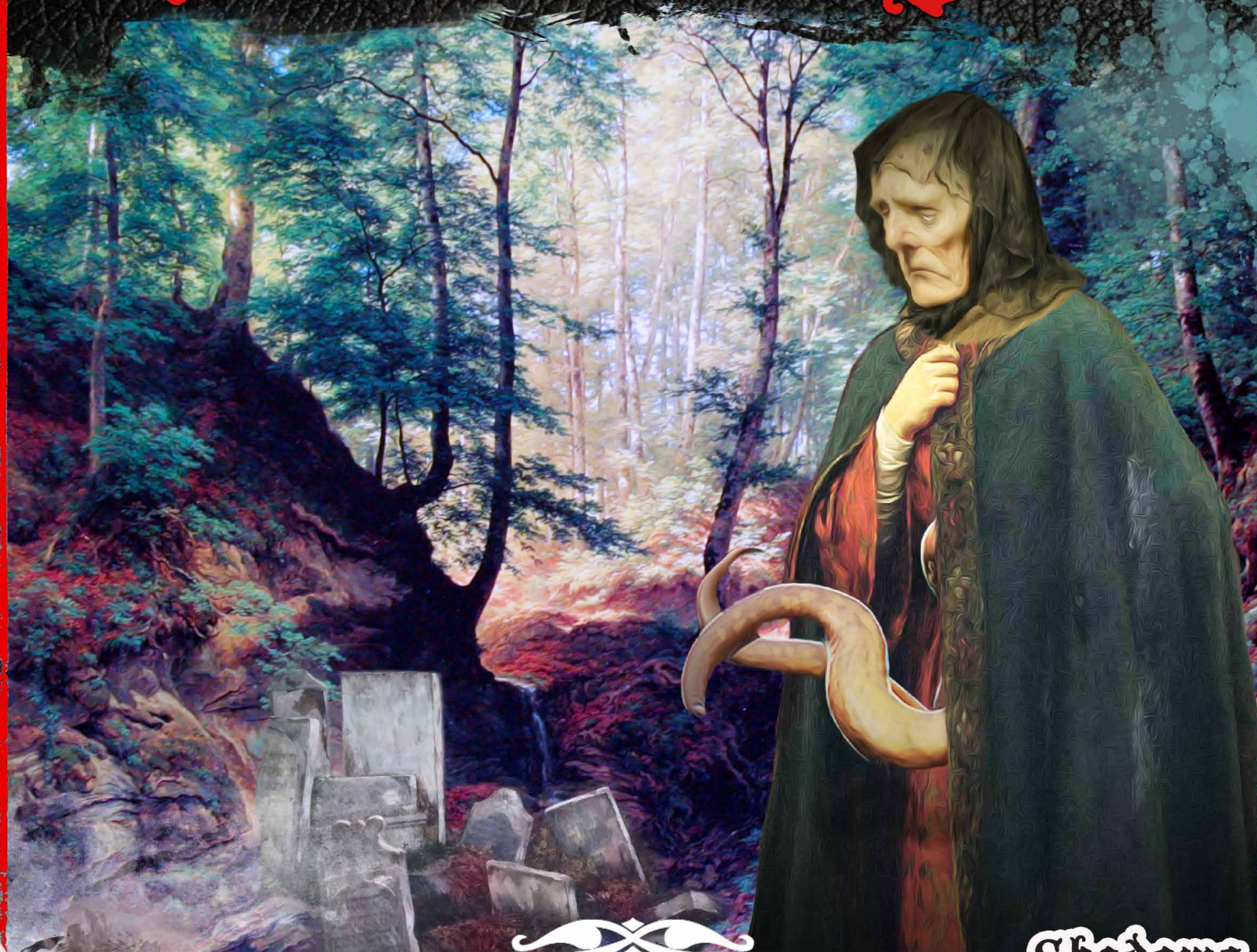


SHADOWS OVER VATHAK

Echo of Plagues



A REGIONAL ADVENTURE IN INA'OTH

Shadows
over
Vathak

A Campaign Setting Book of Lovecraftian Survival Horror

LANDON WINKLER AND RICK HERSHEY

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Shadows over Vathak

ECHO OF PLAGUES

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GMING IN VATHAK

Welcome to the world of **Shadows over Vathak**, a realm where the abominations known as the Old Ones seek to destroy humanity. It is a world of darkness and despair, where even the light of the One True God is often corrupted and twisted to serve sinister ends. As a GM your players could be heroes representing a bright point of light in the encroaching shadows of evil or they might just be survivors, getting by day by day however they can, survival their only goal. In Vathak, even joy is mingled with the bitter ashes of despair and hopelessness.

For more information overall on the world of Vathak and the **Shadows over Vathak** setting for the *Pathfinder Roleplaying Game*, the [Player's Guide to Vathak](#) can serve as an excellent introduction. For information specifically about Ina'oth, where this adventure is set, you can find more in the [Player's Guide to Ina'oth](#) or the [Gamemaster's Guide to Ina'oth](#).

ECHO OF PLAGUES

The **Echo of Plagues** adventure begins on the road through Ina'oth, near the town of Jelsana. The PCs, for reasons of their own, are traveling with a romni trader headed for the old capitol, Ursatur.

When mountain raiders attack, the travelers find themselves temporarily stranded, with Jelsana offering their best chance to rest and recuperate. Unfortunately, the town is gripped deeply by fears of a new plague. The local church has strict rules, beyond even what would appear elsewhere in Ina'oth, extending all the way to physical examinations of all visitors.

When a new disease does break out, the travelers are left at the center of the storm. If they can prove their value to the community's leaders or unravel the mysteries of the disease, they may survive to make their way towards Ursatur. Otherwise, their fate may be ended by the "civilized" hands of Ina'oth just as surely as that of the mountain raiders.

HOOKS

The PCs are travelling with Nuri Brova (female romni expert 3, see **Appendix**), a romni trader who specializes in the long journey across Ina'oth. Although she travels with only a solitary wagon, the books and medicines she carries promise to fetch a high price in Ursatur.

When the adventure begins, the group has been traveling together for at least several days. Nuri isn't a particularly talkative traveling companion, but acknowledges that the only way to travel through Ina'oth safely is in a group. Nuri has a few others join her on the wagon at any time, with the rest walking alongside.

Each PC may have a variety of reasons for traveling with Nuri. If you're using the provided characters (see **Pregenerated Characters**), they have reasons provided in their backstories. Otherwise, let player's imaginations run wild or let them choose from this list.

☛ The character could consider Nuri to be family.

Beyond literal blood relatives among the romni and witchwolves, it's common for the romni to adopt outcasts from other cultures. Bhriota, cambions, and wretched are the most common of these, but a PC of any race might have ended up under Nuri's wing.

☛ Already a proven warrior, the character is working as a guard. The wilds of Ina'oth are thick with mountain raiders, packs of wolves, flesh-hungry ghouls, and worse.

☛ The wagon's eventual destination is Ursatur. Once the capital of Ina'oth, it's now trying to pull itself together, rebuilding following the destruction of the Plague of Shadows and the wave of unrest it brought. A character interested in the restoration of Ina'oth or opportunities in the big city may have joined with the group for safety.





THE RAIDERS

Our adventure opens near Jelsana along the Lochlyn River in Ina'oth. It's a fertile land with dark soil, tall grasses, and scattered groves of white elms.

The party has been traveling together for only a few days but have had time to know basic details of the others. Give the players a chance to introduce their characters if they haven't already and mention a few things the characters would have done or talked about on the trip. Just one time around the table should be enough.

Once everyone's settled in, read or paraphrase the following:

The first few days of your long journey towards the former capital Ursatur has gone smoothly. If you ignore the abandoned villages, the terrain is beautiful, with tall grass waving in the breeze and copses of stately trees. Your watch fires have kept the wolves at bay and the romni owner of the wagon, Nuri Brova, has been happy for your company.

Nuri has taken a route to avoid villages emptied by the plagues or left unwelcoming in their wake, planning to reach the Lochlyn River by

nightfall, cross by ferry, and head due north to Ursatur. She's in a fine mood and is happy to pass around her flask of brandy, weaving a tale of the old kings of Ina'oth and how they defended its people from the "mountain devils."

Unfortunately, Nuri's fine mood isn't destined to last. The wagon jolts, suddenly falling several feet, as the cracking of wood competes with the panicked whinnying of horses for your attention.

Let each character take an action, whether that be checking the wagon, trying to help calm the animals, or even keeping an eye out for further trouble. Anyone checking the wagon, even without any skill, can see that the rear axle is deeply cracked, almost snapped through. Someone inspecting the fall can see that it was a shallow pit with branches laid over it and dirt thrown to disguise the branches. A character succeeding at a DC 20 Handle Animal or Wild Empathy check is able to calm the horses, which will prove useful in a moment, but anyone attempting it can see that the horses are panicked about more than the jolt.

