

VATHAK TERRORS

Denizens of the Silver Tower



A SUPPLEMENT FOR THE COLONIES

Shadows
over
Vathak

A Campaign Setting Book of Lovecraftian Survival Horror

BRIAN DUCKWITZ AND RICK HERSHEY



Vathak Terrors:

DENIZENS OF THE SILVER TOWER

Author: Brian Duckwitz

Editors: John Bennett and Landon Winkler

Copyeditor: Lucas Palosaari

Artist: Rick Hershey

Design and Layout: Rick Hershey

Fat Goblin Hoarde: Ben Dowell, Eric Hindley, Ismael Alvarez, J Gray, Jacob W. Michaels, Jason Owen Black, Jeffrey Swank, John Bennett, Justice Mora, Kalyna Conrad, Kiel Howell, Kim Frandsen, Landon Winkler, Matt Roth, Michael Ritter, Rodney Sloan, Taylor Hubler, Lucas Palosaari, Rick Hershey, and Troy Daniels

Line Developer: Landon Winkler

Business Manager: Tristan Hershey

Publisher: Rick Hershey of **Fat Goblin Games**

Vathak Terrors: Denizens of the Silver Tower © 2017 Fat Goblin Games

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



CONTENTS

Introduction	4
Monsters	5
Riven	5
Skrianix	7
Zworoam Swarm	9

ABOUT FAT GOBLIN GAMES



Based in South Carolina, USA, **Fat Goblin Games** was founded in 2011 to create *Pathfinder Roleplaying Game* compatible products. With a focus on high quality production values and providing a creative environment for our team of freelancers (*The Fat Goblin Hoarde*), **Fat Goblin Games** has quickly become a recognized force in the world of Third Party Publishers of not just the *Pathfinder Roleplaying Game* and *5th Edition Fantasy*, but also supporting the *vs. M Engine* and releasing official products for *Castle Falkenstein*, originally published by **R. Talsorian Games**. With hundreds of support books, visual aids, campaign settings, and quality stock art, **Fat Goblin Games** continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

Visit us on [Facebook](#), follow us on [Twitter](#) and check out our website at fatgoblingames.com.

Join our **Shadows over Vathak** Community on Facebook: [Shadows over Vathak](#) and our blog [Shadows over Vathak](#)



INTRODUCTION

Long ago, yithians^{B3} built the Silver Tower in what is now Telgotha Forest in the north of The Colonies of the lands of Vathak. Despite abandonment by its builders, the Silver Tower continues to function as a portal, perhaps even a magnet, for beings from other times, realities, and places.

By design or accident, this confluence of portals only seems to work one way. Creatures, strange gases, valuable materials, and even pockets of terrain are regularly deposited in the tower but no way has been found to reverse the routes. Intelligent creatures finding themselves trapped on Antikthon form strange alliances in the tower, but even those desperate searches have found no escape other than the doors into Telgotha Forest.

In the winding lower levels of the tower, **zworoam swarms** endlessly search for food. Eager to escape their imprisonment, a pod of **riven** on the ground floor lure in and consume unwary travelers to steal their identities. Finally, families of **skrianix** move throughout the facility; climbing the walls and squeezing through forgotten access tunnels in search of prey.

Beyond these new threats, almost anything could be found in the Silver Tower's halls, even bizarre creatures like dwiergeth^{B4}, gryphs^{B2}, and yrthaks^{B2}. Creatures with affinities for time, like the Hounds of Tindalos^{B2}, are naturally attracted to the tower's strange curves and angles. Dinosaurs and megafauna claim some of the tower's ancient yithian libraries. Hibernating monstrosities like bonethorns^{B6} and carnivorous blobs^{B2} lurk in the deep halls, waiting for new prey. Even technological terrors like clockworks, gray goo^{B4}, and robots can be found within the tower at the GM's discretion.

Monsters marked ^{B2} are found in *Pathfinder Roleplaying Game Bestiary 2*, ^{B3} are found in *Pathfinder Roleplaying Game Bestiary 3*, ^{B4} are found in *Pathfinder Roleplaying Game Bestiary 4*, and ^{B6} are found in *Pathfinder Roleplaying Game Bestiary 6*.

For more on the Telgotha Forest, The Colonies, and the Silver Tower, see the [*Shadows over Vathak: The Colonies — Game Master's Guide*](#).

