

SHADOWS OVER VATHAK

# Gamemaster's Guide to Ina'oth



A REGIONAL SUPPLEMENT FOR

Shadows  
over  
**Vathak**

A Campaign Setting Book of Lovecraftian Survival Horror

JOHN BENNETT AND RICK HERSHEY

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# Shadows over Vathak

## GAME MASTER'S GUIDE TO INA'OTH

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After our year in the Western Reaches, we've catalogued dozens of settlements referenced in the Ursatur scrolls. Most have been empty for decades, destroyed or abandoned during the Plague of Shadows. Piles of mossy lumber distinguished some of the sites, but the stone markers on plague graves were almost universal.

Even those markers, put there for our citizens' protection, are not sacrosanct. Near three separate villages, we found mass graves opened, the bodies left for scavengers and metal items presumably vanishing into the looter's pouches. In one fresh pit, the old flesh had been stripped from the dead and their bones broken open. I initially blamed scavengers again, but my aide Nikasa pointed out the marks of blades and hammers on the bones.

A handful of settlements thankfully remain more or less intact. Plague scars are still common and even the most welcoming communities were rather difficult to speak to. We've offered the aid and protection of Auld, but it would seem that Countess Dontoya got to many of them first.

There's no sign of a village protected by the secret cure promised by the Dedicants to the Miasma, but we were able to identify a few Dedicants among the residents. Their distant stare and acrid stench is much like we'd find in Auld, although they operate even more brazenly in the Western Reaches. In one village, the "cures" of the Dedicants were sold openly in the market beside barley and the season's vegetables. When we declined the seller's wares, the townsfolk rose against us, claiming we were plague carriers sent by the vindari. As far as they were concerned, the only reason we would turn down the cures is because we wanted to be infected. And, if I can agree with them on one thing, the infected cannot be allowed to live and spread their plague. I understand their reasons, but regret to say that there is one less surviving village in the Western Reaches.

But, outnumbering those remaining settlements, there were a staggering number of recently emptied villages—mass graves like we haven't seen since the height of the plague or bodies simply left piled because there are none to bury the dead.

None showed signs of the Plague of Shadows. In fact, no two villages seemed to have suffered from the same symptoms. It's as though the plague left Ina'oth for dead and now the carrion crows have come to roost.

Report of Physician Villusa Fortuni, AG 380



# INTRODUCTION

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.

What you have here is additional GM information to augment the material presented in the **Shadows over Vathak: Player's Guide to Vathak** and **Shadows over Vathak: Player's Guide to Ina'oth**. New locations, monsters, and more are detailed in the pages of this book, tied to the plague-ravaged nation of Ina'oth. Even if your campaign does not visit Ina'oth, that does not mean you cannot use the material in this book. While the material here in is based on a specific region, it is also designed to fit the overall themes of **Shadow over Vathak** as a whole. As the GM, you should modify the material in this book as you see fit to create the story that you want to tell or the world you want to create.

## GMING A GAME IN SHADOWS OVER VATHAK

As detailed in the **Player's Guide to Vathak**, **Shadows over Vathak**, while labelled as a Cosmic and Gothic horror mash-up, lends itself to many different styles of horror. When running a game set in Vathak, it is important that you convey the style or styles

of horror you will be using to the players so that they can make appropriate characters. Additionally, for games in Ina'oth, you should preview the material in the **Shadows over Vathak: Player's Guide to Ina'oth**. The material in that book is meant to be synergistic with material in this book.

Regardless of the campaign style, it is important to note that **Shadows over Vathak** is a campaign world best suited to seeing human nature and alignment in shades of gray. The evil of the Old Ones and the remnants of the former vampire rulers are not the only villainy to be contested. While paladins and other holy warriors of the One True God fervently strive to stem the rising tide of evil, many who espouse the One True God's edicts are not entirely virtuous. Neither are members of the nobility, town guard, and any of the other NPCs your players encounter. While **Shadows over Vathak** does not modify spells like *detect evil* and their like, these spells are not always entirely useful and just because a NPC detects as evil does not mean they are walking XP for overly zealous PCs. One of the main themes in **Shadows over Vathak** is survival horror and exploring how humanity either comes together or falls apart when confronted with the threat of extinction. When designing NPCs, realize that in Vathak many people are simply trying to survive day by day which often drives people to perform acts that they normally would never have considered before.

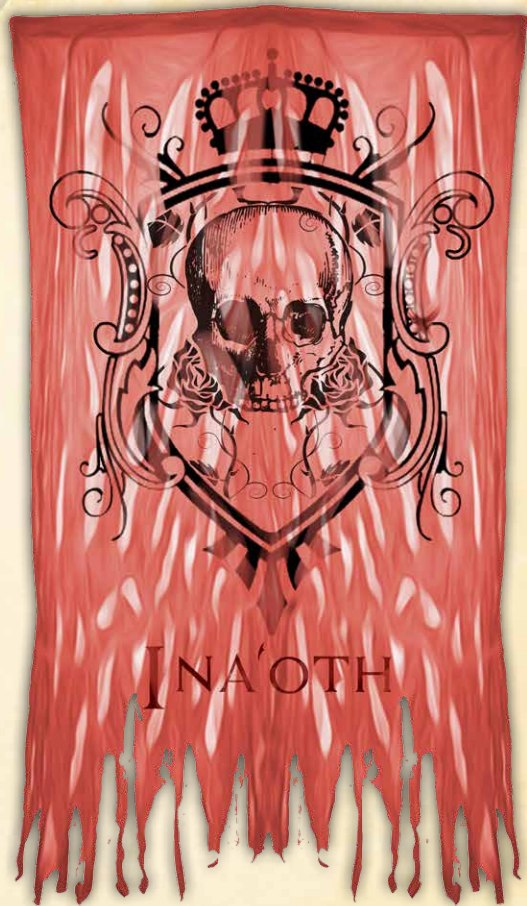


# HISTORY OF INA'OTH

Ancient sources portray the land of Ina'oth as one of the most bountiful and beautiful lands of Vathak—bordered by great, towering mountains whose rivers run like arteries, nourishing the black soil with life giving water. In a better world, Ina'oth would be a bountiful land of peace and plenty, seemingly blessed by the kiss of the One True God. As with all dreams in Vathak, this is not to be.

Long before the vindari arrival, the region's earliest human inhabitants were a group of bhriota drawn down from the Black Sky Mountains to take advantage of the plentiful fishing and farming in the land's flowing rivers and rich earth. Gradually, romni settlers moved down from Sileasia as the first major colonies grew and eventually mixed with the bhriota who, unlike their mountain kin, ignored the whispers of the Old Ones. For a time, there was a brief golden age under a warm sun when the shadows of the Old Ones did not stretch across the land. Even the dreaded vampire lords that controlled much of Vathak largely left Ina'oth alone as its longer days of sunlight and running rivers are anathema to them.

As the remaining bhriota in the Black Sky Mountains fell under the sway of evil powers, they descended in mass to plunder the soft lands of Ina'oth. The golden age was washed away in rivers of blood as the followers of the Old Ones massacred thousands in yearly raids. Ina'oth received the first taste of its ultimate future as the raids left disease and famine in their wake. As the people of Ina'oth fell to the Black Sky bhriota again and again, they lost their soft ways—the blades of plowshares hammered



into the blades of swords. Finally, at the Battle of Kovan, King Otelallo rallied the largest army Ina'oth had ever seen and, with over ten thousand warriors, they utterly annihilated the yearly bhriota raiding force. King Otelallo's victory over the bhriota captured thousands of the invaders to be used as slaves in rebuilding Ina'oth. The bhriota raids ended as Ina'oth entered a second golden age breaking the backs of the captured bhriota to lay stone roads, raise new buildings, and pull precious metals and gems from the region's many mines.