And any character looking out for trouble isn't surprised by bhriota raiders that emerge from the nearby trees and can act in the surprise round. Give the rest of the party a DC 15 Perception check to enjoy the same benefit.

Depending on who and how many people noticed the attack, you may need to modify the following text slightly.

The nearest stand of trees shakes for a moment as four humans emerge from it. They have the dusty grey skin of some bhriota tribes, covered by worn but serviceable clothing and decorated with the silvery lines of ritual scars.

Each of the raiders carries a two-handed axe cobbled together from bits of wood and metal, along with a brace of smaller throwing axes. The woman in the lead releases a hatchet, sending

it tumbling — not towards any of you — but towards one of the wagon's wheels.

The bhriota do their best to scare off Nuri and the party, focusing on disabling the wagon and capturing supplies more than slaughter. Any raider that feels unthreatened in a round will make an attack against one of the wagon's wheels rather than a party member. Luckily for the party, the raiders are unaware that their trap cracked the rear axle.

Keep track of the number of attacks made against the wheels, because it will increase the amount of time it takes to repair the wagon later in the adventure.

Unless a PC managed to calm the horses, Nuri is busy trying to keep them from bolting or hurting themselves. However, if the fight turns against the wagon's crew, she'll do her best to join the fight, which allows any panicked horses to escape. With raiders about, it's both dangerous and likely futile to chase after escaped horses, which Nuri will explain if it comes to that.

MOUNTAIN RAIDERS (4) CR 1/2

XP 200 each

hp 15 each (see Appendix)

NURI BROVA CR 1

XP 400

hp 16 (see Appendix)

STATE OF THE WAGON

The wagon is stuck in a pit, hopefully with the horses still attached. Nuri wants to get it out and get to the nearest town as soon as possible. Awkwardly, that town is Jelsana, known for its plague paranoia and related distaste for visitors.

Safely extracting the wagon from the pit requires two of the following, with each member of the caravan (including Nuri) being able to make one roll in a given attempt:

- ✎ Urging the horses with a DC 12 Handle Animal or Ride check. If the horses have fled, this action obviously can't be taken.
- ✎ Rigging pulleys and rope with a DC 10 Knowledge (engineering) or DC 15 Survival check.
- ✎ Directing the operation with a DC 15 Diplomacy check.
- ✎ Pushing from below with a DC 15 Strength check. Multiple characters can attempt to push, with each providing a stacking +2 bonus to all of the others, but only one success counts towards the general goal.

If, in a single attempt, the caravan is able to succeed at two different tasks, the wagon is safely extracted. Otherwise, the wagon makes a little progress, then falls back into the pit. Anyone pushing from below is crushed for 1d6+1 damage (DC 12 Reflex save for half damage). The drop also further damages the wagon.

Between the original fall and possibly other damage, the wagon is barely fit to limp to Jelsana, where Nuri wishes to get it repaired. Desires to use *mending* are commendable, but the wheels are over five pounds (requiring a 6th level caster to mend) and the axle is many times heavier.

Should characters abandon the wagon, they can attempt to get help from Jelsana. In that case, repairs can only begin the day after they finally convince the town to help them (by making one or more of the representatives helpful — see **Winning Trust**).

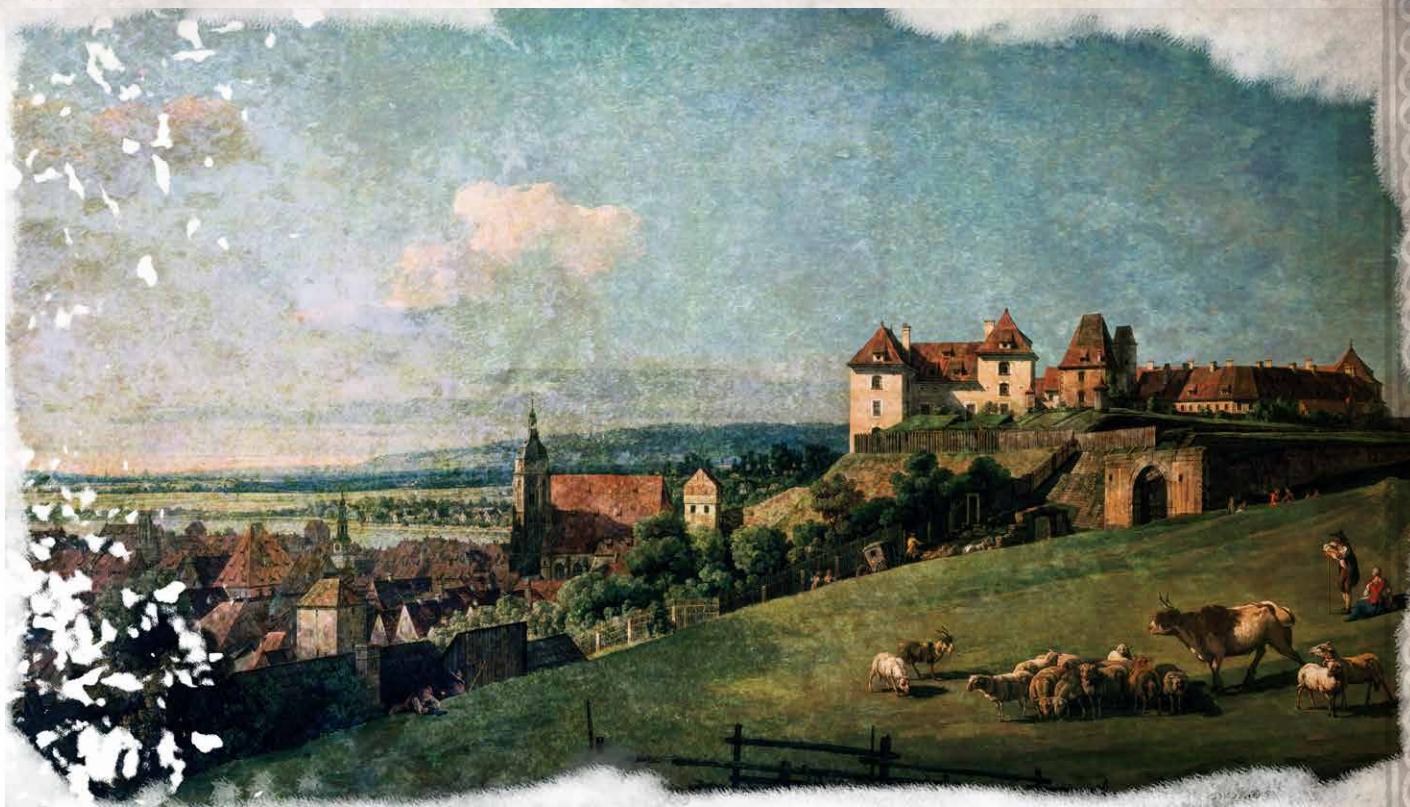
Once the wagon is extracted, make note of the total time to repair. The axle alone will take one week, but add a day for each attack made by raiders against the wagon and three days for each time the wagon was dropped.

TO JELSANA

Nuri grouses a bit about their bad luck to have something like this happen near Jelsana. If asked why, she explains that Jelsana is a very closed town, still paralyzed by fear of the Plague of Shadows and constantly harassed by raiders. She tries to explain that they're not bad people, but that she isn't looking forward to dealing with them.

Assuming the characters are able to extract the wagon, they're able to inch their way to Jelsana, arriving at its gates as the sun is beginning to set. It's a simple journey, but the same can't necessarily be said of entering the town.





THROUGH THE GATES

You can see the smoke of chimneys long before Jelsana itself comes into view. As you pass into the river valley, you get sight of a town of neatly arranged houses surrounded by high walls. The single gate is both well-guarded and topped with a row of decaying heads from all stripes of humanity.

A few other groups of travelers are already waiting at the gate. There seems to be some extended process to gain entry, as a middle-aged man in priestly vestments inspects the visitors while a burly woman in worn leather armor checks their wagons.

If the players have any questions before they reach the gate, Nuri will do her best to answer them. She knows that the heads atop the gate

belonged to bandits and raiders and that the inspections are to make certain no one brings diseases or stolen goods into Jelsana.

Estella Krunedorf is moderately well known and visitors can identify her with a DC 15 Knowledge (local) check. They learn that she is responsible for most of the heads atop that wall, having moved back home to live off her winnings from the fighting pits of Ursatur.

It doesn't require any roll to know more about the man's vestments, marking him as a priest of the One True God. His followers came from distant lands several hundred years ago, settling Vathak but kept out of Ina'oth by the threat of the Plague of Shadows. If the players need any more details, refer to the *Player's Guide to Vathak*.

The characters' relations with the town's representatives is important to the remainder of the adventure. Note Heinrich, Krunedorf, and Spiel's favor, starting at zero. For more detail about these leaders, reference **About Jelsana** below.

