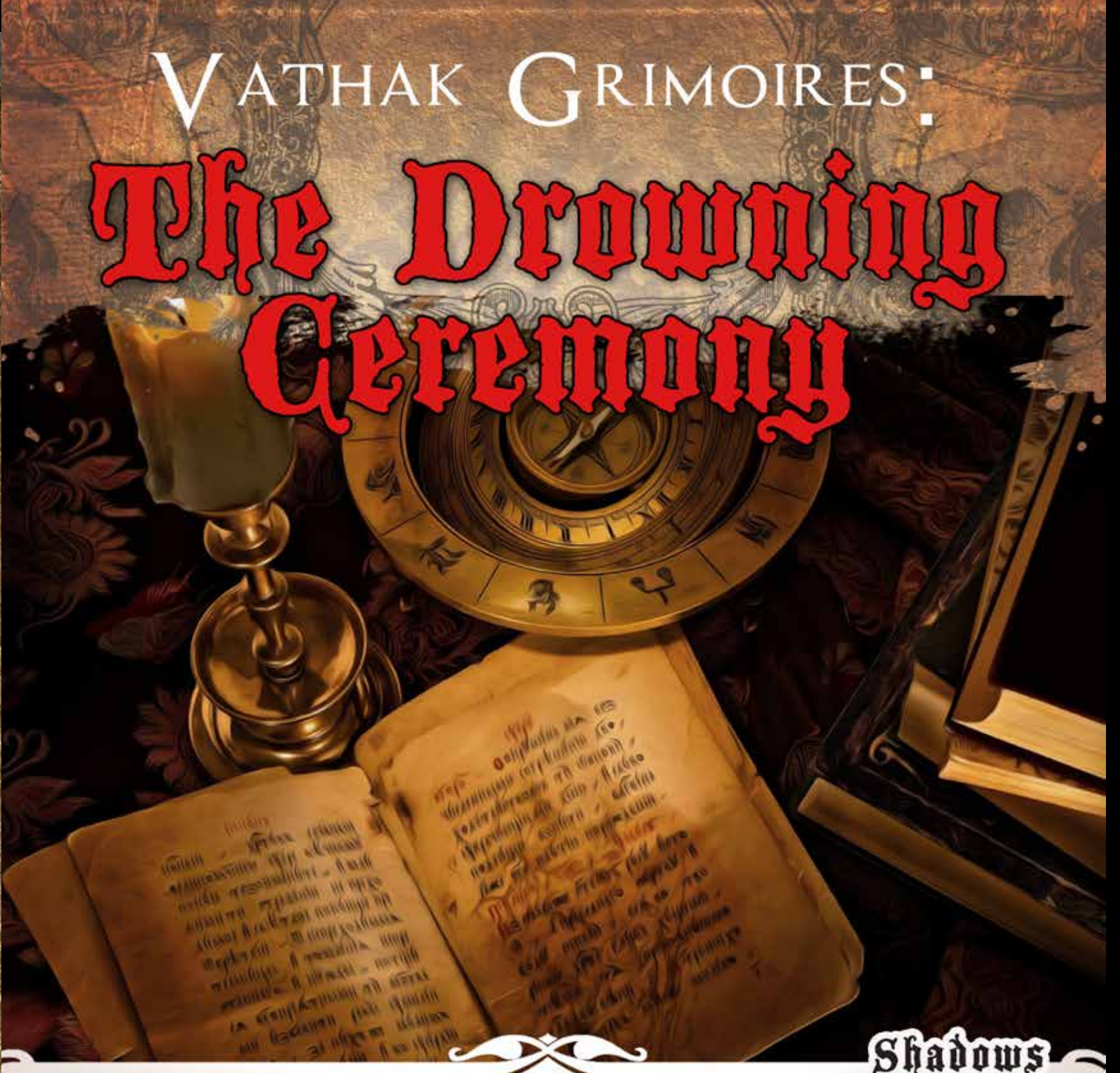
Vathak Grimoires:

The Drowning Ceremony



A Supplement for the Colonies

Shadows over Vathak

A Campaign Setting Book of Lovecraftian Survival Horror

Jason Keeley and Rick Hershey

Pathfinder® Roleplaying Game Compatible

Vathak Grimoires:
The Drowning Ceremony

Author: Jason Keeley

Editor: John Bennett

Artist: Rick Hershey

Design and Layout: Rick Hershey

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

Line Developer: John Bennett

Publisher: Fat Goblin Games

Vathak Grimoires: The Drowning Ceremony © 2014 Fat Goblin Games

All rights reserved. www.fatgoblingames.com

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

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

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

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

Contents

Spells 5
Accelerate Recovery 5
Erosion 5
Drowning Gaze 5
Hydrophilia 6
Stinging Water 6
Summon Void Parasites 7
Temporal Surge 7
Tentacle Growth 8
Throes of Terror 8
Toxic Breath 9
New Feats 9
Flux Spell (Metamagic) 9
Molting Spell (Metamagic) 9
Spellbook 10
The Drowning Ceremonies 10
Preparation Ritual 10

Early one chill morning, a fisherman discovered a collection of unusually large scales, dried fins, and flattened pieces of reed strung together with moldy netting washed up on the shore of Lake Pethegas. He believed it to be nothing but flotsam, but as he approached, he noticed faint markings of an unknown language scribbled upon its pieces. The words seemed to twist and writhe of their own accord, and the fisherman ran screaming from the lakeside. To this day, he grows pale at the sight of any large body of water.

The Drowning Ceremonies were created by Kreneka, a skum wizard living deep within the hidden caves under Lake Pethegas. For many years, Kreneka led a small group of fellow skum in the worship of the Great Old One Orthu'mech, the Sundered Storm. Through maddening visions, Orthu'mech imparted fell knowledge to the wizard. Soon after the last page of his grimoire was completed, a rival tribe of skum raided Kreneka's clan and slaughtered every last one of them. In the fray, The Drowning Ceremonies was swept away by an underwater current, and soon reached the surface world.

Spells

Accelerate Recovery

School transmutation; **Level** cleric 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You place your target out of sync from time momentarily, allowing it to quickly shake off certain effects.

Your target must be a creature that is suffering from a condition (confused, dazed, nauseated, paralyzed, etc.) with a duration that is measured in rounds. Upon casting this spell, the target moves through time, subtracting 1d4+1 rounds from the remaining duration of the condition, to a minimum of 0. If this causes the remaining duration to equal 0, the condition automatically ends.

If a condition has a duration that is measured in minutes or more, this spell has no effect. This spell doesn't affect poisons or diseases.

Erosion

School evocation [water]; **Level** druid 3, sorcerer/wizard 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Effect 20-ft. line
Duration instantaneous
Saving Throw Fortitude halves (object); **Spell Resistance** yes (object)

A powerful cascade of water gushes from your hands, simulating the effects of hundreds of years of natural erosion. If cast upon a stone wall or other stone object, the deluge does 10 points of damage per caster level, ignoring the object's hardness.

If cast upon an earth elemental or a construct made of stone, the torrent does 1d8 points of damage per two caster levels (maximum 5d8), and makes a bull rush attempt against that creature. The CMB for this bull rush is equal to your caster level plus your Intelligence, Wisdom, or Charisma modifier, whichever is highest.

Erosion also extinguishes any normal fires in its area of effect. Magical fires are unaffected.

Drowning Gaze

School evocation [water]; **Level** druid 7, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S, M (a small vial of water)
Range personal
Target you
Duration 1 round/level
Saving Throw Fortitude negates; **Spell Resistance** yes

Your eyes turn a deep, dark green, as you gain the power to fill your enemies' lungs with water with a simple look.

As a standard action for as long as this spell's effect persist, you may direct your *drowning gaze* against a single, breathing creature within 30 feet of your location. Targeted creatures must succeed at a Fortitude save or immediately begin drowning. On the first failed save, the targeted creature is rendered disabled (0 hp). On the following

round on your turn, you can continue to look at this target (again, as a standard action), forcing it to succeed at another Fortitude save or drop to -1 hit points and begin dying. On the third round, you can again continue to look at this target (as a standard action), forcing it to succeed at another Fortitude save or die.

You may also choose at any point to direct your *drowning gaze* at another target. The first target remains in whatever condition (unconscious or dying) you last inflicted upon it. You may redirect your *drowning gaze* at that first target, picking up where you left off, unless that target received any kind of healing (magical or otherwise) in the interim to bring it to positive hit points, in which case you must start the three-round process from the beginning.

Note that this spell doesn't grant an actual gaze attack—foes and allies aren't in danger of drowning simply by meeting your gaze.