As Ina'oth rebuilt itself, a new menace appeared—this one from beyond the sea. The vindari, interlopers to Vathak, carried advanced machines of war and a religious fanaticism that Ina'oth could not match.



The vindari swept through northern Vathak, breaking the power of the Vampire Lords who scurried deep into the underground of the lightless Filth Reaches. Afterwards, the vindari conducted their “Great Cleansing”—an act of genocide that saw the romni people subdued and other races driven to the edge of extinction. The vindari readied their war engines to sweep into Ina’oth, but were forestalled by a disaster even more terrible than the one they were contemplating. The Plague of Shadows appeared in Ina’oth, the wasting disease killing a third of the nation’s population in under two years. The vindari halted their plans of expansion, electing to seal their borders to Ina’oth instead of using their divine power to fight the plague. Many vindari saw the plague as their god’s work, sparing them the loss of life involved with a war. Finally, the Plague of Shadows abated over thirteen years ago, leaving Ina’oth crippled and wiping out nearly all its gains since its victory over the Black Sky tribes. Even with the Plague of Shadows gone, countless lesser diseases tear through the weakened nation, threatening to deplete the last of its strength.

Today, Ina’oth is a land of disease and death. The wind blows the shutters of countless empty houses. Corpses lay stacked unburied

in graveyards because there is no one left to bury them. While life continues in Ina’oth’s cities, its smaller settlements bar themselves to travelers for fear they bring the plague—the greatest fear in all of Ina’oth.

With so much death, the dead do not lie easy. Packs of roving ghouls prowl like wolves around Ina’othian settlements. The souls of the dead, unable to pass on, arise as ghosts or other forms of terrible, incorporeal undead. Finally, within the Black Sky Mountains, the bhriota, once defeated, now have regained their strength and once again sweep down uncontested to pick at Ina’oth’s rotted corpse.





# CITIES OF INA'OTH

The following cities are the most importance in Ina'oth, though other small hamlets and villages can exist beyond these as needed by the GM.

## AULD: CAPITAL CITY OF INA'OTH

### LE Large City

**Corruption** +1; **Crime** -2; **Economy** +3;

**Law** +1; **Lore** +2; **Society** +8

**Qualities** notorious, prosperous, racially intolerant (romni), rumormongering citizens, superstitious

**Danger** +20

### DEMOGRAPHICS

**Government** Council

**Population** 12,073 (4,635 bhriota, 3,671 romni, 2,787 vindari, 428 hauntlings, 193 svirfneblin, 259 other)

### NOTABLE NPCs

**Lord Karl Kanaras** (NE male vindari aristocrat 2/mesmerist<sup>OA</sup> 9)

**Physician Villusa Fortuni** (LN female romni investigator<sup>ACG</sup> 9)

**Herzog Vrindarius** (N male vindari cleric [hellfire evangelist<sup>PGI</sup>] 8)

### MARKETPLACE

**Base Value** 8,800 gp; **Purchase Limit** 75,000 gp; **Spellcasting** 5th

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 2d4

<sup>OA</sup> This class can be found in the *Pathfinder Roleplaying Game: Occult Adventures*.

<sup>ACG</sup> This class can be found in the *Pathfinder Roleplaying Game: Advanced Class Guide*.

<sup>PGI</sup> This archetype can be found in the *Shadows over Vathak: Player's Guide to Ina'oth*.

On the shores of Lake Agone, with a striking view of the broken hills known as

Auld's Crown, Auld is tightly-run city built from the stone of those same hills. Perhaps because of that relative safety, particularly compared to the old capital of Ursatur, Auld's citizens jealously guard their security. Any day could bring a new horror from the Black Sky Mountains and any cough could be the sign of a resurgent Plague of Shadows.

Although neither the oldest nor the largest city in Ina'oth, Auld has been recognized as the nation's capital thanks to the efforts of the Kanaras family and their allies in the Church. However, cracks have begun to show in this alliance as the new Herzog preaches that the romni are responsible for the plagues of Ina'oth, leading to destroyed homes and even violence in the streets.

Rather than the One True God's healing magic, Lord Kanaras prefers to rely on his "Physicians," black-garbed guards responsible for rounding up those suspected of carrying diseases and burning them alive. Villusa Fortuni, the romni leader of the Physicians, is searching for a way to discredit or even kill Herzog Vrindarius without destabilizing the city. The longer he remains at the pulpit, the more citizens demand that the Physicians quarantine and purge romni neighborhoods. Villusa has thus far resisted those calls, rounding up the sick with her traditional even-handed brutality.

In addition to their reaping of the infected, Kanaras will sometimes use the Physicians to silence political enemies. His noble rivals on the council are too public to dispose of in this way, but agents of Edhelion and supporters of the old royal family often find themselves burned alongside plague victims.

The Lord's ire, stoked by a previous Herzog, often turns to the Dedicants to the Miasma



as well, although he's never succeeded in stomping them out. Dedicants hidden among his household staff, the noble council, and even the Physicians use the purges to wipe out rival Dedicants and jockey for position. Even with those holdouts, however, the Dedicants are weaker in Auld than elsewhere in Ina'oth.

As yet untouched by the purges are the People of Ash. Auld's hauntling population is shockingly high and many, perhaps

unsurprisingly, remember being burned alive. Hauntlings from all walks of life gather at a local theater to contemplate their pasts and quietly plot the downfall of the nation's government.

Few speak of Auld's old sister city of Lochlyn, just across the river. It's considered poor luck to acknowledge its mist-choked streets and crumbling buildings. Even children in Auld quickly learn the skill of not noticing the plague-emptied ruins.





## BERUZA

CE Small Town

**Corruption** +4; **Crime** +1; **Economy** -2;

**Law** -4; **Lore** +0; **Society** -2

**Qualities** racially intolerant (bhriota), superstitious

**Danger** +20

## DEMOGRAPHICS

**Government** Anarchy

**Population** 1,276 (452 romni, 421 bhriota, 269 vindari, 134 other)

## NOTABLE NPCs

**Lady Estesia Brova** (NG female romni aristocrat 2/fighter 4)

**Mouth of Zon** (CE female bhriota druid 8)

**Rebel Leader Ifuna** (CN female cambion oracle<sup>APG</sup> 4)

## MARKETPLACE

**Base Value** 1,000 gp;

**Purchase Limit** 5,000 gp;

**Spellcasting** 2nd

**Minor Items** 3d4; **Medium**

**Items** 1d6; **Major Items**

None

<sup>APG</sup> This class can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Beruza sits at the edge of the Kovan Barrens, inhabited by a brave few who dare try to make a living hunting and logging at the forest's edge. The dire reputation of Kovan Barrens keeps most people away so few know that a bhriota clan worshipping Ka'sogrotha recently occupied the small town of Beruza after a bloodthirsty attack.

The bhriota, hired by the Hands of the Eternal Void (see **Organizations of Ina'oth**),

plan to use Beruza as a launching point for further raids. They are led by a violent bhriota woman known as "The Mouth of Zon" who seems to only speak through the buzzing of the thousands of insects swarming around her. She performs rites to Ka'sogrotha, transforming Beruza's surviving citizens to insectoid zombies.

Although the Mouth has captured the town's former leader and cowed most of the populace into terrified submission, scattered groups of rebels still attack her minions. The most successful is led by a cambion Dedicant of the Miasma who was already prepared to attack Beruza's romni lord and lady. Although her old rebellion was petty and personal, many now flock to her banner.





