# ADVENTURE PATH PLUG-IN

## MAKE YOUR GAME LEGENDARY!

A rules supplement exploring elder cults devoted to primordial things venerated in the dawn ages of the humanoid races, when civilizations now thought ancient were not yet born, or taking their first halting steps of infancy. As enlightenment and the younger faiths arose, these Elder Things lurked still in forgotten places in the lone lands, waiting for the unfortunate or the foolish to call upon them again. *Sepulchral Swaths of Tanoth-Gha* is an ideal complement to a Gothic Adventure Path or any game where characters wander across a lost and ancient ruin holding cultic rites and lore best left forgotten.

# **Structure** Hook Three; The sepalchral swaths of **Taucth-Sha**

BY JASON NELSON WITH THE LEGENDARY GAMES DESIGN TEAM





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# The sepalchral swaths of Tanoth-Sha Hothic Brimoires; Rook Three

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# Welcome to Adventure Lath Plug-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.

# What You Will Find Inside These Sothic Srimoires

This supplement is a departure from the larger products Legendary Games has produced for our Adventure Path Plug-Ins, a way to capture the creative energies (and logistical realities) of our team and provide you with a steadier stream of content for your Gothic Adventure Path campaigns or any game where horror, madness, or tragedy play a central theme. Each *Gothic Grimoire* is evocative and richly detailed, with history and character that makes them far more than a collection of dusty pages that deliver intriguing possibilities for introducing novel applications of the rules of your favorite role-playing game. These are *Tomes of Ancient Knowledge* and *Meditations of the Imperial Mystics*, dialed up to eleven.

Rather than gathering a number of different magical tomes, often with somewhat dissimilar themes, into a single compilation, the *Gothic Grimoires* product line takes each tome singly, expanding its lore and developing its mechanical and conceptual uniqueness more robustly. We think every one of these tomes is terrific and deserving of this expansive treatment and we hope you'll agree, but even if a given *Gothic Grimoire* is not your cup of tea, we hope you'll be looking forward to the next one! The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



# HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Gothic Campaign" instead of the title of <u>a recent Adventure Path</u>. Or you may see us use the names "Raven" for the town or "the temple" instead of the regular proper names of specific locations and characters 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 Publishing 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 *Gothic Grimoires* in your gothic Adventure Path, set in a small gothic town, helping the Professor's Daughter and cleansing the unquiet spirits in the ruins of the local prison. See, that wasn't so hard, now was it.

# 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.

# Sepulchral Swaths of Tanoth-Gha: Arcane/ Divine Mythos Tome

This rare collection of necromantic rituals was first inscribed by the ancient Pharaonic peoples as a corrupted version of their complex mortuary rites, involving a several-month process of sequential embalming and enrobing of the honored dead in linen bands while spells of blessing and balance were pronounced to ensure a secure and sublime transit to the afterlife. The Sepulchral Swaths inverted that ancient practice, using the same rites instead to bind both body and soul into the temporal world, their spiritual energies fueling the hateful sorcery of the malevolent cultists of Tanoth-Gha, named for an eldritch horror from the primitive prehistory of the Pharaonic lands that embodied the raw and unfinished power of the fundamental elements, inextricably bound up with the skeins of time, fate, and death.

The forerunners of the cult were simple desert wanderers sheltering within an ancient cyclopean ruin at the desert's heart when a rain of falling stars streaked from above. Something about this event awakened the elder thing that slumbered below the ruin, and at his appearing these unfortunates were entombed within their own bodies as their flesh withered in Tanoth-Gha's presence into leathery desiccation even as their minds perceived with a horrific acuity the wrongness of what they had beheld. These living mummies were discovered by other desert wanderers, still terribly alive and unable to die. The whispered ravings of their unhinged minds proved infectious in their madness, and the wanderers began to worship them as living idols of a forgotten god, transcribing their anguished mutterings and inscribing them on the tattered parchment of the idols' own skin. The cult endures to this day, led by the deranged witches who have shepherded their cultic flocks for time out of mind.

#### READING

The Sepulchral Swaths are each inscribed with faded fragments of pictograms and primitive tribal symbols. Unwound, they are unintelligible; they must be assembled and wrapped in the proper overlapping fashion to form the eldritch writings that reveal secrets to the reader. This pattern is most easily achieved by wrapping the swaths around a Medium-sized humanoid and making a DC 15 Intelligence check or a DC 20 Linguistics check. Comprehend languages and similar effects are of no help in deciphering the script without first assembling the swaths in the proper fashion. The swaths can be inverted and wrapped around a willing or helpless creature, allowing them to be read as any other mythos tome. Alternatively, a Medium or Small humanoid can wrap themselves in the swaths, gaining a +2 bonus to the Intelligence or Linguistics check to assemble them properly.

