember Rolistair as a funny looking man- "the hairy man," they called him. On a successful DC 10 Diplomacy check or a DC 8 Intimidate check (after which the child goes and gets his parents and additional Diplomacy checks suffer a -2 penalty at this location), one of the children reveals Rolistair's room as #421. The elderly couple does not respond to the PCs' questions, staring straight ahead in their own world. The man has a habit of pushing out his wooden dentures with his tongue before sucking them in again.

The Tower - Foyer

CR 1

The building's single entrance opens up into a 20 ft. by 30 ft. filthy foyer where a worn, muddy rug covers the bare floor. Rickety stairs on either side spiral up to the 2nd floor and a long hallway stretches off opposite from the door.

Creatures: A rough looking vindari man, one of the thugs hired to manage the building, sits behind a counter, picking his dirty fingernails with a worn knife. He spits a wad of dark fluid into a nearby bucket as he eyes the PCs while chewing something in his mouth between yellow stained teeth. He informs the PCs that there are not any rooms left to rent, but for 1 gp a month, they can camp below in the caverns.

If the thug is attacked, one of his fellows arrive the next round from a



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door behind the counter and another appears in 1d4 rounds from the hallway. If at least 2 of their number are defeated, the remaining thug attempts to immediately flee.

THUG (3)

CR 1/3

XP 135

Human warrior 1

CN Medium humanoid (human)

Init +1; Senses Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)

hp 5 (1d10)

Fort +2, Ref +1, Will -1

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2) or sap +3 (1d6+2 nonlethal)

Ranged sling +2 (1d4+2)

STATISTICS

Str 14, Dex 13, Con 11, Int 10,

Wis 9, Cha 8

Base Atk +1; CMB +3; CMD 15

Feats Dodge, Intimidating Prowess

Skills Intimidate +5, Stealth +2

Languages Common

Gear leather armor, sap, short sword, sling (10 bullets)

Scale Up (CR 2): Add 1 "Tough" or replace all 3 "Thugs" with "Toughs."

Development: The thug knows the below information if made indifferent with a DC 15 Diplomacy check. Every 5 gp he is given grants a +2 circumstance bonus to the check. Additionally, he will reveal the following information on a DC 10 Intimidate check, however, in 1d6 x 10 minutes, he and two other thugs seek the PCs out for a beating if they are still in the Tower.

Rolistair: He states that Rolistair lives here, or did- he has not seen him in quite a few days. He says that his neighbors have begun to complain about a foul smell coming from his room, so it might be him. However, no one has paid him to go looking for a dead body. If the PCs are willing to dispose of it for him, they can keep whatever they find in the room and he gives them the room number, 421.

Church of Unspeakable Masses: He shrugs, claiming that in Skalan, there are more gods than he can count. He only follows the One True faith and the rest are heathens as far as he is concerned. He does not know anything in particular about the church or its whereabouts in the district.

The Tower -

Outside Rolistair's Room

Rolistair's room can be found easily near the end of a long hallway where a number of drunks lie passed out. The stench of something rotting wafts through the thin door. The door (hardness 5, hp 10, Break DC 13) is locked (DC 20 Disable Device). No one in the room responds to any PC knocking or calling for Rolistair. If a PC listens at the door and succeeds on a DC 25 Perception check, that PC hears a faint scurrying along the floor (which is one of the fast zombie monkeys in the room).

The Tower -

Inside Rolistair's Room CR 1/2

The overwhelming stench of death greets you as you enter the room, causing you to gag. Yet, strangely enough, no grisly corpse greets you. Instead, an immaculately made bed rests against one wall. Papers and other objects, however, lie scattered in disarray on a desk across from the bed. A broken iron cage lies on the middle of a threadbare rug covering the floor, faintly illuminated by the stray strands of sunlight trying to squeeze through the shuttered windows.

Dim illumination fills Rolistair's



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room, which is 10 ft. by 15 ft. with 7 ft. ceilings. Two fast zombie monkeys hide in the darkness under the bed. Search checks fail to reveal any additional information unless a PC looks under the bed in which case the fast zombie monkeys immediately attack.

A number of objects can found on Rolistair's desk.

A half-written letter: Written in common, this appears to be addressed to a woman named Jeselda saying how much he loved her but that he had somewhere important to go and would not be coming back. The letter ends abruptly mid-sentence as if Rolistair had more to say but never finished writing it. **Follow-up:** A DC 10 Diplomacy check to gather information finds a man who smirks when he hears the name, "Jeselda." He states that if the PC is looking to have a little fun with her, she can be found at the Odarian House (location X), a popular brothel in the district.

A package of spell components: A cloth pouch contains standard wizard spell components. A small folded piece of paper inside with the heading "Tanbaran's Magic Shop" lists the ingredients in the pouch, mostly inconsequential material components for 1st and 2nd level spells. **Follow-up:** A DC 10 Diplomacy check to gather information finds a young romni boy who can give the PCs directions to Tanbaran's Magic Shop (location X) or he can lead them there for a copper.

Romni smoking weed and pipe: A vial rests on the desk containing the romni smoking weed "dreamy smoke" (see *Shadows over Vathak Campaign Guide*) which can be identified with a DC 10 Knowledge (nature) check. A crudely drawn skinless head adorns a label on the vial. Next to it appears to be a well-used and elaborate pipe (worth 10 gp). **Follow-up:** A DC 10 Diplomacy check finds a gaptoothed homeless vindari man who states that the label belongs to

one of the districts gangs, the Skin Scalpers that hang out on the docks (location X)

Missives: A number of crumpled reports lie on the desk that Rolistair never sent back to his clan, though they are written in a cipher (DC 20 Linguistics check to crack). If deciphered, they contain uneventful run of the mill activities regarding a Church of the Unspeakable Masses, although its location is not given. More disturbing are a few missives scrawled in an unsteady hand that do not contain a cipher. Most of them contain nonsensical writing but a few phrases jump out to the reader:

"Dead, dead, like the voices in my head said, I made them all dead."

"The rats ate all the cheese in my brain."

"The Shadow speaks to the beast in me. Summon it from the stars."

"I will purify by fire the evil of the world."

Creatures: Two fast zombie monkeys hide under the bed, attacking intruders 2 rounds after they enter the room. Former pets of Rolistair, after his experimentation, he attempted some of the strange rituals he heard as whispers in head. The result ended up turning the two monkeys into zombies. The creatures have no tactics or strategy, fighting until destroyed.

FAST ZOMBIE MONKEY (2) CR 1/4

XP 100

NE Tiny undead

Init +3; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 15, touch 15, flat-footed 13 (+3Dex, +2 size)

hp 7 (1d8)

Fort +0, Ref +3, Will +2

Immune undead traits



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OFFENSE

Speed 40 ft., climb 30 ft.

Melee bite -1 (1d3-3) and slam -1 (1d3-1)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks quick strikes

STATISTICS

Str 5, **Dex** 17, **Con** --, **Int** --, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +1; **CMD** 8

Feats Toughness^B

Quick Strikes (Ex) Whenever a fast monkey zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus.

Scale Up (CR 1): Add two additional fast zombie monkeys or add the advanced template to both fast zombie monkeys.

THE DOCKS (#3) CR 1/2+

A stretch of rickety wooden boards and piers juts over a rocky beach, reaching towards the sea. Fishing boats crowd together, their crews unloading nets filled with the smells that give the district its name. Rows of small taverns, shops, and warehouses crowd the dock's edge under a cacophony of noise. Furtive youths, their eyes wary, dodge in and out of the dark alleys between the buildings.

Many of the districts youth gangs operate out of the docks area, peddling narcotics and other illegal goods. They frequently engage the other gangs in petty turf wars or for the sheer thrill of fighting.

PCs asking around about the vial of romni smoking weed that make a DC 10 Diplomacy check learn the insignia on the vial belongs to a gang called the Face Peelers and are pointed to-



wards one of the many narrow alleys. The same information can also be forced out with a DC 11 Intimidation check.

If the PCs follow the directions to the Face Peelers, read the following:

The narrow alley opens up after 30 ft. into a small courtyard encircled by tenement buildings. Seven feral looking youths lounge about throwing dice by a cracked well in the courtyard's center.

The small courtyard is roughly 50 ft. in diameter an enclosed by two-three story buildings. A 50 ft. deep well lies in the courtyard's center.

Creatures: Unless the PCs attempt to be stealthy, the youths suddenly spring up as the PCs approach, grabbing their weapons and attempt-

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ing to look menacing. The gang's leader, Rumio, a wild haired teenager with an overly large smile steps forward. His initial impression is that the PCs are here to do business but he is ready for trouble. If asked about Rolistair, Rumio laughs, stating that he does not give out information. If the PCs make a DC 20 Diplomacy check, Rumio is willing to part with the information for 25 gp. A DC 11 Intimidate check gets Rumio to talk, however, as soon as the PCs turn to leave, he orders the gang to attack them. If the PCs fail in either the Diplomacy check or the Intimidate check or refuse to bribe Rumio, the gang members begin hooting, banging their clubs and shouting encouragement to Rumio to fight the PCs. Wanting to appear tough and retain his position as leader, Rumio, probably unwisely, makes the offer that if one of the PCs can beat him in a fight, he will tell them what they want to know. He informs them that his gang will not interfere and he keeps his word unless the other PCs intervene, in which case the youths attack.

If a PC takes Rumio up on his offer for a fight, Rumio attacks using a well-used and nicked short sword. He wants to look tough in front of his gang and so does not surrender until reduced to 4 or less hit points. If another PC besides the one engaged with Rumio interferes with the fight, or if Rumio is outright killed, the other gang members attack, fighting until half their number is defeated. Use the "Tough" statistics for Rumio and "Thug" statistics for the remaining youths.

Tough

CR 1/2

XP 200

Human warrior 2

CN Medium humanoid (human)

Init +1; Senses Perception +1

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)

hp 11 (2d10)

Fort +3, Ref +1, Will -1

OFFENSE

Speed 30 ft.

Melee short sword +4 (1d6+2) or sap +4 (1d6+2 nonlethal)

Ranged sling +3 (1d4+2)

STATISTICS

Str 14, Dex 13, Con 11, Int 10, Wis 9, Cha 8

Base Atk +2; CMB +4; CMD 16

Feats Dodge, Intimidating Prowess

Skills Intimidate +5, Perception +1, Stealth +3

Languages Common

Gear leather armor, sap, short sword, sling (10 bullets)

THUG (6)

CR 1/3

XP 135

Human warrior 1

CN Medium humanoid (human)

Init +1; Senses Perception +0

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex, +1 dodge)

hp 5 (1d10)

Fort +2, Ref +1, Will -1

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2) or sap +3 (1d6+2 nonlethal)

Ranged sling +2 (1d4+2)

STATISTICS

Str 14, Dex 13, Con 11, Int 10, Wis 9, Cha 8

Base Atk +1; CMB +3; CMD 15

Feats Dodge, Intimidating Prowess

Skills Intimidate +5, Stealth +2

Languages Common

Gear leather armor, sap, short sword, sling (10 bullets)



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Scale Up (CR 1): Add the advanced monster template to Rumio or change Rumio's conditions for the fight to himself plus two of his gang members.

Development: If made to talk, Rumio can relate the following information.

Rolistair: Rumio admits that a man matching Rolistair's description used to come by to buy their special grown smoking weed every couple of weeks but he has not seen him in a few months. He does not know much about Rolistair- he paid in gold, a rarity since many of their clients do not carry around that kind of money. He remembers one time that Rolistair came and there was a dog that suddenly went wild, barking like crazy. Rolistair gave it a stern look and the dog whimpered and ran off.

Church of the Unspeakable Masses: Rumio laughs. He has heard rumors about one of those churches in the district but last he knew, it burnt down, and he makes a sign to ward off evil. He claims it was never popular in the district and most refused to have anything to do with it. If asked where the church was located, he shrugs, saying again that it was not a popular place. Rumio does seem surprised if he is told Rolistair belonged to the church and claims he would never have sold to him if he knew that.

ODARIAN HOUSE (#4)

A madam at the door ushers you into a richly appointed parlor room containing plush, overstuffed chairs and couches. A blind romni girl in the corner plays a pleasant tune on her lute. The sound of giggling emanates from behind a closed door. The madam beckons you to sit.

The madam, Lady Evelie assumes the PCs are here for pleasure. If asked to see Jeselda for questioning, the madam states the PCs can ask Jeselda all the questions they want

but have to pay her hourly fee of 5 sp. If made at least friendly with a DC 15 Diplomacy check, Evelie is willing to lower the fee to 3 sp. If the PCs attempt to intimidate Lady Evelie (DC 12 Intimidate check), she storms off and fetches Jeselda. Afterwards, she sends four "Toughs" to get revenge on the PCs.

Once the fee is paid, Jeselda (N female romni commoner 1) appears a few minutes later. An attractive woman in her early twenties, she appears nervous when she sees the PCs but is willing to answer their questions.

Rolistair: Jeselda met Rolistair over a year ago when he first arrived in Skalan but he never did tell her where he was from originally. At first, he was a client, but he seemed lonely and her pity gradually turned into love for a brief time. A few months ago, he disappeared without word for about a week. When he returned, she could tell immediately he had changed. He always had a bit of an aggressive, violent side, but now he was worse. He demanded that she come with him to a church of his and when she refused, he tried to drag her off. She tried stabbing him in the leg with a dagger but it did not even draw blood. He just laughed, threw her on the bed, and walked out. She has not seen him since. She thinks something happened to him caused by the Church of the Unspeakable Masses. There was one in the district but she does not know exactly where it was. Other than that, Rolistair spent his time either drinking at the Svelte Pig (location 6) or gambling at the Bearded Mermaid (location 7). She does not know anything about the magic components found in his room but she does state that he liked his smoking weed if asked. She can tell the PCs that smoking weed can be easily purchased at the docks (location 3). She can provide directions to any of the locations she mentioned if asked.