## DORHALL

### CN Large Town

**Corruption** +1; **Crime** -1; **Economy** +1;

**Law** +1; **Lore** +2; **Society** -2

**Qualities** academic, notorious, racially intolerant (bhriota), tourist attraction

**Danger** +15; **Disadvantages** impoverished

### DEMOGRAPHICS

**Government** Overlord

**Population** 3,620 (3,118 vindari, 342 bhriota, 115 romni, 32 hauntlings, 13 other)

### NOTABLE NPCs

**Crimelord Victoria Helmsbane** (NE female vampire bard 13)

**Councilor Contessa Thrailkyn** (N female hauntling medium<sup>OA</sup> 6)

**Baroness Mila Tukav** (LN female vindari soldier<sup>PGV</sup> 7)

### MARKETPLACE

**Base Value** 2,000 gp; **Purchase Limit** 10,000 gp;

**Spellcasting** 6th

**Minor Items** 3d4÷2; **Medium Items** 2d4÷2; **Major Items** 1d4÷2

<sup>OA</sup> This class can be found in the *Pathfinder Roleplaying Game: Occult Adventures*.

<sup>PGV</sup> This class can be found in the *Shadows over Vathak: Player's Guide to Vathak*.

Dorhall is a small city whose only claims to fame are the assassination of a vindari baron and the many spirits that haunt the place. Baron Alexander Tukav, a close ally of Lord Kanaras in Auld, was assassinated on the highways outside of Dorhall on a routine visit. The new baroness blamed bhriota dissidents for her father's death and, with aid from a powerful crimelord, began a purge. Many bhriota were killed, but many more fled the town, leaving the vindari of Dorhall with a lasting distrust of bhriota.

One survivor of the inquisition, a sick and broken man named Tukha, never fled far from the town of his birth. After he died, people began seeing him walk again in the city's graveyard and outlying area. The poor soul, after surviving so many troubles, had become a ghost, unable to fully pass into death. Unable to fully die, meant to only mourn the past. So far no one has dared approach the spirit and it continues to wander in the city's region; never entering the city proper. The spirit is known to appear on days when someone in or near the city dies, or a funeral is conducted in the graveyard.

Speaking to citizens of Dorhall, it can seem like every street has a spirit to call its own, someone who died of the plague or the inquisition or foul play. Many believe the old baron haunts his manor, including the Baroness Tukav who seeks his advice through her faithful medium.

Although the baroness sought out Victoria Helmsbane's aid in rooting out her father's killers, she's slowly beginning to understand that Helmsbane was not the lesser evil. With documents that could embarrass the baroness or even give Lord Kanaras grounds to revoke her title, Helmsbane is taking over the town bit by bit.



## EDHELION

### N Large City

**Corruption** +3; **Crime** -1; **Economy** +5;

**Law** -4; **Lore** +1; **Society** +2

**Qualities:** academic, prosperous, strategic location, superstitious, tourist attraction

**Danger** +10; **Disadvantages** plagued (Bubonic Plague)

### DEMOGRAPHICS

**Government** Secret Syndicate

**Population** 15,646 (8,945 romni, 4,578 bhriota, 1,617 vindari, 506 other)

### NOTABLE NPCs

**Council Leader Ghultu Thoulq** (NE female bhriota aristocrat 8)

**Countess Carmilla Dontoya** (LE female romni rogue 11)

**Lord Mayor Anton Ralderhorn** (N male dhamphir aristocrat 4/fighter 15)

### MARKETPLACE

**Base Value** 11,200 gp; **Purchase Limit** 75,000 gp; **Spellcasting** 6th

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 2d4

Edhelion was the least affected city during the great plague, which the locals refer to as "The Wasting." During the last ten years, the barons of this city have actively sought to encourage vindari trade within Ina'oth and have openly invited them to use the city as a welcomed port. Despite these overtures, most vindari support still flows through Auld.

For this slight, and the power Auld gained as a result, Edhelion provides only lip service to Kanaras and his leadership. Locals frequently argue whether the Lord Mayor Ralderhorn or Council Leader Thoulq would make a better leader for Ina'oth, not even bothering to mention Kanaras's claim on the title. Although the Lord Mayor is well-loved, Thoulq's fiery anti-Auld speeches and distant relation to the old royal family gives her the edge in those conversations.

Although Thoulq and Ralderhorn are responsible for some of the city's operation and certainly make all of the public appearances, the city's true leader is Countess Dontoya. Her agents range across Ina'oth, serving the dual purposes of protecting the nation and loosening Auld's grip on it.

Many of those agents never realize they're working for Dontoya, believing their orders descend from the public rulers of the city. But just as many are thieves, smugglers, and assassins hired through her guild contacts.

Even discounting the countess's smugglers, Edhelion is a major hub of trade. Ships from all over Vathak and even the Colonies regularly reach its docks, filling the city's streets with unfamiliar faces and its markets with strange goods. Smuggling is common but, although the city takes a light hand enforcing the law on the guilds, the authorities are always quick to crush outside operators.

With its position and lax laws, Edhelion is a destination for many looking for forbidden tomes. The most circulated are diaries written by the Dedicants to the Miasma, which always find demand among the plague-scarred populace. But occult texts like the *Book of the Black Earth* and the *Litany of Ashes* can also be found if one knows where to look.

These tomes, along with followers fleeing Kanaras's crackdowns in Auld, have made Edhelion a stronghold for the cults of the Old Ones. Almost every citizen has personally experimented with the Dedicants' techniques and knows at least one person who is deeply involved in the cult. Outside of vindari neighborhoods, inhaling the Dedicants vapors is seen as less strange than praying to the One True God. Other, less popular, cults take root in darker corners, sometimes even recruiting from within cells of Dedicants.



The Church is weak within the city, but they have a quiet ally among the followers of Vodun. Although the Church is loathe to provide formal acknowledgement to the bhriota faith, vindari coin and supplies often find their way into the hands of those who fight the servants of the Old Ones.

The bone-strewn fields beyond the city's gates are a frequent site for these religious

clashes, as some Dedicants use the bones of plague victims in their medicines. Even those Dedicants know to stay within the walls when rumors speak of an emaciated figure picking through the bones (see the Stick Man in **Important NPCs**).





## EURARIA

### NG Small Town

**Corruption** -2; **Crime** -2; **Economy** -2;

**Law** -3; **Lore** -2; **Society** +1

**Qualities** insular, rumormongering citizens

**Danger** +0; **Disadvantages** plagued (unknown—GM's choice)

### DEMOGRAPHICS

**Government** Council

**Population** 1,231 (615 romni, 412 bhriota, 134 vindari, 70 other)

### NOTABLE NPCs

**Councilor Fonso Hoguet** (N male haunting wizard 7)

**Doctor Thesa Brova** (NG female romni alchemist<sup>APG</sup> 5)

**Father Patrius Ernhold** (LG male vindari disciple<sup>PGV</sup> of St. Anna 8)

### MARKETPLACE

**Base Value** 800 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 4th

**Minor Items** 3d4; **Medium Items** 1d6;

**Major Items** none

<sup>APG</sup> This class can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

<sup>PGV</sup> This class can be found in the *Shadows over Vathak: Player's Guide to Vathak*.

Euraria's citizens make a living raising livestock and horses on the low lying meadowlands. Meat, wool, and cheeses are then shipped to Helgholm to be sold upriver, but Helgholm has been slashing the prices it will pay, leaving Euraria on the brink of economic collapse.

Complicating the matter, a ship of unknown origin wrecked itself on the treacherous rocks of the nearby coast. The townsfolk rescued the strangely garbed sailors who feverish gibbered in an alien tongue. Shortly afterwards, those townspeople who housed the sailors feel violently ill with the same fever and died. Despite her alchemical skills and experience in the Dedicant of the Miasma, Thesa Brova has been unable to identify the new disease that is sweeping quickly through Euraria. Corpses are being burned, but not even the not even the magic of the town's elders is holding back the progress of the disease.