Being bound within the *Sepulchral Swaths* is more than a physical act, as it establishes a mental communion with Tanoth-Gha, echoing through strange eons to touch their mind. This causes a creature bound for at least 1 hour to be targeted with a <u>nightmare</u> (DC 17 Will negates)—a vision of indescribable primordial horrors, of the fundamental elements entwining into life and collapsing into death, watched over by an immense and formless yet undeniably malign entity. Failing a save against the <u>nightmare</u> causes the bound creature to gain 1 Madness point in addition to other effects. If the bound creature is a witch (or later gains levels as a witch) and gains at least 1 Madness point from being bound in this way, the witch may select Tanoth-Gha as her patron (following the normal rules for changing patrons, if she already has a patron), which grants the following patron spells.

*Eldritch Patron:* 2nd-<u>speak with animals</u>, 4th-<u>desecrate</u>, 6th-<u>elemental speech</u>, 8th-<u>lesser powerslave</u>, 10th-<u>wasted years</u>, 12th-<u>powerslave</u>, 14th-<u>primeval interdiction</u>, 16th-<u>accursed</u> <u>monolith</u>, 18th-<u>elemental swarm</u>.

Studying the *Sepulchral Swaths* for at least seven days (which need not be consecutive) allows the reader to unlock their secrets, allowing arcane or divine spellcasters to learn the feats and spells contained within, spending one day of study with a creature bound in the *Swaths* for each feat and spell (and an available feat or spells known slot, if applicable). Once a spell is learned, a spellcaster can transcribe the spell into a spellbook or transfer it to a witch's familiar and need not study the *Sepulchral Swaths* again unless the spellbook or familiar is lost and must be replaced.

#### DESTRUCTION

The Sepulchral Swaths appear very fragile, being spun of

threadbare cloth, but the threads are spun of fundamental elemental strands. Even if burned, shredded, or otherwise destroyed, they can be reconstructed from even the tiniest mote of dust or ash by targeting it with a death effect.

**Note:** All reference in this product to Madness points and the mythos descriptor follows the rules set forth in <u>Tomes of Ancient</u> <u>Knowledge</u>. If you do not own this product, you can ignore these rules or use alternate rules for insanity, including those in the Pathfinder Reference Document.

# **F**EATS

The *Sepulchral Swaths* contain the secrets to mastering the following feats.

# Bind the Ancient Dead

Your mastery of the most ancient of funerary rites allows you to perform simple mummification both natural and mystical, and to call upon the preserved dead of the ages to kneel before you.

**Prerequisite:** Spell Focus (necromancy), Knowledge (history) 3 ranks, Knowledge (nature) 3 ranks, Knowledge (religion) 3 ranks

**Benefit:** When you summon an animal, magical beast, or humanoid using *summon monster* or *summon nature's ally*, you may choose to apply the mummified zombie template (see below) to that creature. When you animate zombies using *animate dead*, you can animate them as mummified zombies. Like creating <u>bloody or burning skeletons</u>, mummified zombies count as twice their normal number of Hit Dice for per casting of *animate dead*; however, once controlled they count normally against the controller's Hit Die limit.

# **Bones of the Earth**

Your studies into the primordial past allow you to call back the remnants of pre-human epochs to serve you ages after death.

**Prerequisite:** Spell Focus (necromancy), Knowledge (history) 3 ranks, Knowledge (nature) 3 ranks, Knowledge (religion) 3 ranks

**Benefit:** When you summon an animal, magical beast, or vermin using *summon monster* or *summon nature's ally*, you may choose to apply the fossil skeleton template (see below) to that creature. When you animate skeletons using *animate dead*, you can animate them as fossil skeletons. Like creating <u>bloody or</u> <u>burning skeletons</u>, fossil skeletons count as twice their normal number of Hit Dice for per casting of *animate dead*; however, once controlled they count normally against the controller's Hit Die limit.

# **Funerary Servant**

Your elemental servants bear within them the power of death and the grave.

**Prerequisite:** Spell Focus (conjuration), Spell Focus (necromancy), Knowledge (planes) 5 ranks, Knowledge (religion) 5 ranks

**Benefit:** When you call or summon a single air, earth, fire, or water elemental, it is infused with the power of the grave. These spiritual energies allow it to apply half of its natural armor bonus to AC against incorporeal touch attacks and to deal normal

damage to incorporeal creatures.

