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# SHATTERED SKIES

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## CAMPAIGN SETTING



# Cult of the Colour Out of Space

By Robert Gresham





# Cult of the Colour Out of Space

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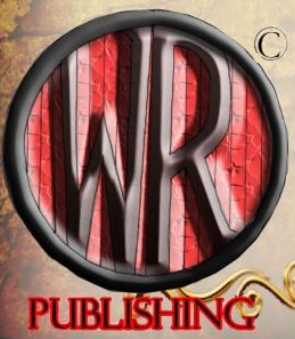
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# Cult of the Colour

## Out of Space

The foothills of Bright Mountain stretch for hundreds of miles and hide untold secrets within their ancient mounds. Long have treasure hunters and thrill seekers descended upon them, searching for hidden fortunes, but one region has remained shunned for over two hundred years. Known to the locals as Somber Hill, this loathsome place is the lair of the Glowing God and its cult of malformed lunatics.

Approaching Somber Hill, one becomes immediately aware of the Glowing God's terrible influence over the place. Ruined homesteads dot its border, reclaimed by evil sentient mold. The deeper one travels the land becomes a desert of blasted grey ash with no animals or plant-life to be found. When the sun sets and night blankets the region, a sickly glow emanates from the ash and the skeletal trees that only grow at the base of the hill. Travelers who encounter this odd glow sometimes become infected with it, their bodies taking on the same strange luminescence. The afflicted refuse food, and

shun water, as they are impulsively drawn towards the Glowing God. Those not disintegrated outright by its touch have no choice but to become one with the vile mold serving its horrible will.

How does such a destructive, merciless entity draw worshippers to its violent faith? The answer lies in its history and the sanity altering truth behind its power. For the Glowing God is not of Celmae, nor is it an offspring of the creator; it is an alien force from beyond, and as it spreads its terrible seed throughout the cosmos, it requires acolytes from which to feed.





## History of the Cult The Korred

Bright Mountain valley was long the home of savage, barbaric humans before Gran and Bryn brought civilization to the continent. Once they established their kingdom, society spread, and the old camps became permanent settlements, and eventually cities. When the town of Somber Hill was founded in the rolling foothills southeast of Brighton, the hopeful settlers discovered to their eventual terror, their new home was already occupied.

For centuries the foothills were home to surly fae called Korred. These stout and hairy folk built their homes around a sacred grotto they dedicated to the Creator, and performed countless rites in his name. Early in their histories they had run afoul of more primitive humans and had retained an ill sentiment toward the race. When the new settlers arrived to build their city at the bottom of Somber Hill, the territorial fae went on the offensive. They turned first to their skalds hoping that pranks and mysterious goings on might frighten away the humans. When that failed, korred druids summoned hostile plant-life: xatabay's, yellow musk creepers, and even shambling mounds to drive away their perceived enemy. Still the humans were stubborn refusing to abandon their new home. Desperate, the korred summoned up a malevolent, sentient mold that they believed they could control, and set it upon their foes. The mold however, had plans of its own. Turning upon its summoners, the fungus struck without mercy, enslaving the minds of the korred clan. Unable to resist the control, the korred attacked the human settlers, slaughtering them to the child. The mindslaver mold seized control of Somber Hill becoming its undisputed master for the next two hundred years.

## Night of the Comet

Late one winter night in the year 1794, a bright grey-green comet lit up the night sky over Somber Hill. Citizens from as far away as Brighton and Griffonport recalled seeing the falling star land in the shunned countryside. Word spread throughout the valley, even reaching the halls of the Dwarven kings within the Copper Crown Mountains. Soon adventurers and treasure seekers from all over the continent came to the blasted hills in search of glory. One by one they vanished without a trace. As each new group disappeared, interest in the meteor waned, until the risk was considered more than the reward. In time, only the foolhardy sought out Somber Hill.

## The Dwarven Account

Duncan Stonegood was the fourth apprentice of his clan's forgepriest, and he looked eagerly to the day when he would guide his people's faith. When word of the meteor reached the Copper Crown Mountains, Braavos, their current forgepriest, declared that the falling star was a gift from the god Adan. He announced he would trek after the cosmic ore and claim it for the good of the dwarven people, and called for volunteers.

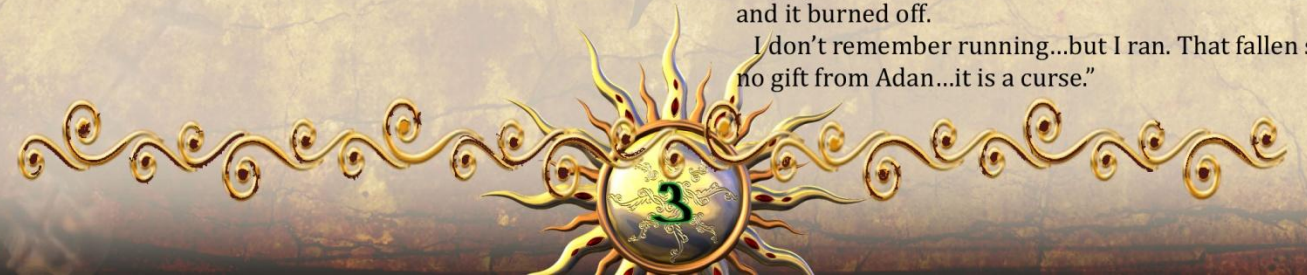
After assembling a group of ten, including Duncan and his brother Orewn, they set out to the blasted hills southeast of Brighton. Although they were equipped with arms and armor blessed with divine magic, it proved to be no defense against the strange power of the Glowing God. They were all butchered, save for Duncan; who stumbled half-dead and missing an arm, into the Laughing Dragon Inn. He raved about fungus blighted ruins and insane moss coated men who roamed within. Most terrifying was his account of reaching the fabled grotto of the Creator, and of their blasphemous discovery.