INSPECTION

Upon reaching the gates, the group is greeted by the man (Father Heinrich) and woman (Guard Captain Krunedorf) performing the inspections. Krunedorf takes the lead, explaining nobody gets into the town without being checked over for disease and stolen goods.

Krunedorf, for her part, takes a quick look over the wagon's condition and is satisfied it was attacked by, rather than owned by, bandits. She does question Nuri about the providence of the wagon's goods, but nothing the other travelers need to deal with.

Heinrich takes a longer time, inspecting the horses and each member of the caravan. He pays special attention to any cambions, hauntings, and wretched among the group, muttering under his breath about "the Old One's disease taken mortal form" and "poor souls born dead" respectively. Although he obviously has strong opinions about these races, they tend more towards pity than hatred.

Heinrich also doesn't find anything of interest, but he pokes and prods the subjects in a fairly thorough medical inspection. Let the scene play out enough that the travelers can object or interact with the town's representatives. If the players aren't biting, move to the next scene.

If anyone antagonizes the inspectors or attempts to intimidate their way through, the town's leaders aren't impressed but aren't quick to attack people either as long as they do eventually submit to the searches. On the other hand, characters who accept the checks as reasonable or otherwise try to make a good impression can attempt a DC 15 Diplomacy check with Heinrich or Krunedorf. The party gains one favor with that NPC if anyone succeeds, but multiple successes do not stack.

Some groups will attempt to start a fight here. Rather than resorting to Krunedorf and her guards overwhelming force, have Nuri ask them to not screw this up for her. She and, by extension, her travelling companions need the town's help.

Once the checks are completed, Guard Captain Krunedorf points the way to Spiel's Tavern, the only place in town with rooms to rent, and suggest the travelers keep out of trouble.

STAYING IN JELSANA

Beyond the imposing gates of Jelsana, you find a rather quaint village of high-peaked, whitewashed homes. It would feel rather cozy if not for the residents themselves. Although they wear the ordinary funerary greys and blacks of Inaothian townsfolk, the glances they cast at you seem even more fearful than normal.

As the Guard Captain mentions, Spiel's Tavern is Jelsana's closest approximation of an inn, with a few rooms above the tavern proper. It's within sight of the gate.

Travelers who don't trust her advice or need to seek other lodgings later would need to rent part of a private residence. The residents of Jelsana glower at outsiders, stopping just short of locking themselves in their homes, but a desperate bhriota woman named Maraxo will let the group rent the room of her recently deceased sons if they succeed at a DC 10 Diplomacy check. In either case, Nuri covers the cost.

Assuming the group head to Spiel's Tavern, they are met with a roomful of suspicious workers. Trying to break up their gazes, Councilor Yohann Spiel approaches the group and heartily introduces himself as the owner of the tavern. He arranges for the travelers to stay there at normal cost, which Nuri covers, but also mentions he'll be available if they need any help around town.

The length of time the wagon takes to repair is determined earlier, with Nuri being consumed overseeing that. For that time, the other travelers have run of the town and, if they use that time wisely, may head off future problems.

ABOUT JELSANA & ITS PEOPLE

Jelsana is a small town on the bank of the Lochlyn River. Within the town, quaint homes in neat rows speak of an idyllic peace. From outside, however, it's obvious the price paid for that peace: thick walls topped with the heads of captured raiders.

Jelsana's residents value their peace highly. In fact, they value it far more than the lives of outsiders. However, enough traders pass down the Lochlyn River that Jelsana is no stranger to visitors. They aren't liable to drive outsiders from town for the simple crime of being outsiders, but are ever-vigilant for signs of disease or banditry.

As such, the town's entrances are constantly monitored by both a representative of the Church and one of the local guards. Each visitor, by land or water, can be rejected by either party. This doesn't directly inconvenience the residents of Jelsana, so few speak out against it.

A few residents open their homes to visitors, but the closest thing the town has to an inn are the rooms above Spiel's Tavern, run by the family of Councilor Yohann Spiel. Despite the few residents that want to make visitors feel welcome, travelers' will spend most of their time in town being stared at as though they might go on a murderous rampage at any moment. Although all visitors are suspect, cambions and wretched are particularly singled out for scrutiny, as are any bhriota dressed in the tribal style.

COUNCILOR YOHANN SPIE

Although the members of the town council are technically equal, the Spiel family owns both the town's sole tavern and its general store. Councilor Yohann Spiel (LN male vindari bard 8) is the current family patriarch and the economic leader of Jelsana.

Spiel is a cheerful and well-fed man, easily picked out from Jelsana's suspicious and hungry citizens. Despite his wealth, he dresses to fit in, wearing a drab shirt and pants beneath a leather apron. However, even a casual observer can tell his clothes are far newer and finer than others around him.

Like all the town's residents, he fears bandit attacks and a return of the plague. But what keeps him up at night are his attempts to open the town to trade and the inherent risk of them turning the town against his family. If push comes to shove, he's willing to throw anyone else to the mob to see Jelsana grow.

An old set of graves has recently been uncovered that he hopes to conceal from the town as a whole, to prevent another panic. Spiel is unaware that they were intentionally dug up and is hoping to have the bodies disposed of before the town notices. The new visitors to Jelsana provide an excellent opportunity for just that (see **The Mass Grave** below).

FATHER JON HEINRICH

The center of town life in Jelsana, as with many places in Vathak, is its Church of the One True God. Father Jon Heinrich (N male vindari cleric of the One True God 6) could rule over the town with an iron fist, but focuses on its physical health, while letting Councilor Yohann Spiel and Guard Captain Estella Krunedorf handle other affairs.

Even when not performing ceremonies in Jelsana's little stone church, he wears vestments marked with the red hammer-and-blades symbol of the One True God. Little differentiates him from the average middle-aged priest except a collection of old plague scars on one cheek.

Despite his training and position, Heinrich fancies himself as much an alchemist and doctor as a priest. He also leads his congregation in prayer to St. Anna more often than the One True God himself, a practice that would be considered heretical elsewhere in Vathak, but the Church's hold in Ina'oth is weak.

He is constantly experimenting with new cures and elixirs. Although he sometimes tests them on himself or on residents that aren't responding to other treatments, he prefers to test them on outsiders first (see **Test of St. Anna** below).

GUARD CAPTAIN ESTELLA KRUNEDORF

Jelsana's guard is surprisingly large and professional for a town of its size. Their number can be attributed to Jelsana's fear and periodic raids, but the professionalism stems from Guard Captain Estella Krunedorf (N female romni brawler 9).

Even at a glance, Krunedorf is obviously someone who is comfortable solving problems with her fists. Her hands are as calloused as any worker's, but used most along the knuckles rather than by gripping tools for manual labor. Years of blows in the opposite direction have also left her face asymmetrical and subtly disjointed, but none of the wounds look recent.

At the end of the day, Krunedorf doesn't particularly like her job but she can't stand watching other people screw it up. And, although she doesn't exactly enjoy violence, she's happy to be able to use it freely to solve her problems.

One problem has bubbled up recently that she can't solve through violence: she's sure the Merner family is smuggling in goods. But she doesn't have proof and Councilor Spiel isn't willing to let her beat it out of his citizens, so she'll have to turn to outsiders (see **Smuggler's Bane** below).

WINNING TRUST

After a restful night's sleep, Nuri begins to work with local wainwrights. She says the group has run of the town, but suggests they try to curry favor with the powers that be, because they're going to be in town for a while.

If the travelers specifically seek out the town's leaders, accepting Spiel's invitation to dine or heading back out through the gates, they'll be approached with the leaders' specific concerns.

The group has one day in town before the first signs of disease arise (see **Outbreak**). However, even once the disease has begun to spread, the favor of the town's leaders may buy the PCs a few days to investigate and learn the true source of the outbreak.

The tasks set forth by the town's leaders also tie into the cause for the disease outbreak. The Merner family (see **Smuggler's Bane**) are smugglers, bringing in a variety of goods but focusing on forbidden medicines and even parts of plague victims for Father Heinrich (used in his potions, see the **Test of St. Anna**). As such, they were first victims of the plague after digging into a mass grave (see **The Mass Grave**) to gather supplies for Heinrich.

THE MASS GRAVE

Particularly if the group is joining him for dinner, Spiel is a gentleman and doesn't immediately get to business, making sure everyone has ample food and drink first. If they seem inclined towards small talk, he'll even chat about their origins and destination. His opinion of Ursatur is very poor, but he couches it in polite terms like "has seen better days" and "hope it can return to its former glory."

Once pleasantries have been skipped or worn out, Spiel explains the reason he wanted to talk to some outsiders: there is a mass grave an hour

upriver, a mostly-forgotten relic of the Plague of Shadows. Recently, heavy rains have exposed some of the bodies and he's hoping that the visitors would be willing to head down and burn them. He offers ten gold pieces each, which is certainly a lot for a day that's hopefully just manual labor.