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Church of the Unspeakable Masses:

Jeselda does not know much about the church, despite the fact that Rolistair seemed heavily involved in it. He never did talk about what he did there or why he believed their nonsense. She never asked him about it. Now, though, no one really talks about it. She has heard some rumors about yellow priests in the district that supposedly belong to the church, but she has not seen them.

TANBARAN'S MAGIC SHOP (#5)

Herbs hang from the rafters over shelves cluttered with numerous vials and decanters labelled in the language of magic. The fragrant herbs do little to dispel the musty smell that clings to everything. A vindari male wearing heavy blue robes embroidered with arcane symbols, his fine goatee shining with oil, looks up at you as you enter the shop.

Tanbaran initially assumes the PCs have come to buy one of his fake concoctions- love potions, truth elixirs, hair growth, etc., and quickly tries to sell one to a PC. He takes immediate interest if there is a female in the group with a Charisma score of 12 or higher or any PC displaying symbols of the arcane. These individuals gain a +2 circumstance bonus on Diplomacy checks to deal with Tanbaran. Additionally, if there is a member in the party that practices arcane magic, Tanbaran asks them three questions regarding magic to ascertain that they are a true student of the arts. On two successful DC 10 Knowledge (arcana) and one DC 15 Knowledge (arcana), Tanbaran is willing to sell that individual any of the magic items he has stored in the backroom which include a *scroll of alter self* (25 gp), *scroll of charm person* (25 gp), and a *wand of sleep* (5 charges, 75 gp).

Tanbaran is willing to answer questions if made friendly with a DC 15 Diplomacy check or forced with a DC 19 Intimidate check. Purchasing one of

his fake potions or tinctures for 10 gp grants a +2 circumstance bonus to Diplomacy checks made to improve his attitude.

Rolistair: Tanbaran had frequent dealings with Rolistair starting from when he arrived in the district over a year ago, often selling him spell components. He says that a few months ago, Rolistair had not come into his shop for a while and he thought that he had moved away. When Rolistair did finally come in, Tanbaran noticed an immediate change about him. He had a wild look in his eye and bought some books Tanbaran had on summoning magic. After that, Rolistair came in less and less, but each time, he looked wilder than before, his features haggard like he had not been getting a lot of rest. He found this strange as before he always kept his appearance neat for his woman, Jeselda, a prostitute at the Odarian House (location 4). If he was not spending time with her, he knew he often spent evenings at the Svelte Pig (location 6), a seedy bar in the district. He provides the PCs directions to both places if asked.

Church of the Unspeakable Masses:

Tanbaran states that Rolistair was a member at a small local church belonging to the Church of the Unspeakable Masses. Tanbaran regards the church as nothing more than shysters and con artists, a view he says he shared with Rolistair many times. It never seemed to bother Rolistair. He does not know the location of the church since it is a subject he finds loathsome and not worth his time.

THE SVELTE PIG (#6)

Worn, battered, and hastily repaired chairs crowd around small, dirty tables inhabited by a few locals already deep in their cups. A small hearth at the far end of the common room emits more smoke than heat, furthering adding to the dank, dark atmosphere of the place. Behind a bar, a heavy



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set romni man washes mugs, his faded shirt vainly trying to, but ultimately failing to, cover his large stomach.

The patrons do not even spare a glance to the PCs and are unresponsive to any questioning, merely shrugging if asked anything before going back to their drinks.

The barkeep, Szaro, flashes the PCs a gap-toothed smile, setting down mugs as they approach. An affable man even with nonnatives, he is willing to talk to the PCs if they succeed on a DC 10 Diplomacy check or a DC 12 Intimidate check. Buying a drink grants a +2 circumstance to Diplomacy checks when dealing with Szaro.

Rolistair: Szaro remembers Rolistair as a regular up until a few months ago. He remembers that Rolistair had a woman named Jeselda, a prostitute at the Odarian house (location 4). He states that Rolistair used to come in here for a drink before heading over to the Bearded Mermaid (location 7), a popular gambling den. Since he has not seen Rolistair in a while, he assumed that maybe he ran up some bad gambling debts and took off. He can give directions to both locations if asked.

Church of the Unspeakable Masses: He remembers there being a church in the district somewhere but it is not operating anymore as far as he is aware. He has seen some strange priests dressed in yellow robes that he has heard belong to the church, but again, he is not too sure as he does not know anyone that attends any of the church's services. He explains that due to the church's unpopularity, many in the district simply refuse to acknowledge the church's existence.

THE BEARDED MERMAID (#7)

A large common area hosts a collection of tables dedicated to various games of chance mostly involving dice or cards. A long, heavy wooden bar dominates one side



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of the room where a few patrons sullenly sip their drinks, mourning their losses. Two burly looking men stand by a door in the back while two other equally large men quietly survey the room from the far corners. An ostentatiously jewel bedecked man with a well-oiled mustache greets you as you enter.

The gambling den's owner, Tolio, greets the PCs with a large, affectatious smile, asking them what their pleasure is- cards or dice. He brushes off questions unless the PCs succeed at a DC 15 Diplomacy check. Taking Tolio up on his offer to gamble grants a +2 circumstance bonus to Diplomacy checks when dealing with him. The PCs can attempt to coerce the information out of Tolio with a DC 15 Intimidate check, though this immediately calls down the wrath of the four bouncers (treat as "Cult Enforcers").

Rolistair: Tolio nods smugly when he hears about Rolistair. He remembers Rolistair well- he used to frequent his establishment regularly until a few months ago. He had an uncanny luck about him- winning big, but then losing it all. He recalls that Rolistair came from somewhere outside of Skalan, but he never said where. Tolio remembers an incident with a dog he had just purchased for his wife. At the mere sight of Rolistair, it began barking and Tolio had to restrain it and drag it out of the room though Rolistair did not seem affected by it. He always gambled in gold, never in silver or copper, a trait that Tolio liked about him. Tolio recollects that Rolistair used to talk about a woman, Jeselda, who worked at the Odarian House (location 4). That surprised him somewhat, as he knew Rolistair was affiliated with the Church of Unspeakable Masses, a very unpopular religion in the district. But as Tolio says, money is money. He has not seen Rolistair in a few months and assumed that he had either moved on or something happened to him.

Church of the Unspeakable

Masses: Tolio's expression dark-

ens a bit when asked about the Church. He has heard that it is a popular religion in other parts of the Colonies but it is not in this district. The romni hold to the old ways and the old superstitions, he says, and know better to meddle with forces they do not understand. There was a church in the district but it burned down a few months ago in a mysterious fire. He states that most of the locals have forgotten about it- a force of habit when confronted with things they find distasteful. However, he does remember its approximate location and will give PCs directions to where it once stood (location 8).

FORMER CHURCH OF THE UNSPEAKABLE MASSES (#8)

A vacant, hollow eyed building stares vacantly, char coating the edges of its open second story windows. Boards cover its front door and the few windows on the first floor. A few passersby scurry past the building without giving it a second glance.

This two story building served as a small congregation of the Church of the Unspeakable Masses that Rolistair was involved with. After the Mi-Go experiments, Rolistair returned to the church, murdered the few priests that lived here and set fire to the place before fleeing. The citizens of Smelts Run quickly put the fire out before it spread but no one has decided to rebuild it. Local superstition amongst the romni states that it is cursed and many refuse to talk about the church or have forced themselves to forget its presence.

The boards over the door and windows can be removed fairly easily with a DC 15 Strength check or smashed open (hardness 5, hp 20, Break DC 15). PCs can attempt to climb up (DC 15 Climb) and enter the second story windows but the floor has mostly been burnt away and what remains is unstable (DC 15 Reflex save every round or the PC falls through the floor taking 1d6 points



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of nonlethal falling damage). Inside, it is apparent that a fire swept through the building. A few beams barely hold up what remains of the second floor. Rolistair made sure to be thorough and destroyed any incriminating evidence. Nothing useful can be found inside.

Characters searching the building (or loitering around outside) making a DC 10 Perception check notice a stooped old woman across the street watching them while absently sweeping the front door of a small house. If approached, she grabs her broom defensively and makes a sign to ward off evil. She quickly states that she wants no trouble.

If the PCs succeed on a DC 15 Diplomacy (PCs stating that they mean her no trouble gain a +2 circumstance bonus) or a DC 11 Intimidate check get the following information from the old woman if questioned about Rolistair or the Church of the Unspeakable Masses.

Rolistair: The old woman does not know who Rolistair is even if described. She says it was always a bunch of strange folk, mostly outsiders from the district that attended the church (and again she makes a sign to ward off evil).

Church of the Unspeakable Masses:

Again, she states that the people that attended the church weren't native to Smelts Run—mostly pompous young aristocratic looking folk. She was happy to see the church burn a few months ago, though it gave everyone a bit of a scare. Afterwards, though, she remembers some strange folk in yellow robes that spent a good part of the day going through the building and then they boarded up the door and windows. She has not seen them since but she has heard the rumors of the strange men in yellow robes in the district.

After being questioned, the old woman looks around to make sure no one is watching her and then leans up to the closest PC to slip

that PC a single black swan's feather. She whispers that when night falls, they should speak the name, "Lawana," and the feather will lead them to someone who might know more about the yellow priests. If the old woman was intimidated, she throws the feather at the PC, telling them to ask Lawana if they want to know more before fleeing inside her house and locking the door. Either way, the old woman refuses to answer any questions about Lawana, instead pretending to be deaf and absent minded.

LAWANA'S HOUSE (#9)

The feather the PCs receive is from the swan maiden, Lawana, a guardian of sorts of the people of Smelts Run. The feather is a single use item (moderate divination) that when Lawana's name is spoken at night, instantly acts as a *find the path* (CL 10th, 100 minute duration) spell keyed directly to Lawana's location through her feather cloak ability. Once activated, the holder of the feather knows Lawana's exact location as per the spell description but if the feather is dropped, the holder automatically forgets her location until he or she picks up the feather again. The feather can be transferred to another holder but only the current holder can detect Lawana's location. Lawana gifts these feathers to the few people she trusts so they can find her if trouble arises. This is a unique ability to Lawana that even she herself does not fully understand. If the PCs did not learn how to use the feather from the old woman, its properties can be identified with a DC 26 Knowledge (arcana) or Spellcraft check. Tanbaran (location X) will identify the feather for a small fee (50 gp, or 25 gp if he was made friendly earlier).

PCs curious about Lawana can attempt to learn more about her. Use the following table for PCs using Diplomacy to gather information regarding Lawana. A higher result learns the information listed under the lower result as well.



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DC Diplomacy Result

10 A romni woman hanging laundry while children play at her feet tells the PCs that Lawana is a popular myth in Smelts End, a sort of guardian angel that gives the people hope.

15 A twisted cambion boy cleaning chamber pots happily explains that Lawana is an angel. She saved him from a beating by some thugs. He did not get a good look at her but he thought she had bird wings and looked entirely black. Afterwards, she flew off like a bird!

20 A one-eyed grizzled fisherman takes a long pull off his pipe. Aye, he's heard of Lawana, the Bird Lady, some call her. She came from somewhere overseas but now lives in the district, but no one knows where. It's said she gives certain people one of her feathers so that they can find her when there's trouble. She's a shining beacon of hope in these dark times!

Once properly activated, the feather leads the holder to an almost abandoned part of the district and a street of half-collapsed tenement buildings ending in a U shaped dead end where a large three story house rests, its windows boarded over (hardness 5, hp 10, Break DC 20). The street feels eerily quiet. Lawana appears to be somewhere in the three story house.

As the PCs approach within 50 ft. of the house, a sudden scream rends the air, sounding like the pained cry of some sort of bird and not a warning call. The front door of the house rests in splinters at the entrance as if hacked to pieces. The house appears dark and no movement is detected.

Unbeknownst to the PCs, a group of cultists discovered Lawana's hideout and Rolistair ordered her dealt with since she had begun interfering in his plans (she long suspected Rolistair of burning the Church of the Unspeakable Masses in the district and has been trying to figure out what the yellow priests are up to- she correctly assumes it is no good). Lawana should normally have had no problem dealing with the cultists but they caught her unaware and in game terms- a couple

of critical hits and sneak attacks severely wounded her. The leader of the cultists, a rogue named Jael, is in the process of removing her swan cloak to keep as a trophy.

If the PCs are indecisive about entering the building, they hear a woman scream, "No, no, give it back!" in a very pained voice. If the PCs decide to wait and attempt to ambush anyone coming out the front door, the cultists, led by Jael who is smart enough to use another exit, slips away as described in Event #1 with Lawana's cloak. If this occurs, Lawana refuses to help the PCs until they retrieve the cloak. She can point the PCs to the exit that Jael and the remaining cultists used after leaving her for dead. If this occurs, skip directly to Event #4.

LAWANA'S HOUSE FEATURES

Lawana lives in an abandoned three story house that local legend believes is haunted (a legend she encourages). The sprawling house has many rooms, but they are mostly empty except for a few pieces of broken and dust covered furniture. The walls are made of wood (hardness 5, hp 60, Break DC 20) with ceilings 7 ft. high. All the rooms are dark and typically are 10 by 10-20 ft. in dimension. Most of the windows are boarded up (hardness 5, hp 20, Break DC 15).

Lawana's House - Interior

If the PCs decide to enter the house when they hear Lawana's screams (or subsequent scream if they were loitering), they detect flashes of light coming from a room at the end of a 30 ft. long hallway which is 5 ft. wide. The lights appear to be cast from small lanterns somewhere within the room. Voices shout to finish "her" off. This section is played as a series of events, though not all events may occur.



