CC07

ſ

ADVENTURE PATH PLUG-IN

Special Edition Release

ions BY TIMOTHY K. WICKHAM WITH THE LEGENDARY GAMES ARTISTS

FOREWARD BY CLARK PETERSON

0



MAKE YOUR GAME LEGENDARY!

An illustration book designed to enhance any horror-themed game but especially for use with Legendary Games' line of Gothic Adventure Path Plug-Ins. Gothic Visions contains full-page and half-page print-ready illustrations from every Gothic Adventure Path product for use as visual aids when running our adventures or using our products in conjunction with campaigns of your own design.



·3· Trediks

•4•

Rn Old School Halloween Present by clark peterson

• 5 •

Welcome to Adventure Lath Rlug-Ins by jason nelson

• 6 •

Art by COLBY STEVENSON

• 12 •

BOT ART BY HUGO SOLIS; CARTOGRAPHY BY ROB LAZZERETTI

• 22 •

GOTHIC VISIONS: SPECIAL EDITION RELEASE

TIMOTHY K. WICKHAM

The Murmmuring Fountain art by colby stevenson; cartography by rob lazzeretti

• 26 • **The Fiddler's Lament** art by colby stevenson

• 30 •

Tomes of Ancient Knowledge art by colby stevenson

• 34 •

Lonstruct Lodex

ART BY COLBY STEVENSON AND JASON JUTA

· 42 · Rios

• 43 •

Legal



CREDITS

Author: Timothy K. Wickham Layout and Design: Timothy K. Wickham Art: Jason Juta, Hugo Solis, Colby Stevenson Cartography: Rob Lazzaretti Foreward: Clark Peterson Legendary Games Team Members: Clinton Boomer, Jason Nelson, Neil Spicer, Greg A. Vaughan and Clark Peterson

Special Thanks: Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff and to all the authors of the amazing Carrion Crown Adventure Path!

About Legendary Games

Legendary Games is an all-star team of authors and designers, coordinated by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Join the Legendary Games team online at <u>www.makeyourgamelegendary.com</u> Visit us on Facebook and follow us on Twitter <u>@legendary_games</u>.

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Visit us on Facebook and follow us on our website at www.makeyourgamelegendary.com.

PURCHASING OUR PRODUCTS

You can purchase products from Legendary Games on <u>Paizo's web store</u> and on <u>DrivethruRPG</u>. Many of our products are available in both landscape (horizontal) and portrait (vertical) orientations, as well as high-resolution and stripped-down versions to best suit your viewing and printing preferences.

Gothic Visions. Copyright 2012, Legendary Games. All rights reserved.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 Edition of the world's oldest fantasy roleplaying game. The OGL can be found in the Legal page at the end of this product.

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 this 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.



An Old School Halloween Present

So Halloween was coming around and the guys at Legendary Games wanted to do a little something for the fans.

Everybody knows I'm old school. Like, First Edition old school. Heck, it's in the slogan of my original company, Necromancer Games: "Third Edition Rules, First Edition Feel." I love it. There is just something great about classic gaming. For me it's not just nostalgia, it's a connection to the roots of the game we all love. And I really like mixing old school with a modern twist.

I wanted to go grognard with our little present. But what to do? So I got to thinking and I also got to talking with Jason and Neil and the other Legendary Games guys and I had an idea. I realized something I loved from the old days had been missing for a long time: the art booklets from the classic modules. You know the ones—the amazing Trampier art from Tomb of Horrors, from Hidden Shrine of Tomoachan, Ghost Tower of Inverness and Expedition to the Barrier Peaks. Those were formative modules for me, and a key part was the art booklets. Those have pretty much disappeared in our modern game. I wanted to find a way to bring them back, or atleast bring back a modern version of them. If you don't know about this stuff, do yourself a favor and go get a dose of the history of our game from The Acaeum (www.acaeum.com).

This was my solution. An old school inspired present to you, the Legendary Games fans. This booklet is an updated, modern spin on the old art booklets you used to find in the classic modules. Except we are giving it away for free for Halloween!

Please accept this gift from us in the "spirit" it was intended—and given that the content is from all our Gothic Adventure Path line, I do mean spirit. As in evil spirit with a save or die attack. Now that's old school. Will saves, everyone!

Happy Halloween!