If asked why he wants them burned, he explains that it'll attract "scavengers" (by which he means ghouls) and bodies washing downriver is bad for everyone. It's not the first mass grave that's been discovered since the Plague of Shadows and no new infections have popped up, so he's fairly sure that's safe at least.

He'll also explain that he doesn't want to send anyone to burn it that may find a relative there. So he's been waiting for outsiders who might be willing to help.

AT THE GRAVE

As Councilor Spiel said, the grave is now an open pit not far from the Lochlyn River. The wet soil and bodies have come together into a morass of stinking brown mud, with a few gleaming white bones poking out where the rains have washed back the muck.

Although none of the bodies show any sign of movement, characters examining the site with a DC 12 Perception or Survival check find the edges of the pit marred with booted footprints and shovel marks. Tracking the footprints requires a DC 15 Survival check, but can reveal the far end of the Merner family's secret entrance into town (see **Smuggler's Bane** below).

Burning the bodies while they're still embedded in wet soil takes some serious heat, probably equivalent of about ten flasks of alchemist's fire. Pulling them out and building a pyre for them takes an individual around twelve hours, with larger groups taking less time.

Secretly note anyone who's involved in building a pyre, however, as they are exposed to the disease. Characters trained in Profession (gravedigger) and succeeding at a DC 12 check can help without getting dirty and, perhaps more importantly, exposing themselves to disease.

Creatures: Should time and the players' stomachs allow for it, massive maggots can have taken up residence in the grave. Characters entering the grave to pull out corpses can be left undisturbed for half the process until one, your choice or whichever rolls best on a Perception check, notices something slimy moving against the back of their leg. The maggots will attack what they perceive as competitors for their food supply.

JELSANA WORMS (3)

CR 1/2

XP 200 each

hp 7 each (see **Appendix**)

Development: Taking care of the bodies gains 1 favor with Spiel. Bringing back news of the footprints and excavation brings is worth another 1 favor.

Putting together evidence that the Merner family was involved with the grave being opened with earns 2 favor each with Krunedorf and Spiel.

SMUGGLERS' BANE

Guard Captain Estella Krunedorf is concerned with local smugglers, some of which she believes are buying goods from bandits to resell. She's personally ready to solve the situation with violence, but Spiel won't allow her to bludgeon people into submission without any evidence.

So, as outsiders, she's hoping the PCs can infiltrate the Merner family's operations. Or, she hints, maybe just take care of them under the table. She doesn't actually need them dead, but doesn't think to clarify unless asked and won't be particularly bothered if smugglers end up dead.

If asked for evidence, she scoffs, saying they're just like Spiel, but explains that the Merner's have been found with stolen goods several times. Although Erik Merner, the family's eldest son, claims they were bought from travelling merchants, they're nothing that Krunedorf saw in her inspections.

THE MERNER HOUSE

The Merner house looks similar to dozens of other white-peaked homes in Jelsana, perhaps a little larger and in a little poorer repair. Many places in Ina'oth, this could still be considered a fine house. Its weedy gardens and slanting outbuildings are even surrounded by a low stone fence.

The smugglers operate out of the Merner family home. A character staking out the home over night with a DC 15 Stealth check can verify that customers visit in the small hours of the morning. Failing on the Stealth check alerts Erik Merner, who sneaks out to take out the spy (with his followers ready to rush out of the house later).

Erik is a fit vindari man, but nonetheless constantly out of breath and sweating. He refuses to be examined and kicks the group out of his home if they suggest he's ill, but a DC 10 Heal check verifies he's running a fever. The rest of the Merners display similar symptoms. These are the same symptoms as the disease which either has broken out or will break out soon.

Make a note of anyone who comes into direct contact with Erik or his family members. They've been exposed to the disease.

Pretending to be a customer or new business partner is relatively simple, requiring only a DC 12 Bluff check. Merner automatically thinks the worst of outsiders, ironically being easy to convince that they'd interested in his stolen goods.

The Merners' goods currently include six fine bottles of wine for 15 gp each (worth 5 gp), a quality fortune-teller's deck for 50 gp (worth 25 gp, see *Player's Guide to Vathak*), and a silver charm "worn by the blessed St. Anna herself" for 100 gp (worth 10 gp). They usually also have a wide assortment of alchemical goods and medicines, but have been hoarding those to try to treat their own ailments.

Getting him to confess how they're getting goods into town (a secret passage leading underneath the walls) requires more convincing, however, requiring a DC 20 Diplomacy check, defeating him in battle, or magical compulsion. A failed Diplomacy check in that context leads him to believe the travelers want to replace him and rapidly degenerates into a fight.

Searching the house reveals the goods for sale and, with a DC 15 Perception check, a leather satchel labeled "Heinrich" hidden near the fireplace. The satchel contains half a dozen vials filled with crumbly yellow powder. The powder can be identified as old bones with a DC 10 Craft (alchemy) or Knowledge (nature) check.



Creatures: Erik Merner quietly sells goods out of the family home, but a number of his younger cousins and siblings also laze about. At any time, three of these helpers will be in the house.

JELSANA TOWNSFOLK (3) CR 1/3

XP 135 each

hp 4 each (see **Appendix**)

ERIK MERNER CR 1

XP 400 each

hp 19 (see **Appendix**)

Development: Informing Krunedorf of the secret passage increases her favor by 1. Violently thrashing the Merners increases her favor by a further 1.

Solving the situation non-violently instead increases Spiel's favor by 1. Any party that thinks to bring samples of the disease from Erik to Heinrich increases his favor by 1.

Following the Merners' route out of town, then tracking from there with a DC 12 Survival check leads to a stretch of disturbed earth near the river (see **The Mass Grave** above). Otherwise, the tracks are lost among the rocky banks of the river.

If Heinrich is confronted with the satchel's contents, he explains that he uses the contained bones in his experiments and offers 50 gp for it. Selling him the bones also gains 1 favor with him. Exposing Heinrich's use of human remains is generally disbelieved by the community, but loses all favor with Heinrich.

TEST OF ST. ANNA

If the travelers speak to Father Heinrich when he's not busy performing inspections, he explains that he's responsible for the health of all Jelsana's residents. But that the blessing of the One True God and St. Anna take many forms: some of them magical and others alchemical.

He's continually working on new cures and draughts. He offers visitors 5 gp each to try his newest medicine.

The medicine is non-magical, but he does provide a sample if anyone wants to examine it first. With a DC 15 Craft (alchemy) or Heal check, the examiner can identify the main ingredient as very old human bones. Heinrich will admit it easily, explaining that it's a technique pioneered by St. Anna herself, but that it makes many patients squeamish.

Drinking the medicine is unpleasant, a sickly-sweet flavor unable to overwhelm the underlying bitterness. Anyone who drinks the medicine is sickened for 24 hours (reduced to 1 hour with a successful DC 12 Fortitude save). However, the medicine does actually work to some degree and their next save against the plague receives a +4 alchemical bonus.

A character can provide Heinrich good feedback on what the medicine is doing with a successful DC 15 Heal or Perception check. Heinrich thanks them profusely while he takes elaborate notes.

Characters can attempt to fake drinking the medicine, requiring a DC 15 Sleight of Hand check. If anyone is caught attempting to do so, however, the group loses Heinrich's trust and 1 of his favor.

Development: At least one visitor accepting a potion (or faking it) increases Heinrich's favor by 1. One or more good reports increases it by a further 1.

If players pry into where the bones in the potions come from, he's reluctant to reveal his source unless the PCs have gained 3 favor with him or succeed at a DC 20 Diplomacy check. If they can get him to open his mouth, he explains that the Merners bring it into town. He admits he's not sure where they buy it from, but the bones is old enough that it's obviously not harming anyone.

Award the PCs 200 XP for gaining Heinrich's favor in this way and an additional 200 XP if they learn who is supplying the bone.

RAIDERS' REVENGE

Travelers who took the attack on the road extremely personally might go back after the bhriota raiders who attacked their wagon. No one suggests this, even Krunedorf who is known for her appreciation for violence. Anyone they mention it to suggests they leave the matter to the town's guards.

However, characters can track the raiders back to an encampment with a DC 15 Survival check. The encampment is a rough affair in the woods a day's travel from Jelsana.

Wiping out the encampment and destroying (or stealing) their supplies will end the raider threat to Jelsana for a short time, which is met with appreciation even among the common folks.

Creatures: There are two raiders stationed as guards, with at least four more resting (plus any additional raiders that fled the original encounter). Many other raiders work from the camp, but are out hunting or looking for new targets.