In addition, your elemental gains the engulf special attack, dealing damage to an engulfed creature equal to its base slam damage (not including its Strength bonus to damage). When engulfed, the creature within is bound with spectral swaths identical in appearance to the *Sepulchral Swaths of Tanoth-Gha*, functioning as a *dimensional anchor*. The trapped creature also must make a Fortitude save each round against the engulf ability's DC or it begins to suffocate. A creature slain while engulfed, whether by damage or by suffocation, is turned to stone.

# **Grave Elemental**

Your elemental servants are fortified with the power of death.

**Prerequisite:** Funerary Servant, Spell Focus (conjuration), Spell Focus (necromancy), Knowledge (planes) 10 ranks, Knowledge (religion) 10 ranks

**Benefit:** When you call or summon a single elemental that has been enhanced with the Funerary Servant feat, it gains energy resistance 10 to negative energy. This functions identically to energy resistance against acid, cold, etc. It also gains a +2 bonus to saving throws against death effects, energy drain, negative energy, and any other necromantic effect.

In addition to the above, your elemental's slam attack(s) affect targets they strike as <u>chill touch</u> spell, with a save DC of 11 + 1/2 the elemental's Hit Dice. If the elemental uses an engulf, vortex, whirlwind, or similar special attack, this <u>chill touch</u> effect applies once to each target that takes damage from its attack. If the elemental uses a bull rush, drag, or grapple combat maneuver, this <u>chill touch</u> effect applies to its target if the combat maneuver succeeds.

# Tomb Monolith

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Your elemental servants are infused with absolute necrotic might.

**Prerequisite:** Funerary Servant, Spell Focus (conjuration), Spell Focus (necromancy), Knowledge (planes) 15 ranks, Knowledge (religion) 15 ranks

**Benefit:** When you call or summon a single elemental that has been enhanced with the Funerary Servant and Grave Elemental feats, it gains the benefit of <u>death ward</u>. In addition, when it reduces a target below 0 hit points with any attack, it can use <u>death knell</u> (save DC 12 + 1/2 the elemental's Hit Dice) as a swift action. In addition, when it confirms a critical hit the target gains a temporary negative level lasting 24 hours.

# **CREATURE TEMPLATES**

# **Fossil Skeleton**

A fossil skeleton is animated from the petrified remnant of a primitive and primordial creature, its ossific remains calcified into eternal stone. Its massive stony structure has endured countless millennia and possesses great strength and ability to absorb punishment that would shatter skeletons of brittle bone, though it lacks some of the terrifying agility of an ordinary skeleton. This template can be stacked with other similar templates that modify the skeleton template, such as bloody and burning skeletons.

**CR:** As a normal skeleton +1.

**Armor Class:** A fossil skeleton has a natural armor bonus to its Armor Class of +2 for Tiny or smaller creatures, increasing by 3 for every size category larger than Tiny. This replaces the normal natural armor bonus for a skeleton of its size.

**Defensive Abilities:** Fossil skeletons gain no immunity to cold; however, they are immune to petrification or effects that specifically affect bone. In addition, fossil skeletons gain the following ability:

*Primeval Solidity (Ex):* Fossil skeletons have hardness of 5, like an animated object. In addition, Small or larger fossil skeletons gain bonus hit points as if they were <u>constructs of their size</u>.

Melee Attacks: A fossil skeleton's natural weapons deal damage as a creature one size category larger than its actual size.

Abilities: A fossil skeleton does not gain a bonus to Dexterity. Feats: A fossil skeleton does not gain Improved Initiative as a bonus feat.

# **Mummified Zombie**

A mummified zombie is a creature whose desiccated corpse has been both naturally and magically preserved and given unholy life. Possessed of great strength and durability, the bodies of mummified zombies are dry and dusty beneath their funerary wrappings (for zombies created in blasphemous rites for the dead) or the shrunken, leathery skin that clings to their bodies for those whose bodies were naturally preserved in sand, mud, or otherwise. Mummified zombies are relentless on the attack, smashing their way through ruined temples and crushing hastily erected barricades once they have located their prey.

**CR:** As a normal zombie +1.

**Armor Class:** A mummified zombie has a natural armor bonus to its Armor Class of +2 for Tiny or smaller creatures, increasing by 2 for every size category larger than Tiny. This replaces the normal natural armor bonus for a zombie of its size.