## HALEVA

### NE Village

**Corruption** +0; **Crime** -2; **Economy** -1;

**Law** +0; **Lore** +0; **Society** -5

**Qualities** insular, racially intolerant (vindari)

**Danger** +0; **Disadvantages** cursed

### DEMOGRAPHICS

**Government** Autocracy

**Population** 188 (123 romni, 51 bhriota, 14 other)

### NOTABLE NPCs

**Beatrice** (N female wretched sorcerer 6)

**Crazy Errgha** (CN female bhriota oracle<sup>APG</sup> 4)

**Sir Logus Delhain** (CE male romni fighter 3/rogue 2)

### MARKETPLACE

**Base Value** 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd

**Minor Items** 2d4; **Medium Items** 1d4;

**Major Items** None

<sup>APG</sup> This class can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

A picturesque remote village tucked between Auld's Crown and the Agone River, Haleva receives few travelers. Thus few know that profane objects found in the river's muck have made their way into the hands of the village elders. Greenish black statues carved from an unknown stone depict the nightmarish forms of some bygone alien race. Dreaming strange dreams, Haleva's citizens prowl the Agone River, collecting the foul bits of masonry unearthed when the Agone recedes.

Although virtually all of the town's citizens are entranced, including the mob's leader Sir Delhain, a few remain unaffected. A wretched woman from distant Grigoria, although now adored among the town for being the first to discover the relics, is strangely immune to their call. Likewise, Errgha at the edge of town was considered dangerous for her chemical-inspired ravings long before the statues were found, but is quietly searching for travelers who might be able to help her adopted home.





## HELGHOLM

LN Large town

**Corruption** +1; **Crime** -2; **Economy** +4;

**Law** -3; **Lore** +1; **Society** +2

**Qualities** strategic, superstitious, tourist attraction

**Danger** +5

## DEMOGRAPHICS

**Government** Secret Syndicate

**Population** 3,891 (1,608 romni, 1,498 bhriota, 517 vindari, 268 other)

## NOTABLE NPCs

**Councilor Drek'la** (LN female bhriota aristocrat 3/fighter 2)

**Guildmaster Stephan Lacroix** (LE male dhamphir psychic<sup>OA</sup> 6)

**Garick Ridaldo** (NE male romni cleric of Orthu'mech 4/swashbuckler<sup>ACG</sup> 3)

## MARKETPLACE

**Base Value** 2,600 gp; **Purchase Limit** 10,000 gp; **Spellcasting** 3rd

**Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

<sup>OA</sup> This class can be found in the *Pathfinder Roleplaying Game: Occult Adventures*.

<sup>ACG</sup> This class can be found in the *Pathfinder Roleplaying Game: Advanced Class Guide*.

Helgholm sprawls over a steep-sided bluff overlooking a tributary of the Lochlyn River as it empties into the sea. Unlike mud-drenched Sobrutke, Helgholm boasts ordered rows of daub and wattle peaked homes along paved roads, owing to the prosperity of Helgholm's fishing trade.

Recently, the consortium of guild leaders that effectively rule Helgholm formed an alliance with one of their rivals in Sobrutke to manipulate prices of goods going up and down the rivers. This has sparked a rash of competition and hostility between the neighboring settlements. Unbeknownst to the guilds of Helgholm, this plays into the plans of Garick Ridaldo—a Silver Sailor (see *Shadows over Vathak: Player's Guide to Vathak*) who has become a fervent follower of Orthu'mech, seeking bloodshed for his god and hard times to grow his flock.





## JELSANA

N Small Town

**Corruption** +2; **Crime** +5; **Economy** +7;

**Law** +1; **Lore** +4; **Society** +8

**Qualities** pious (the One True God),  
strategic location

**Danger** +0; **Disadvantages** impoverished

## DEMOGRAPHICS

**Government** Council

**Population** 791 (272 vindari, 253 romni,  
184 bhriota, 82 other)

## NOTABLE NPCs

**Councilor Yohann Spiel** (LN male  
vindari bard 8)

**Father Jon Heinrich** (N male vindari  
cleric of the One True God 6)

**Guard Captain Estella Krunedorf** (N  
female romni brawler<sup>ACG</sup> 9)

## MARKETPLACE

**Base Value** 550gp; **Purchase Limit** 2,500

gp; **Spellcasting** 5th

**Minor Items** 3d4÷2; **Medium Items**

1d6÷2; **Major Items** None

<sup>ACG</sup> This class can be found in the  
*Pathfinder Roleplaying Game: Advanced  
Class Guide*.

Jelsana idles near a wide bend in the Lochlyn River. Its quaint peaked roofs and neatly rowed houses would appear idyllic except for the wide stockade displaying the severed heads of captured raiders. While Jelsana serves as a way stop for goods going up and down river, the villagers practice caution when dealing with strangers. All boats pulling in are searched and travelers coming through on foot are extensively questioned. Father Jon Heinrich remains on hand to inspect outsiders for disease. The villagers deal with any threats to their way of life quickly and severely.





## RHODARAS

**NE Hamlet**

**Corruption** -1; **Crime** -10; **Economy** -4;

**Law** +0; **Lore** -3; **Society** -4

**Qualities** superstitious

**Danger** -5; **Disadvantages** plagued  
(cackle fever)

## DEMOGRAPHICS

**Government** Overlord

**Population** 49 (26 Bhriota, 23 Romni)

## NOTABLE NPCs

**Aide Dthul Ftygan** (LE male bhriota  
medium<sup>OA</sup> 3)

**Aide Shog Mutchul** (N female bhriota  
barbarian 4)

**Patriarch Buregard Hanburg** (CE male  
romni fortune-teller<sup>PGV</sup> 8)

## MARKETPLACE

**Base Value** 200 gp; **Purchase Limit** 1,000  
gp; **Spellcasting** o

**Minor Items** 1d6; **Medium Items** None;

**Major Items** None

<sup>OA</sup> This class can be  
found in the *Pathfinder*  
*Roleplaying Game*:  
*Occult Adventures*.

<sup>PGV</sup> This class can be  
found in the *Shadows*  
*over Vathak: Player's*  
*Guide to Vathak*.

In ancient times, the original inhabitants of Rhodaras practiced a despicable ritual involving the sacrifice of infants to a spirit whose name has been forgotten. They carried out these rituals in a valley just outside of Rhodaras where the children were burned alive, bringing out more than just misery to the families of the sacrificed children; they also called forth a creature of evil that fed on the flames.

When the sacrificial practices were abolished by the old royal family, the creature began attacking the town to sate its own hunger. With the current chaos in Ina'oth and a local outbreak of cackle fever, no one has noticed as the town's patriarch resumed the rites, sending his aides to Dorhall, Euraia, and even as far afield as Auld, gathering street children to sate the spirit's appetite.





## SOBRUTKE

LE Small Town

**Corruption** +1; **Crime** -1; **Economy** +1;

**Law** +2; **Lore** +0; **Society** +0

**Qualities** insular, strategic location

**Danger** +0

## DEMOGRAPHICS

**Government** Council

**Population** 1,823 (645 bhriota, 584 romni, 391 vindari, 182 witchwolves, 21 other)

## NOTABLE NPCs

**Captain Tar'sherg** (CE female bhriota magus<sup>UM</sup> 6)

**Councilman Blitz Unwin** (N male vindari inquisitor<sup>APG</sup> 8)

**Councilman Narvio Paywa** (LE male witchwolf rogue 9)

## MARKETPLACE

**Base Value** 1,100 gp; **Purchase Limit** 5,000 gp; **Spellcasting** 4th

**Minor Items** 3d4; **Medium Items** 1d6;

**Major Items** none

<sup>UM</sup> This class can be found in the *Pathfinder Roleplaying Game: Ultimate Magic*.