"We pushed past the moss-choked buildings," Duncan told the assembled drinkers, "and climbed the sandy hill. As we reached the apex, night fell, and the sand began to glow a greenish grey that was at once intoxicating and repugnant. We all became exhausted and some even begged to stop and camp. But Braavos drove us forward. After a few hours we came upon the grotto and finally Braavos permitted us rest. We descended into the grotto and built a fire and made our prayers to Adan. The strange light was at its most intense within the grotto, and I know now that it lured us to it somehow.

As we attempted sleep, the glow brightened, and that's when we noticed it originated from a mound of sand at the end of the grotto near a circle of standing stones. Approaching with weapons drawn, we came upon the meteor. The grey-green sphere was the size of a fist, and all around it oozed what could only be described as colored gas, but even that's not really what it was. We knew immediately that this color was the source of the light that emanated from the surrounding sandy hills.

Declaring the orb a gift of the Forgefather, Braavos grasped it, and before anyone could say a word, disintegrated into a small pile of fine grey ash. Orewn screamed unlike ever before as fungus-festered corpses burst from the ash, glowing that detestable color. As one they fought, not as mindless skeletons. They overwhelmed us but worse was the floating color. It spread over my clansmen, washing them in its light and turning their bodies into grey ash. It only briefly grazed my arm and it burned off.

I don't remember running...but I ran. That fallen star is no gift from Adan...it is a curse."





## The Herald of the Glowing God

As the dwarven account spread, it eventually reached the ears of an adolescent green dragon named Novastarov. Already a potent threat to Bright Mountain Valley, she'd amassed herself a sizable horde over the past century, which contained several magical items. When she heard of the destructive orb that disintegrated dwarf heroes with a simple touch, she had to have it. Researching arcane texts disguised as a comely human female, Novastarov believed that the fallen orb was actually a powerful artifact; a sphere of annihilation. For the following decade she searched out the talisman of the sphere, an artifact capable of controlling the mighty orb. She was unsuccessful in finding the complementing item, but instead discovered a ring that sheltered her vitality from harm. Hoping this magic would shield her from the sphere; she gathered her horde and journeyed to Somber Hill.

When she arrived at the blasted mounds she sensed that she was not alone. Using telepathic magic, Novastarov was able to communicate with the bizarre mold she found growing where no other plants would. The mindslaver was insane, only able to translate its devotion to The Glowing God. As night fell and the alien luminescence erupted from the ash grey hills, the dragon was able to find the sacred grotto easily. Entering the underground chamber, she was beset upon by the same undead fae that had attacked the dwarves years earlier. They were no match for the dragon's lightning breath, crumbling into smoky ruin. But still, they defeated Novastarov. Momentarily weakened by the assault, she forgot to activate her ring of sheltered vitality, allowing the alien color to infect her with its terrible, cosmic disease. Realizing her mistake, the dragon activated her ring, but it was too late. The power of the odd gas warped her in an instant. Instead of disintegrating her, Novastarov began to dissolve into grey-green slime.

As she activated the ring, this agonizing transformation halted, but left her in a state of never-ending pain. The torment shattered her mind slowly, her ring preventing a quick decent into madness. Over the following century, she began to believe the Glowing God had orchestrated her entire existence, and the corrupting mindslaver mold convinced her it was the truth. She accepted her new role as the grotto's guardian, proclaiming herself the herald of her alien master. Nightly she sets out, capturing sentient beings and educating them about her cosmic god, before bringing them to the grotto so that it may feed upon them.

## The Cult Today

Mind enslaved korred prowl the lower stretches of Somber Hill, their joyless lives devoted to feeding their masters insatiable alien appetite. Each night the dragon Novastarov culls one of them for the Glowing God, forcing the corrupted faeries to remain fruitful. They emanate the same eerie light as their cosmic deity and violently assault those who don't. Some damaged individuals even willingly accept the infectious curse as part of their devotion to this foul entity.

The mindslaver mold and the dragon remain the most potent followers of the Glowing God, and they are both quite insane. Deep within the sacred grotto, Novastarov spends hours each day postulating about the glories and goals of her master to the fungus blighted zombies that are anchored to the blasted site. For her cosmic patron has only one apparent goal: to spread its destructive seed throughout the universe, rendering all of creation into fine grey ash.

Recently occultists have turned their interests toward Somber Hill. The College of Lost Ages in the capitol city of Brynddell has sent students to the area to investigate the truth behind the legends of the falling meteor. So far, none have returned.





What follows are agents of the cult: from blighted, mind-enslaved korred, to the Golden God itself. For adventures featuring Somber Hill, the game master may find these ready-made NPC's useful for their campaign.