MONSTERS

The following monsters are all-new inhabitants of both the Silver Tower and can be found in the lands around it, plaguing The Colonies.

RIVEN

Above a pair of humanoid legs, their body splits open into a vast maw revealing a leaf-like interior and lashing vines.

RIVEN

CR 7

XP 3,200

LE Large plant (shapechanger)

Init +1; **Senses** low-light vision; Perception +11

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 85 (10d8+40)

Fort +12, **Ref** +4, **Will** +5

Immune electricity, plant traits; **Resist** fire 10

OFFENSE

Speed 30 ft.

Melee bite +12 (1d8+6 plus grab), 2 tendrils +6 (1d6+3 plus paralysis)

Space 10 ft.; **Reach** 10 ft.

Special Attacks consume identity, paralysis (1d6+1 rounds, DC 17), spore cloud (DC 20), swallow whole (6d6 acid damage, AC 15, 9 hp)

STATISTICS

Str 22, Dex 13, Con 20, Int 13, Wis 14, Cha 16

Base Atk +5; **CMB** +12 (+16 grapple); **CMD** 23

Feats Combat Reflexes, Deceitful, Power Attack, Skill Focus (Diplomacy), Weapon Focus (bite)

Skills Bluff +14 (+18 against humanoids), Diplomacy +15 (+19 against humanoids), Disguise +14, Perception +11, Sense Motive +11

Languages Common, Sylvan

SQ change shape (any humanoid, *alter self*), pheromones, social chameleon

ECOLOGY

Environment any

Organization solitary, pair, or pod (3-6)

Treasure standard

SPECIAL ABILITIES

Consume Identity (Ex) If a creature dies while swallowed by a riven, that riven gains access to the deceased creature's memories, mannerisms, and personality for one week. This grants the riven an insight bonus equal to that creature's Hit Dice on Bluff and Disguise checks related to impersonating that individual and on any Craft, Knowledge, Perform, and Profession skills the individual was trained in. Finally, a riven gains the ability to speak in the voice of the consumed individual with perfect accuracy.

Pheromones (Ex) A riven constantly exudes pheromones which make it more attractive and likeable to humanoids, granting it a +4 alchemical bonus on Bluff, Diplomacy, and Intimidate skill checks against such creatures. The riven does not gain this bonus against humanoids who are breathing through a filter or otherwise unable to smell the pheromones.

Social Chameleon (Ex) A riven is highly adept at understanding social norms of other creatures despite its own plant mind, and it treats Bluff, Diplomacy, Disguise and Sense Motive as class skills.

Spore Cloud (Ex) Once per day as a standard action, a riven can emit a cloud of paralytic spores in a 20 ft. radius burst centered on itself. Humanoids in the area of effect who fail a DC 20 Fortitude save become paralyzed for 1d4 rounds. The save DC is Constitution-based.

A species of extraterrestrial shapeshifting plants, riven seek out and consume humanoids in order to take their forms. While



transformed, only the subtle seam that marks the edges of the creature's mouth (running across both the "head" and "torso" of its disguised form) can serve as a warning of its true nature.

Riven tend to be devious, meticulous, and careful. They strive to make long-term plans and can usually hold off their desire to eat if it will help them achieve those goals. They have a highly-structured society led by the most eloquent and clever among their kind, and work to end internal disagreement through complex games of deception rather than violence.

Although the riven on Vathak are currently restricted to the Silver Tower, their oral history includes the invasion of many worlds. Never satisfied to merely subsist upon lower-class victims, they instead seek out those in positions of power. With their understanding of societal graces and their pheromone-powered allure, they are able to quickly ingratiate themselves into the upper echelons of any humanoid society. Unfortunately, rather than risk exposure when they lose access to their victim's memories, they tend to cycle quickly through the upper echelons of society and tear out the most important threads of their prey's social fabric. A notable exception to this pattern are subterranean societies, which generally escape riven's attentions as the accompanying lack of sunlight leaves riven uncomfortable and listless.

When it pursues a victim, a riven uses its ability to disguise itself as a member of the same race. Luring this creature close with pheromones and polite conversation, a riven attempts to isolate its prey from its companions, then paralyzes it with a touch. Once the victim is helpless, the riven's body

splits from the waist up and expands into a massive, gaping mouth that reaches out and swallows the victim whole.

A riven in its natural form is 8 feet tall, but is largely hollow, weighing around 200 pounds.