<sup>APG</sup> This class can be found in the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

Sobrutke rests near a tributary of the Lochlyn river on a stretch of swampy land near the sea, a ramshackle collection of stilted mud brick houses and swaying plank bridges over the dank water. Many citizens pull peat up from the bogs as well as fresh eels while others haul in catches of abundant fish from the sea. Sobrutke's relatively remote location from other villages has kept it relatively safe from disease and its citizens make sure outsiders and strangers do not overstay their welcome.

The townsfolk strive to compete with Helgholm, a competition quietly increased by

the betrayal of Narvio Paywa, who has begun sabotaging ships and arguing the harshest against Helgholm in council meetings to cover for his treachery. Although he's compensated well by Helgholm's merchants, his real reason for accepting the plan is revenge against the town that not only welcomed an inquisitor of the Church but invited him to the council.

A number of fights between rival sailing vessels further the growing animosity between the two settlements. Although the council has stopped short of enlisting privateers, local businesses have begun quietly hiring mercenaries like Captain Tar'sherg to protect their vessels or even attack ones from Helgholm.





## URSATUR

### CN Large City

**Corruption** +5; **Crime** +3; **Economy** +0;

**Law** -3; **Lore** +3; **Society** +0

**Qualities** notorious, prosperous, racially intolerant (vindari), strategic location, superstitious

**Danger** +40; **Disadvantages:** anarchy, impoverished

## DEMOGRAPHICS

**Government** Anarchy

**Population** 10,240 (6,606 romni, 2,975 bhriota, 386 witchwolves, 289 vindari, 84 other)

## NOTABLE NPCs

**Countess Ballahu/The Palace Ghost** (N/LE female bhriota vigilante<sup>UI</sup> 7)

**Marble Queen Illa Renalda** (CE soulbound shell<sup>B4</sup>)

**Militia Captain Zacharia Lammat** (NG male cambion fighter 9)

## MARKETPLACE

**Base Value** 9,600 gp; **Purchase Limit** 75,000 gp;

**Spellcasting** 5th

**Minor Items** 4d4÷2; **Medium Items** 3d4÷2; **Major Items** 2d4÷2

<sup>UI</sup> This class can be found in the *Pathfinder Roleplaying Game: Ultimate Intrigue*.

<sup>B4</sup> This monster can be found in the *Pathfinder Roleplaying Game: Bestiary 4*.

The oldest city and the once chosen capital of Ina'oth, Ursatur has met with more than its fair share of tragedies. Over a hundred years ago, this city was a destination for the romni fleeing south from the "Great Cleansing," but the Plague of Shadows cut down bhriota and romni alike. As the population declined and the royal family died one after another in their palace, chaos seized the city.

During the height of the chaos, Anna Schafer (now recognized by the Church as St. Anna) moved into an abandoned noble manor overlooking the city. She accepted orphans from every walk of life into her new home and outlined treatments for the plague, distributing them freely. Many still insist that she experimented on the non-vindari orphans to discover her treatments and the ghosts around her orphanage support their tale, but local church officials have labeled this blasphemy and insist that the ghosts are those who died because they couldn't accept the One True God into their heart.

In the last few years, order has finally begun to return to Ursatur. Militia Captain Lammat has lead the charge, collecting a loose network of militias and mercenaries to return a semblance of law to the area around the palace. Patrols even head out into the emptied city beyond, clashing with ghouls, squatter gangs, and the servants of the Marble Queen.

Most of the remaining nobles in the city support the Militia Captain, both verbally and financially. Honest citizens have also flocked to his banner, cramming into abandoned manors in the hope of being close enough to receive his protection.

Also seeking to restore the city to order is Countess Ballahu. During the day, she helps fund the militia and the rebuilding of the city. At night, the Palace Ghost kills those she's judged aren't doing their utmost to help and hangs their corpses outside the abandoned palace.



## RANDOM SETTLEMENT CHARACTERISTICS

A number of small farms, hamlets, and homesteads lie scattered across Ina'oth's countryside consisting of a handful of different families. The table below details characteristics of these communities to drive home the feeling of death and despair pervading Ina'oth.

d100	Feature
1-2	A number of wolves equal to the players' average party level + 1 prowl the abandoned community.
3-4	The wooden stockade surrounding the community lies in disrepair.
5-6	Three rotted bodies swing from a gibbet in the community's center square. A wooden sign proclaims "witches."
7-8	The villagers scurry inside, shuttering windows and barricading doors at the players' approach. It requires a DC 20 Diplomacy check to convince to coax a villager outside.
9-10	A number of small houses and huts have skulls and ravens hastily painted on their doors.
11-12	Weary villagers outside hanging laundry each cover their left eye as the players approach.
13-14	A skeletally thin child chases an equally thin dog along a muddy street—whether for play or dinner is unknown.
15-16	Villagers dressed in black solemnly bear a coffin through the main thoroughfare. A priest (N vindari male expert 2) leads the procession, thick cloying smoke wafting out of the censor.
17-18	The fetid stench of decay chokes the air (DC 15 Fortitude save or be sickened for 1d4+1 minutes). Bodies rot piled next to an abandoned church.
19-20	Cloaked men pull a cart filled with sore-covered corpses.
21-22	The PC with the highest Perception check notices gouges, as if made by claws, on the door of a seemingly abandoned home. A ghoul lurks within the darkness of the home, warily observing the party.
23-24	Villagers seem friendly enough, but scatter, running indoors as a church bell breaks the silence.
25-26	Two villagers (N male romni commoners 1) acting as guards block the path leading into the community. They are considered hostile and refuse to allow "outsiders" to enter.
27-28	Many of the villagers wear bandages to hide the ravages of a recent disease that swept through.
29-30	Numerous small fires burn as black garbed villagers feed them a steady supply of corpses.
31-32	A wild-eyed villager in tattered clothing preaches the coming of the Old Ones. No one appears to be listening.
33-34	Smoke still drifts from the burnt timbers of gutted houses. The bodies of dead bhriota raiders sprawl haphazardly in the community's central square.
35-36	Nothing but a skeletal, leaning steeple remains of the church that once stood at the community's heart.