**Defensive Abilities:** Mummified zombies gain DR 5/- in place of the DR 5/slashing possessed by ordinary zombies and are immune to petrification.

**Special Attacks:** Mummified zombies gain the following special attacks:

*Destructive Smash (Ex)*: Mummified zombies deal double damage to unattended objects.

**Special Qualities:** A mummified zombie gains vulnerability to fire and also gains the following special quality.

*Swarm Immunity (Ex):* Swarms ignore mummified zombies, crawling over and around them as if they were part of the existing terrain but dealing no damage to them.

*Tomb Taint (Su):* When a mummified zombie is destroyed, it collapses into bony fragments, tattered wrappings, and a billowing burst of grave dust. All creatures adjacent to it are exposed to <u>mummy rot</u>, identical to that inflicted by a true mummy. The save DC to resist this effect is equal to 10 + 1/2 the mummified zombie's Hit Dice + its Charisma modifier.

# SPELLS

This book contains the following spells.

Accursed Monolith

**School** illusion (curse, shadow) [mythos]; **Level** cleric 8, sorcerer/wizard 8, witch 8

Saving Throw Will disbelief (if interacted with) and Will negates, see text; Spell Resistance see text
DESCRIPTION

This spell is identical to <u>eldritch monolith</u>, but any creature touching or adjacent to the illusory structure is affected as bestow curse, even if it disbelieves. Spell resistance applies against this effect and a Will save negates it.

If learned and cast as a mythos spell, you may choose to inflict a <u>spellblight</u>, a form of <u>insanity</u>, or a variant curse effect such as <u>curse of the ages</u> or <u>unluck</u> rather than the usual effects of *bestow curse*.

### ELDRITCH MONOLITH

**School** illusion (shadow); **Level** cleric 5, sorcerer/wizard 5, witch 5

Casting Time 1 round

**Components** V, S, F (a piece of rubble from a building at least 1000 years old)

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

Area one 10-foot cube/level (S)

Duration 1 minute/level (D)

Saving Throw Will disbelief (if interacted with); Spell Resistance no

### DESCRIPTION

This spell is sometimes used by researchers into the mysteries of the ancients as a means to examine the architecture and artistry of fallen obelisks, statuary, and similar monuments. *Eldritch monolith* creates a solid illusory duplicate of the exterior of the ancient structure used as its focus, resized and proportionately scaled down to fit within the spell's area. This spell shows external openings but not the internal structure of the building; however, spaces open to the exterior are visible. The detail shown by the *eldritch monolith* is not exacting, but it does provide a +2 circumstance bonus to Knowledge checks about the actual structure. The caster can create an eldritch ancient monolith of his own design or from a blend of actual buildings (a DC 20 Knowledge (engineering) or Knowledge (history) check reveals this fabrication).

Elder cultists sometimes replicate ancient buildings, especially blasphemous edifices torn down by the supposedly enlightened faithful of the younger gods. The caster can also create an *eldritch monolith* of his own design, whether conventional or wholly alien, often accounting for madmens' tales of alien vistas and unearthly buildings that vanish without a trace when others try to substantiate their ravings. If a caster attempts to create a counterfeit of an existing building, a DC 20 Knowledge (engineering) or Knowledge (history) check reveals the fabrication.

An *eldritch monolith* is solid and can be climbed (DC 20) or used to provide cover. While it has the appearance of solid stone (Will disbelief), its hardness is 2, and each 5-cubic section has hit points equal to your level. Destruction of one section does not affect other sections.

#### Powerslave

**School** enchantment (compulsion) [language-dependent, mindaffecting, mythos]; **Level** cleric 7, sorcerer/wizard 7, witch 6 **Casting Time** 10 minutes

#### DESCRIPTION

This spell functions as *lesser powerslave*, but with the effect of *geas/quest* rather than *lesser geas* upon the target. In addition, the profane bonus you provide to the enslaved creature is doubed, as is their penalty to saving throws against your mind-affecting spells and their Madness gained.