GOTHIC VISIONS: SPECIAL EDITION RELEASE

TIMOTHY K. WICKHAM



CLARK PETERSON

Welcome to Adventure Lath Blug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the Pathfinder Reference Document, the official online compendium of game rules (when not present there, we also used the d20PFSRD). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.



HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Gothic Campaign" instead of title of <u>a recent Adventure Path</u>. Or you may see us use the names "The Professor" or "The Professor's Daughter" or "Immortal Principality" instead of the proper names of specific characters or places from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo owns. Because we want to be very respectful of their content and work in partnership with them we use these "replacement phrases" for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy these constructs in your "Gothic Adventure Path," deadly minions of the "lich-king" and his sinister cultists.



GOTHIC VISIONS: SPECIAL EDITION RELEASE

TIMOTHY K. WICKHAM

Elder Talisman





LEGENDARY GAMES

-

ADVENTURE PATT

Electroshock Slove

Shost Shackles



2624

Rod of the Moon

LEGENDARY GAMES

ADVENTURE PATH PLUG-IN





Sanquinary Torque



10

Sdinelash

NV V



©2012 Legendary Games. Permission granted to photocopy this page for personal use only.

LEGENDARY GAMES

ADVENTURE PATH PLUG-IN



BY NEIL SPICER WITH THE LEGENDARY GAMES DESIGN TEAM



GOTHIC VISIONS: SPECIAL EDITION RELEASE

TIMOTHY K. WICKHAM



Sothit Heroes Pregenerated Characters LEGENDARY GAMES

ADVENTURE PATH PLUG-IN







of

TIMOTHY K. WICKHAM









GOTHIC VISIONS: SPECIAL EDITION RELEASE

TIMOTHY K. WICKHAM







The Marmanring Formkain

 \mathbb{IV}

GOTHIC VISIONS: SPECIAL EDITION RELEASE

TIMOTHY K. WICKHAM

BY JASON NELSON & CLARK PETERSON with the Legendary Games Design Team

Eronel, Shost Raven

Antrellus the Mad

LEGENDARY GAMES

ADVENTURE PATH PLUG-IN





8



©2012 Legendary Games. Permission granted to photocopy this page for personal use only.

LEGENDARY GAMES

ADVENTURE PATH PLUG-IN



BY GREG A. VAUGHAN WITH THE LEGENDARY GAMES DESIGN TEAM

GOTHIC VISIONS: SPECIAL EDITION RELEASE

A

TIMOTHY K. WICKHAM

Rebec Malevolenti







LEGENDARY GAMES

ADVENTURE PATH PLUG-IN

Lowes of Ancient Knowledge

BY JASON NELSON & CLINTON J. BOOMER WITH THE LEGENDARY GAMES DESIGN TEAM

Sarkulis Shards

©2012 Legendary Games. Permission granted to photocopy this page for personal use only.

VI





All Flesh & Form by Flame Made Rsh





VII

GOTHIC VISIONS: SPECIAL EDITION RELEASE

TIMOTHY K. WICKHAM

BY JASON NELSON WITH THE LEGENDARY GAMES DESIGN TEAM

Aloodthirsty Manikin

JUTA



Hothic Hargoyle

Arowflight Carriage





LEGENDARY GAMES

ADVENTURE PATH PLUG-IN

Stained Slass Knight

GOTHIC VISIONS: SPECIAL EDITION RELEASE

TIMOTHY K. WICKHAM



JUTA

Morgech, Executor



JUTA-

LEGENDARY GAMES

ADVENTURE PATH PLUG-IN

Morgech, Griever





Rios

CLARK PETERSON, founded Necromancer Games, Inc., and has the distinction of being the first person to make use of the Open Game License and release content compatible with Third Edition with his free, ENnie-award winning adventure, The Wizard's Amulet. Clark produced a number of key third party products for Third Edition, from the famed Creature Collection and Relics and Rituals with Sword and Sorcery Studios, to the indispensible Tome of Horrors series. He wrote a large number of classic "First Edition Feel" adventures, from to The Tomb of Abysthor and Bard's Gate to Rappan Athuk, the world's deadliest dungeon crawl. Clark has had the pleasure of working with Gary Gygax on Necropolis, Flying Buffalo on The Wurst of Grimtooth's Traps and the honor of bringing Judges Guild's Wilderlands of High Fantasy and City State of the Invincible Overlord to the Third Edition rules. An expert on the Open Game License, Clark has been a tireless supporter of open gaming. Clark is also an outspoken advocate for the classic "old school" heart of gaming. A friend and supporter of Paizo since its inception, Clark served as a judge for several years on Paizo's RPG Superstar competition. Legendary Games is Clark's latest venture-an all-star team of authors and designers assembled to bring you the best third party support for the Pathfinder Roleplaying Game.