### Blighted-mind-enslaved Korred

**CR 6 XP 1,600**  
CN Colour-blighted Small fey  
**Init** +3; **Senses** low-light vision; Perception +14  
**DEFENSE**  
**AC** 19, touch 15, flat-footed 15 (+3 Dex, +1 dodge, +4 natural, +1 size)  
**hp** 53 (8d8+16) **fast healing** 2  
**Fort** +9, **Ref** +4, **Will** +3  
**DR** 5/cold iron; **Immune** cold, plant traits; **Resist** acid 10;  
**SR** 15  
**OFFENSE**  
**Speed** 30 ft.  
**Melee** club +9 (1d4+7)  
**Ranged** rock +9 (1d6+5), or spore (touch)+9 (DC 15 Fort/1d4 Wis Dmg)  
**Special Attacks** animated hair, rock throwing (100 ft.), stunning laugh, spore throwing (20 ft.)  
**Spell-like Abilities** (CL 6th; concentration +7)  
At will—animate rope, shatter (DC 13), stone shape 1/day—stone tell  
**STATISTICS**  
**Str** 19, **Dex** 17, **Con** 14, **Int** 12, **Wis** 8, **Cha** 6  
**Base Atk** +3; **CMB** +6; **CMD** 20  
**Feats** Dodge, Mobility, Skill Focus (Perception)  
**Skills** Acrobatics +12, Bluff +10, Craft (rope) +10, Craft (sculpture) +10, Perception +14, Perform (dance) +10, Stealth +16  
**Languages** Aklo, Common, Sylvan, mold mindlink  
**SQ** coloured stone stride  
**SPECIAL ABILITIES**

**Animated Hair (Su):** A blighted-mind-enslaved korred's hair is constantly writhing and twitching. As a free action, a korred can cause its long hair to reach out and interfere with adjacent creatures—tugging at clothes and weapons, tangling feet and arms, tickling, and generally making a nuisance of itself. The korred can select which adjacent targets are affected by its animated hair. These targets must make a successful DC 16 Reflex save each round to avoid becoming entangled for 1 round. The save DC is Dexterity-based.

**Infestation (Su):** A mindslaver mold can climb onto and attach itself to a willing or helpless host as a standard action. As long as the mold infests its host, the mold shares the same 5-foot square with its host's space; this does not negatively impact the host or the mold. As long as a mindslaver mold infests a host, the host takes a -4 penalty on

Will saves against the mindslaver mold's dominate person spell-like ability, and the duration of that spell-like ability on the host becomes permanent as long as the mold remains attached. Each day, an attached mindslaver mold deals 1d4 points of damage to its host as it feeds on the host's blood and other bodily fluids. A mindslaver mold can be torn free of a host with a successful DC 15 Strength check as a standard action—doing so deals 2d6 points of damage to the host as the mold's tendrils tear free. A dead mindslaver mold deals no damage in this way.

**Mold Mindlink (Su):** A blighted-mind-enslaved korred can communicate telepathically with any other blighted-mind-enslaved korred or mindslaver mold within 10 miles, and knows the condition of all other blighted-mind-enslaved korred or mindslaver molds in this area as if it had a status spell in effect on all of them.

**Spore Pod (Ex):** A blighted-mind-enslaved korred can launch a spore pod the size of a sling bullet. This is a ranged touch attack that has a range increment of 20 feet.

**Spores (Su):** Whenever a blighted-mind-enslaved korred hits a creature with its spore pod, or whenever a creature touches a blighted-mind-enslaved korred (including when a creature hits the mold with a touch attack, unarmed strike, or natural attack, or when the entangled in its hair), the creature must succeed at a DC 15 Fortitude save or take 1d4 points of Wisdom damage as the mold's spores swiftly drain away the victim's willpower and sense of self. The save DC is Constitution-based.

**Coloured Stone Stride (Su):** This ability works like tree stride, except it requires loose boulders at least as large as the korred, or any pile of ash caused by a colour out of space's disintegrating touch, and only has a range of 30 feet. The blighted-mind-enslaved korred can use this ability once per round as a standard action.

**Stunning Laugh (Su):** Three times per day as a standard action, a blighted-mind-enslaved Korred can unleash a strange laugh that stuns all creatures within a 30-foot burst for 1d2 rounds (Fortitude DC 14 negates). This is a sonic, mind-affecting effect. Fey are immune to this ability. The save DC is Charisma-based.

**ECOLOGY**  
**Environment** blighted forest and hills  
**Organization** solitary, pair, or gang (3-6)  
**Treasure** standard (club, rope, shears, other treasure)





These korred have been corrupted by mindslaver mold, and the colour out of space for generations, becoming a tragic variant of their kind. Unlike typical victims of these two creatures, these korred cannot be separated from the mold or cured of the colour's influence—it is part of what they are.

Un-afflicted Korreds are an ancient fey race that enjoys forested areas with nice, rocky ground. They resemble small, wild-haired humanoid with wild, knotted hair. Korreds especially like to dance in ancient stone circles within forest glades, often led by satyrs with panpipes. They are a shy people and are angered by outsiders discovering them, even by accident. They usually attack non-korreds who stumble into their territory, seeking to kill, or drive them off.

Korred clothing normally consists of a simple leather apron, jerkin, or kilt, leaving their legs uncovered and their feet bare. Their clothes usually have a large pocket or pouch to hold their belongings. A korred's hair and beard grow quickly, sometimes an inch a day, and the korred trims its hair when the locks become too unruly, saving the trimmings in its pocket so it can weave them into ropes for its animate rope spell-like ability.



## Mindslaver Mold

Mindslaver mold is a much-feared fae infestation. Primitive humanoids occasionally respect and fear the mold almost as a manifestation of some strange god. The mold itself shares a single consciousness, although individual patches of the stuff retain their own goals. Mindslaver mold seeks humanoid hosts, parasitizing them even as it manipulates them into serving as its bodyguards and protectors.