## Powerslave, Lesser

School enchantment (compulsion) [language-dependent, mind-affecting, mythos]; Level antipaladin 4, bard 4, cleric 4, sorcerer/wizard 5, witch 4 Casting Time 1 round Components V, DF/F (a hand-carved idol of Tanoth-Gha or similar elder being) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 day/level or until discharged (D) Saving Throw Will negates; Spell Resistance yes DESCRIPTION

This spell functions like *lesser geas*, but it binds the target more closely to you, allowing you to channel a portion of your patron's eldritch powers into the creature you have enslaved. You may choose to grant the target a +2 profane bonus to one ability score, or a +1 profane bonus to attack rolls, saving throws, or skill checks. If the target is a spellcaster or has spell-like abilities, you can instead increase their effective caster level by 1 for determining the effect of their spells or spell-like abilities; this does not increase the number or level of spells available to the target. Being the target of this spell strains the target's mind, causing it to gain 1 Madness point and to take a -2 penalty to saving throws against any mind-affecting effect you use.

You cannot cast *lesser powerslave* on the same creature again unless the previous spell has ended. A creature can, however, be targeted with this spell simultaneously by different casters, but each caster must choose a different benefit as they do not stack. Placing multiple *lesser powerslave* spells in effect simultaneously on the same creature also increases the chance that the target may be unable to simultaneously fulfill each underlying *lesser geas*, triggering the usual ill effects.

At the GM's option, this spell can be used by cultists of archdevils, demon lords, and similar evil powers.

# **P**RIMEVAL INTERDICTION

School abjuration (curse) [mythos]; Level cleric 7, witch 7
 Casting Time 1 standard action
 Components V, S, DF/F (a hand-carved idol of Tanoth-Gha or similar elder being)

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

Area one creature or 20-foot-radius spread

Duration 24 hours or 1 round/level (D)

Saving Throw Will partial or none; Spell Resistance no DESCRIPTION

The cultists of Tanoth-Gha venerate a primordial being whose existence predates the rise of more modern religions, even those of civilizations now thought ancient. To those who worship in his name he therefore is able to grant the power to interrupt the flow of divine energies of beings less ancient than he. This spell can be used in three ways.

Area Interdiction: You can cut off an area from the power

of other divinities, creating an emanation that interferes with the ability of creatures to cast divine spells, channel positive and negative energy (or use variant channeling effects), and activate supernatural or spell-like domain powers or other class abilities of divine spellcasting classes. A creature wishing to use such an ability must succeed at a caster level check against a DC equal to 11 plus your caster level. This DC is increased by 1 for every 5 points of your Madness score (as above). If the check fails, the spell or ability is wasted without effect. It has no effect on magic items, except for spell-completion and spell-trigger items that create divine spells, in which case the item must make the caster level check. If this spell is cast on a permanent <u>desecrated</u> or <u>unhallowed</u> shrine or altar of Tanoth-Gha, the area of effect is increased to a 20-foot-radius spread.

*Divine Dispelling:* You can use *primeval interdiction* just as you would *greater dispel magic*, but it affects only divine spells and spell-like abilities. You can add 1 to your caster level checks to dispel for every 5 points of your Madness score.

Targeted Interdiction: You can bar a single creature from casting divine spells for 24 hours by making a caster level check against a DC equal to 15 plus the target's caster level, with a +1 bonus to this check for every 5 points of your Madness score. If you succeed at this caster level check, the target cannot cast divine spells, prepare divine spells or spell slots, channel positive or negative energy (or an equivalent variant channeling ability), or to activate supernatural or spell-like domain abilities. Exceptional domain abilities and supernatural domain abilities that are constant in effect and do not require activation function normally. A successful Will save allows the target to continue to use these abilities, though the target's effective divine class level is reduced by an amount equal to 1/3 your caster level for determining the effects of any divine spells or spell-like or supernatural abilities. It does not eliminate access to any abilities possessed by the target; it simply causes them to operate with reduced effect.

Divine spells with the mythos descriptor are unaffected by *primordial interdiction*.

## Wasted Years

School necromancy (curse); Level antipaladin 4, cleric 5,
sorcerer/wizard 6, witch 5
Casting Time 1 standard action
Components V, S, F (a gnomon, hourglass, or sundial)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw Fortitude negates; Spell Resistance no

#### DESCRIPTION

You inflict the <u>curse of the ages</u> upon the target. If this curse causes the target to advance an age category, she takes the penalties to her physical ability scores accompanying that age but does not gain the normal bonuses to her mental ability scores. In addition, the target is filled with a sense of hopelessness and failure as her life slips away. As long as the curse endures, the target gains no benefit from morale bonuses and takes a -2 penalty to saving throws against effects with the emotion descriptor, including fear effects. Whenever the target fails a saving throw against such an effect, she gains 1 Madness point (though she may gain only one Madness point per day in this fashion).

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