MOUNTAIN RAIDERS (6) CR 1/2

XP 200 each

hp 15 each (see Appendix)

Treasure: Most of what the raiders have gathered is food and medicine. The medicine is worth 100 gp (or 2 favor) to Heinrich. The food, totaling several hundred pounds of grain and other dry goods, is easiest to tell Spiel about (for 2 favor or 25 gp from him).

Amid these items, the raiders also have a stash of silver and gold jewelry worth a total of 500 gp. They received these as payment for other goods from the Merners (see **Smuggler's Bane**) and are excavated from **The Mass Grave**. Erik Merner will offer 250 gp for the lot if the party hasn't made an enemy of him yet. Trying to sell these elsewhere in Jelsana will result in a call to Krunedorf, as many of the pieces are identifiable, but agreeing to return them to the affected families gain 100 gp and 2 favor with Krunedorf.

Development: If the visitors do somehow track down the raiders and bring back proof, preferably the raiders' heads, they gain 1 favor with each of the town's leaders.



OUTBREAK

The day after the party settles in, disease breaks out. If the party needed several days to recover following the raider attack, you may want to push this event out slightly. The characters should have at least had the opportunity to accept a mission from the town's leaders, even if they turned it down.

Although they were inspected at the gate and the town's leaders honestly believe they are not the source of the plague, the residents of the town have a very different opinion. And the leaders are willing to sacrifice strangers, particularly those who have angered them, in exchange for a little peace.

From the day when the outbreak occurs, the goodwill of the town's leaders will protect the party for a number of days equal to their total favor. If the wagon is repaired before their favor runs out, the visitors can leave to continue their journey to Ursatur. But they can also uncover the real cause of the disease, clearing their name and earning the residents' grudging apologies.

The PCs may be exposed to the disease over the course of the adventure, possibly becoming infected themselves. Although this will hurt their case to the general populace, the leaders largely know better and may even point out that travelers with new symptoms clearly weren't infected before they came to town.

THE DISEASE

The disease is quickly named by the townsfolk to as "travelers' fever." Its symptoms include shortness of breath, sweating, and confusion. Advanced cases will begin experiencing hallucinations, eventually falling catatonic and sweating blood as their bodies waste away.

Note that Father Heinrich's experimental tonic is actually somewhat effective, granting anyone who took it a +4 alchemical bonus to saves against the disease.

TRAVELERS' FEVER

Type disease, contact; **Save** Fortitude DC 12

Onset 1d3 days; **Frequency** 1/day

Effect 1d3 Wis damage and 1 Con damage; **Cure** 2 consecutive saves

UNREST AT HOME

The morning of the first known cases, the townsfolk have learned of the disease and immediately blamed the visitors. The PCs wake to find a mob outside their lodgings, blaming the outsiders for the spread of the disease. Several children have already fallen sick, whipping the crowd to a fevered pitch.

Although the leaders of town are approaching, the party can also attempt to defuse the situation themselves. A successful DC 15 Diplomacy or Intimidate check can dim the crowd's anger somewhat, while a DC 20 Heal or Knowledge (nature) check can appeal to calmer heads with evidence. Magic or unique talents may also help in their own ways. Allow each PC to attempt one action to calm the crowd but, even in absolute failure, the situation doesn't immediately turn to violence.

Whichever leader the party has curried the most favor with stands up for the visitors at the gathering. The different leaders, naturally, have their own approaches to defusing the situation.

- Councilor Spiel asks the crowd to calm themselves and suggests that, if the visitors are the source they may also know something about the cure.
- Father Heinrich explains that he examined the visitors himself, with techniques passed down from St. Anna. Even the most terrified townsfolk don't dare to gainsay the saint.
- Guard Captain Krunedorf asks if the gathered mob are planning to be violent and cracks her knuckles gleefully, leading them to scatter as quickly as they appeared.

The leader explains the situation, laying out that the townsfolk will be pushing the other leaders to burn the visitors to “slow the disease’s spread.” If the idea doesn’t occur to the PCs, their patron suggests approaching the other leaders before the mob gets to them.

If the party has studiously avoided gaining favor with anyone, Councilor Spiel argues their case. However, once the mob has dispersed, he tells the visitors that they have a day to make themselves useful or get out of town. He’ll then offer **The Mass Grave** hook or, if they’ve rejected it already, suggest the PCs take him up this time.

Over twenty citizens make up the crowd (use the Jelsana Townsfolk in the **Appendix** if necessary). The crowd’s morale breaks once one member is dead or unconscious for each party member, but Krunedorf and her guards will intervene if lethal force is used.

However the crowd is dealt with, the people of town look on the visitors with increasing fear and suspicion. The fever also spreads through the populace, so be certain to describe the ruddy faces and sweat-damp shirts of Jelsana’s populace as the days progress.

Development: Calming the crowd with Diplomacy gains the party 1 favor with Spiel. Likewise, Intimidate gives them 1 with Krunedorf and evidence or other techniques gives them 1 with Heinrich.

If the party scatters the crowd without killing anyone, they earn 1 favor with Krunedorf.

Handling the crowd non-violently is worth 400 XP.

OUT OF FAVOR

If more days of unrest pass than the party has gained favor, Nuri wakes them in the night. She suggests slipping out of town before the next morning because she’s heard rumblings of something dangerous afoot.

Assuming they take her advice, she abandons her wagon at the cartwright’s where it’s being repaired and joins them on the way out of town. Townsfolk carrying torches move through the night, casting long shadows in the streets as they gather friends for the morning’s assault.

Attempting to slip out of town quietly is a group endeavor. Give each adventurer the chance to make a DC 12 Stealth check. A party that carefully picks a route with a DC 15 Knowledge (geography) or Survival check reduces the DC by 2. Heading up to the rooftops with a DC 10 Climb check grants that character a +4 circumstance bonus to Stealth, but a failed attempt results in an embarrassing fall and failing the Stealth check.

For each character that fails the Stealth check, they are discovered by a pair of townsfolk (use the Jelsana Townsfolk statistics from the **Appendix**). If all succeed, the townsfolk on the streets are bypassed without incident.

Getting outside the walls is the bigger problem. If the party discovered the Merners’ secret passage, they can use that (possibly fighting through the Merners if needed). Other parties will need to escape the walls in some other way.

Scaling the walls requires a DC 20 Climb check (DC 15 if a rope can be laid down to assist). Failing the check by 5 or more results in a 10 foot fall. Repeated failures will draw the attention of more townsfolk and even the guards on the walls.

But players will often come up with their own interesting solutions. If they present some novel way to escape Jelsana that will lead to a good story, let them! It’s a “failure” in the sense that they aren’t solving the mystery, but a failure that leads to a good story can be better than a success.

SOURCE OF THE OUTBREAK

The true source of the outbreak is that the Merners have been excavating an old mass grave, grinding the bones of the fallen to sell to Father Heinrich. Although the bones themselves are harmless, the fleshy muck that the Merners have been removing from the skeletons carries the fever now making its way through town.

Various evidence can lead the party to this conclusion, but they'll need at least some favor with each leader to convince them of the truth of their words. But, once the leaders are convinced, the village instead turns against the Merners, burning their house and everyone inside of it.

If you have extra time or players that need a climactic battle, the remaining Merners might rush out of the burning home, with the villagers looking to the PCs for help to keep them inside or kill those trying to escape. Two of the Merner family brothers, including Erik Merner if he's still alive, should create an appropriate encounter (use Erik Merner's statistics from the **Appendix**). The normal townsfolk on either side can brutally square off while the PCs challenge the family's best.

If Heinrich learns of the disease's source being the same as his bone samples', he brews up doses of treatment for the young, elderly, and infirm among Jelsana's citizens. If the visitors request treatment as well, he will share them as thanks, particularly if they didn't spread his role in the matter.

A party willing to make the Merners (or any other family) into scapegoats without evidence can convince the leaders by succeeding at a DC 20 Bluff check for each leader. As with evidence, the leaders don't bother listening to groups that haven't earned their favor, and failing to bluff a leader loses all favor with them. The mob's reaction is the same regardless and the rest of Jelsana forgives the PCs in the same way.

If the party is able to resolve the issues in Jelsana, each leader the party earned at least three favor with takes them aside to offer a symbol of their appreciation:

- ✦ Councilor Spiel offers the group three trade bars of gold stamped with the seal of the old royal family, each worth 50 gp.
- ✦ Father Heinrich presents them with a fine leather carrying case containing a healer's kit and five *potions of cure light wounds*.
- ✦ Guard Captain Krunedorf slips the party a masterwork dagger with a blood drop symbol etched into the blade, which was an award for pit fighting champions back in Ursatur and is still recognized there (providing a +2 circumstance bonus to Intimidate criminals there).



CONTINUING THE CAMPAIGN

Whether the party escapes Jelsana by the skin of their teeth or learns the true cause of the fever gripping the village, most parties will want to continue their way to Ursatur as they had planned all along.