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EVENT #1-SCENE OF THE BATTLE (CR 1)

From the gaps between the boarded up windows high along the wall in this large room, moonlight spills through in thin beams, appearing to form prison bars over the huddled form of a woman lying on the floor, blood pooling around her from multiple wounds. A man stands next to her, clutching a glistening, black feathered cloak in his hands. Three men in yellow robes watch the woman, their breath ragged from exertion and holding lanterns in their hands whose garish light shines down on the forms of four crumpled yellowed robed figures on the ground. Behind the woman, a twin flight of stairs leads 15 ft. up to a balcony that runs along the perimeter of the room, numerous doors branching off and leading deeper into the interior of the building.

This large room is 30 ft. by 30 ft. with twin set of stairs, one either side of the room running 15 ft. up to a balcony running along the perimeter of the room. The ceiling is 25 ft. high and a massive boarded up window sits at the back of the room, casting faint moonlight. A number of doors on both floors lead of into the interior of the house.

If the PCs hurried inside, they find three remaining cultists and Jael still here. Lawana killed four of the cultists before they took her down to 0 hp with some very lucky hits. Unless the PCs attempt to be stealthy, the cultists immediately whirl around to face the PCs. If the PCs go unnoticed, in 2 rounds, Jael announces that he thinks Lawana is dead and the cultists hurry up the stairs and through a door, making their way to the roof.

Creatures: If the cultists are aware of the PCs, the three cultists immediately turn to attack, their nerves already frayed. Tired, the cultists attack with little regard for tactics and fight to the death as Lawana showed no quarter to their now dead allies and they assume the PCs will not either. They attempt to intercept any PC heading towards Jael. Jael immediately attempts to flee up the stairs using a double move action

or as a withdrawal action if engaged. He darts through the nearest door as Lawana, lifting her head, takes a partial action to shout, "Please, catch that thief!" If any PC follows after Jael, run Event #2- "Chase through Lawana's House." If no PC races off after Jael, she makes the same plea each round in a weak voice. If a PC applies magical healing to Lawana, in a stronger voice, she implores the PCs to hurry and go after the "thief" (Jael) as she needs the cloak.

CULTIST CR (3) 1/3

XP 135

Human Expert 1

CE Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +1 Dex, +1 dodge)

hp 4 (1d8)

Fort +0, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft.

Melee sickle +0 (1d6)

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

STATISTICS

Str 10, **Dex** 12, **Con** 11, **Int** 13, **Wis** 8, **Cha** 11

Base Atk +0; **CMB** +0; **CMD** 11

Feats Dodge, Persuasive

Skills Bluff +6, Diplomacy +6, Intimidate +4, Perception +3, Sense Motive +3, Sleight of Hand +5, Stealth +5, Use Magic Device +4

Languages Common

Combat Gear thunderstone; **Other Gear** padded armor, dagger (2), sickle, thieves' tools, 5 gp

Scale Up (CR 2): Add 1 "Cultist Enforcer" or change all 3 "Cultists" to "Cultist Enforcers."



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LAWANA

CR 6

XP 2,400

Variant swan maiden (*Pathfinder Bestiary* 4)

CG Medium fey (shapechanger)

Init +5; **Senses** low-light vision; **Perception** +14

DEFENSE

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

hp 55, currently 0 (10d6+20)

Fort +5, **Ref** +12, **Will** +8

DR 5/silver; **Resist** cold 10, electricity 10; **SR** 17

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee mwk rapier +11 (1d6+1/18–20)

Ranged longbow +10 (1d8/×3)

Spell-Like Abilities (CL 10th; concentration +12)

At will—*dancing lights*

1/day—*confusion* (DC 16), *deep slumber* (DC 15), *entangle* (DC 13), *glitterdust* (DC 14), *major image* (DC 15)

STATISTICS

Str 13, **Dex** 20, **Con** 15, **Int** 10, **Wis** 12, **Cha** 15

Base Atk +5; **CMB** +10; **CMD** 22

Feats Agile Maneuvers, Dodge, Flyby Attack, Skill Focus (Perception), Weapon Finesse

Skills Acrobatics +11, Bluff +10, Fly +20, Knowledge (nature) +8, Perception +14, Sense Motive +9, Stealth +20; **Racial Modifiers** +4 Stealth

Languages Common, Sylvan

SQ change shape (trumpeter swan, *beast shape I*), feather cloak, trackless step, transformation ritual

ECOLOGY

Environment temperate lakes or swamps

Organization solitary, pair, or

flock (3–10)

Treasure standard (chain shirt, mwk longsword, longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Feather Cloak (Su) Without her feather cloak, Lawana can't use her change shape ability. Additionally, a feather from Lawana's cloak can be used to find it as if by a *find the path* spell (CL 10th). Once activated, the holder of the feather knows the cloak's exact location as per the spell description but if the feather is dropped, the holder automatically forgets its location until he or she picks up the feather again. The feather can be transferred to another holder but only the current holder can detect the cloak's location.

Transformation Ritual (Su) Lawana can transform a willing good female humanoid into a swan maiden via a ritual that takes 24 hours. Lawana loses her class and racial abilities.

Swan maidens are fey shapechangers who vow to protect unspoiled wilds from the encroachment of civilization or evil. They live in small flocks along secluded lakeshores. Because stealing a swan maiden's cloak robs her of her shapechanging ability, most maidens avoid humanoids and take up armor and weapons to defend themselves.

Development: If the PCs kill the cultists without chasing Jael, Lawana asks the PCs to hurry after him and bring her cloak back and she will reward them. A DC 10 Sense Motive check reveals she is sincere and very desperate in her desire to get the cloak back.

Treasure: In addition to the gear listed on the dead cultists, 4 vials of *silver sheen* can be found amongst them. Each cultists' sickle currently is affected by *silver sheen* but the effect will wear



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off in 1d4x10 minutes. The cultists learned that Lawana had a unique weakness to silver.

EVENT #2- CHASE THROUGH LAWANA'S HOUSE

This event only occurs if a PC goes after Jael as he flees Event #1. Spooked by the PCs, Jael hopes to lose them in the interior of the house as he makes for the roof, trusting in his acrobatic skills to escape. A burglar, Jael is very familiar with the basic layouts of most homes and navigates the house easily.

This section utilizes the rules for "Chases" found in the *Pathfinder Game Mastery Guide* with the following modifications-

Jael's automatically passes the checks needed to advance on the track at a rate of one track per round. The PCs will still be able to catch up to Jael, but each round he gains on the PCs before they catch up to him on the roof affects his actions as described in Event #3. However, a PC that is able to jump multiple tracks a round and starts on Jael's track before he moves on his initiative can take an action (such as cast a spell, attack, attempt a combat maneuver) as normal, though Jael automatically moves to the next track on his turn (provoking an attack of opportunity). If Jael is defeated this way, jump to the development section of Event #3.

Each round that a PC fails a check to advance on the track, the PC gains a +5 circumstance bonus if attempting the same check. This represents progress made by the PC's continued efforts.

Jael's headstart is determined by the number of rounds between when he exited Event #1 and when the first PC exited the same event.

Track #1- Cluttered Hallway

Dusty, old furniture, mostly wooden chairs and tables, clutters this long hallway. Closed doors line the side of the hallway but an open door lies at its far end.

DC 13 Acrobatics check to

swiftly navigate around the furniture.

DC 13 Combat Maneuver check to plow through the furniture, pushing it aside.

Track #2-Former Bedroom

The bare bones of a rotting bed dominate this room while a series of dressers decay along the walls. An open door along one of the walls is the only other exit, however, a large cabinet has fallen across the entrance.

DC 12 Reflex save to avoid tripping over it. Anyone failing this check falls prone.

DC 16 Acrobatics check to jump, clear the dresser, and dive through the door.

DC 15 Strength check to smash through the cabinet's rotting timbers.

Track #3-Bat Infested Hallway

A small colony of bats roost in this hallway, now disturbed by Jael running through. Another stairway at the end leads up.

DC 15 Acrobatics check to tumble through the bats.

Attack roll against AC 16 to disperse the bats with a weapon by waving it wildly around as the bats swoop through.

Casting a spell that creates a sudden burst of light such as *light*, *flare*, and *burning hands* as examples.

Track #4- Stairway Up

A decrepit set of stairs leads up into the shadowy darkness.

DC 14 Perception to detect and avoid individual stairs that look unsafe.

DC 15 Reflex save to run up the stairs and not lose footing when an individual stair breaks.



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DC 15 Escape Artist to untangle foot from a broken step.

Track #5-To the Rooftop

The stairway ends at a short hallway with closed doors on one side and an open window on the other, the boards over it having recently fallen off during a storm. At the end of the hallway, a short, rickety ladder leads up to the roof.

Note that this track requires two checks. If only one check is made, the PC can attempt to make the remaining check the following round.

A DC 10 Escape Artist check to squeeze out the window and then a DC 15 Climb check to grab a gabel and clamber up onto the roof.

A DC 11 Reflex save to start climbing the ladder which begins to fall apart followed by a DC 14 Climb check to scramble up it and onto the roof.

EVENT #3-ROOFTOP CONFRONTATION (CR 1)

The rooftop area is actually a large widow's walk approximately 25 ft. by 25 ft. in area with a short but rotted 3ft. tall fence surrounding it perched on top of the sloping roof. Its one entrance is through a door on the floor from Track #5. Falling off the roof ends with a 40 ft. drop.

Jael hopes to lose his pursuers by escaping across the rooftops, something he has had to do countless times as a burglar. The following lists the actions Jael takes when he arrives on the roof on his initiative count.

Round 1- Winded from the fight with Lavana and mad flight through the house, Jael is forced to pause to catch his breath (consider him fatigued for this round).

Round 2- Jael tosses a handful of caltrops near the entrance to the roof while he quickly surveys the surrounding buildings.

Round 3- Jael secures a short length of rope with a spike near the edge of the roof.

Round 4- Jael swings the rope with a grappling hook, securing it to a fixture on a smaller two story house 20 ft. away.

Round 5- Jael begins to shimmy down across the rope to the nearby rooftop at the other end.

If Jael makes it to the roof, he runs across it, jumping to another rooftop before climbing down into a back alley and racing for a sewer entrance. If the PCs have not caught up to him at this point, see optional "Event #4- Tracking Jael."

Creatures: If confronted by the PCs, Jael tries to maintain his distance, firing his light crossbow before switching to his short sword. If faced with multiple opponents, Jael backs into a corner in an attempt to keep from getting surrounded. Not wishing to die, Jael surrenders if dropped to 4 or fewer hit points.

JAEL

CR 1

XP 200

Human rogue 2

CE Medium humanoid (human)

Init +7; Senses Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3armor, +3 Dex)

hp 14 (2d8+2)

Fort +1, Ref +6, Will -1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee short sword +4 (1d6+1/19-20)

Ranged light crossbow +4 (1d8/19-20)

Special Attacks sneak attack 1d6

STATISTICS

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

Base Atk +1; CMB +2; CMD 15



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Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +8, Bluff +4, Climb +5, Diplomacy +4, Disable Device +8, Disguise +5, Escape Artist +8, Intimidate +5, Knowledge (local) +6, Perception +3, Sense Motive +4, Sleight of Hand +8, Stealth +8, Swim +5, and Use Magic Device +5

Languages Common

SQ rogue talents (fast stealth) trapfinding +1

Combat Gear *elixir of hiding*, *potion of cure light wounds* (2), *potion of disguise self*;

Other Gear masterwork studded leather, dagger (2), light crossbow with 20 bolts, short sword, disguise kit, thieves' tools, 6 gp

Scale Up (CR 2): Add the advanced monster template to Jael or add 1 "Cultist Enforcer" who is waiting on the rooftop to assist him.

Hazards: If Jael had time, caltrops surround the entrance to the roof in a 5 ft. area. Additionally, at the GM's desire, feel free to depict a storm having suddenly rolled in, bringing with it rain and moderate winds per the Environment rules in the *Pathfinder Core Rulebook*.

EVENT #4- TRACKING JAEI

If Jael escapes the PCs, he heads for a safe house in the sewers. Luckily for the PCs, a number of feathers from Lawana's cloak fall off in Jael's haste to escape, allowing PCs to track Jael to the safe house with a DC 15 Survival check or by using a feather to locate where the cloak is. The safe house is a small nook within the sewer, blocked by a reinforced and locked door (hardness 5, hp 20, Break DC 23, DC 25 Disable Device). The safe house is a simple 20 ft. by 20 ft. room with 8 ft. tall ceilings. Cots line the walls and crates contain a dozen torches and food and water for 10 days.

Wrapping Up

If Jael is still alive, he is willing to bargain with the PCs to save his own life. He returns the cloak and can answer the following:

Rolistair: Jael met Rolistair a few months ago when Rolistair needed help recruiting for some new church of his called the "Reformation Church of the Elder Sign." Rolistair seemed pretty convinced that some entity had spoken to him but he needed money to conduct his research. Rolistair had Jael round up a bunch of other con men and thugs to serve as priests. While Jael honestly thinks that Rolistair believes in this new church, he, himself, does not attend the ceremonies- usually he is busy hustling rich, young people to attend Rolistair's services or doing other odd jobs like this. He does know that there is going to be another service the following night and he will give the PCs the location if they let him go. Rolistair's gig pays well, but it is not worth his life. He can tell the PCs that a number of cultists will be in attendance and that Rolistair is usually there (he does not actually know Rolistair's current plan as Rolistair did not want Lawana to discover it in case Jael failed his mission).

Church of the Unspeakable Masses: Jael knows only the common rumors about the Church, the same information the characters would know. He is not sure how Rolistair's church is different but he has heard from some of the others that Rolistair uses a strange device to project images into people's minds which is why his services are becoming popular amongst the rich and bored. He does not know exactly what the device is- another reason for him to not assist with services.

Lawana: Jael does not know much about Lawana except that she is some sort of freak or monster. She has been confronting the cultists lately and Rolistair thought she was a threat to be dealt with though it took some time for them to track her down here.