**CR 3**

**XP 1600**

NE Small plant

**Init +7; Senses** low-light vision; Perception +8

**DEFENSE**

**AC** 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)

**hp** 30 (4d8+12); **fast healing** 2

**Fort +7, Ref +4, Will +2**

**Defensive Abilities** avoidance; **Immune** cold, plant traits; **Resist** acid 10; **SR** 14

**OFFENSE**

**Speed** 5 ft., climb 5 ft.

**Ranged** spore pod +7 touch (spores)

**Special Attacks** infestation, spores

**Spell-like Abilities** (CL 8th; concentration +9)

1/day—dominate person (DC 16)

**STATISTICS**

**Str** 2, **Dex** 17, **Con** 17, **Int** 14, **Wis** 12, **Cha** 13

**Base Atk** +3; **CMB** -2; **CMD** 12 (can't be tripped)

**Feats** Dodge, Improved Initiative

**Skills** Climb +8, Escape Artist +7, Perception +8, Stealth +14

**Languages** Aklo, Common, Sylvan (can't speak any language); mold mindlink

**SPECIAL ABILITIES**

**Avoidance (Ex):** When a mindslaver mold is infesting a living or undead creature and would be hit by an attack, it can make a Reflex save as an immediate action. If the mold succeeds, the attack doesn't harm it and instead harms the infested creature—the mold effectively slithers out of the way of the incoming attack so that the blow strikes the

creature it controls. The mindslaver mold must choose to attempt avoidance after the attack roll is resolved but before damage is rolled.

**Infestation (Su)** A mindslaver mold can climb onto and attach itself to a willing or helpless host as a standard action. As long as the mold infests its host, the mold





shares the same 5-foot square with its host's space; this does not negatively impact the host or the mold. As long as a mindslaver mold infests a host, the host takes a -4 penalty on Will saves against the mindslaver mold's dominate person spell-like ability, and the duration of that spell-like ability on the host becomes permanent as long as the mold remains attached. Each day, an attached mindslaver mold deals 1d4 points of damage to its host as it feeds on the host's blood and other bodily fluids. A mindslaver mold can be torn free of a host with a successful DC 15 Strength check as a standard action—doing so deals 2d6 points of damage to the host as the mold's tendrils tear free. A dead mindslaver mold deals no damage in this way.

**Mold Mindlink (Su):** A mindslaver mold can communicate telepathically with any other mindslaver mold within 10 miles, and knows the condition of all other mindslaver molds in this area as if it had a status spell in effect on all other molds.

**Spore Pod (Ex):** A mindslaver mold's sole physical attack is to launch a spore pod the size of a sling bullet. This is a ranged touch attack that has a range increment of 20 feet.

**Spores (Su):** Whenever a mindslaver mold hits a creature with its spore pod, or whenever a creature touches a mindslaver mold (including when a creature hits the mold with a touch attack, unarmed strike, or natural attack), the creature must succeed at a DC 15 Fortitude save or take 1d4 points of Wisdom damage as the mold's spores swiftly drain away the victim's willpower and sense of self. The save DC is Constitution-based.

**ECOLOGY**

- Environment** any
- Organization** solitary or infestation (2-10)
- Treasure** incidental

**Ichabod Krona**

At a young age, Ichabod found himself the subject of ridicule. Intelligent but gullible, the young boy was the target of mean-spirited pranks by other youths from the town of Brighton. Soon these tricks took a toll on Ichabod, so he retreated from others, keeping to himself and the books others teased him for being able to read.

Eventually he stumbled upon a tome of forbidden lore—the *Mysterium Magnus*. Learning terrible secrets, he became an occultist, and took revenge upon the worst of his childhood offenders with his new abilities.

The book hinted at a divine entity—the Glowing God, who dwelled somewhere in the shunned Somber Hills southeast of Brighton. Setting out to the region, Ichabod discovered what he was looking for, and the encounter shattered his mind. Now Ichabod is a thrall to the Glowing God and has gained sinister power from his foul patron.



**CR 6**  
**1600 XP**  
 LE Medium Human Sinister Savant\* Occultist 7  
**Init** +5; **Senses** Perception -5  
**DEFENSE**  
**AC** 19, touch 11, flat-footed 18 (+7 Armor, +1 Dex, +1 Shield)  
**hp** 52 (7d8+21)  
**Fort** +7, **Ref** +3, **Will** +4  
**OFFENSE**  
**Speed** 30 ft.  
**Melee** +1 Kukri +10 (1d4+4 /18-20)  
**Special Attacks** disintegrating touch (+6 melee touch 4d6 damage, Fort DC 17 for half), eat ego (Will DC 17), eyes of lassitude (Will DC 15 negates)  
**Spells Known (CL 7th)**  
     **3rd-level (1/day)** – *animate dead, inflict serious wounds, vamperic touch, vision of hell*  
     **2nd level (3/day)** – *babble, inflict moderate wounds, lesser animate dead, spectral hand, vomit swarm*  
     **1st level (4/day)** – *cause fear, corrosive touch, entagle, inflict light wounds*  
**Knacks** – *acid spray, bleed, ghost sound, touch of fatigue*  
**STATISTICS**  
**Str** 17, **Dex** 12, **Con** 14, **Int** 14, **Wis** 8, **Cha** 10  
**Base Atk** +5; **CMB** +8; **CMD** 19  
**Feats** Ability Focus (Disintegrating Touch), Ability Focus



(Eat Ego), Improved Initiative, Toughnessb, Weapon Focus (Kukri)

**Skills** 7 Knowledge (arcana) (Int) +12, Knowledge (history) (Int) +12, Knowledge (planes) (Int) +12, Knowledge (religion) (Int) +12, Sleight of Hand (Dex) +11, Spellcraft (Int) +12, Use Magic Device (Cha) +9

**Languages** Abyssal, Common, Infernal

**SQ** Corrupting curiosity, implements (colour from space 2, necromancy 2), insanity (schizophrenic, Will DC 16), focus powers (cult leader, disintegrating touch, eat ego, horrid servant), knacks, magic item skill, mental focus (9 points), resonant powers (font of knowledge, un-natural growth)

**Combat Gear:** +1 breastplate, +1 kukry, light steel shield;

**Other Gear:** 5 potions of *cure light wounds*, 2 potions of *invisibility*

\*New archetype appearing in this book

## Novastarov

For a century the green dragon Novastarov terrorized the settlements of Bright Mountain Valley, demanding tribute to avoid her wrath. This tactic amassed her a sizable horde, making her the target of other dragons seeking to steal her treasure. After her first victory against another wyrm, she added magical might to her arsenal for the first time. Becoming obsessed with arcane infused treasure, she began researching occult artifacts to strengthen her power.