SKRIANIX

This gaunt creature has four long, insectile arms ending in claws, tough chitin over most of its body, and an eyeless, vaguely reptilian head.

SKRIANIX

CR 12

XP 19,200

CE Large aberration

Init +11; Senses blindsight 120 ft.;

Perception +21

DEFENSE

AC 27, touch 17, flat-footed 19 (+7 Dex, +1 dodge, +10 natural, -1 size)

hp 161 (17d8+85); fast healing 5

Fort +10, Ref +12, Will +11

Defensive Abilities split (acid, 10 hp; see below); DR 5/magic; Immune acid, poison; Resist cold 5, fire 5

OFFENSE

Speed 50 ft., climb 50 ft.

Melee 4 claws +19 (1d6+5/19-20 plus grab), bite +13 (1d8+2 plus acidic saliva)

Space 10 ft.; Reach 10 ft.

Special Attacks acidic saliva, pounce, rake (2 claws +19, 1d6+5/19-20)

Spell-Like Abilities (CL 12th; concentration +14)

At will—ghost sound (DC 12), ventriloquism (DC 13)

STATISTICS

Str 21, Dex

24, Con 20, Int 12, Wis 13, Cha 15

Base Atk +12; CMB +18 (+22 grapple); CMD 35

Feats Combat Reflexes, Dodge, Improved Critical (claw), Improved Initiative, Mobility, Power Attack, Spring Attack, Stealthy, Weapon Focus (claw)

Skills Acrobatics +27, Climb +34, Escape Artist +31, Perception +21, Stealth +27

Languages Aklo, Skrianix

SQ compression

ECOLOGY

Environment jungle or underground

Organization individual, pair, hunting pack (3-6), family (7-24)

Treasure standard

SPECIAL ABILITIES

Acidic Saliva (Ex) A skrianix's teeth are coated with powerful enzymes that begin to digest its opponent immediately. A victim hit by skrianix's bite attack takes an additional 3d6 acid damage each round until he makes a DC 23 Fortitude save or the acid is neutralized.

Split (Ex) A skrianix exposed to acid (other than skrianix saliva) splits into two identical skrianixes, each with half of the original's current hit points (round down). A skrianix with 10 hit points or fewer cannot be further split and dies if reduced to 0 hit points.

Descended from a race of powerful hunters from a noxious jungle where the air itself erodes the land, a skrianix is a tall, gangly mixture of insect and reptile. It has four muscular arms, each of which ends in six cruelly-hooked fingers. A skrianix spends much of its time hunched over, and can comfortably contort itself to half its full height. Born without eyes, skrianix use a form of echolocation to understand their surroundings. When they speak, their voices are reminiscent of the low chirping of crickets.

A skrianix views itself as the ultimate predator and hunter, sometimes pursuing prey for days at a time before finding the perfect place for an ambush. Although it enjoys the taste of recently killed humanoids above all else, the thrill of the hunt and the feeling of power it gains from a stealthily-executed kill is what truly drives its behavior.

A skrianix usually hunts alone, although their definition of alone can include freshly-split versions of itself working in coordination.



Skrianix society is based around family groups that trace their lineage back to a single original, with the most successful hunter being recognized as that original and others' rank being determined by the number of splits between them. Another member of the family can challenge the original at any time, often throwing the tribe into chaos. This challenge is typically resolved by the challenger and challenged hunting each other to the death, with the loser's skull taken as a trophy.

The original marks their rank with a storehouse of trophies from the tribe's past. The few outsiders who have seen these treasure halls have spoken of a variety of bones, weaponry, and armor from an array of victims, but the species's rulership disputes are always visible as walls of of skrianix heads.

The largest skrianix families in the Silver Tower are built around sources of acid, such as malfunctioning yithian equipment or portals that vent acidic gas. Less powerful families stage daring raids for the vital resource or grudgingly cultivate zwororam swarms (see below).

A skrianix looks at all encounters with other creatures as a hunt, and it will take as much time as it can to first observe its prey and study its behavior. It uses *ghost sound* and *ventriloquism* to distract, confuse, and terrorize foes while it watches from a high corner of the ceiling or compressed into a small tunnel, crawl space, or vent. In combat a skrianix prefers hit and run tactics. It loves nothing more than snatching an individual from among a group and climbing away to kill that person in private.

A skrianix is 9 feet tall and weighs 500 pounds.