Hydrophilia

School enchantment (compulsion) [mind-affecting]; **Level** druid 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V

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

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell must be cast within range (and line of sight) of a body of water that is large and deep enough to require a Swim check from a small- or medium-sized creature (such as a lake or a river). Otherwise, the spell simply fails. Each round on each affected target's turn, it must use two move actions to advance in a straight line toward and enter the nearest body of water, incurring attacks of opportunity if passing through threatened areas. If two more bodies of water are equally distant from a target, you decide which the target approaches. Each target can take any other actions as it sees fit (swift or free actions) and can defend itself as normal. Once the target is deep enough to tread water, it is compelled to remain there for the duration of the spell, though it can move around and take other actions as it likes.

Stinging Water

School evocation [water]; **Level** druid 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Effect one or more rays

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes

You conjure forth needle-thin jets of water to wound your foes. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 3d6 points of damage plus 1 point of Constitution damage. A successful Fortitude save negates the Constitution damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

School conjuration (summoning); **Level** sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

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

Effect one swarm of void parasites

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You call forth a swarm of void parasites from the chaos that makes up the cosmic tapestry of space-time. It attacks all creatures within its area. You can move the swarm by spending a standard action (Will save or take Wis damage) to concentrate on the swarm, otherwise it moves toward the nearest living creature if there are no living creatures within its area.

The swarm of void parasites has the same statistics as a rot grub swarm (*Pathfinder Roleplaying Game Bestiary 3*), except that it has the outsider type.

Temporal Surge

School transmutation; **Level** magus 6, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (a tiny hourglass)

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

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level

Saving Throw Fortitude negates (harmless); **Spell Resistance** yes (harmless)

The transmuted creatures can slightly alter the flow of time at their whims, functioning much faster than normal, but at great strain. Each round for the duration of the spell, each of the affected targets can choose to take an extra standard, move, or swift action that round (their choice). An additional standard action cannot be used to cast a spell. An extra action can be made at any point during a target's turn, and can be made in addition to (but not in the middle of) a full-round action. Immediately after performing this extra action, the target suffers an amount of damage corresponding to the type of action taken (see below) multiplied by the number of extra actions it has taken during the duration of the spell. This damage bypasses all DR and cannot be reduced in any way.

Action	Damage Die
Standard	1d8
Move	1d6
Swift	1d4

For instance, if a target takes an extra move action on the first round of the spell, it suffers 1d6 points of damage. If it then takes a extra standard action on the second round of the spell, it suffers 2d8 points of damage. If it then chooses to take no extra actions on the third round of the spell, it suffers no damage. If it then takes an extra swift action on the fourth round of the spell, it suffers 3d4 points of damage.

The effects of *time surge* cannot be used cumulatively with similar effects, such as those provided by the spells *blessing of fervor* or *haste* or from a *speed* weapon.

Tentacle Growth

School transmutation; **Level** alchemist 2, magus 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S, M (dried chuck of sea anemone)

Range personal

Target you

Duration 1 min./level (D)

You grow a mass of squirming tentacles all over your body. You have a measure of control of the movement of these tentacles, but they constantly writhe and undulate. The tentacles cannot wield weapons or equip a shield, but they can hold up to two other objects (or one object that would require two hands to hold), leaving your normal hands free. It is a free action to transfer objects between your hands and the tentacles.

In addition, when someone makes a successful attack against you with a melee weapon, and you are holding nothing in your tentacles, you may spend an attack of opportunity to attempt to disarm that opponent. This disarm attempt doesn't provoke an attack of opportunity, and your CMB for this maneuver is equal to your caster level + your relevant ability score modifier (Int for wizards, Cha for sorcerers, etc.). If this disarm attempt is successful, you may either choose to have the weapon in your hands (if they are free) or drop the weapon to the ground in your square.

Throes of Terror

School transmutation; **Level** sorcerer/wizard 8

Casting Time 10 minutes

Components V, S, M (bloodstone worth at least 1,000gp)

Range personal

Target you

Duration 1 hour/level or until discharged

You invite countless horrors from behind the veil of space-time to temporarily fuse with your body, ready to burst free. The first time that you are reduced to 0 hit points or fewer during the duration of this spell, your corporeal form transforms into a swarm of cosmic terrors, which has the same statistics as a tick swarm (*Pathfinder Roleplaying Game Bestiary 2*), except that it has the outsider type and it loses the disease special ability. The swarm bears a tiny portion of your consciousness that allows you to perceive what it does and control its actions. While in this form, you cannot use any of your own abilities or take any actions other than controlling the swarm.