Hearing about the odd orb that had decimated powerful dwarven explorers, Novastarov set out to claim what she believed was a destructive weapon. Too late she realized that the orb was a meteor that had long dissolved, freeing the Glowing God; the elder colour out of space.

Her body and mind now twisted from the encounter, Novastarov resides in the glowing grotto, her alien master's hijacked lair. She has devoted her existence to protecting her god so that it may spread its vile seed across the cosmos.



Novastarov



**Novastarov**

Colour-Blighted Young Adult Green Dragon CR 13

**XP 25,600**

LE Huge dragon (air)

**Init** +0; **Senses** dragon senses; Perception +22

**Aura** frightful presence (150 ft., DC 18)

**DEFENSE**

**AC** 28, touch 8, flat-footed 28 (+20 natural, -2 size)

**hp** 136 (13d12+52), fast healing 3

**Fort** +12, **Ref** +8, **Will** +10 (does not auto fail saves when rolling a 1)

**DR** 5/magic; **immune** acid, disease, paralysis, poison, sleep, **SR** 22

**OFFENSE**

**Speed** 30 ft., fly 150 ft. (poor), swim 30 ft.

**Melee** bite +19 (2d8+11/19-20), 2 claws +19 (2d6+8/19-20), 2 wings +14 (1d8+4), tail slap +14 (2d6+11)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (50-ft. cone, DC 20, 10d6+1 acid), crush (Small creatures, DC 20, 2d8+10+1)

**Spell-like Abilities** (CL 13th; concentration +15)

**At Will**—charm person (DC 13), entangle (DC 13)

**Spells Known** (CL 3rd; concentration +5)

**1st-level** (6/day)—magic missile, shield, silent image (DC 13),

**0-level** (at will)—dancing lights, detect magic, ghost sound, mage hand, prestidigitation

**STATISTICS**

**Str** 25, **Dex** 10, **Con** 19, **Int** 14, **Wis** 11, **Cha** 8

**Base Atk** +13; **CMB** +22; **CMD** 32 (36 vs. trip)

**Feats** Alertness, Cleave, Great Cleave, Improved Critical (bite), Improved Critical (claws), Iron Will, Power Attack

**Skills** Fly +8, Knowledge (arcane) +18, Knowledge (nature) +18, Perception +20, Spellcraft +18, Stealth +8, Survival +16, Swim +31; Racial Modifiers +13 Swim

**Languages** Common, Aklo, Draconic, Elven

**SQ** water breathing, woodland stride

**Combat Gear** none; **Other Gear** *hand of the mage*, *ring of protection +2*, *ring of sheltered vitality\**, *ring of swimming*

**SPECIAL ABILITIES**

**Colour-blighted (Su):** As a colour-blighted creature, Novastarov gets a +1 blight bonus to attack and damage against creatures that do not carry this template. This bonus affects all type of damage she is capable of dealing.

**Water Breathing (Ex):** Novastarov can breathe underwater indefinitely and can freely use her breath weapon, spells, and other abilities while submerged.

**Woodland Stride (Ex):** Novastarov can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect her normally.

**New Spell**

**Sheltered Vitality**

**School:** Abjuration

**Level:** Cleric 3, Druid 4, Shaman 4, Warpriest 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1 min./level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The subject gains immunity to fatigue, exhaustion, and ability damage or drain (regardless of the source).

**Ring of Sheltered Vitality**

**Aura** faint abjuration; CL 5th

**Slot** ring; **Price** 36,000 gp **Weight** —

**DESCRIPTION**

This ring offers continual magical immunity to fatigue, exhaustion, and ability damage or drain (regardless of the source). In addition whenever the wearer rolls a natural 1 on any saving throw, the wearer may reroll or accept the failure.

**CONSTRUCTION**

**Requirements:** Forge Ring, *divine favor*, *sheltered vitality* **Cost** 18,000 gp







## The Glowing God

Two hundred years ago, a meteor fell from the heavens, landing in Somber Hill, southeast of the town of Brighton. Riding on the comet was a creature of terrible power: an elder colour out of space. More powerful than others of its kind, this mighty entity settled in the forsaken hills and is worshipped by corrupted fey as a god. Its greatest cultists are the mindslaver mold that occupied the region before the colour's arrival, and the insane green dragon Novastarov. If the Glowing God is aware of its worshippers no one knows. The dragon claims to hear the colour's alien thoughts in her mind, but the wyrm is clearly insane.

Since its arrival on Celmae, the elder colour has spread its seed several times, launching into space and leaving behind a portion of itself to reform, each time growing more powerful. With each new regeneration the Glowing God grows, and its followers believe that one day it will blanket the planet.