37-38	Common villagers look noticeably starved while the community's leader and a small band of thugs appear conversely well-fed.
39-40	A band of thieves (possibly 3d6 cutpurses <sup>NPC</sup> led by a veteran buccaneer <sup>NPC</sup> ) use the once abandoned community as a base.
41-42	Villagers constantly interrogate the players about rumors of a nearby bhriota raiding party.
43-44	Most fields lie fallow and weeds choke the rest.
45-46	A peddler in town offers up tinctures to combat various diseases and maladies. Drinking one requires a DC 10 Fortitude saving throw to avoid being sickened for one day.
47-48	Dead corpses lie arranged in a pattern in the community's center. A DC 20 Knowledge (religion) check deciphers it as a symbol of Ka'sogrotha.
49-50	There is a strange muffled droning coming from below the ground. A DC 25 Knowledge (nature) or Perception check discerns the noise as somehow coming from thousands of insects.
51-52	A necromancer (possibly the undead creator <sup>NPC</sup> ) occupies the abandoned community, busily animating the dead villagers.
53-54	Flies swarm around a well at the community's central square. Corpses clog the lower half of the well's shaft.
55-56	At night, ghostly figures appear, reenacting routine village life. They fade away into mist if interacted with in any way.
57-58	A plague mage (CE female or male romni wizard 5/plague mage <sup>PGI</sup> 4) rules the local village like a god, removing and inflicting diseases to incite fear and control the villagers.
59-60	A retired former soldier (N female or male vindari soldier <sup>PGV</sup> 4) drills the young villagers daily for fear that the bhriota or worse will attack.
61-62	Villagers whisper about a face stealer (see <b>New Monsters</b> ) and the strange disappearance of a local family.
63-64	Villagers have a glazed look in their eyes as they stumble about as if half asleep. A DC 15 Perception check discerns visible scars above each of their right ears. Vigorously inspecting the villagers and a DC 20 Heal check reveals they suffer from brain damage as a result of surgery.
65-66	Yawning, empty graves mar the community's graveyard.
67-68	The villagers brutally beat two bhriota prisoners in the community's central square.
69-70	The starving villagers refuse to trade in money, only foodstuff.
71-72	Villagers wander about in black funeral dress gibbering madly, occasionally lashing out one another.
73-74	Haggard looking villagers line up to touch the feet and kiss the hands of a richly, dressed obese man or woman who bestows blessings on them.
75-76	The strong smell of incense wafts out from many homes.
77-78	A group of villagers methodically set fire to a house while screams sound within. If asked, they state the family was carrying disease.
79-80	Nothing but feral looking dogs wander seemingly abandoned streets. If the PCs linger, an inhuman wail echoes through the air.



81-82	A family wearing bloodstained aprons and operating a stall in the village's otherwise empty market, advertise fresh meat. Even cursory inspection reveals a dismembered human corpse behind the counter, which the villagers refuse to acknowledge.
83-84	A villager begins suddenly vomiting blood in front of terrified onlookers.
85-86	A newly built coffin sits outside each house.
87-88	Mournfully chanting black robed figures bear a bier on which rests a beautiful young man and woman dressed in white and wreathed with flowers.
89-90	A crazy old couple flings excrement at the PCs, cursing them for the plague on the village.
91-92	Every villager's shadow is distorted or twisted in a different way, but each clearly does not belong to that villager.
93-94	The body of a strange creature hangs from a scaffold in the village's center.
95-96	The only inhabitants of the village are children. They claim something came and took the adults away.
97-98	The village is completely abandoned until dawn, when the villagers appear seemingly out of nowhere. They have an archaic way of speaking, but insist they've occupied the village for generations.
99-100	The villagers wear heavy robes to hide numerous surgical augmentations and grafts.

<sup>NPC</sup> This class can be found in the *Pathfinder Roleplaying Game: NPC Codex*.

<sup>PGI</sup> This class can be found in the *Shadows over Vathak: Player's Guide to Ina'oth*.

<sup>PGV</sup> This class can be found in the *Shadows over Vathak: Player's Guide to Vathak*.



## LANDS OF INA'OTH

Ina'oth has a warm, moist climate, with long summers and short winters. With high average temperatures and many sunny days, the land's extended summers enable many valuable crops to thrive including rice, corn, wheat, and barley. Silt deposits, formed in thick layers by the land's three large rivers, allow the farmlands of Ina'oth to be some of the most fertile in all of Vathak. Ina'oth is also rich in raw materials and was, before the plague, fairly developed from an economic standpoint. Before all of the nation's mines became abandoned from the plague, Ina'oth was the largest producer of silver and gold in all of Vathak, and it even minted its own coinage.

Most Ina'othians are content to stay safely at home, praying to the One True God, invoking bhriota spirits, inhaling the vapors prescribed by the Dedicants to the Miasma, or all three in the hope of keeping the plague at bay. However, despite the constant threat of entering a plagued area, roving bandits, or fearsome mountain raiders, some intrepid individuals seek out the ruins and other strange sites in Ina'oth in search of legendary treasure or lost knowledge.

Below are some unique adventure locations in each part of Ina'oth that can be fleshed out as you see fit. Players may make a Knowledge (local) check or a Diplomacy check to gather information when near the location. Each location comes with a result for a failed check, a successful check, and further information for the GM to develop the location further. Both results are learned on a successful check, though determining which story is reliable requires an equal DC Sense Motive check (or can be left entirely to the players, if you prefer).

## AGONE & LOCHLYN RIVERS (DC 20)

Running down from the Black Sky Mountains, the Agone provides an important way to move goods between Ursatur and the capital city, Auld, along with the countless villages and hamlets dotting the wide river's banks. Save for in the depths of winter, large flatbed cargo boats loaded with trade can be found traveling along its length. The Agone flows southeast until it meets with Lake Agone and then cuts through the Crown of Auld and the rest of the landscape of Ina'oth, running into the southern seas. The Lochlyn River's waters travel west and provide the other nations a convenient route to the towns of Beruza and Jelsana, but that route leads past the abandoned city that gave the river its name.

**Failed Check:** The city of Lochlyn, across the river from Auld, is an obvious reminder of better times, but locals won't speak of it, even when deep in their cups. Benya, a sailor from further down river, is happy to fill in the gaps: during the Plague of Shadows, thousands of infected were sent across the water live out their final days trapped in the fading city. Now their spirits cling to the sinking buildings in a haze, only burning off for a few moments around noon. No one will go there, even smugglers avoiding the tangle of buildings sliding into the lake as the city crumbles.

**Successful Check:** Bakii, an old bhriota woman who claims to have had relatives in "the city 'cross the river" reluctantly explains that the last ruler of Lochlyn, a loyal retainer of the old royal family, sealed the walls of the city during a horrible disease outbreak. He didn't seek to save himself or even his people, instead shielding the rest of Ina'oth with their



sacrifice. After he ordered the ships burnt in the harbor, no one is truly certain what happened, but the screams of the citizens echoed across the river for years... long after food supplies should have run out.

**Further Information:** Although sealed in quarantine, Lochlyn was actually emptied by famine. Ghostly forms play in the streets and dangerous animals have begun creeping back into Lochlyn, but its most dangerous inhabitants are a small group of ghouls that are slowly eating their way through the city's mass graves and flooded ossuaries. As the city crumbles, falling into the lake or carved away by the river, the ghouls live in a twisted reflection of a royal court, keeping their minds and even learning more through endless gluttony. Those foolish enough to enter the ruined city are captured by the ghouls and stored underground for special meals.

## BLACKFIELD HALLOWS (DC 30)

The Blackfield Hallows is a sparse forest of small and sickly pines which rests along the southern tip of Ina'oth. The name refers to the odd black soil, differing from any found in all of Vathak. The trees are the only things to grow here, as the forest floor bears no trace of any undergrowth. It seems only the swarms of insects writhing within the tainted soil call this place home; other wildlife avoids this forest at all costs. Ten years ago, a group of vindari explorers came to Ina'oth with the intent of mapping the reaches of the Hallows, ignoring the constant warnings from the local Ina'othians. The tale of the expedition's fate has been spread far and wide as the locals returned to their peaceful existence at the edge of the forest.





**Failed Check:** Old Fredo remembers when the group of vindari arrived to map the forest for a possible logging venture despite being warned of the forest's evil reputation. Only one returned, Wilrich Adler, claiming something arose out of the ground and attacked his group. Spending hundreds of gold, Wilrich roused the local villagers, including Fredo, to go with him back in the forest to find the creature. Instead, they found a frozen corpse with worms crawling were its eyes and tongue should be. Apparently, the corpse was Wilrich's brother. Fredo claims the next day a despondent Wilrich hung himself from a tree in the forest.