JASON NELSON, started professional RPG writing in 2002 with the Save My Game and Behind the Screen gamemastering advice columns for Wizards of the Coast, then broadening into writing adventures for Dungeon ("Practical Magic" and "Man Forever") and several articles for Dragon. In 2008, he made the final four in Paizo's inaugural RPG Superstar competition, and since then has been a regular contributor to Paizo's adventure paths, including End of Eternity for Legacy of Fire, War of the River Kings for Kingmaker, and The Hungry Storm for Jade Regent. In addition to adventure writing, Jason has co-authored 10 Pathfinder Chronicles and Companion sourcebooks and has written major sections of the Ennie-award winning Pathfinder Chronicles Campaign setting, Gamemastery Guide, Advanced Player's Guide, Bestiary 2, Ultimate Magic, and Ultimate Combat. A devoted Christian, husband, and father, and a proud gamer since 1981, Jason loves to bring hardcore old-school stylings alongside inventive new creations to his contributions to Paizo and is excited to be bringing the same high-concept, highaction, high-adventure attitude to Legendary Games.

NEIL SPICER won Paizo Publishing's second annual design contest for RPG Superstar in 2009, going on to write the acclaimed Pathfinder adventure module, *Realm of the Fellnight Queen.* After joining Paizo's talented pool of freelancers, he followed that success with consistent contributions to their Pathfinder Adventure Paths, penning the Kingmaker adventure, *Blood for Blood*; the Serpent's Skull adventure, *Sanctum of the Serpent God*; and the gothic vampire adventure *Ashes at Dawn* for the Carrion Crown Adventure Path. He also co-authored material to enhance the Pathfinder Campaign Setting in *Paizo's Guide to the River Kingdoms* and recentlyreleased *Rival Guide*. Neil returned to RPG Superstar in 2011 as a guest judge, helping select that year's Top 32 competitors while offering unrivaled encouragement and feedback through every round of the contest. Prior to writing for Paizo, Neil wrote a variety of d20 products for third-party publishers and co-authored a softcover supplement called the *Future Player's Companion for d20 Future* through The Game Mechanics and Green Ronin Publishing. He joins Legendary Games with an interest in creating new, innovative products for the Pathfinder Roleplaying Game and looks forward to doing so alongside a dream team of industry veterans and rising superstars.

TIMOTHY K. WICKHAM, some college students go to Cancun for Spring Break, while others discover Role-Playing Games. Tim... belongs to the second group. After finishing his education he moved to the Pacific Northwest for the coffee and stayed for a career. When he's not pushing the limits of the Print/Pixel divide he enjoys long walks with his 90 pound "puppy" and culinary alchemy with his wife, Kate. At this very moment he is engrossed in the latest Design Problem (ahm, 'Challenge') and is honored for the opportunity to give form to the fiction at your game table.

COLBY STEVENSON is a freelance illustrator who resides deep within the forests of Connecticut. His attraction to dark worlds and the diabolic creatures that reside in them has dragged him into the realm of RPGs headfirst! Completing numerous private commissions for avid Pathfinder gamers, Warcraft fans and everything in-between, he soon moved onto Paizo Publishing's web fiction illustrating such stories as *Lord of Penance* and *Guns of Alkenstar*. Colby has now found himself locked within the dank, dungeons of Legendary Games conjuring up images and nightmares for the gaming world to feed upon. When not drawing dragons, succubi or elves, Colby can be found working on Music/Audio Production or reciting quotes from such films as Aliens and Star Wars.

JASON JUTA is a freelance illustrator working mainly in the fantasy and historical publishing fields. His notable clients include Wizards of the Coast, Fantasy Flight Games, Paizo Publishing, Alderac Entertainment and Catalyst Game Labs. He has worked on properties ranging from Star Wars, Dungeons and Dragons, and Shadowrun to Lord of the Rings, Pathfinder, and Warhammer 40,000.