**Mighty Colour From out of Space** CR 15  
XP 51,200

CN Huge ooze (incorporeal)

**Init** +17; **Senses** blindsense 120 ft.; Perception +18

**Aura** lassitude (300 ft., DC 29)

### DEFENSE

**AC** 29, touch 29, flat-footed 14 (+6 deflection, +8 Dex, +6 dodge, -2 size)

**hp** 246 (12d8+192)

**Fort** +15, **Ref** +19, **Will** +15

**DR** 4/-. **Defensive Abilities** amorphous, incorporeal;

**Immune** acid, cold, fire, mind-affecting effects, ooze traits, paralysis, poison, sonic, sleep; **SR** 22

**Weakness** susceptible to force effects

### OFFENSE

**Speed** 60 ft., fly 100 ft. (perfect)

**Melee** disintegrating touch +25 touch (6d6+5; DC 29)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** feed

### STATISTICS

**Str** —, **Dex** 26, **Con** 22, **Int** 19, **Wis** 23, **Cha** 23





Base Atk +9; CMB +29; CMD 51 (can't be tripped)

**Feats** Dodge, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse

**Skills** Fly +32, Knowledge (geography) +21, Knowledge (nature) +21, Knowledge (planes) +21, Perception +23, Stealth +17

**Languages** Aklo (can't speak)

**SPECIAL ABILITIES**

*Aura of Lassitude (Su):* A creature within 300 feet of a colour out of space (even when the colour is hiding within a solid object) must succeed at a DC 29 Will save or become overwhelmed with listlessness and ennui. While under this effect, the creature takes a -4 penalty on all Will saving throws, and doesn't willingly travel farther than a mile from the area where it failed its saving throw against that colour's aura of lassitude. A break enchantment spell (DC 29) ends the effect, as does removing the victim from the aura's area of effect. Every 24 hours, a creature affected by an aura of lassitude can attempt a new DC 29 Will save to cast off the effects of the aura. A creature that succeeds at this saving throw is immune to that colour's aura of lassitude for 24 hours. A creature that is under the effects of an aura of lassitude from a colour out of space can't be further affected by this ability from other colours. This is a mind-affecting effect. The save DC is Charisma-based.

*Disintegrating Touch (Su):* A colour's touch causes a terrible disintegration of flesh and bone. A successful DC 29 Fortitude save halves the damage caused by a colour out of space's touch attack. A creature reduced to 0 hit points by a colour out of space's touch attack must succeed at a DC 29 Fortitude save or be immediately slain and reduced to a pile of fine ash. The save DC is Constitution-based.

*Feed (Su):* A colour can attempt to feed on any living creature or a region of plant life as a full-round action. If it feeds on a single creature, the colour must have line of sight and be within 300 feet of the target. If it feeds on a region of plant and animal life, it only needs to be within that region. It can attempt to feed on a region once per week, and upon a living creature at will (but only once per day per living creature). Feeding on a region of plant life is automatically successful, blighting that region of plant life as if by a diminish plants spell used to stunt growth. A creature can resist being fed upon by a colour out of space by succeeding at a DC 29 Will save, in which case the colour must wait 24 hours before attempting to feed on that creature again. If this saving throw fails, the victim takes 1d4 points of Charisma drain and Constitution drain. The save DC is Charisma-based.

A creature whose Constitution score is drained to 0 by a colour out of space's feed attack immediately dies, crumbling into a mass of desiccated tissue.

A creature whose Charisma score is drained to 0 by a colour out of space's feed attack gains the colour-blighted simple template. Every time a colour successfully feeds on a creature, it gains 1 growth point. A colour out of space can never have more than 100 growth points—it can expend 100 growth points after spending 24 hours concentrating on its growth, and in so doing gains 1 permanent Hit Die.

*Susceptible to Force Effects (Ex):* A colour out of space takes half again as much damage (+50%) from force effects, and takes a -4 penalty on all saving throws to resist force effects. A colour out of space can't damage force effects with its disintegrating touch. Its aura of lassitude and feed ability is blocked if the colour is completely entrapped by force effects (such as by a windowless cell version of forcecage or a telekinetic sphere).

**ECOLOGY**

**Environment** any

**Organization** solitary

**Treasure** incidental

## What is the Colour out of Space

Arriving seemingly by chance on our world, the colour out of space is a mysterious entity whose alien motivations remain beyond mortal comprehension. What does it want and why is it so hostile towards life? Why does its presence cause crops to grow so robust, yet devoid of nutrition? Are the colours simply astronauts traveling the cosmos, or do they have a more sinister agenda?

## History

While no definitive origin of the colour out of space can be corroborated, several occult cabals have developed their own theories on the matter.

Before the god Adan created the Starforge, filling the universe with light, many creatures roamed formless in the black, infinite void. Among them were the insubstantial colours. When the explosion of mortal life filled the cosmos the first colours became aware of their own existence. With this awakening, they also discovered their purpose, and this destiny drove them all irrevocably insane.

As Adan shaped the planets from space debris, these ore rich meteors passed through the colours realm, providing them transport to new worlds the moment they were made. As each colour settled, it immediately began luring life to it so that it could feed and destroy. With each mortal it absorbed, the alien entity grew, until it was massive and strong enough to launch itself back





into space catching a ride to a new planet, and restarting its destructive cycle.

What is the colour's purpose? It seems it desires only to reproduce, but this fertility carries a sinister goal: to blanket all matter with its seed so that all is reduced to ash. The colours will then be at peace, enjoying tranquility and solace in a universe free of mortal life.

### Physiology

The colour has no tangible form, appearing as a translucent mist or haze, but even those are incorrect descriptions. The one exception to this is the moment that it reproduces. When the monster launches itself into space, a small, seedling falls back to the planet. For the following 72 hours, the seed remains in a physical, but gelatinous state. After this time it becomes an incorporeal, adult colour out of space. It then feeds on the life essence of living creatures in its vicinity, growing strong enough to replicate itself again.

Elven sages, who may or may not have space faring origins themselves, classify the colour as a form of living radiation. They speculate that the colour feeds on other spectrums of radiation and that it can sense this energy from beyond the planet. It rides on meteors, directing the rock towards energy rich environments to consume.