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If Jael is killed in the fight with the PCs, they can learn the same information from one of the cultists that Lawana defeated who was only unconscious. The cultist asks for the same deal that Jael does.

The PCs will most likely return to Lawana with the cloak. She is in very bad shape but managed to drink a *potion of cure moderate wounds* she had on her person. Lawana thanks the PCs for saving her and tells them she will be right back. She goes into a nearby room and returns a minute later with a *wand of cure moderate wounds* with 10 charges left. She cannot use the wand but hopes it will be helpful to them. Listed below are some of the common questions the PCs are likely to ask and her responses to them.

Who are you?: Lawana smiles, explaining that she is not from around here, in fact, she comes from a land far away. She was taken captive and spent a long dark journey by wagon and then ship before she arrived in Skalan where she managed to escape. Who took her and why, she does not know. She has been living her in Smelts Run the last few years. The poor conditions, poverty, and rise in criminal activity rankles her alien fey sensibilities and she acts as a guardian angel, though she tries to be careful to not be too active, fearing that whoever captured her might still be looking for her. She wishes someday to return home but she does not even know where her home is in relation to Skalan (remember that she is fey and her concepts of home, time, and distance are difficult for mortal minds to comprehend).

Why were you attacked?: Lawana grew suspicious when she heard from one of her contacts that yellow robed priests were seen snooping around the burned down Church of Unspeakable Masses. She was trying to learn more about them to see if they were a threat and had managed to meet a few but those meetings always turned into

a fight as they seemed to not want her knowing their business.

What do you know about Rolistair?:

Lawana knows nothing about Rolistair or his connection to either his new church or the Church of the Unspeakable Masses. She would be grateful for any information the PCs had.

What do you know about the Church of the Unspeakable Masses?: Not a native to this area, Lawana only knows the same information about the Church that the PCs do.

Can you help us find Rolistair/fight the cultists?: Lawana shakes her head sadly, saying that it is going to take her some time to recuperate. If the PCs offer to use either the wand or their own healing, Lawana politely refuses- they should save it for themselves, besides, she has a natural distrust for divine magic, only willing to use something like a potion if it is life or death. She will offer the PCs any advice on how to track the church if they ask her. Her plan would be to try and sneak in during one of their services instead of forcing her way in- as seen, the cultists can be quite capable in a fight if pushed.

Before leaving, Lawana asks them to not reveal anything she told them about herself to anyone else. Fey are strange creatures with mysterious powers and the GM is encouraged to think up a suitable curse or punishment for any PC that does speak to others about Lawana.

After the PCs leave, Lawana also vacates and takes up residence in one of her small safe houses so unless the PCs obtain another feather (which she does not offer), they will have a very difficult time trying to track her down again unless they managed to keep any of the feathers from her cloak.



Part Two: The Reformation Church of the Elder Sign

Once the PCs have the location of the next meeting of the Reformation Church of the Elder Sign, they can plan how to infiltrate it.

The church is located in a renovated basement of an old, seemingly abandoned two story tenement house. During the day, the reinforced front door (hardness 5, hp 20, Break DC 23) is locked (DC 25 Disable Device). Boards cover the windows which are also barred (hardness 10, hp 30, Break DC 23). At night, the cultists keep the front door unlocked. Upon entering the foyer, another reinforced and locked door (during the day), a depiction of an open eye painted on it, opens to a flight of steps leading down to **A1**. The rest of the tenement building contains nothing of value or interest.

INFILTRATING THE CHURCH

Getting in the church will not be an easy task. If the PCs left any of the cultists alive after the encounter with Lawana, the cultists will be looking for trouble, granting them a +2 circumstance bonus to their Perception and Sense Motive checks. They are not, however, on **alert** as described in each room's entry.

INFILTRATING DURING THE DAY

The PCs might decide to infiltrate the church during the day

which is trickier but not impossible. The cultists are preparing for the night's ceremony, therefore the front door to the tenement and the basement are both locked.

PICKING THE LOCKS

The locks of both doors can be picked. If a PC decides to take 20 on a Disable Device check, there is a 25% chance per door that a cultist is on the other side, on his way out to conduct a quick errand before the ceremony. The cultist will not be wearing his yellow robe, however.

BREAKING DOWN THE DOOR

A less subtle way to enter during the day is to break down the door. Each round that the PCs spend attacking the door, allow the cultists on guard in **A1** to make a DC 15 Perception check for the front door and a DC 5 Perception check for the basement door to notice. If the cultists discover the PCs, they automatically go on **alert** as detailed in each room's entry.

If the PCs break off their attack and retreat, the cultists do not pursue, instead spending 1d4 hours repairing any damaged doors and doubling the guard in **A1**. They remain vigilant for the PCs return, receiving a +4 bonus to Perception and Sense Motive checks.

INFILTRATING DURING THE NIGHT

PCs waiting until night will find infiltrating the church easier as the cultists are expecting people to arrive. As soon as night falls, small groups of 2-3 richly dressed young nobles (N romni or vindari aristocrat 1) begin arriving, furtively entering the tenement through the unlocked front door. They then proceed through the unlocked marked door in the foyer into **A1** where they are greeted by the cultists and brought to area **A2** to wait until the ceremony begins.



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It is still up to the PCs to concoct a plan on entering the church. Listed here are some common plans the PCs might think up.

The PCs could attempt to disguise themselves as nobles but they will need some sort of clothing equivalent to “noble’s clothing” (*Pathfinder Core Rulebook*) or spell replicating the look. The young nobles arriving are not looking for trouble and many of them are already slightly intoxicated, making them easy marks. Wearing noble clothing grants the PC a +4 circumstance bonus on Bluff and Diplomacy checks when dealing with the cultists unless the PC takes an overtly aggressive action.

If the PCs kept any of the yellow robes, they can attempt to impersonate the yellow priests. Unless the PCs take further attempts to disguise themselves, the cultists in church receive a +4 bonus to their Perception checks to notice the PCs as they recognize each other on sight. The cultists assume that PCs are the cultists who went after Lawana the night before.

The PCs might act as bodyguards for a noble (either one of their own disguised as such or an actual young noble they coerced into helping them). Either the PC acting as the noble or the young noble (+5 Bluff and Diplomacy) will have to make either a Bluff check or a DC 20 Diplomacy check against the guards in **A1** to be allowed entry as usually the cultists do not allow armed individuals into the church.

One or two PCs could attempt to impersonate a yellow priest with the other PCs being possible new recruits to the church. The PC attempting the ruse will have to succeed on either a Bluff check or a DC 15 Diplomacy check to get past the guards in **A1**.

Other plans are possible, including the use of magic. When adjudicating the PCs’ plan, the key thing to remember is that the cultists are expecting young nobles and are not in the habit of

admitting anyone else, especially armed adventurers.

THE CHURCH’S FEATURES

Unless otherwise noted, the church has stone and brick walls, floors, and ceilings (hardness 8, hp 90, Break DC 35). The ceilings are 7 ft. high and all the doors are reinforced (hardness 5, hp 20, Break DC 23) and can be locked (DC 25 Disable Device).

A1 CHURCH FOYER

CR 1

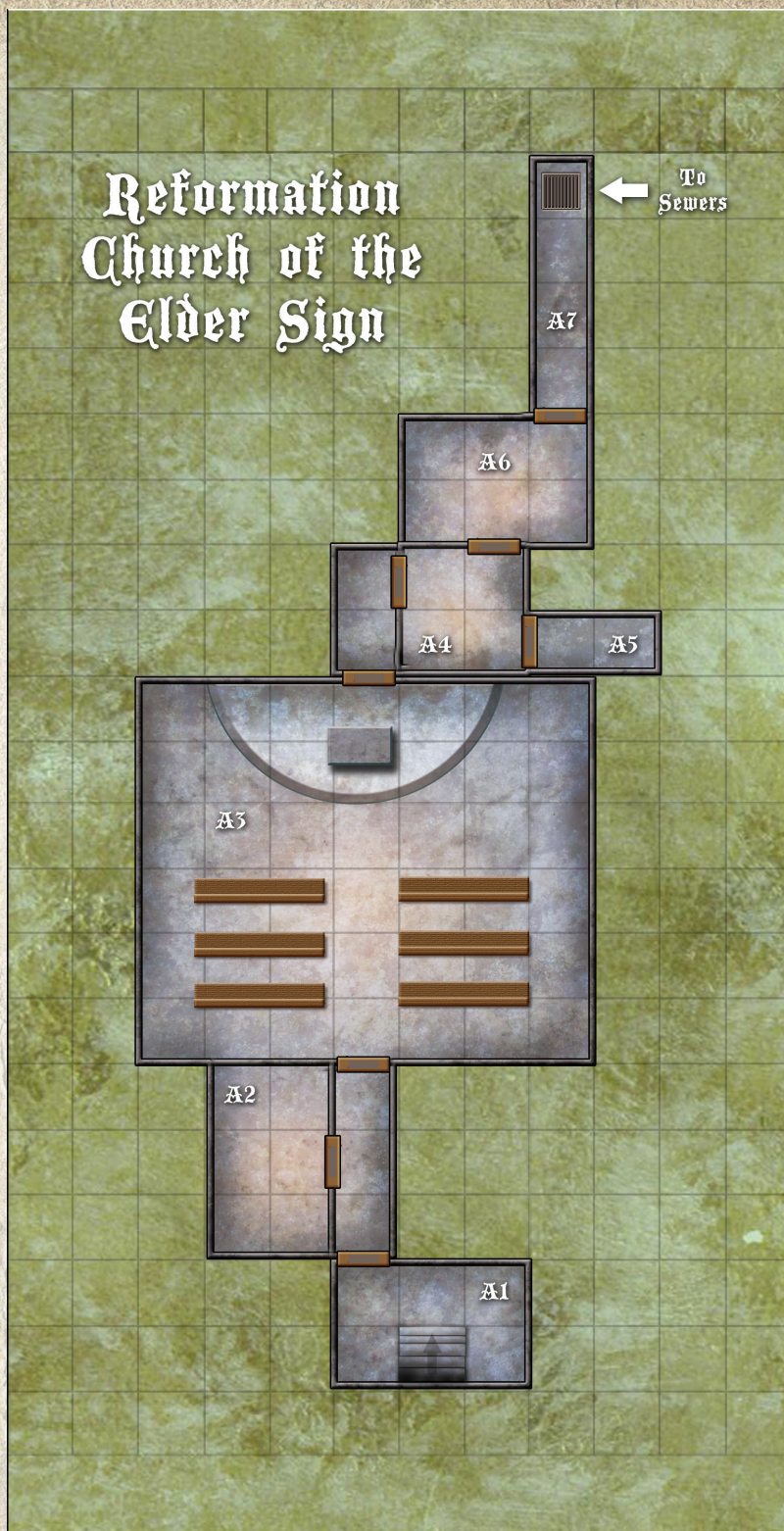
You descend down a flight of stairs leading into a bare room with a stone floor and rotting brick walls. Two men in yellow robes lounge next to a stout wooden door set in the opposite wall. The air smells damp and musty. Guttering torches in the wall emit thick black smoke that cakes the ceiling while providing shadowy illumination.

Two cultist enforcers guard the foyer, their primary job to let people in. As described in the “Infiltrating the Church” section, the cultists are expecting young nobles. If the PCs make it past the cultist enforcers without alerting them, they are directed to wait in **A2** until the ceremony begins.

Creatures: Two cultist enforcers guard the eastern door, admitting the young nobles as they arrive. The PCs will have to come up with a plan to gain access. If attacked or if a PC takes an overtly aggressive action, the cultist enforcers immediately go on **alert**, shouting for aid and the cultists and cultist enforcers from **A3** arrive in 1d4+1 rounds provided one of them makes a DC 10 Perception check to hear the battle. If one of the cultist enforcers is slain or if both are reduced to less than half their hit points, they make a withdrawal action into the hallway, retreating to **A3** where they hope to join up with reinforcements.



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MI-GO SENSATION TRANSMITTER AND RECORDER

Aura faint divination and enchantment **CL** 4th

Slot --; **Price** 3,250 gp; **Weight** 25 lbs.

DESCRIPTION

A sensation transmitter and recorder device appears as an oddly shaped black box with a number of indentations on its top. A Mi-Go, or other creature skilled in the box's use, can program the sensation transmitter and recorder to project out an image that acts as an *enthrall* (Will DC 13) spell on anyone viewing the image for up to one hour. Creatures that fail their Will save must make another Will save (DC 13) or be subjected to an effect that works as a *detect thoughts* spell which is recorded in the box. The box can contain 50 different thoughts before coming full. Each recorded thought can be accessed as a full round action and examined that round. The recorded thoughts can be deleted as a standard action. The device can only be used 3 times in a 24 hour period before having to recharge over the course of a 24 hour period.

The Mi-Go use the sensation transmitter and recorder device to calm subjects, projecting pleasant images in their mind while reading the subjects' thoughts to determine if their brains are suitable for harvesting.

CONSTRUCTION

Craft Wondrous Item, *detect thoughts*, *enthrall*; **Cost** 1,635 gp

During the day, the cultist enforcers guard the door, however, they commonly pass the time playing games of cards and dice.

CULTIST ENFORCER (2) CR 1/2

XP 200

Human fighter 1

CE Medium humanoid (human)

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

DEFENSE

AC 18, touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (1d10+1)

Fort +3, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3/19–20) or dagger +5 (1d4+3/19–20) or sap +5 (1d6+3 nonlethal)

Ranged light crossbow +3 (1d8/19–20)

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 16

Feats Dodge, Power Attack, Weapon Focus (longsword)

Skills Climb +7, Perception +2, Survival +5

Languages Common

Combat Gear *potion of cure light wounds*, thunderstone (3); **Other Gear** buckler, chain shirt, dagger (3), light crossbow with 20 bolts, longsword, sap, climbers' kit, 7 gp

Scale Up (CR 2): Add 2 "Cultist Enforcers."