When the swarm of cosmic terrors uses its blood drain special attack to do a total amount of Constituion damage equal to your Constitution, your body reforms on your next turn in the space that the swarm previously occupied. You have a number of hit points equal to your current HD, and you don't lose any currently prepared spells. Any ability-score damage you took previously still remains, but any normal poisons or diseases are purged from your body. You are not prone. If the swarm of cosmic terrors is destroyed before this happens, you die permanently, and can only be restored to life by *limited wish*, *miracle*, or *wish*.

If you are killed by a death effect that doesn't first reduce you to 0 hit points, this spell doesn't take effect.

Toxic Breath

School necromancy [poison]; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (clump of moss)

Range 30 ft.

Area cone-shaped burst

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** yes

You breath forth a cloud of poisonous gas. All creatures in the 30-ft. cone are subjected to a dose of insanity mist (*Pathfinder Roleplaying Game Core Rulebook*), after which the cloud immediately dissipates. Creatures that hold their breath or do not need to breath gain a +4 bonus on the Fortitude save.

New Feats

Flux Spell (Metamagic)

Your spell fluctuates throughout all possible alternate realities.

Benefit: When you cast a spell with a variable numerical effect, you may roll the dice twice and take the better of the two rolls. Saving throws and opposed rolls are not affected, nor are spells without random variables. A flux spell uses up a spell slot two levels higher than the spell's actual level.

Molting Spell (Metamagic)

Your spells start stronger, but this power sloughs off over time, like a snake shedding its skin.

Benefit: The nonvariable numeric effects (bonuses, penalties, and the like) of any spell with a timed duration are increased by 50% for the first half (rounded down) of the timed duration. The nonvariable effects are then reduced to their normal level for one half (rounded down) of the remaining duration. After that, the nonvariable effects are decreased by 50% until the spell ends. Saving throws and opposed rolls are not affected. A molting spell uses up a spell slot one level higher than the spell's actual level.

For example, a molting *bull's strength* cast by a 7th-level wizard would grant a +6 enhancement bonus to Strength to its target for the first 3 minutes of the spell. This bonus would decrease to +4 for the next 2 minutes, and then to +2 for the remaining 2 minutes.

Spellbook

The Drowning Ceremonies

(Level 15 Universalist)

The odor of dead fish wafts strongly from this assemblage of water-logged detritus tied together with netting. A viscous oil almost obscures the writing, shimmering in the light and casting odd reflects on nearby surfaces to make them appear as if underwater.

Value 6,610 gp (8,610 gp with the preparation ritual)

Spells (Spells marked with an * are detailed in this product.)

8th–*horrid wilting*, *throes of terror**

7th–*drowning gaze**, *vortex*[APG]

6th–*control water*, *elemental body III* (water elemental only), *summon void parasites**, *temporal surge**

5th–*absorb toxicity*[UC], *cloudkill*, *elemental body II* (water elemental only), *geyser*[APG], *hold monster*, *mind fog*

4th–*accelerate recovery**, *black tentacles*, *elemental body I* (water elemental only), *eyes of the void*[ACG], *toxic breath**, *solid fog*, *wandering star motes*[APG]

3rd–*aqueous orb*[APG], *erosion**, *hydraulic torrent*[APG], *hydrophilia**, *rain of frogs*[UM], *sands of time*[UM], *stinking cloud*

2nd–*fog cloud*, *river whip*[ACG], *stinging water**, *summon swarm*, *tentacle growth**, *time shudder*[ACG], *wave shield*[ACG]

1st–*adhesive spittle*[ACG], *animate ropes*, *bungle*[UM], *color spray*, *hydraulic push*[APG], *memory lapse*[APG], *obscuring mist*, *ray of sickening*[UM]

Preparation Ritual

Unsettling Insight (Su) You can penetrate a target's magical defenses, but at the cost of your very mind. Spend this boon effect as a free action when you attempt a caster level check to overcome a creature's spell resistance. For every 1 point of Wisdom drain you elect to take, you gain a +2 bonus to this caster level check.

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

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

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

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

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

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

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

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

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

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

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

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

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

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

Shadows over Vathak: The Colonies- Game Master's Guide. © 2014 Fat Goblin Games; Author; John Bennett.

Vathak Grimoires: The Drowning Ceremony. ©2014 Fat Goblin Games; Author Jason Keely.