HUGO SOLIS, also known as Butterfrog, found his love of RPGs in 1990 when he miraculously encountered the Dark Sun boxed set at his local game store-no mean feat in Guadalajara, México! Hugo resides in Mexico with his patient wife, who is his toughest art critic, and their two Schnauzers. He followed the dark and bloody career of a GM and eighteen years later began illustrating character artwork for the fans on the Paizo Boards. Shortly thereafter he created the award winning *Wayfinder* fanzine with Liz Courts as a way to bring the Paizo fan community to a whole new level. Hugo now does freelance illustration and cartography for many companies including Paizo Publishing, 4 Winds Fantasy, Open Design, Rite Publishing, SKR Games, among others, and is now pleased to join the Legendary Games team of all-stars, while secretly hoping they won't find out the big mistake they are making...

ROBERT LAZZARETTI started as an intern at Game Designers Workshop where he basically took on illustrating all of the maps because no one else in the art department really enjoyed drawing them. After working on Dangerous Journeys, Traveller, Twilight 2000 and Challenge Magazine for a couple of years, He was hired by TSR to join the Cartography Department. Almost immediatly, he was put to the task of designing maps for the new Planescape setting. Rob has created maps for almost every Role playing game world over the past 18 years.

GREG A. VAUGHAN cut his professional adventure-design teeth writing in Dungeon Magazine for Paizo Publishing with his first adventure Tammeraut's Fate. Since then he has continued to write for Paizo, being featured in every one of their Pathfinder Adventure Paths to date, as well as doing work for Wizards of the Coast, Green Ronin, Sinister Adventures, and assisting in the creation of Frog God Games with Bill Webb of Necromancer Games fame. He now joins the all-star cadre of Legendary Games put together by Clark Peterson-legendary himself as the other half of Necromancer Games.

CLINTON J. BOOMER, known to his friends as 'Booms,' resides in the quaint, leafy, idyllic paradise of Macomb, Illinois, where he attended 4th grade through college. He began writing before the time of his own recollection, predominantly dictating stories to his ever-patient mother about fire-monsters and ice-monsters throwing children into garbage cans. He began gaming with the 1993 release of Planescape, which shaped his Jr. High years, was first published professionally in the Ennie Award-winning Pathfinder Chronicles Campaign Setting from Paizo Publishing after placing in the Final Four of Paizo's inaugural RPG Superstar! competition, and currently devotes a full 99.9% of his waking hours to thinking about fantasyadventure in general or ninjas, more specifically. Boomer is a writer, filmmaker, gamer and bartender; his short comedic films, the "D&D PHB PSAs," have over 3900 subscribers on YouTube and and have been viewed more than a million times. A member of the WereCabbages creative guild, a frequent freelance contributor to Rite Publishing, Sean K. Reynolds Games, Paizo Publishing, Reality Deviants Press, Zombie Sky Press and the Hellcrashers setting, his debut novel The Hole Behind Midnight was released in 2011; Daniel O'Brien, columnist for Cracked.com and contributor to the New York Times bestseller You Might Be a Zombie and Other Bad News called it " ... Raymond Chandler meets Douglas Adams by way of a fantasy nerd's fever dream. And it's AWESOME." Boomer is honored and humbled to bring his gonzo, his ink and - if need be - his blood to the pages of Legendary Games, and is currently the happiest he has ever been in his whole life.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (names o version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, Construct Codex, Gothic Heroes, The Fiddler's Lament, The Murmuring Fountain, Tomes of Ancient Knowledge, Treasury of the Macabre, as well as all trademarks, registered trademarks, proper names (including the names of each char-acter, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

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.

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 h 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, promuly textural texture induction of the second se representations and sectial 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,

nodifying or distributing, and You must add the title of any Open Game Content four alte 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. 10a © 2000, Wizards of the Coast, Inc. **Gothic Visions** © 2012, Legendary Games; Author Timothy Wickham. System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Hypertext d20 SRD. © 2004, Jans W Carton. Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams



ADVENTURE PATH PLUG-IN





BY TIMOTHY K. WICKHAM WITH THE LEGENDARY GAMES ARTISTS



X

OPERO OPERO OPERO OPERO OPERO OPERO OPERO OPERO OPERO

CC07