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A2 WAITING ROOM

Large, stained couches line the walls underneath two smokeless torches providing garish illumination.

The cultists use this room as a waiting room for their congregation prior to the ceremony. If the PCs arrive here at night, the room is already packed with 23 young nobles reclining on the couches or milling about in conversation with one another. The two torches on the walls are inferior everburning torches and only provide half the illumination.

After a time, a cultist opens the door, directing everyone to proceed to **A3**.

Creatures: A group of 23 young nobles lounge about engaged in conversation and drinking while waiting until the ceremony starts. The PCs can engage any of the young nobles in conversation. If questioned about the cult or the ceremony, they all give a variation of the same answer- the church expands their consciousness, connecting them to the stars and what lives behind them. About Rolistair, the young nobles know that he frequently conducts ceremonies, but not always. They do not know if he is in residence tonight.

If the PCs arrive here during the day, the room is empty.

YOUNG NOBLE (23) CR 1/3

XP 135

Human Aristocrat 1

N Medium humanoid (human)

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

DEFENSE

AC 11, touch 11, flat-footed 10 (+1Dex)

hp 4 (1d8)

Fort +0, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6/18-20)

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



STATISTICS

Str 10, **Dex** 12, **Con** 11, **Int** 9, **Wis** 8, **Cha** 15

Base Atk +0; **CMB** +0; **CMD** 11

Feats Skill Focus (Bluff), Weapon Finesse (rapier)

Skills Bluff +9, Diplomacy +6, Intimidate +6, Sense Motive +3;

Languages Common

Other Gear dagger, rapier, noble's outfit, signet ring, wine skin, 53 gp

Hazard: If the PCs have put the cultists on **alert**, the young nobles cower fearfully in this room, listening to the sounds of battle and trying to figure out what is happening on the other side of the door. At the sight of a PC, the young nobles immediately try to flee through the door unless they can be calmed with a DC 20 Diplomacy check. The young nobles flee as a mob for 4 consecutive rounds and deal 1d6 points of bludgeoning damage a round (DC 15 Reflex negates) to all creatures in the hallway and **A1** in their mad dash to escape.

A3 CEREMONY ROOM CR 2

A short set of stairs leads into a large, vaulted room. A haze of fragrant smoke coming from two braziers near the entrance swirls around you. Ahead, rows of pews lead to a dais rising up from the floor where three yellow robed priests congregate by a wooden altar. Resting upon the altar is a black box made out of a strange glossy material. It almost seems to undulate, its hard lines turning to curves and then back again. A heavy velvet curtain hangs behind the dais.

The cultists hold their ceremonies in this room. The flight of stairs from the western wall descends 4 ft. where two braziers give off a dizzying smoke. Unlike the other rooms in the church,

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the ceiling is 11 ft. high with a vaulted ceiling. Six wooden pews lead to a wooden dais rising 3 ft. of the floor. Resting on the altar on the dais is a busted Mi-Go device called *the Mi-Go sensation transmitter and recorder* that Rolistair filched before the Mi-Go released him. The box is particularly useful to project programmed images into the viewer's mind. Behind the dais on the eastern wall, a thick, heavy purple curtain serves as a backdrop. Split in the middle, the curtain can be easily pushed aside to reveal a door along the eastern wall.

During the day, only the western door is locked and remains locked until the cultists are ready to perform the night's ceremony. The eastern door is unlocked.

Creatures: Two cultist enforcers, wearing strange alien looking masks, stand at the bottom of the stairs next to the braziers. Three cultists prepare for the ceremony on the dais, wearing dark gauze masks. If suddenly attacked by the PCs, the cultist enforcers rush the PCs, focusing on whichever PC initiated the aggression. Two of the cultists drop down, using the pews as cover to launch daggers while the remaining cultist runs to alert the cultists in **A4** and **A5**. Not used to facing any sort of resistance, the cultists attempt to flee if reduced to half their numbers.

If any of the young nobles are in the room, they cower under the pews, acting as difficult terrain. Each round 1d6 of them attempt to crawl away towards the western door to escape. They actively avoid any cultists or PCs, however, the cultists are not above cutting them down to reach a PC.

If the cultists reach the end of the ceremony without being attacked, they exit the room to **A4** shortly after the young nobles leave, however, they will engage any PCs loitering about, hoping to con additional donations out of them.

If the cultists in this room have been put on **alert**, the 2 cultist enforcers and the 2 cultist go to reinforce their comrades in **A1** while the third cultist grabs the *Mi-Go sensation transmitter and recorder* and runs to warn Daros in **A6**.

During the day, the same five cultists can be found here, preparing for the ceremony.

CULTIST ENFORCER (2) CR 1/2

XP 200

Human fighter 1

CE Medium humanoid (human)

Init +2; Senses Perception +2

DEFENSE

AC 18, touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (1d10+1)

Fort +3, Ref +2, Will +1

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3/19–20) or dagger +5 (1d4+3/19–20) or sap +5 (1d6+3 nonlethal)

Ranged light crossbow +3 (1d8/19–20)

STATISTICS

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

Base Atk +1; CMB +4; CMD 16

Feats Dodge, Power Attack, Weapon Focus (longsword)

Skills Climb +7, Perception +2, Survival +5

Languages Common

Combat Gear *potion of cure light wounds*, thunderstone (3); Other Gear buckler, chain shirt, dagger (3), light crossbow with 20 bolts, longsword, sap, climbers' kit, 7 gp



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CULTIST (3)

CR 1/3

XP 135

Human Expert 1

CE Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +1 Dex, +1 dodge)

hp 4 (1d8)

Fort +0, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft.

Melee sickle +0 (1d6)

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

STATISTICS

Str 10, **Dex** 12, **Con** 11, **Int** 13, **Wis** 8, **Cha** 11

Base Atk +0; **CMB** +0; **CMD** 11

Feats Dodge, Persuasive

Skills Bluff +6, Diplomacy +6, Intimidate +4, Perception +3, Sense Motive +3, Sleight of Hand +5, Stealth +5, Use Magic Device +4

Languages Common

Combat Gear thunderstone; **Other Gear** padded armor, dagger (2), sickle, thieves' tools, 5 gp

Scale Up (CR 3) Add 1 additional "Cultist Enforcer."

Development: If the PCs arrive at night and have not put the cultists on alert, the young nobles from **A2** filter in, sitting down in the pews. Once everyone is seated, one of the cultists on the dais begins the ceremony, first apologizing for Rolistair's absence, stating that he is with a group of loyal followers engaged in a ritual that will show the world the true power of his beliefs. The cultist then launches into a 15 minute litany about the glory that awaits them beyond the stars- beings of light that will drive away the scourge of both the Great Old Ones and the



One True God and leading the loyal to a new state of transcendence. A DC 20 Sense Motive check reveals that the cultist's words lack real conviction or fervor, however many of the young nobles in attendance listen in rapt attention due to the debilitating effects of the yaelcel incense.

The cultist then activates the device on the altar as the two other cultists begin to drone in an alien and fake language (DC 15 Linguistics check to detect). Once the *Mi-Go sensation transmitter and recorder* is activated, it stays on for 30 minutes. Any character affected by the device experiences floating peacefully through a field of stars while shining beings of light urge them on to some distant nirvana. Afterwards, the cultist relates how what they just witnessed is the divine love of the Elder Gods for their wayward children whom they only want to lead from the terror enveloping all of Vathak. However, the church desperately needs coin to spread the word and then one of the cultists passes around a collection plate which generates 100+1d100 gp in assorted coins. Once the collection plate has been passed around, the cultist enforces



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ers open the western wall and the young nobles, their faces beaming with rapture, stumble out.

Hazards: The cultists utilize yaekel incense to drug the attendees. When the PCs first enter the room, they are affected by the smoke from the yaekel incense burning in the braziers flanking the western door. Once seated on the pews, the yaekel incense is not potent enough to affect them. The cultists in the room are unaffected due to their masks.

YAEKEL INCENSE

Type poison, inhaled; **Save** Fortitude DC 14

Frequency 1/round for 6 rounds

Initial Effect 1d4 Wis drain; **Cure** 1 consecutive save.

A4- PREPARATION ROOM CR 1

Workbenches line the brick walls and a sturdy, scarred worktable dominates the room. Lanterns hung on the walls provide illumination.

The cultists use this room as a workroom to fashion any additional props needed for the ceremony. Additionally, they count the donation money on the table before it is recorded and stored in a safe in **A6**. None of the doors in this room are locked.

Creatures: Three cultists sit at the worktable mending worn robes. If attacked, they immediately begin calling for Daros in **A6** who arrives the following round if he makes a DC 10 Perception check to hear the fighting. One of the cultists reaches for the vials of acid on the workbench and tosses it at the nearest PC. Cornered, the cultists fight to the death unless they see Daros go down in which case they immediately surrender, begging for their lives. Unfortunately, they do not know where Rolistair went, only that he has left Skalan.

If put on **alert**, one cultist guards the door while the 2 other cultist begin grabbing equipment including the safe in **A6**. After 3 minutes, the cultists flee down into the sewers through **A7**.

During the day, the three cultists are here doing odd jobs with various bits of equipment that the cultists employ.

CULTIST (3)

CR 1/3

XP 135

Human Expert 1

CE Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +1 Dex, +1 dodge)

hp 4 (1d8)

Fort +0, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft.

Melee sickle +0 (1d6)

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

STATISTICS

Str 10, **Dex** 12, **Con** 11, **Int** 13, **Wis** 8, **Cha** 11

Base Atk +0; **CMB** +0; **CMD** 11

Feats Dodge, Persuasive

Skills Bluff +6, Diplomacy +6, Intimidate +4, Perception +3, Sense Motive +3, Sleight of Hand +5, Stealth +5, Use Magic Device +4

Languages Common

Combat Gear thunderstone; **Other Gear** padded armor, dagger (2), sickle, thieves' tools, 5 gp

Scale Up (CR 2): Add 1 "Cultist Enforcer."

Treasure: The workbenches contain 3 sets of common Artisan's tools, a thieves' kit, and an abacus. Two vials of acid rest on the southern bench.



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A5- SUPPLY ROOM

Stacks of crates rest under a row of yellow robes hung from a central rod running lengthwise through the room.

The cultists keep supplies in this room which consists of 5 spare robes and 10 crates containing 5 back packs, 5 bedrolls, 3 50 ft. lengths of hemp rope with grappling hooks, 20 days of rations, and 2 tents. These supplies were for the additional cultists in the church to journey to the Lazard ruins where Rolistair is conducting his ritual.

A6- CHURCH OFFICE

CR 2

A squat, wooden desk sits by the northern wall while a worn out couch rests against the room's eastern wall where an empty bookcase stares back at you forlornly. In the southwestern corner, a glowing hot brazier emits a plume of smoke as fire curls a ream of paper into ashes.

Rolistair uses this room as an office when he is in residence. However, since he is gone, one of his most trusted men, a particularly nasty thug named Daros, has claimed it. The book shelf is currently empty. Once containing Rolistair's collection of arcane books, he has taken them with him to the Lazard ruins.

The ream of paper burning in the brazier is Rolistair's instructions to Daros. PCs who salvage the paper within 2 rounds of entering the room can after 1d4 x 10 minutes and a DC 10 Intelligence check piece together enough of the remaining fragments to determine the following- Rolistair is preparing a ritual to summon servants of the Elder Gods for the following night at the Lazard ruins and that Daros and 4 other cultists should join him there. It instructs Daros continue holding the ceremonies at the church to convert more to their cause until the night of the ceremony.

Creatures: Daros sits over by the desk, his feet up on it unless he hears commotion in **A6** or is alerted by the cultists in **A3**. A former underground romni pit fighter, Daros serves as Rolistair's

personal enforcer and delights in bullying the other cultists. The features of his face are oddly aligned, a result of unattended fractures, breaks, and other injuries over the course of his fighting career. In addition to his gear, Daros carries a map Rolistair gave him that leads to the Lazard ruins. Daros can confirm everything in the burning ream of paper on a successful Diplomacy check (treat as initially hostile) or a DC 14 Intimidate check. If reduced to 5 hp or less, Daros attempts to flee into the sewers through **A7** using a withdraw action. If pursued, he uses his increased movement rate, knowledge of the tunnels, and Stealth to throw off the PCs. He will eventually make his way to Rolistair ahead of time to tell him about the church, though at this point, Rolistair hardly cares. He can show up later in the adventure to harass the PCs.

If put on **alert**, Daros supervises the cultists gathering up equipment in **A4**. He burns Rolistair's instructions (and the PCs will still be able to find it). Spoiling for a fight, Daros moves to **A7** and covers the cultists' escape.

During the day, Daros berates the cultists in **A4** in between his exercises and training.

DAROS

CR 2

XP 400

Human monk (martial artist) 3

CE Medium humanoid (human)

Init +5; Senses Perception +6

DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 Wis)

hp 24 (3d8+7)

Fort +4, Ref +5, Will +4

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike+5 (1d6+3) or mwk kama +7 (1d6+3) or mwk kama flurry of blows +6/+6 (1d6+3)



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Ranged light crossbow +4 (1d8/19-20)

Special Attacks flurry of blows, stunning fist (3/day, DC 13)

STATISTICS

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

Base Atk +2; **CMB** +6 **CMD** 18

Feats Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Stunning Fist, Toughness, Weapon Focus (kama)

Skills Acrobatics +8 (+12 when jumping), Climb +8, Escape Artist +7, Intimidate +4, Perception +6, Sense Motive +6, Stealth +8, and Swim +8

Languages Common

SQ fast movement, maneuver training, pain points

Combat Gear *elixir of tumbling*, *potion of cure light wounds* (2), *potion of mage armor*, thunderstone; **Other Gear** light crossbow with 20 bolts, masterwork kama, 11 gp

Scale Up (CR 3): Add the advanced monster template to Daros or 1 “Cultist Enforcer.”