For a stand-alone game, this may just take the form of a few words of narration as they leave Jelsana thankfully behind them. But the events in Jelsana can also serve as an introduction to Ina'oth and its dangers.

Some possible hooks are below, but for details about Ursatur and the rest of Ina'oth, check out the *Gamemaster's Guide to Ina'oth*.

CONTINUING TO URSATUR

Although once capital of Ina'oth, Ursatur is now a lawless city holding on to civilization by a thread. There are many opportunities in Ursatur and just as many threats to meet along the way.

The wagon's path takes them past the headwaters of the Lochlyn River and the villages built around them, emptied by the plague or long isolated except for travelers like Nuri. The wilderness between is haunted with wolves, mountain raiders, wandering packs of ghouls, and even the shroud mummies from Redfort.

- ✎ A force is restoring Ursatur under the leadership of the cambion Zacharia Lammat. If the party left on good terms, Krunedorf may even provide them with a letter of reference.
- ✎ Treasures of the Inaothian royal family and lost secrets of fighting the Plague of Shadows alike have vanished into Ursatur's criminal underworld.
- ✎ Or the party may just be looking into carving out their own piece of Ursatur's lawlessness.

STAYING IN JELSANA

Few travelers would choose to settle down in a town after treatment like the PCs found in Jelsana, but Guard Captain Krunedorf is always looking for new recruits, particularly to starting pushing back against raiders and bandits. In time, they're likely to discover the fate of Beruza upstream and the Mouth of Zon.

DISEASED PCs

In most cases, the disease should run its course before the wagon reaches new civilization. But groups leaving town with members that still display fever symptoms should not expect a warm welcome from other Inaothian settlements.

Although other towns are less diligent than Jelsana, that may lead to parties being attacked once the realization comes out rather than being noticed and turned away. If the group is somehow still sick upon reaching Ursatur, the fever is likely to spread uncontained through the city's slums and loose collections of squatters.



APPENDIX

In the following pages, you can find combat statistics for many monsters and NPCs appearing in this adventure.

ERIK MERNER

This fit vindari man seems strangely sweaty and out of breath, as though he just finished some heavy manual labor.

ERIK MERNER

CR 1

XP 400

Vindari rogue 2

NE Medium humanoid (human)

Init +2; Perception +6

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +2 Dex, +2 dodge)

hp 19 (2d8+7)

Fort +1, Ref +5, Will +1; +2 vs. fear

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee sap +4 (1d6+3 nonlethal) or shortspear +5 (1d6+3)

Ranged shortspear +4 (1d6+3)

Special Attacks sneak attack +1d6

TACTICS

During Combat Until enemies use lethal force or begin casting spells, Erik uses his sap in the hope of knocking enemies unconscious for eventual sale to bandits. However, he won't risk his own hide for the plan, switching to his shortspear as soon as he suffers lethal damage.

Morale If he believes the secret of his trade with bandits has been exposed, he fights to the death. Otherwise, he flees once he's reduced below 10 hp.

STATISTICS

Str 17, Dex 14, Con 13, Int 8, Wis 12, Cha 10

Base Atk +1; CMB +4; CMD 16

Feats Toughness, Weapon Focus (shortspear)

Skills Acrobatics +6, Climb +7, Handle Animal +2, Intimidate +5, Perception +6, Sense Motive +5, Stealth +6

Languages Common

SQ influence, rogue talents (Weapon Training), trapfinding +1

Combat Gear potions of cure light wounds (2), potion of hide from undead, antiplague^{APG} (2); Other Gear masterwork studded leather, sap, shortspear (x2), 78 gp

^{APG} This item can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.



JELSANA TOWNSFOLK

Clad in greys and blacks, it's hard to tell their exact heritage beyond "human." Like most Inaothians, they move in suspicious packs.

JELSANA TOWNSFOLK

CR 1/3

XP 135

Vindari commoner 1

CN Medium humanoid (human)

Init -1; **Perception** +5

DEFENSE

AC 11, **touch** 11, **flat-footed** 11 (+2 **dodge**, -1 **Dex**)

hp 4 (1d6+1)

Fort +1, **Ref** -1, **Will** +2; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee dagger -1 (1d4-1/19-20) or torch -5 (1d3-1 plus 1 fire)

TACTICS

During Combat Although the town is well-guarded, the residents of Jelsana are ready to take care of themselves. Although calling for guards, the commoners stand their ground.

STATISTICS

Str 8, **Dex** 9, **Con** 13, **Int** 11, **Wis** 14, **Cha** 10

Base Atk +0; **CMB** -1; **CMD** 8

Feats Endurance, Skill Focus (Handle Animal)

Skills Handle Animal +9, Profession (farmer) +6

Languages Common

SQ influence

Gear dagger, figurine of St. Anna (worth 1 gp), torch, 2d6 cp

JELSANA WORM

This six-foot long maggot pulls its way through the soil in pulsing waves.

JELSANA WORM

CR 1/2

Variant Giant Maggot (*Pathfinder Roleplaying Game Bestiary* 2)

XP 200

N Medium vermin

Init -1; **Senses** darkvision 60 ft.; **Perception** -3

DEFENSE

AC 9, **touch** 9, **flat-footed** 9 (-1 **Dex**)

hp 7 (1d8+3)

Fort +5, **Ref** -1, **Will** -3

Immune disease, mind-affecting effects

OFFENSE

Speed 10 ft., burrow 5 ft.

Melee bite +0 (1d6 plus disease)

Special Attacks disease

STATISTICS

Str 10, **Dex** 8, **Con** 16, **Int** —, **Wis** 5, **Cha** 1

Base Atk +0; **CMB** +0; **CMD** 9 (can't be tripped)

SPECIAL ABILITIES

Disease (Ex) *Travelers' Fever*: Bite—contact; **Save Fort** DC 12; **onset** 1d3 days; **frequency** 1/day; **effect** 1d3 Wis damage and 1 Con damage; **cure** 2 consecutive saves. The save DC is not based on the Jelsana worm's abilities.



MOUNTAIN RAIDER

The grey flesh of these raiders is marked with ritual scars, speaking of a home among the bhriota tribes of the mountains.

MOUNTAIN RAIDER

CR 1/2

XP 200

Bhriota warrior 2

NE Medium humanoid (human)

Init +1; **Senses** Perception +1

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 15 (2d10+4)

Fort +4, **Ref** +1, **Will** +1

OFFENSE

Speed 30 ft.

Melee throwing axe +5 (1d6+1)

Ranged throwing axe +5 (1d6+1)

STATISTICS

Str 13, **Dex** 13, **Con** 12, **Int** 9, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +3; **CMD** 14

Feats Endurance, Skill Focus (Survival), Weapon Focus (throwing axe)

Skills Survival +5

Languages Aklo, Common

Combat Gear alchemist's fire; **Other Gear** leather armor, throwing axe (4)

NURI BROVA

This quiet romni woman looks out at the world with the eyes of a weary traveler.

NURI BROVA

CR 1

XP 400

Romni expert 3

NG Medium humanoid (human)

Init +2; **Perception** +7

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 16 (3d8+3)

Fort +1, **Ref** +3, **Will** +3; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee spear +2 (1d8/x3)

Ranged mwk light crossbow +4 (1d8/19–20)

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 9, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 14

Feats Skill Focus (Appraise), Rapid Reload, Toughness

Skills Appraise +9, Bluff +6, Diplomacy +4, Handle Animal +4, Heal +4, Knowledge (local) +3, Knowledge (geography) +3, Perform (oratory) +4, Survival +4, Ride +5

Languages Common, Sylvan

Combat Gear *potion of cure light wounds*; **Other Gear** studded leather, masterwork light crossbow with 40 bolts, spear, 92 gp



PREGENERATED CHARACTERS

For players in a one shot or simply without the time to make their own character, pregenerated characters are provided below with their own motivations for joining the voyage. They represent people from across Vathak, using races and classes from the [Player's Guide to Vathak](#) alongside general rules from the *Pathfinder Roleplaying Game Core Rulebook*.

ARTAS BECKER

Vindari disciple of St. Krüger 1

LG Medium humanoid (human)

Init +0; **Perception** +2

DEFENSE

AC 15, **touch** 12, **flat-footed** 13 (+3 armor, +2 dodge)

hp 8 (1d8)

Fort +0, **Ref** +2, **Will** +4; +2 vs. fear

OFFENSE

Speed 30 ft.