When a colour hitches itself to a meteor, it fuses itself with the stone or debris, replacing its interior. The exterior of the rock takes on a dull hue and hardens, encapsulating the creature in a protective shield allowing it to enter planetary atmospheres. This shell magnetizes and hones in on the planet the colour has chosen to land on.

Once the meteor lands on a surface, its hard exterior becomes brittle like an egg, cracking open and releasing the incorporeal colour.

### Psychology

Inarguably, the motivations and psychology of the colour out of space are beyond the ability of earthly beings to comprehend. Elves argue that the creature desires only entropy, and that its quest to spread its seed across the universe is its way of bringing about the ultimate destruction of everything.

Another theory that has been put forth is that the colour is terraforming different planets to resemble the one the color originally hailed from. The "ash" it reduces its victims to is actually, these sages claim, the earth of their home world.

One thing is certain: the colour is a predator. Its unique ability to make plants and fruit grow in apparent

### KNOWLEDGE OF THE COLOUR OUT OF SPACE

The following represents what a character might know with a successful knowledge dungeoneering (oozes) check regarding colours out of space.

**DC 20-** This strange creature is a colour out of space, an alien whose touch can dis-integrate a full grown man. While light does not hurt it, the creature prefers dark places to lair.

**DC 25-** The incorporeal colour is highly susceptible to force effects, but completely immune to acid, cold, fire, mind-affecting effects, poison and sonic damage sources. It possesses all ooze traits, and is very resistant to spells.

**DC 30-** Colours out of space feed on living creatures and plant-life. Once a colour has absorbed the life forces of a hundred sentient creatures, or a hundred acres of vegetation, it has the strength to launch itself into space to spread its destructive seed to a new planet. The act of feeding is strangely addictive to the victims of a colour out of space, and prey will often remain nearby until its death.

**DC 35-** The Colour's true goal is to reduce the universe to ash, destroying all mortal life so that it may roam thoughtless in perpetual entropy.

abundance, but without nutrition, is an effective lure for prey that subsides on these foods, and a potent way to weaken their victims. The food must have an effect on the mind, for it is clear on consumption that it is corrupted. The aura of lassitude that the colour exudes definitely assists in keeping prey nearby, for a creature apathetic to its own demise makes for an easy meal.

The alien prefers to lair in cold, dark places that remind it of the void from whence it came, and is most active during nighttime hours. Daylight and warmth do not harm the colour in any way, but the creature definitely does not enjoy them. Fire is also harmless to the colour, but it goes out of its way to avoid its presence, except when it is confronted by potential prey.





Spells that communicate telepathically fail against a colour out of space, and it is immune to all mind-affecting effects. Rumors however, claim a powerful elven psychic from the Vasjeel Forest contacted the alien mind of the creature, becoming irrevocably insane and filled with homicidal rage toward all living beings.

### When Fighting

When battling a colour out of space, it is important to remember the creature's disintegrative abilities. Items that can harden one's fortitude and restore lost health are a necessity. Its aura of lassitude can sunder a person's resolve, making them willing victims to the entity, so anything that can shelter one's willpower, or spells that boost Wisdom are quite beneficial.

The colour is immune to most attacks, and its incorporeal form makes physical assault nearly impossible. The creature is susceptible to force effects and its powers are ineffective against force effects. Occult sages affirm that it is theoretically possible to capture the alien in a windowless force-cage or telekinetic sphere, and keep it imprisoned indefinitely. While resistant to spells, it isn't completely immune to magic, so spells that target its health such as inflict, or force damage spells are the best weapons against the alien.

### Mysterium Magnus CURSED ITEM

This much sought after tome contains several occult secrets concerning the colour out of space. Written entirely on ritually-prepared magnetic paper by the mad elf prophet Glandiel, during a period of possessed automatic writing, the book provides a +2 bonus on knowledge planes and dungeoneering checks (oozes only), with that bonus increasing to +4 when used to research colours out of space.

Furthermore, when studied for at least an hour by a character possessing the psychic sensitivity feat, or who can cast psychic spells, that character gains the benefit of the automatic writing, Linguistics Skill unlock ability as if she had 10 ranks in Linguistics.

The book carries an evil curse however, one that drives its users slowly to madness. When used to gain the benefits of automatic writing, the user must make a DC 12 Will save when her writing is completed. If she fails, before reading the results of her automatic writing, roll on the following table for a strange event tied to this occult tome. Unlike most cursed items, discarding the book (if able) prevents further strange events from occurring.

### STRANGE EVENTS

1d10

1. The character immediately blacks out for 1d4 hours and cannot be revived in any way (1d4 Wis drain). When she awakens she can read the automatic writing as normal.
2. Can read automatic writing as normal, but next time the character sleeps, the book is in a different location when she awakens (1d4 Wis drain).
3. Can read automatic writing as normal, but next time the character studies the book, it feels warm to the touch, and seems to breathe (1d4 Wis drain).
4. Can read the automatic writing as normal, but the next time she tries to discard or rid herself of the book in anyway, it reappears in her bag the following morning (1d4 Wis drain). The character must make a DC 17 will save to discard the book in the future.
5. Can read the automatic writing as normal, but is overcome by feelings of hatred and rage. The character attacks all creatures within 30 feet for the next minute. When the rage ends the character has no memory of her actions (1d4 Wis drain).
6. Can read the automatic writing as normal, but the next time the character awakens from sleep, she is clutching the book to her chest. Nearby characters cannot recall the character ever retrieving the book (1d4 Wis drain).
7. Can read the automatic writing, but speaks only in Aklo for the next 1d4 hours. The character understands the words she speaks, but cannot understand anyone responding in Aklo (unless she can already speak that language) (1d4 Wis drain).
8. Trying to read the automatic writing, the character is overwhelmed by alien noises that render her deaf for 1d4 hours. After this time she can recall the results of the automatic writing (1d4 Wis drain).
9. Can read automatic writing as normal, but once finished, is overcome by laughter as if under the *hideous laughter* spell (CL 20th). When the spell effect ends, the character is overcome by a feeling of lassitude, and must make a DC 17 Will save to shake this effect. A new save can be made after 24 hours. When the lassitude ends, the character recalls being attacked by an odd colored mist she cannot fully describe.
10. Can read the automatic writing as normal, but the revelation imparted opens the characters mind to knowledge normally unknowable by mortals (1d4 Wis drain). Permanent +2 bonus to Int, +2 bonus to Knowledge: Planes and Knowledge Dungeoneering skill checks (oozes only). This result can only be applied once to any character. Afterwards, this result becomes: GM choice of results 1-9.