Treasure: The desk has a cubby space containing a small metal safe (hardness 10, hp 30, Break DC 25, DC 25 Disable Device) that if opened contains 43 gp, 112 sp, and a blood-stone worth 50 gp.

A7- HALLWAY TO SEWER

A narrow tunnel ends at a brick wall. A small round hole in the floor descends into darkness.

The tunnel serves as a backdoor entrance into the basement that the church uses. Examining the hole in the floor discovers that it is a narrow tunnel 3 ft. in diameter with a series of iron rungs that serve as a ladder. This tunnel leads into the sewers. Both tunnels are dark. See the sidebar “Traveling in the Sewers” for PCs who wish to explore further.



Part Three: Assault on the Lazard Ruins

At this point, the PCs should realize that Rolistair is the leader of the Reformation Church of the Elder Sign and is planning to conduct a ritual the following night at the Lazard Ruins that he believes will call forth servants of the Elder Gods to usher in a new age. Rolistair has already left with a group of young nobles who will act as additional performers in the ritual. A number of Rolistair's cultists are also on hand to make sure there is no outside interference (or that none of the nobles with Rolistair get cold feet).

INFORMATION ON LAZARD RUINS

The Lazard Ruins sit about 25 miles outside of Skalan in the shadow of the Kardathan Mountains and will take a full day of travel on foot to reach it. An exiled vindari noble, Maurice Lazard, built the structure on what he believed to be a convergence of ley lines. The ruins possesses an odd geometric structure as Lazard designed it based on his research that its unique design would focus the energy of the ley lines to power the occult rituals he practiced as a leader of a doomsday cult (and the reason for his exile). Lazard never found success with his the rituals (though they often resulted in wild parties) and after his death, it became a bit of a family embarrassment. Eventually, Lazard's

descendants abandoned the structure in an effort to distance themselves from his legacy. However, one of their young scions, Jon Lazard, became involved with Rolistair's cult. Rolistair seized on the idea of using the ruins as a focal point for the ritual he had been researching. Believing in the work of Maurice Lazard, Rolistair hopes to use the ruins to focus the energy produced by his ritual to aid in summoning and controlling servants of the Elder Gods.

PCs wanting to know more about the ruins can make a Knowledge (local) check or Diplomacy check to gather information. Any PC originally from Skalan gains a +2 circumstance bonus to the check. A higher result yields all the information of a lower result.

DC	Knowledge (local) or Diplomacy Result
10	The Lazard ruins are one of a number of old structures that lie outside the environs of Skalan. Such structures were usually built by rich, eccentric nobles who wanted privacy.
15	Maurice Lazard was the leader of an old doomsday cult and built a structure to conduct the rituals he believed would bring him and his followers into an elevated state of being in preparation for the coming destruction of the world. His cult fell out of favor after the death of a young noblewoman.
20	Maurice Lazard believed that ley lines traveling under the earth could be harnessed by creating a building with a unique structure. This special geometry supposedly harnessed the energy of the ley lines to empower magic. As such, the Lazard ruins feature oddly shaped rooms in the efforts to channel and focus the energy. After his death however, his heirs abandoned the structure in an effort to put its past and Maurice's bizarre theories behind them.

Travel to the Lazard Ruins is uneventful. Though no roads lead to the ruins, if the PCs have the map, it is easy to locate as the way there is through open fields and sparse woodlands before reaching a series of gentle hills that give rise to the towering slopes of the Kardathan



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Mountains. If the PCs are traveling by day, it is recommended that no encounters take place. Unless they are using horses, PCs leaving early in the morning should reach the ruins just as night falls.

If the PCs are a bit ahead of schedule because they assaulted the church during the day and leave right after, it is recommended to use some additional encounters to use their resources so they have to rest. Additionally, you can make the ritual take place the same night as the PCs investigation of the church, though it will make the following encounters more difficult for 1st level PCs if they have already expended resources.

Rolistair's ritual is quite long and extensive, so even if the PCs get to the ruins before night, they will still find him in the middle of conducting it.

OUTSIDE THE LAZARD RUINS

The Lazard Ruins rest in the valley between two steep hills and would be easy to miss if the PCs did not have a map. Built from stone, the tallest point of the ruins, a rusting metal capped dome, rises 25 ft. in the air. Each individual room in the structure is of varying height, the smallest being 7 ft. in height and the next tallest to the dome, 15 ft., with seemingly no reason as to why some sections are taller than others. There are no windows- Maurice believed that energy would be lost if he put in any. Moss and ivy grow over large portions of the building but overall, it appears structurally sound.

LAZARD RUINS GENERAL FEATURES

The Lazard Ruins are built entirely from stone (hardness 8, hp 9, Break DC 35, Climb DC 25). The wooden doors of its interior have suffered neglect from age (hardness 5, hp 10, Break DC 20). The individual height of a room is noted in its description. The interior of the ruins is dark except the areas where the cultists have set up camp.

Maurice designed the building to channel the magical energy that flows under the site. Through years of rituals, some of that energy remains trapped within the ruins creating odd effects. Every time the PCs enter a new area, except B11, roll on the table below or choose one. Some rooms already have odd lingering effects so reroll if the room's effect conflicts with your result.

d10	Result
1	Magic surges in this room, detectable with a DC 15 Spellcraft check. All arcane spells cast in this room are cast at 1 level higher.
2	Fluctuations of residual magical energy, noticeable with a DC 15 Spellcraft check, make spellcasting difficult in this room. All arcane spells cast in this room require a Concentration check as if casting defensively.
3	Upon entering the room, a dozen ghostly figures appear created by residual magical energy. Dressed in robes, they mutter in indecipherable voices to each other as they sip from goblets. A DC 10 Sense Motive check detects a festive attitude amongst the figures, as if they were at some sort of social gathering. The figures do not interact with the PCs or detect as undead and disappear after 3 rounds.
4	The room feels unnaturally hot as if by a sweltering heat. A DC 10 Survival check knows this is not normal. Characters remaining in the room more than 10 rounds must make a DC 10 Fortitude save each round or feel sickened while in the room (numerous failures do not stack). The condition ends once the PC leaves the room.
5	An apparition of a woman with the lower half of a snake appears, yelling in a sibilant voice, "Begone!" before disappearing. Motes of light, like tiny stars, drift throughout the room for the next 5 minutes. A DC 16 Knowledge (arcana) or Knowledge (nature) identifies the creature as a lunar naga.
6	Light flashes erratically in the room, illuminating everything for 1d6 rounds before going dark for 1d6 rounds. It requires a successful Concentration check as if casting defensively to cast any spell with the light descriptor when the room is dark.



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| 7 | A DC 15 Spellcraft check notices an almost dangerous concentration of magic in the room. All arcane spells cast in the room deal 1d4 points of damage to the caster unless the caster succeeds on a Concentration check as if casting defensively. |
| 8 | The ghostly form of a robed man appears in the room. He pours a vial into a wine cup before approaching a female figure. Both of them drink from the wine cup and then a ghostly voice says in wonder, "The stars...they are changing..." |
| 9 | The sound of rain and distant thunder reverberates in the room. PCs feel the water hitting them even though they cannot see it and are not getting wet. |
| 10 | The mirror image of a PC appears in the room, grinning wildly before worms begin pouring out of the image's mouth, ears, nose, and eyes. Within 2 rounds, the image collapses into a very real pile of harmless worms. |

GETTING IN

The PCs will have find a way to get into the Lazard ruins and how they do that is up to them. Below are listed the most common scenarios.

DIRECT ASSAULT

The most obvious way to gain entrance is a direct assault on the front entrance where the cultists are concentrated. If the PCs attack at night, remember to make opposing Perception checks to see which group notices the other first.

Sneaky PCs may think to clamber up on the roofs of the ruins and hit the cultists from behind. Without climbing gear, the Climb DC is 25. Because each room is a different height, PCs may need to make multiple Climb and Stealth checks to move about undetected.

BLUFFING THEIR WAY IN

If the PCs were able to piece together the burning reams of paper in **A6**, they may recall that Rolistair had given orders for Daros and 4 other cultists to join them. Therefore, the cultists at the front entrance are expecting Daros and the other cultists. They PCs can attempt to disguise themselves as the cultists or even Daros with a disguise kit or the *disguise self* spell. The cultists guarding the front entrance get a +4 bonus on their Perception checks as they recognize Daros and the other cultists on sight.

THE SECRET ENTRANCE

PCs making a DC 15 Perception check easily notice that the cultists' attention is focused on the front entrance as it appears to be the only way to gain access. As long as the PCs remain quiet, they can examine the exterior of the ruins in safety. PCs making a DC 15 Perception check notice that the ivy clinging to the eastern wall of **B5** appears to be disturbed. A DC 15 Perception check while searching the area of the disturbance discovers a secret door leading into the ruins- a secret exit that Maurice had installed in case he needed a quick escape from those who did not find his views to be very popular (or the angry husbands of the wives that Maurice was wont to seduce).

B1- OUTSIDE THE FRONT ENTRANCE

CR 2

A large stone structure looms in the distance, dominated by a central metal capped dome at its center. The walls of the structure rise and fall, suddenly dropping a few feet and then rising twice that many more. Ivy and moss curl about much of its exterior which, strangely, has no windows or any point of egress except for one large wooden door in its northern end. Ahead, the glowing light from two lanterns on a low roof stretch out into the darkness, faintly illuminating shadowy figures behind them as well as two additional figures standing by the door.



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Rolistair posted guards out front to make sure no one interferes. Even if he has not learned about the PCs (through an escaped cultist), he fears being discovered by members of the Church of Unspeakable Masses. He also wants to ensure that none of his “guests” leave.

Two bullseye lanterns hang from posts atop the roof of **B2** sending out a 120 ft. cone of light directed in front of the entrance (the first 60 ft. is considered normal light, the second 60 ft. is dim light).

If the PCs arrive before night falls, the lanterns are not lit.

Creatures: Four cultist enforcers stand guard by the door leading into **B2**, two flanking the entrance and two on the 10 ft. tall roof of **B2**. If attacked and not surprised, all four cultist enforcers open fire with their ranged weapons. The two cultist enforcers by the doors switch to melee weapons if the PCs engage them. The two cultist enforcers on the roof continue to provide ranged support, aiming at PCs using ranged fire or spells. These two cultists remain on the roof and only engage in melee if the PCs confront them there. If the PCs flee into the ruins, any remaining cultist enforcers pursue. They fight to the death, fearing Rolistair’s wrath.

CULTIST ENFORCER (4) CR 1/2

XP 200

Human fighter 1

CE Medium humanoid (human)

Init +2; Senses Perception +2

DEFENSE

AC 18, touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (1d10+1)

Fort +3, Ref +2, Will +1

OFFENSE

Speed 30 ft.



Melee longsword +5 (1d8+3/19–20) or dagger +5 (1d4+3/19–20) or sap +5 (1d6+3 nonlethal)

Ranged light crossbow +3 (1d8/19–20)

STATISTICS

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

Base Atk +1; CMB +4; CMD 16

Feats Dodge, Power Attack, Weapon Focus (longsword)

Skills Climb +7, Perception +2, Survival +5

Languages Common

Combat Gear *potion of cure light wounds*, thunderstone (3); Other Gear buckler, chain shirt, dagger (3), light crossbow with 20 bolts, longsword, sap, climbers’ kit, 7 gp

Scale Up (CR 3): Add 2 “Cultist Enforcer.”



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B2

Cracked, water stained mosaic tiles on the floor form the disturbing image of a horned beast hovering over a city against a red sky. People try futilely to escape from the huge beast, many of them plummeting to their certain deaths. Bas-reliefs along the eastern and western walls depict similar apocalyptic scenes- various monsters feasting on humankind. Two doors, one to the east and the other to the west, exit the room.

Maurice spared no expense in creating this structure, filling it with artwork and imagery depicting an end of the world where monsters rose from the earth, eerily prescient of the rising of the Great Old Ones though the forms of the monsters depicted tend to be less tentacled and squamous than the Spawn of the Great Old Ones. While the eastern door is unlocked, the western door is locked (DC 25 Disable Device). The cultists use a series of secret knocks and rappings (DC 20 Bluff to attempt) on the door to alert their fellows in **B7** if they need entry. The ceiling is 10 ft. high.

B3

CR 1

Faded tapestries cover the curved southwestern walls of this oddly shaped room. The marble bust of a noble looking man with a thick mustache rests covered in dust on a small table along the east wall. Its stone glossed eyes seem to follow you as you enter the room.

Two tapestries adorn the wall depicting the supposed armageddon that Maurice believed would befall Vathak- strange, grotesque creatures rise from the earth, devouring unrepentant sinners who are shown being tortured in the bellies of the monsters. The tapestries are worth 50 gp to collectors of the bizarre but weigh 15 lbs. each due to their size and thickness. The room is dark with a 7 ft. high ceiling.

Trap: The bust on the table depicts Maurice Lazard, built in the last days of his life when he saw his world crumbling around him as both friends

and family abandoned him. The bust's eyes appear to follow anyone who enters the room. Maurice found the trap useful to convince naysayers about his doomsday predictions. Anyone stepping within 5 ft. of the bust triggers the trap which starts with a *magic mouth* spell intoning:

Fools, I, Maurice Lazard see great beasts from the earth arising to devour us. We must seek absolution for our worldly sins or we're doomed!

Afterwards, the trap is immediately sprung.

CAUSE FEAR TRAP

CR 1

Type magic; **Perception** DC 14; **Disable Device** DC 14

Trigger proximity (*alarm*); **Reset** automatic

Effect The creature closest to the trap is affected by a *cause fear* spell. The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round. Creatures with 6 or more HD are immune to this effect.