Melee short sword +2 (1d6+2/19–20) or favored onslaught +1/+1 (1d6+2/19–20)

or bardiche +2 (1d10+3/19–20 reach)

Disciple Spells Prepared (CL 1st; concentration +4)

1st—*cure light wounds*

o (at will)—*light, resistance*

STATISTICS

Str 14, **Dex** 11, **Con** 10, **Int** 12, **Wis** 14, **Cha** 14

Base Atk +0; **CMB** +2; **CMD** 12

Feats Martial Weapon Proficiency (bardiche)

Skills Diplomacy +6, Intimidate +6, Heal +7, Knowledge (religion) +5, Perception +5, Sense Motive +9

Languages Common, Sylvan

SQ +10 base speed from Travel domain, agile feet (5/day), emissary (+1), favor (divine mercy, favored bodyguard, favored onslaught), influence,

occupation (private investigator)

Combat Gear holy water, *potion of cure light wounds*;

Other Gear studded leather, bardiche, short sword, saint's medallion of St. Krüger, 3 gp

Agile Feet (Su): As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability 5 times per day.

Emissary: You add +1 to Diplomacy and Intimidate checks against those of another faith.

Favor: Every day when regaining spells, you gain 2 favor points. You may use favor in the following ways:

☛ **Divine Mercy (Su):** As a swift action, you can spend a favor to give your short sword the *merciful* weapon special ability for one round. If you knock a creature unconscious with this ability, gain a temporary favor. You must use temporary favor by the end of your next turn.

☛ **Favored Bodyguard (Su):** As long as you have at least one favor point, when an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve your ally's AC.

☛ **Favored Onslaught (Su):** You may spend a favor while making a full attack with your short sword to make an additional attack (see above for modifiers).

Influence: You gain a +2 bonus to any Diplomacy or Intimidate check to influence a creature's attitude. If you fail by 5 or more on that check, you suffer any consequences as normal, but can make a second attempt to change their attitude after an appropriate conversation.

Private Investigator: You can take 10 on Perception checks even when threatened, along with other bonuses already figured into your stats.

Artas is a proud follower of Saint Krüger, the blessed captain who lead the vindari people to Vathak. Although Krüger's dalliances are legendary, Artas follows the saint's path for his insight and cunning.

History: Artas grew up in the city of Skalan in the Colonies. As with most children in the Colonies, he was not particularly religious. He instead focused his energy on proof of guilt and helping his fellows by rooting out the worst examples of humanity.

His final case as a hired investigator was looking into a series of burning deaths. After arresting the haunting woman he believed responsible and turning her over to the authorities for execution, the deaths continued. Deeply shaken, he wandered aimlessly for several months before committing himself to an asylum in Grigoria. There, he began seeing visions and rededicated his life to St. Krüger.

Today: Artas has heard reports of burning deaths similar to his final case in Ursatur, the former capital of Ina'oth. He's signed on with a wagon travelling there in the hopes of finding some answers.

JULIANNA

Wretched fortune-teller 1

CG Medium humanoid (half-construct)

Init -1; **Perception** +7

DEFENSE

AC 10, touch 9, flat-footed 10 (-1 Dex, +1 natural armor)

hp 11 (1d6+4)

Fort +0, **Ref** -1, **Will** +5; +2 vs. disease, mind-affecting, poison, and exhaustion/fatigue

Special Defense light and dark, returning life

OFFENSE

Speed 20 ft.

Melee spear +2 (1d8+3/x3) or dagger +2 (1d4+2/19-20)

Ranged dagger -1 (1d4+2/19-20)

Fortune-Teller Spells Known (CL 1st; concentration +4)

1st (4/day)—*embrace destiny**, *silent image*

o (at will)—*dancing lights*, *daze*, *ghost sound*, *resistance*

STATISTICS

Str 14, **Dex** 8, **Con** 11, **Int** 12, **Wis** 16, **Cha** 8

Base Atk +0; **CMB** +2 (+2 bull rush or overrun);
CMD 11 (+4 vs. bull rush or trip)

Feats Toughness

Skills Knowledge (religion) +6, Perception +7,
Profession (gravedigger) +8

Languages Common, Sylvan

SQ daily reading, focus technique, occupation (gravedigger)

Combat Gear *potion of cure light wounds*; **Other Gear** daggers (3), spear, common fortune-teller's deck^{SoVPG}, bone dice, shovel, 8 gp



Daily Reading: Once per day, you can take 10 minutes to read your future or that of an ally. During the next 24 hours, you may have that creature reroll a d20 roll of your choice and take the better result.

Focus Technique: Julianna specializes in reading the future from bone dice. She can use the dice as a focus component of any divination spell to increase its caster level by one.

Light and Dark (Su): Once per day as an immediate action, a wretched can choose to take damage from positive energy and healing damage from negative energy. This ability lasts for 1 minute once activated.

Returning Life: Once per day, when a wretched is reduced to fewer than 0 hit points but is not killed, it can fight on for 1 more round as if disabled. At the end of its next turn, unless brought to above 0 hit points, it immediately falls unconscious and begins to die.

Spells: Julianna knows a spell specific to Vathak. For a full description of this spell, reference [Player's Guide to Vathak](#).

Embrace destiny — Roll a d20. At any point during the next two minutes, you may use that roll in place of rolling the die for a single ability check, attack roll, initiative check, saving throw, or skill check.

Obviously stitched together from the flesh of the dead, Julianna knows that she will not be welcome in most roles, but has found her calling as a fortune-teller. With a handful of bone dice or a spread of cards, she hopes to show futures more sublime and terrifying than the dark miracle that brought her life.

History: Brought to ragged life in a lab in Grigoria, Julianna spent the first decade of her life working as a gravedigger at the behest of her creator. Her first real contact with another human, one that didn't result in them fleeing or hurrying on pretending not to see her, was with young occultists dabbling in her graveyard.

Her friendship with those visitors grew as they taught her their arts and even smuggled her away from her creator. A few friends still wait for her back in Grigoria, but Julianna travels where the fates tell her, trying to bring a little more light to the world and avoid the shadow of her creator.

Today: The fates guided Julianna to a woman named Nuri Brova who is travelling to Ursatur. There, it seems, waits someone who shares Julianna's passions for looking past the surface and helping those who need it.

KIZA BROVA

Romni soldier 1

LN Medium humanoid (human)

Init +2; **Perception** -1

DEFENSE

AC 17, **touch** 12, **flat-footed** 15 (+5 armor, +2 Dex)

hp 11 (1d10+1)

Fort +2, **Ref** +2, **Will** -1

OFFENSE

Speed 20 ft.

Melee scimitar +3 (1d6+2/18-20) or lucerne hammer^{APG} +3 (1d12+3 reach)

Ranged bomb +3 (1d6+2) or longbow +3 (1d8/x3)

Special Attacks bomb (5/day, DC 12)

STATISTICS

Str 14, **Dex** 14, **Con** 10, **Int** 14, **Wis** 8, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 15

Feats Extra Bombs, Improved Feint

Skills Appraise +5, Bluff +8, Craft (alchemy) +6, Intimidate +5

Languages Common, Sylvan

SQ clan (Brova), drilled teamwork, regiment (grenadier), traits (vengeful, without a past)

Gear scale mail, longbow with 20 arrows, lucerne hammer, scimitar, 10 gp

^{APG} This item can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Vengeful: Whenever you strike the last creature that damaged you in the past 24 hours, you gain a +1 trait bonus on damage rolls against that creature.

Kiza is a rarity, a romni warrior trained for deployment in the vindari military. Although obviously not on active duty, she still carries an array of weapons, including vials filled with mysterious catalysts.



History: Kiza came of age in Sileasia before being pressed into military service by the vindari government to pay her father's "taxes owed." In spite of her superiors' expectations, Kiza excelled in a range of subjects, eventually placing in an elite grenadier unit.

Shortly before she was due to be deployed, Kiza learned that her father had been killed by a drunken vindari nobleman. Rather than erupting into a rage as many would, she instead considered her obligations fulfilled and disappeared into the night. Her urge for revenge still nags at her as she tries to build a better life for herself.

Today: Kiza has been travelling, looking for somewhere outside of vindari control to settle down and a lord worth pledging herself too. She's currently guarding a wagon for her distant relative Nuri and hoping to find someone worth following in Ursatur.

TIR-UTUR

Bhriota ranger (Filth Reaches scout) 1

N Medium humanoid (human)

Init +1; **Perception** +4

DEFENSE

AC 13, **touch** 11, **flat-footed** 12 (+2 armor, +1 Dex)

hp 12 (1d10+2)

Fort +2, **Ref** +2, **Will** +0

OFFENSE

Speed 30 ft.

Melee bhriota war axe +6 (2d4+6/x3) or dagger +5 (1d4+4/19–20)

Ranged dagger +2 (1d4+4/19–20)

STATISTICS

Str 18, **Dex** 13, **Con** 12, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +5; **CMD** 16

Feats Cleave, Power Attack

Skills Acrobatics +2, Climb +8, Intimidate +6, Knowledge (dungeoneering) +6, Perception +4, Stealth +5, Survival +4

Languages Aklo, Common, Sylvan

SQ scout's focus (+2, 1/day), track +1, traits (omen, eldritch delver), weapon familiarity, wild empathy +0

Combat Gear alchemist's fire (2), *potion of cure light wounds* (2); **Other Gear** leather armor, bhriota war axe, daggers (4), silk rope (50 ft.), 5 gp

Omen: Once per day, you can use Intimidate to demoralize an opponent as a swift action.