## Occultist Archetype Sinister Savant

The thirst for occult knowledge draws some scholars down a dangerous and corrupting path that eventually leads to madness, and the understanding of powerful, terrifying truths.

**Tome Resonance (Ex):** At 1st level, the sinister savant learns to use magical books and scrolls as implement focuses. The text must in some way be related to the implement school he wishes to use, such as containing spells of that school or having a related aura. Using a scroll as a focus does not activate the spell contained within. This ability modifies the occultist implements class ability gained at 1st level.

**Resonant Power:** When the sinister savant invests mental focus into a book or scroll, he may choose the following resonant power instead of a resonant power of an implement school. The implement bearer gains the benefits of this power until the occultist refreshes his focus.

**Font of Knowledge (Su):** The implement grants great knowledge. Whoever reads from the implement gains a +2 competence bonus on Knowledge skill checks for every 2 points of mental focus invested in the implement, to a maximum bonus of 2 + 1 for every 2 occultist levels you possess. Reading from the implement takes 1 round.

**Corrupting Curiosity (Ex):** The cost of his inquiries into the otherworldly take a toll on the sinister savant's mind. At 4th level, and every 4 levels beyond, the sinister savant has a 50% chance of gaining one random insanity, as described in the "Sanity and Madness" from the *Pathfinder Role Playing Game, Gamemastery Guide*. The sinister savant also learns 1 new level appropriate spell from any of the implement schools he knows. This ability replaces shift focus.

**Visions of Doom(Ex):** At 20th level, a sinister savant learns terrible truths related to a specific evil aberration or outsider of CR 20 or higher. This information includes the creature's true name, general description and its motivation as related to the sinister savant's home planet and plane of existence. Together, this information counts as detailed information for the purposes of casting legend lore. When describing the creature to someone as part of an Intimidate or Diplomacy check, if you succeed by 5 points or more, you may cause them to become panicked as per the fear spell. The DC for the related Will save is equal to 10 + 1/2 your occultist levels + your Intelligence bonus. This ability replaces implement mastery.





# SHATTERED SKIES

## CAMPAIGN SETTING

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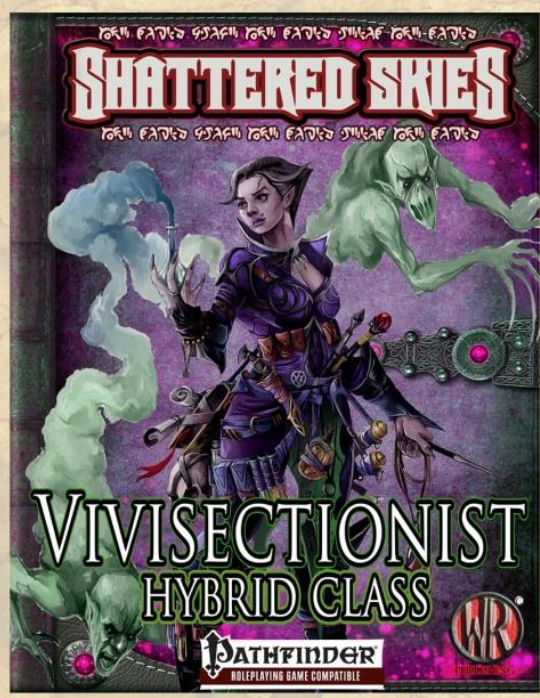


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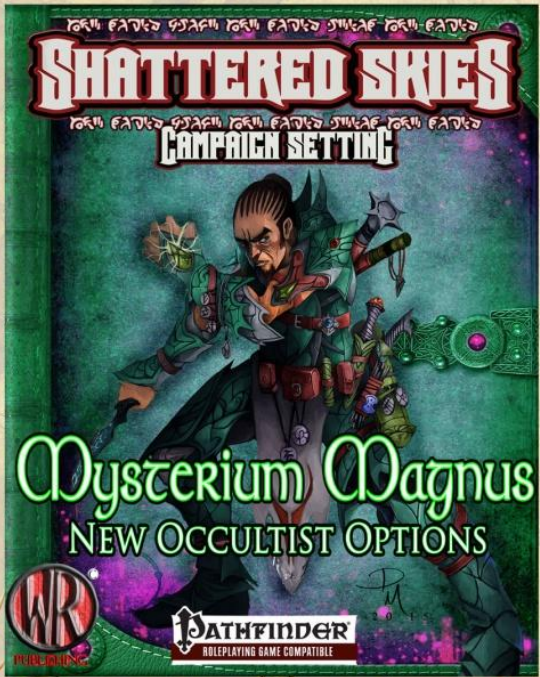
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