Scale Up (CR 2): Increase the Perception check or the Disable Device check to DC 19.

B4

CR 1

Bones lie strewn about the floor of this long hallway amidst tatters of yellow cloth, its western wall curved. A heavily boarded door sits in the east wall.

This room is dark with 12 ft. high ceilings. The cultists reinforced the door to **B5** with multiple pieces of wood (hardness 5, hp 20, Break DC 23). Anyone examining the bones determines with a DC 15 Perception check notices the deep bite marks on the bones. The yellow tatters appear to be the same color as the robes worn by the cultists.



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Creatures: Three cultists were killed and devoured by the young volwearm in **B5** before the remaining cultists arrived and drove it back. Unable to kill it, they instead boarded up the door to prevent it from wandering into the rest of the complex. Unfortunately, whether due to lingering energy in the ruins or a side effect of Rolistair's ongoing ritual, the bones of the dead cultists form into skeletons 3 rounds after anyone enters the room. The skeletons fight until destroyed.

SKELETON (3)

CR 1/3

hp 4 (*Pathfinder RPG Bestiary*)

Scale Up (CR 2): Add 2 "Skeletons"

B5

CR 2

Elaborate stained glass windows rising from the floor of the eastern wall depict a ghastly apocalypse- a burning sky rains down on cities while the claws of great beasts burst forth from the ground. Rubble lies strewn about room's floor while books molder in sagging bookcases.

Maurice's doomsday prophecies predicted an event similar to that of the awakening of the Great Old Ones, though he believed in a swift and catastrophic destruction which he captured with magic in art such as the stained glass windows in this room. A *detect magic* spell reveals the presence of moderate illusion magic on the stained glass windows. A character making either a DC 26 Knowledge (arcana) or a DC 21 Spellcraft check confirms that a *permanent illusion* (DC 22) spell has been cast on the windows to make them appear as stone from the outside. A character examining the windows on a DC 15 Perception check discovers a secret glass door within the stained glass windows that leads to the outside.

Two bookcases rest against the north and south wall. The elements and age have mostly destroyed the books sitting on the shelves though a few lines of text concerning various cults and other doomsday prophecies can be read here and there before the pages crumble. A character making

a thorough examination of the book case on a DC 20 Perception check finds three copper tubes hidden amongst the books. Each one contains a different scroll- *burning gaze*^{APG}, *color spray*, and *memory lapse*^{APG}.

Bits of rubble lie strewn about the floor but particularly in the center of the room where a pile of sticks and leaves bunch together. A DC 15 Perception check notices brown splotches staining the ground near the pile- dried blood. The pile covers the entrance to a tunnel burrowed out by a young volwearm that came up through the floor into the room.

The ceiling in this room is 10 ft. high.

Creatures: A young volwearm lairs here in the ruins. A group of cultists exploring the ruins encountered the beast but lost three men before driving the creature back into the room where they then boarded up the door to ensure the beast did not follow them. The volwearm uses its scent ability to detect intruders and immediately bursts up through the ground when any creature comes within 5 ft. of its tunnel entrance. Not a stupid creature, the volwearm escapes into its tunnel if reduced to a quarter of its hit points, retreating into the nearby hills. A medium sized creature can fit into the tunnel which drops 12 ft. before widening into the creatures lair, a 15 ft. by 10 ft. lair 8 ft. high.

YOUNG VOLWEARM

CR 2

XP 600

NE Alignment Large Magical beast (*Colonies- Game Master's Guide, Pathfinder RPG Bestiary*)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +8

DEFENSE

AC 14, touch 12, flat-footed 10 (+4 Dex, +1 natural, -1 size)

hp 30 (4d10+8)

Fort +7, **Ref** +6, **Will** +2



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OFFENSE

Speed 40 ft., burrow 40 ft.

Melee bite +5 (1d6+1)

Reach 10 ft.

Special Attacks extended reach, sweeping headbutt

STATISTICS

Str 12, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 20 (cannot be tripped)

Feats Skill Focus (Perception), Weapon Focus (bite)

Skills Stealth +6, Survival +2 (+6 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

SPECIAL ABILITIES

Extended Reach (Ex) A young volwearm's long neck rests coiled under its head and between its body. As a move action, a young volwearm can uncoil its neck, gaining a 10 ft. reach. It is another move action to recoil the neck. Because a young volwearm's neck is sensitive and vulnerable while extended, all critical hits against it gain a +4 circumstance bonus to confirm.

Sweeping Head (Ex) Young volwearms utilize their long necks to avoid multiple creatures swarming them. As a full round action, a young volwearm can extend its neck and make a bull rush attempt against all opponent's within its 10 ft. reach. This does not provoke an attack of opportunity.

Scale Up (CR 3): Use a volwearm (*Colonies-Game Master's Guide*) or add the advanced monster template.

Treasure: Within the lair amongst a pile of bones, 115 cp, 95 silver, 38 gold, and two moon-

stones worth 50 gp each can be found- coinage from previous meals that the volwearm could not digest.

B6

CR 1

Wooden screens, rotted with age, their paper images long since turned to dust, surround the collapsed remains of a large, four poster bed flanked by a pair of statues depicting entwined lovers, their features weathered into blank, expressionless masks.

Maurice used this room with 14 ft. high ceilings to entertain female visitors, typically young, impressionable types. Often, Maurice and his guest would imbibe the venom from a lunar naga in an effort to receive prophetic visions of the future. The room once held lavish paper screens depicting fantastic creatures from far off lands but they are wrecked now beyond repair and worthless as is the bed. The two statues are so weathered from age that the identities and sexes of the figures are indistinguishable.

Haunt: Maurice's cult began to lose popularity after the death of a young noblewoman who died, apparently frightened to death by whatever she saw in her prophetic vision. The lingering energies in the structure cause her to manifest as she was in the last moments of her life- screaming about a beast coming after.

SCREAMING WOMAN

CR 1

XP 400

CE haunt (5 ft. by 5 ft. square)

Caster Level 1st

Notice Perception DC 14 (to hear a sudden terrified whimpering)

hp2; **Trigger** proximity; **Reset** 1 day

Effect When this haunt is triggered, the ghostly form of a young woman suddenly appears, wide-eyed with terror. The nearest target is affected as if by an *ear-piercing scream*^{UM}(save DC 11) spell.



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Destruction The structure must be torn down to dispel the latent energies trapped within it.

Treasure: Anyone examining the statues that makes a DC 20 Perception check notices one of them seems hollow and one of its heads can be unscrewed.

Inside is a small cache of potions Maurice kept on hand- a *potion of expeditious retreat* and a *potion of invisibility* as well as a pouch containing 100 gp.

Scale Up (CR 2): Increase it to a DC 19 Perception check to notice the haunt.

B7

CR 1

Bedrolls lay unfurled in the corners of this room strewn about with unpacked crates containing traveling supplies in an unorganized mess.

Once a sitting room for guests, Rolistair ordered the cultists to clear out this room and establish it as their base camp. The cultists, without any real sort of leadership, simply tossed bedrolls and equipment wherever they felt like it. There are 10 bedrolls strewn about and 4 crates containing 4 *potions of cure light wounds*, 40 days worth of iron rations, 10 canteens, 4 50 ft. lengths of rope, and 20 torches in total. A half-full barrel of cheap wine sits in the northwest corner. An unlocked door rests in the southern wall.

Creatures: Two cultist enforcers stand guard in this room. If they hear the PCs making noise in **B2** or otherwise become aware of their presence, they take partial cover behind a crate and fire their crossbows at the PCs as they enter. They attempt to keep a distance from the PCs, making a fighting retreat to **B8**. Fearing punishment at Rolistair's hand (or that of his conjured servant), the cultist enforcers fight to the death.

CULTIST ENFORCER (2) CR 1/2

XP 200

Human fighter 1

CE Medium humanoid (human)

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

DEFENSE

AC 18, touch 13, flat-footed 17 (+4 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (1d10+1)

Fort +3, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3/19–20) or dagger +5 (1d4+3/19–20) or sap +5 (1d6+3 nonlethal)

Ranged light crossbow +3 (1d8/19–20)

STATISTICS

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

Base Atk +1; **CMB** +4; **CMD** 16

Feats Dodge, Power Attack, Weapon Focus (longsword)

Skills Climb +7, Perception +2, Survival +5

Languages Common

Combat Gear *potion of cure light wounds*, thunderstone (3); **Other Gear** buckler, chain shirt, dagger (3), light crossbow with 20 bolts, longsword, sap, climbers' kit, 7 gp

Scale Up (CR 2): Add 1 "Cultist Enforcer."

B8

CR 1

A cracked glass roof offers an open view of the sky. The brown desiccated remains of numerous plants still eerily move in the large troughs along the western wall as if disturbed by a faint wind. The staccato chirping of crickets cuts in and out suddenly and with no discernible pattern or rhythm. Hideous monsters with horns cavort in a bas



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relief in the curved eastern wall, gore dripping from their oversized mouths.

Maurice kept a small but lavish garden in this room for aesthetic purposes. Supported by magic, the exotic plants, set in 3 ft. high stone troughs, lived long after the place was abandoned and only recently succumbed to an infection of russet mold. Part of the magic still lingers- a modified *gust of wind* spell stirs the dead plants, however the *ghost sounds* spell emulating crickets is fading, cutting in and out. Anyone examining the plants making a DC 21 Knowledge (nature) check detects the inert remains of russet mold amongst the plant matter.

The ceiling rises to a height of 13 ft. and the roof radiates moderate illusion magic. A character making either a DC 26 Knowledge (arcana) or a DC 21 Spellcraft check confirms that a *permanent illusion* (DC 22) spell has been cast on the roof to make it appear as stone from the outside.

Creatures: Rolistair and the cultists managed to destroy the infestation of russet mold that grew in the garden (formed from water leaking through the cracked ceiling and lingering traces of magic) but not before two cultists were infected and died. Unbeknownst to them, the two cultists recently spawned as vegepymies. The new creatures are hungry and confused, hiding amongst the dead plants. Though aggressive, they want food, trying to rip into backpacks though they will defend themselves if necessary. They will leave creatures alone if each of them is given at least the equivalent of 1 day of iron rations. Additionally, offerings of food grant a +4 circumstance bonus to Diplomacy checks if treating with the creatures.

VEGEPYMY (2)

CR 1/2

hp 5 (*Pathfinder RPG Bestiary*)

Scale Up (CR 2): Add 1 "Veg-epmy."



B9

Faded tapestries cover the walls of this oddly shaped room.

With the many depictions of the end of the world adorning the other rooms, Maurice furnished this room with tapestries of a more hopeful nature. Covering the angular west and southwest walls, the threadbare tapestries show a barely distinguishable glowing human creature whose radiance appears to be lifting up the broken bodies of people around him (mostly women). The savior figure was modelled after Maurice, himself, in the belief that he would rebuild the world after the coming apocalypse. In the background behind the savior figure, pale women with snakelike bodies cavort playfully. A DC 16 Knowledge (nature) check reveals the snakelike women as lunar nagas. A follow-up DC 15 Knowledge (religion) check equates them small cults while a DC 20 Knowledge (religion) check pinpoints their association in Vathak with cults belonging to the Elder Gods.

The ceiling rises 9 ft. high.

B10

(CR 2)

A trio of sweeping buttresses from the east, west, and south walls, carved to appear as some sort of monstrous mouth, hold up the 15 ft. high ceiling with a domed roof. Though the stone walls are bare of ornamentation, a 7 ft. tall, double stone door with the bas relief of a squatting, bug eyed horned monster rests at the northern apex of the room.

The buttresses sweep upwards from the middle of the walls to meet in the center of the domed ceiling. The large stone door to the north is unlocked and designed to open at the slightest push. Anyone making a DC 15 Perception check can hear the arcane chanting of numerous voices beyond the stone door.

Creatures: While the cult traversed the sewers, they encountered

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a choker that Rolistair managed to recruit to his cause after praising it as a holy being. Perversely delighted, the choker decided to ally with Rolistair who uses the creature as a personal assassin, a task which delights it. The choker hides at the top of the dome and waits for the PCs to approach the door. It attempts to strike the PC in the rear of the party if they attempt to enter the door to **B11**. The choker knows a few words of common which it repeats as it attacks the party such as “Die” and “Rolistair, friend.” If reduced to a quarter of its hit points, it takes cover back up in the ceiling, taking full defensive actions as it calls out an alarm to Rolistair (which he does not hear). If attacked again, the choker attempts to scuttle out of the room to **B9** where it makes its escape outside the ruins.

CHOKER

CR 2

hp 16 (*Pathfinder RPG Bestiary*)

Scale Up (CR 3): Add the advanced monster template to the choker or add 1 “Cultist Enforcer” who is guarding the door.

B11

(CR 3+)

This enormous circular room rises up to a height of 25 ft., the last 10 ft. of which is taken up by a rusting, metal paned dome. A group of 21 yellow robed figures chant arcane invocations while huddled around a complex magical circle in the center of the room. One figure in the back has his hood thrown back to reveal a man with feral wolf-like features, his voice rising above the crowd's in a different chant. Suddenly, the metal dome splits asunder, raining shards down on the heedless figures, while lightning flashes overhead accompanied by the close concussive booming of thunder. The very air seems alive with almost tangible energy.

Maurice used this chamber to conduct his ceremonies. A large wheel along the east wall once allowed the metal dome to be opened to the sky, but years of neglect and rain rusted the dome shut until the energies summoned by

Rolistair blasted it open. Thunderclouds hover over the opening, raining lightning down around the structure but not in the room. The flashes illuminate the bas reliefs of monstrous creatures combating a robed human figure who blasts them with eldritch energy.