ZWOROAM SWARM

This floating mass of jelly-like creatures fills the air, occasionally flashing with pale pink light.

ZWOROAM SWARM

CR 4

XP 1,200

N Diminutive magical beast (swarm)

Init +8; **Senses** lifesense; Perception +8

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)

hp 32 (5d10+10)

Fort +6, **Ref** +8, **Will** +2

Defensive Abilities swarm traits;
Immune weapon damage

OFFENSE

Speed 10 ft., fly 20 ft. (poor)

Melee swarm (1d6)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 14), engulfing swarm (DC 14), consuming cloud

STATISTICS

Str 1, **Dex** 18, **Con** 14, **Int** 3, **Wis** 13, **Cha** 15

Base Atk +5; **CMB** --; **CMD** --

Feats Improved Initiative, Skill Focus (stealth)

Skills Fly +10, Perception +8, Stealth +21;

Racial Modifiers +5 Stealth

Languages Aklo (cannot speak)

ECOLOGY

Environment any underground

Organization solitary, pair, infestation (3-5 swarms)

Treasure standard

SPECIAL ABILITIES

Consuming Cloud (Ex) As a standard action, a zwooram swarm can excrete digestive juices from its component bodies. This deals 4d6 acid damage to all creatures unable to move due to its engulfing swarm ability.

Engulfing Swarm (Ex) Any creature starting its turn in a space occupied by a zwooram

swarm risks becoming engulfed by the swarm. These creatures can make attacks of opportunity against the zwooram swarm, but if they do so. Those who do not attempt attacks of opportunity can instead attempt a DC 14 Reflex save to avoid being engulfed. Creatures making an attack of opportunity or failing the Reflex save cannot move from their location until the beginning of their next turn. The DC is Constitution-based.

A single zwooram appears as a floating blob of viscous fluid around the size of a human fist. Although individually weak, its prodigious reproductive rate makes even one a serious threat given the right environment. A lone zwooram is effectively mindless, but once enough individuals are present to form a swarm, they develop a rudimentary hive mind and begin to prowl dark underground tunnels and damp caves where they lie in wait for prey. Swarms that have been together for more than a few days become territorial and rarely tolerate the presence of other creatures.

A zwooram swarm is an ambush predator, and prefers to lie in wait in a thin layer on walls, floors, and ceilings until another creature walks through the area, whereupon it immediately surrounds and tries to immobilize its prey. Often the only warning sign intruders note before this happens is a slight slickness on the floor. When frustrated by the passing of prospective prey, the zwooram will sometimes flicker with pink light to attract their prey's attention.

These swarms care little for anything beyond its own needs for food, water, and darkness. A zwooram swarm tends not to form a unique personality, with one exception: sometimes the swarm will shape and organize itself into what looks like a three-



dimensional symbol or letter that flashes with patterns of pink luminescence from within the zwooram bodies. The few sages who have had the opportunity to study these creatures speculate that each individual swarm spells out a letter of some larger word or story. The truth of this hypothesis remains to be seen, as no attempts to communicate with the creatures on this topic have met with success.

Some faithful of the Church of the Unspeakable Masses (for more on the Church, see the [Shadows over Vathak: The Colonies — Game Master's Guide](#)) believe the zwooram hail from Vathak's distant future, the sole survivors of the Old Ones' predations. These faithful secretly gather, raise, and feed the swarms in hopes that the zwooram patterns will reveals hints of the future or weaknesses of the Old Ones.

Even without that aid, swarms of zwooram have begun to spread into the Telgotha Forest. These surface swarms will often hunt by floating on the surface of ponds, dissolving animals or humanoids that approach to drink or in response to the swarms' lights. The sunken skeletons of the zwooram's previous meals is often the last things their prey sees.



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 Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K. Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 6. © 2017, Paizo Inc.; Authors: Robert Brookes, Benjamin Bruck, John Compton, Paris Crenshaw, Adam Daigle, Crystal Frasier, James Jacobs, Thurston Hillman, Tim Hitchcock, Brandon Hodge, Jason Keeley, Isabelle Lee, Jason Nelson, Tim Nightengale, F. Wesley Schneider, David Schwartz, Mark Seifter, Todd Stewart, Josh Vogt, and Linda Zayas-Palmer.

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 Terrors: Denizens of the Silver Tower. © 2017 Fat Goblin Games; Author: Brian Duckwitz