**Successful Check:** The villagers consider Patric to be crazy. Like Fredo, he went with the group into the cursed forest. He got along with the vindari fellow, Wilrich Adler, who he claims was looking for his brother. Wilrich claimed the ground suddenly rose up—all rotten leaves mixed with black soil and thousands of squiggling worms. The creature attacked the group, swarming over them but Wilrich managed to escape. On their return, the corpse they found was Wilrich's brother. He wanted to take his brother's corpse back for a proper funeral but the villagers refused, prying the corpse from Wilrich's arms. One the way back, Wilrich began coughing suddenly, worms pouring out of his mouth. Patric watched in horror as one of his fellow villagers, Fredo, speared Wilrich and then set them on fire. The villagers decided they would say that Wilrich, despondent over his brother's death, killed himself. Patric asks why everyone is suddenly so interested in this story as he recently told it to another group—men in heavy black robes.

**Further Information:** Hundreds of years ago, bhriota wizards called forth two terrible creatures from the void between the stars—minions of the Old Ones. Ixix'chur, a servant of Ka'sogrotha, appeared in the Blackfield

Hallows, taking the earth as its form. The ritual was not fully successful and so the creature laid dormant until the Spawn of the Old Ones awoke. Bound to the forest, it cannot leave. Its touch freezes the skin while the worms on its body bore into the flesh to create a hideous new creature. Ixix'chur is bound to destroy the entity Obazboros, trapped with the Kovan Barrens. Ixix'chur wishes to break free but needs to find a wizard's body to use as a vessel and complete the ritual. If it does so, it will carve a path of destruction as it heads for a confrontation with Obazboros. Ixix'chur might soon get its chance.

## BLACK SKY MOUNTAINS (DC 23)

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One of the main features of Ina'oth, aside from its many bodies of water, are imposing forms of the Black Sky Mountains. These peaks form a natural border to the vindari-controlled lands to the east. The large chain of crags rises to staggering heights; their uppermost peaks are buffeted by a violent and unending storm that gives these mountains their name.

**Failed Check:** Inaothian oral traditions speak of of a strange temple devoted to the gods of old and located along one of the storm-crowned peaks. They say that any who ascends in search of Yol'Kli will fall prey to voices spoken by the wind, either to be driven to a dark madness, or compelled to climb ever higher. Even if this is only a tale, those brave or foolhardy enough to journey here often see ominous shapes amid the dark skies and massive runes cut into the ancient stones.

**Successful Check:** A recent group of captured bhriota claim to have been doing work for the people of Yol'Kli who live in a tower high in the Black Sky Mountains.



Though bhriota, Yol'kli serves no particular clan, it seems, but can command other bhriota through fear alone with their powerful command over magic. These commands frequently send out forces of raiders out to look for various arcane objects and items.

**Further Information:** The Hands of the Eternal Void (see **Organizations of Ina'oth**) use the Tower of Yol'kli to horde magic items and conduct research into conjuration and transmutation magic. Though the tower itself consists mostly of the wizards' sleeping quarters and laboratories, a large dungeon where they keep prisoners lies burrowed into the mountain underneath the tower. A number of summoned and bound creatures protect the tower which can only be approached by a sheer sided trail protected by magical traps.

## DAISOARA MOORS (DC 27)

These marshy flatlands in northern Ina'oth form a natural boundary between that nation and Sileasia. During Grigoria's slow conquest and troubled occupation of Sileasia, countless romni families fled across the moors into the safe haven of Ina'oth. Even during the height of the Plague of Shadows, many romni were willing to risk the journey and the plague to escape Grigorian rule.

**Failed Check:** Ansgar, a vindari man hailing from Dorhall, explains the the moors are haunted by the dead of the romni who failed to make their way across from Sileasia. So many found their fates in watery graves that they now call out to anyone who approaches their eternal homes, appearing as lights in the swamp and luring travelers into the same hidden pitfalls that originally claimed their lives. Even those who do return from

the swamp are often marked by the spirits, particularly children, who return pale after even a short jaunt and often cannot remember their own families.

**Successful Check:** Violca Brova, a prominent Sileasian merchant, shakes her head when the Daisoara Moors come up. She speaks in a low voice, leaning in to make sure she's not overheard, as she suggests staying away from the moors. During the exodus of romni from her homeland, many died on the way to Ina'oth, but many more were turned back by the Inaothians. Thousands starved in the moors or died to infighting, but a few families have survived out there, building ramshackle homes far from civilization and even each other. These families, loathing Ina'oth and girding for war against Grigoria, lay snares for travellers, killing the lucky and capturing the rest as slaves. Violca suggests taking a ship around the moors straight into Novce, even if it's one of her competitors'.

**Further Information:** Although there are a few spirits in the moors, like everywhere else in Ina'oth, isolated families are responsible for most of the disappearances. Originally from romni stock, the scattered families have taken on their own identities: the sorcerous Ravconi, the witchwolf Locava, the cannibalistic Thedatha, the hag-worshipping Pali, the cambion Viski, and so on. All of them share a hatred for the Grigorians from driving them out of their homes and the Inaothians for refusing them new homes as though the families were the ones carrying disease instead. Another commonality is that each has secretly cut a deal with the true masters of the moors: ancient hag covens with oral histories stretching back before the bhriota arrived in these lands.



## DERETHKAR MINES (DC 22)

Due to its location in the seaside cliffs near Edhelion, the dwarves living in the Derethkar Mines survived the Great Cleansing, becoming one of Vathak's last dwarven enclaves. However, when the Spawn of the Old Ones awoke, they swept up through the Filth Reaches and one of the foul beasts entered the mines. The dwarves managed to collapse the mine on top of it, trapping it and themselves as well. Starvation led to cannibalism and the dwarves changed into ghouls. Only recently have they managed to claw their way out and begin spreading through Ina'oth.

**Failed Check:** Many folks have the same story to tell about Derethkar Mines—though never large, it was none the less very profitable for gems and rare ores. The dwarves jealously guarded the mine but were killed during a massive cave-in during an earthquake. Recently, with the abatement of the Plague of Shadows, competing merchant companies squabble over who has

the rights to reopen the mine. They are also looking for people to explore and map the accessible tunnels.

**Successful Check:** Discreet sources point towards an old svirneblin jeweler, named Atla. Atla lived in the svirneblin enclave which connected to the mines and her people frequently did business with the dwarves. Unfortunately, it was through her enclave the Spawn of the Old One slithered through on its way to the mine. Most of her people died but a few escaped. She has always assumed the mine collapse was caused by either the dwarves themselves, or the Spawn. She has no wish to ever go back and investigate what happened; the memories still give her nightmares.

**Further Information:** A Spawn of the Old Ones lies trapped under tons of rubble in the Derethkar Mines, horribly wounded but alive. Its presence hastened the dwarves' transformation into ghouls. The ghouls gnaw away at the tentacles protruding from the rubble trapping the spawn for substance. Only recently have the ghouls been able to dig their way free out of the mine. A number of potential prospectors investigating the Derethkar Mines have already run afoul of the ghouls.





## ISLE OF PILLARS (DC 25)

To the east of Ina'oth proper, a jagged island is forced out of the ocean as an extension of the Black Sky Mountains. Although it doesn't fall under the seemingly-eternal storm that looms over the mountains proper, the island and the seas around it are continuously pounded by rain. Even in the height of Ina'oth, the isle's only inhabitants were the residents of a cliffside prison complex. The city council of Edhelion periodically takes up suggestions that a lighthouse should be built on the treacherous island but, despite several attempts, scouts sent to the island have not returned.

**Failed Check:** Baroma, a fisher from Edhelion and staunch Ghultu Thoulq supporter, explains that the rain-soaked island is the site of a secret vindari base. They use cannons and ships manned with wretched sailors to patrol the waters, sinking any ship that might expose their secret and using the old prison as a base. As for what's going on in there, Baroma can only guess they're kidnapping Ina'othians and stitching them together into a wretched army to invade Edhelion.