Unknown to everyone but him, Maurice enslaved a lunar naga to assist with his rituals as the creature and its kind serve the Elder Gods. Maurice frequently employed its venom to distill hallucinogenic drugs he administered to his followers. Following Maurice's death, the creature returned to a space betwixt the stars. Now, however, Rolistair's inept summoning ritual has invoked the ancient energy stored within the ruins, summoning the creature once again, a creature that is very, very angry at being disturbed and too powerful for Rolistair to control.

Creatures: This encounter is best played cinematically. A DC 15 Knowledge (arcana) or Spellcraft check detects an enormous amount of magical energy being drawn towards the summoning circle in the middle of the room. Additionally, the same check reveals that Rolistair is the primary caster of an unknown ritual (unknown since it was created by him) and that he is the ritual's focus and that possibly by stopping Rolistair (either killing him or knocking him unconscious) that it will disrupt the ritual.

One round after the PCs enter the room (or if they decide to wait and see, 1 round later), a shimmering pillar of light erupts from the clouds to strike the magic circle, coalescing into a snake-like female creature, the lunar naga. Above the dome, lightning flashes in the clouds, illuminating similar creatures as Rolistair's ritual further tears open holes into other dimensions. A DC 15 Knowledge (planes) check deduces that more creatures will be arriving soon unless the ritual is stopped.

On the naga's initiative, it immediately fires a *scorching ray* at one of the yellow robed figures, a young



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noble that Rolistair is using to assist in the ceremony. The young noble appears to be instantly consumed by flame before he disintegrates into ashes. This immediately causes a panic as the young nobles begin to scramble about in terror. The lunar naga continues its assault, alternating between her poison bite and scorching ray. The young nobles cower, beg, and generally get in each other's way as the naga kills one per round. Obviously, the lunar naga is too powerful of an opponent for the PCs to handle, so describe its power in brutally and efficiently dispatching the young nobles. It is so focused on the young nobles surrounding it, that it does not notice the PCs, nor will it notice them unless a PC attacks it. Treat a 20 ft. radius around the creature as difficult terrain due to the young nobles in the way.

Meanwhile, Rolistair backs away to the far north end of the room, still intent on the ritual in an attempt to control the creature. He only stops the ritual when attacked by the PCs at which point he casts *vanish*. While under the effects of the spell, he casts *shield*, *summon monster I*, and *burning hands* or *magic missile* depending on how the PCs are clustered. He uses his move action in the first round to distance himself from the PCs and each additional round, uses his move action to attempt to transform into his lycanthrope hybrid form. Rolistair is a fanatic and fights to the death.

Play up the chaotic nature of the battle with the lunar naga attacking the young nobles. If a PC attempts to attack the lunar naga, it is best to describe one of her attacks just narrowly missing eviscerating the PC or you can have the PC targeted by one of its *magic missile* spells (the other two missiles strike and kill two adjacent young nobles) or her *ray of enfeeblement*.

LUNAR NAGA

CR 6

hp 68 (*Pathfinder RPG Bestiary 3*)

ROLISTAIR

CR 3

XP 800

Human afflicted werewolf sorcerer
(dreamspun^{APG}) 3

CE Medium humanoid (human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +0

DEFENSE

AC 13, touch 13, flat-footed 10 (+2Dex, +1 dodge)

hp 16 (3d6+3)

Fort +2, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk dagger+3 (1d4+1/19/20)

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

Bloodline Spell-Like Abilities (CL 3rd; concentration +9)
6/day—*lullaby* (DC 13)

Sorcerer Spells Known (CL 3rd; concentration +9)

1st(6/day)—*burning hands* (DC 14), *hypnotism* (DC 15), *shield*, *sleep* (DC 14), *summon monster I*, *vanish*^{APG}

0—*detect magic*, *read magic*, *resistance*

Bloodline dreamspun^{APG}

STATISTICS

Str 12, **Dex** 14, **Con** 13, **Int** 10, **Wis** 10, **Cha** 15

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

Feats Combat Casting, Dodge, Magical Aptitude

Skills Bluff +6, Intimidate+7, Knowledge (arcana) +6, Spellcraft +8, Use Magic Device +10

Languages common

SQ bloodline arcana (when



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targeting a creature with a spell, insight bonus equal to ½ bonus to AC and saving throws against any attacks or spells from that creature), change shape (human, hybrid, and wolf; polymorph), lycanthropic empathy (wolves and dire wolves), precognition (+1 to initiative)

Combat Gear *potion of cure light wounds* (2), *scroll of mage armor*, *wand of magic missiles* (20 charges); **Other Gear** masterwork dagger, 925 gp

ROLISTAIR

CR 3

(Hybrid Form)

XP 800 Human afflicted werewolf sorcerer (dreamspun^{APG}) 3

CE Medium humanoid (human, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +0

DEFENSE

AC 13, touch 13, flat-footed 10 (+2Dex, +1 dodge)

hp 19 (3d6+6)

Fort +3, **Ref** +3, **Will** +3

DR 5/Silver

OFFENSE

Speed 30 ft.

Melee mwk dagger+4 (1d4+2/19/20) or bite -1 (1d6+2 plus trip and curse of lycanthropy)

Ranged mwk dagger +4 (1d4+2/19-20)

Bloodline Spell-Like Abilities (CL 3rd; concentration +9)
6/day—*lullaby* (DC 13)

Sorcerer Spells Known(CL 3rd; concentration +9)

1st(6/day)—*burning hands* (DC 14), *hypnotism* (DC 15), *shield*, *sleep* (DC 14), *summon monster I*, *vanish*^{APG}

0—*detect magic*, *read magic*, *resistance*

Bloodline dreamspun^{APG}

STATISTICS

Str 14, **Dex** 14, **Con** 15, **Int** 10, **Wis** 10, **Cha** 17

Base Atk +1; **CMB** +3; **CMD** 15

Feats Combat Casting, Dodge, Magical Aptitude

Skills Bluff +6, Intimidate+7, Knowledge (arcana) +6, Spellcraft +8, Use Magic Device +10

Languages common

SQ bloodline arcana (when targeting a creature with a spell, insight bonus equal to ½ bonus to AC and saving throws against any attacks or spells from that creature), precognition (+1 to initiative)

Combat Gear *potion of cure light wounds* (2), *scroll of mage armor*, *wand of magic missiles* (20 charges); **Other Gear** masterwork dagger, 925 gp

Scale Up (CR 4): Add the advanced monster template to Rolistair or 2 “Cultist Enforcers” who serve as his bodyguards.

Development: If Rolistair is slain or knocked unconscious, a sudden boom of thunder rumbles as the ritual unravels. With a shriek, the lunar naga disappears into tiny motes of starlight flying up towards the dissipating clouds. The young nobles left alive cower fearfully, staring at the PCs in awe. They are all dazed as if awakening from a terrible dream.

Hazards: A strong wind (-2 to ranged attacks and perception, extinguishing small, unprotected flames) whips through the entire room, extinguishing the hundreds of ceremonial candles along the room’s perimeter.



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CONCLUSION

With Rolistair defeated, the young nobles slink back to their homes and the Reformation Church of the Elder Sign ceases to be. The Lazard family quickly moves in to reclaim the old ruins to prevent anyone else from using it. The adventure hook the GM uses determines Rolistair's final fate if he was taken alive.

The Bloodmoons take Rolistair back to their hunting grounds within the Telgotha Forest. His mind irreparably damaged by the Mi-Go experimentations and the failed ritual, Rolistair lives a short life as an invalid.

The Church of the Unspeakable Masses locks Rolistair away in their headquarters in Reifswald. However, his brush with eldritch powers intrigues the Mi-Go who now thinks he has thoughts worth harvesting. In short order, Rolistair lives out the rest of his existence as a brain in a Mi-Go brain cylinder.

If an ally or patron asked the PCs to find Rolistair, it depends on what that ally or patron's desires are- whether Rolistair was wanted for revenge or perhaps information.

If the PCs assisted in helping to find a missing son or daughter, they find that person amongst the 20 young nobles that assisted during the ritual. If Rolistair is brought to the nobles who hired them, then his body is found dead, floating in the sewers just days later, a silver dagger through his heart.

FURTHER ADVENTURES

As a 1st level adventure, *Silhouette of a Shadow*, can be used simply as an introductory adventure to get players interested in the world of Vathak or as the springboard for a whole campaign. The title of the this adventure refers to the emerging threat of the Church of the Un-



speakable Masses and their Elder Gods, a new shadow over Vathak that most people only faintly see. Below are outlined some ideas of where to take the adventure afterwards.

If the PCs were hired by the Bloodmoons, the werewolves may be interested in hiring the PCs to look further into the Church of the Unspeakable Masses. In particular, Bloodmoon patriarch, Heinrich Bloodmoon, harbors suspicions about the church (see *Colonies- A Game Master's Guide* for more information). This leads the PCs deeper into the secrets of the Church of the Unspeakable Masses. Additionally, consider what happens when the PCs discover that their employers are werewolves and what happens when the werewolves find out that the PCs have discovered their secret.

If the PCs assisted the Church of Unspeakable Masses in apprehending Rolistair, the Church might try to recruit them as members or contract



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them out as agents to recover magical artifacts useful for their purposes. This could send the PCs to all different parts of Vathak. During the course of their adventures, the PCs learn more about the Church of Unspeakable Masses through their actions with them and must decide whether they will try to stop the church or help it.

The PCs' actions come to the notice of Baron Hellheimer (particularly if the PCs assisted a noble or perhaps through their ally or patron). Baron Hellheimer is always looking for brave souls to assist in keeping the city of Skalan safe, particularly with dangerous jobs that the city guard is unable to handle. The PCs will be given a variety of different missions that will draw them deeper into the Skalan's web of politics and perhaps make them targets of the various vampire clans living in the city.

Maurice Lazard's prophecies and depictions of titanic beings rising to destroy Vathak seem eerily accurate. Perhaps there is more to his, at first glance, insane theories and predictions. A campaign could be centered on discovering more about Lazard and his beliefs as they may contain information on how to defeat or at least oppose the rising of the Great Old Ones.

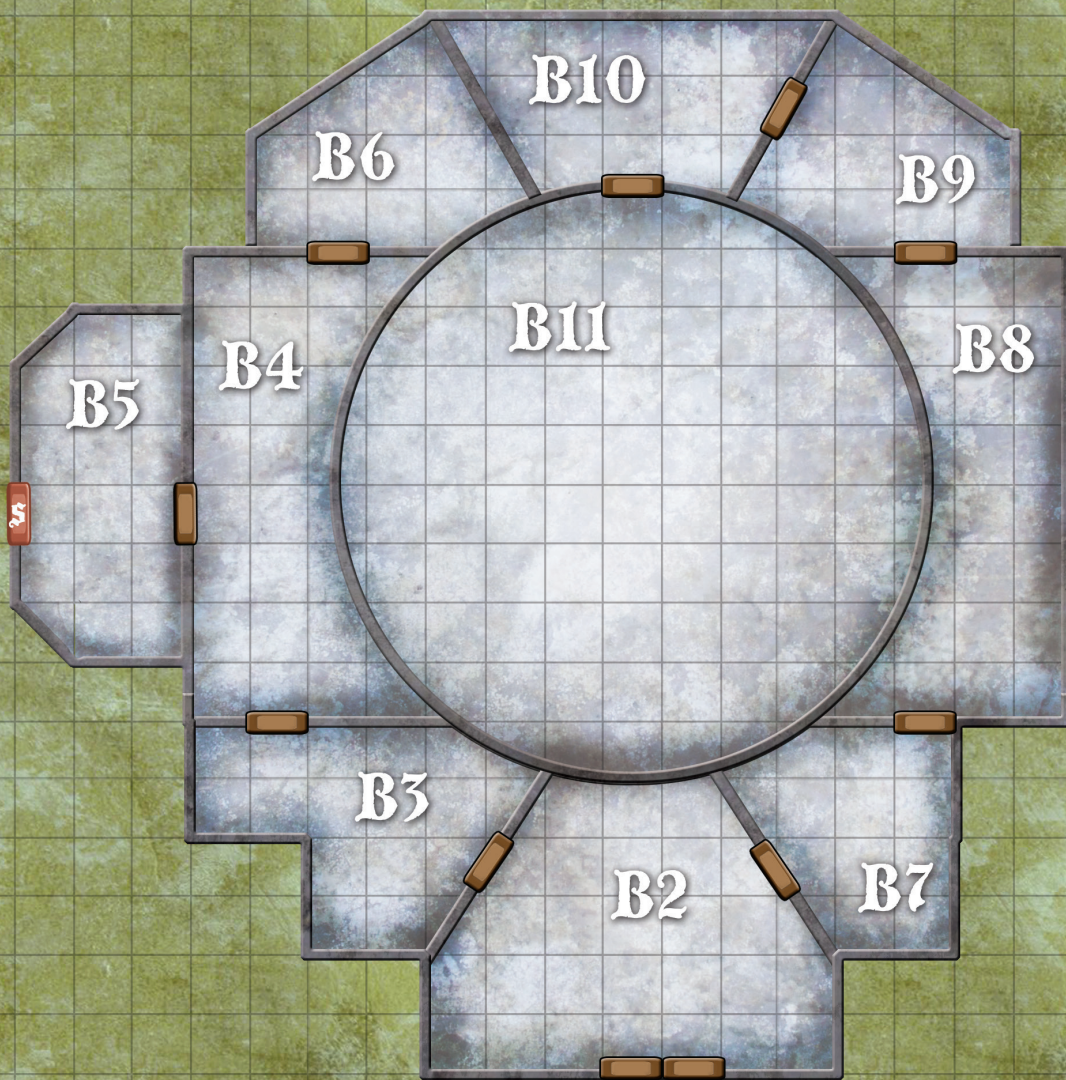
Smelt's Run



Reformation Church of the Elder Sign



Lazard Ruins



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