Scout's Focus (Ex): Once per day, the Filth Reaches scout can focus on a single enemy within line of sight as a swift action. That creature remains the scout's focus until it is reduced to 0 or fewer hit points, or until the Filth Reaches scout designates a new focus, whichever occurs first. The scout gains a +2 bonus on attack and damage rolls against the target of his focus.



Trained from a young age to explore the vast networks of tunnels beneath Vathak's surface, Tir-Utur's body and mind have both been honed by battles in the depths.

History: Tir-Utur was born under auspicious signs in the mountains of Khrota, heralded as a new spiritual guide for his tribe. He spent much of his youth in the tunnels beneath the mountains, learning to fight and avoid the creatures of the depths.

After one long expedition, he returned home to find his tribe wiped out by the very beings they worshipped. Leaving the ruins of his life and his faith behind, Tir-Utur has begun to journey with other races, attempting to find a new source of meaning.

Today: The history of Ina'oth includes many great bhriota cities, from ageless ruins to the great dynasty that built Ursatur and only fell to the Plague of Shadows. Tir-Utur would like to visit those cities, see what he can learn there and possibly find a new way of life that still respects what he learned as a child.

WINTER

Hauntling sorcerer (deadborn sorcerer) 1

N Medium humanoid (half-undead)

Init +1; **Senses** darkvision 60 ft.; Perception

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 7 (1d6+1)

Fort +1, **Ref** +1, **Will** +2; +2 vs. disease and mind-affecting

Special Defenses rejected by death

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4/19–20)

Ranged dagger +1 (1d4/19–20)

Sorcerer Spells Known (CL 1st; concentration +5)

1st (4/day)—*chill touch* (DC 15), *ray of enfeeblement* (DC 15)

o (at will)—*daze* (DC 14), *disrupt undead*, *ray of frost*, *read magic*

Bloodline undead (deadborn sorcerer)

STATISTICS

Str 10, **Dex** 12, **Con** 12, **Int** 10, **Wis** 11, **Cha** 18

Base Atk +0; **CMB** ; **CMD**

Feats Dodge

Skills Intimidate +8, Use Magic Device +10

Languages Common

SQ traits (dangerously curious, drawn to death)

Combat Gear *wand of cause light wounds* (4 charges);

Gear daggers (2)

Bloodline Arcana: Whenever you cast a spell of the necromancy school, your effective caster level is increased by 1.

Drawn to Death (Su): All your life, you've been drawn to the dead and where they reside. Once per day, you can clear your mind and know where the most recently deceased humanoid creature is and where the largest graveyard is. Both have a range of one mile. From [Hauntlings – Enhanced Racial Guide](#).

Fascination with Death (Su): You can draw out the spark of death inside you and force one or creature within 90 feet to become fascinated by you. The creature receives a DC 14 Will save to negate the effect.

If its saving throw fails, the creature quietly stays still and watches you until you are no longer in sight. While fascinated, a target takes a –4 penalty on skill checks made against reactions, such as Perception checks. Any obvious threat, such as drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

If the creature's saving throw succeeds, you cannot attempt to fascinate the creature for 24 hours.

Half-Undead: In addition to other modifiers above, Winter suffers damage from positive energy and is healed by negative energy as an undead creature.

Rejected by Death (Su): The first time a day you fall below 0 hit points, you immediately stabilize. Note that this does allow you to remain conscious or prevent your death if you have negative hit points equal to your Constitution score. From [Hauntlings – Enhanced Racial Guide](#).

Although frigid temperatures follow Winter, it is the chill of the grave and not the cold of her namesake. She's learned to wrap herself in the same force, draining the lifeforce from enemies and leaving those around her entranced by the glimpse of death.



History: Winter was born remembering the warmth of being burned alive and the chill of the grave thereafter. This understandably colored her approach to the world, leaving her a lonely and morbid child, unwilling to expose her true feelings to those around her.

With the emergence of her magical talents, Winter left behind her home in Ina'oth and began travelling to find a place she could truly feel comfortable. She's never been quite sure what that looks like, so her search continues to this day.

Today: Tiny slivers of memory haunt Winter. She believes some of them come from Ursatur and that journeying there may finally present some answers. Unable to reach the city safely by herself, she's joined with a wagon heading north.

ZEAL

Cambion monk (beacon against darkness) 1

LG Medium monstrous humanoid (cambion)

Init +1; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE

AC 13, **touch** 12, **flat-footed** 12 (+1 **Dex**, +1 **natural armor**, +1 **Wis**)

hp 13 (1d8+5)

Fort +3, **Ref** +3, **Will** +3; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee unarmed strike +5 (1d6+4) or flurry of blows +4/+4 (1d6+4)

Ranged dagger +1 (1d4+4)

STATISTICS

Str 18, **Dex** 12, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** +4; **CMD** 15

Feats Toughness, Weapon Focus (unarmed strike)

Skills Linguistics +5, Knowledge (religion) +5, **Perception** +4, **Survival** +5

Languages Common

SQ cambion (twisted flesh, twisted view, prehensile tentacles), traits (jaded, raised since birth)

Combat Gear alchemist's fire (3); **Other Gear** dagger (2), hand-carved wooden ring, 1 gp

Blessed Strike: When using an unarmed strike against evil creatures, the strike deals damage as though Zeal were one size category larger (1d8+4 in his case).

Prehensile Tentacles: Zeal has a long, flexible tentacle that can be used to carry objects. He cannot wield weapons with their tentacle, but he can retrieve small, stowed objects carried on his person as a swift action.

Although his limbs are twisted, Zeal moves with practiced grace and speed in combat. Many believe the cambions are twisted by the influence of the Old Ones but, if that is the case, Zeal is a defective product who seeks to strike down his masters.

History: A tiny, shrieking, misshapen child was born in Moorhaven and promptly abandoned on the steps of a monastery. The monks there took him in, naming him Zeal, and training him to sacrifice his life standing against the shadows of Vathak.

Since Zeal reached the age of adulthood, he's been wandering across Vathak, fighting against the inhuman influences of the Old Ones and tasting the all-too-human prejudices levelled against his kind. For his part, he doesn't care if the parents he can't even remember were cursed or sinners.

Today: Zeal has chosen to join a romni traveler named Nuri Brova for this leg of his journey. Although he'd like to say it's purely to find new people to help, he's also heard that her destination is Ursatur and that a cambion like himself stands as the sole champion of justice in that crime-haunted city.

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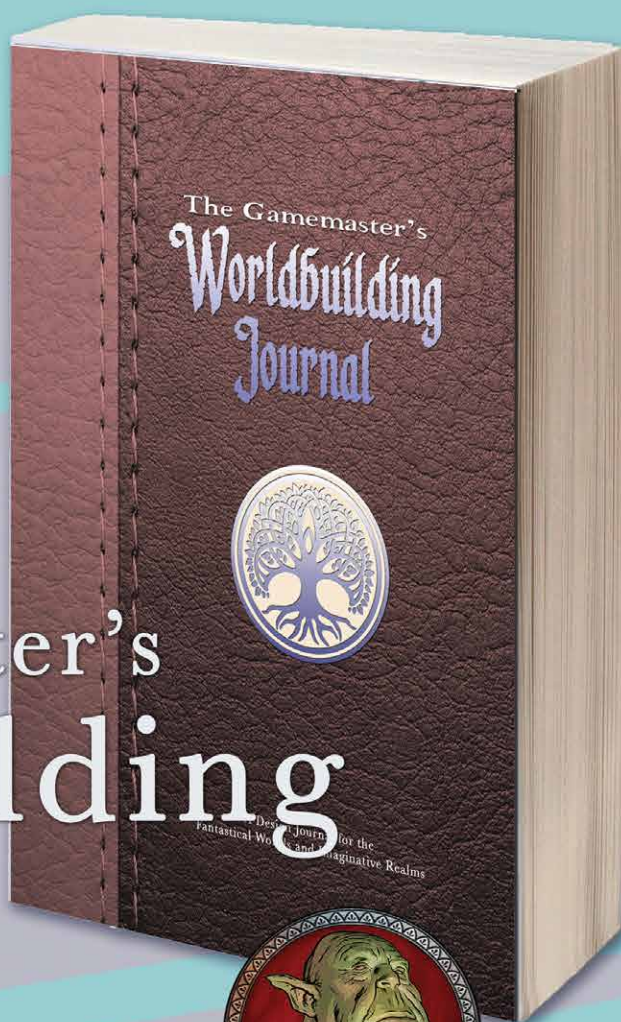
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