**Successful Check:** The sailor Kashad was once on a ship that steered too close to the Isle of Pillars. Great stones rained down from the island, holeing the ship badly and slowing it enough for cutters from the island to catch up with them. The set the ship ablaze from a distance without even bothering to loot it, killing any survivors that attempted to swim away. Kashad admits he was lucky to get away with his life, especially after seeing the attackers: they wore uniforms styled like the old Ina'othian royal guard and masks like plague doctors.

**Further Information:** After the old Ina'othian royal family fell, their previously loyal retainers split into many squabbling

factions. But the largest faction fled Ursatur and made their way to a stronghold that could be protected from the plague: the prison at the Isle of Pillars. After working the prisoners to death retrofitting the prison into a fortress, they settled in for the long haul, waiting for the royal family to rise anew. As far as the retainers are concerned, anyone approaching the island is potentially infected and must be destroyed. They wait for their Dedicant leaders, breathing deep of the volcanic gases below the fortress, to receive visions of a new inheritor to the crown.

## KOVAN BARRENS (DC 30)

This expanse of forest is avoided by almost all who dwell within Ina'oth, as it has gained a sinister reputation as the domain of otherworldly creatures. This belief is traced back to the height of the Plague of Shadows as thousands of refugees were making their way through the woods. Those present spoke of the strange rising of alien sounds on an unseen wind and a horrid illumination filling the night's sky. A schism in the heavens grew wide, a hot wind raced between the pines, and the northern forest erupted with uncertain shapes made of rising flame. Many of the refugees were consumed by the spreading fire, and those who did escape the calamity bear the mental trauma of witnessing such an event.

**Failed Check:** Many stories warn people to stay away from Kovan Barrens, a stretch of reputedly haunted forest in northeast Ina'oth. Inquiries lead to a collection of history books at a nearby academy by a chronicler named Alarik Walstein. Per Walstein's history, a tribe of elves once inhabited the forest before they were killed by a vindari force coming from Red Fort (before the vindari abandoned it).



Many locals already avoided the forest due to the elves hatred of outsiders. However, a group of romni, traveling from Ursatur after fleeing Sileasia during the Great Cleansing, sought refuge in the forest. Accounts differ and many claim the elves spirits awoke, causing a great fire to consume the refugees. According to accounts of a few survivors, the forest was particularly dry from a long drought and an unattended campfire light up the dry tinder into a forest fire. The forest fire spread quickly, feed by a strong wind, killing many before it eventually died out many days later.

**Successful Check:** Inquiries lead through a series of book collectors, art dealers, historians, and finally a merchant selling artifacts and the like banned by the Church. The merchant points the investigators to a romni witch named Zabita, living on the edge of town. Zabita possesses fragments of a very old scroll, transcribed from Aklo. The scroll mentions a summoning in Kovan Barrens, though of who and what is unclear. A "scourge of the vindari" is mentioned so Zabita assumes the bhriota wizard who drafted the scroll was attempting to call forth something to defeat the vindari. Zabita recalls another group of men, probably plague doctors by their heavy black robes, asking her the same questions.

**Further Information:** While one group of bhriota wizards was summoning Ixix'chur in the Blackfield Hallows, another group attempted to summon Obazboros, the servant of Yegh'nith in the Kovan Barrens. It appeared, a torrent of foul wind and flames, burning the offending wizards to ashes. The ritual to summon it did not take into full account the many astronomical and mathematical complexities to fully set it free, so Obazboros remains bound to the forest. Occasionally, it produces spawn that hunt the forest as burning winds, giving the forest its reputation. It wishes to get free and destroy its bound

enemy, Ixix'chur, before devouring the lands of Vathak. It might get its wish soon.

## RUINS OF RED FORT (DC 25)

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This abandoned fort was once a vindari outpost and excavation site of a bhriota burial ground. Ancient statuettes of the Old Ones may be found amidst the Ruins of Red Fort, and although most are quite mundane, rumors persist that some are actually minor golems or gargoyles.

**Failed Check:** A local historian, Fritz Bergen, compiled a history of Grigoria's early forays into Ina'oth. According to his research, Grigoria built Red Fort as its central base to launch an invasion into Ina'oth. The vindari slaughtered the bhriota living there among strange statues to their deities. The vindari believed the bhriota had a great store of treasure stolen from their raids of Ina'oth buried underneath the statues. The vindari excavated the area but found little except for bhriota graves and a larger crypt belonging to a romni mystic. Legends claim spirits haunt the fort and it was quickly abandoned when Grigoria closed its borders to Ina'oth.

**Successful Check:** An antiquities dealer, Zindo Ravcas, possesses a journal belonging to a vindari captain. This captain escaped a slaughter at Red Fort but was later confirmed to be insane and committed to an asylum. In the journal, the captain relates to digging up the graves of the bhriota buried around the fort in search of treasure. They discovered the elaborate grave of a romni woman along with three strange stone jars and a collection of scrolls. The vindari wizard assigned to the fort studied the scrolls which, according to her, contained instructions for the preservation and reanimation of the dead. The vindari captain is unclear in



his account of what happened next, but he believes the wizard became obsessed with the formula written in the scrolls and using the tablets and jars, conducted a ritual. Suddenly, a number of the statues crumbled, revealing the preserved bodies of the bhriota which suddenly started moving. These horrible monstrosities began killing everyone around them and, though the vindari fought back, their forces were massacred by hundreds of undead. Despite the captain's claims, no one who has gone near the area of Red Fort has reported seeing teeming hordes of undead.

**Further Information:** During the ritual, the bhriota arose as shroud mummies (see **New Monsters**), created from an ancient ritual invented by a romni follower of the Nosferatu Kings and perfected by bhriota shamans. The spell the vindari wizard cast unwittingly caused a large number of them to awaken. After she was slain, most of the mummies, free from their bonds, fled and have been destroyed over the remaining hundreds of years. A few still linger in their graves at Red Fort, protecting the body of the romni mystic, a powerful mummy herself. Many of the soldiers slain at Red Fort appear as haunts. The tablets, jars, and scrolls contain powerful necromantic spells and rituals worth a fortune to the right people.

## SIGON ISLANDS (DC 27)

South of the mainland, few except sailors have much reason to think about the Sigon islands now. Before the Plague of Shadows, they were covered with noble villas and manicured gardens suitable to the Ina'othian elite. Now, the gardens are overgrown and the villas inhabited by squatters if at all.



**Failed Check:** The merchant sailor Taresh, fresh off a trip past the Sigon Islands, tells of ghosts in the water and diseased savages on land. It seems the least dangerous things were the pirates his employer warned about, dashing Taresh's hopes of sneaking onto the island searching for pirate treasure or salvaging a lost noble hoard among the abandoned villas. Instead, he spent the journey holed up belowdecks, listening to the ghosts scratching on the hull.

**Successful Check:** Klaus Wigbold, a retired vindari pirate, tells of a few pirate coves on the islands, shrugging off the idea that there might be buried treasure. The native villagers were hideous and unfriendly, but the captains knew to buy their favor with slaves. Gold wouldn't do, nor livestock, only young men and women. Klaus fell in love with the older slaves' adult child, now his husband, and escaped the island, resigned himself to never return to the sea. His husband, however, has begun pining for the ocean, suggesting they return to his seafaring life.



**Further Information:** Terrified of the Plague of Shadows, many nobles remained in the villas on the Sigon Islands. When the plague finally reached them, the nobles turned to an unexpected source of relief: a cambion witch among their servants. Completing the witch's rites in a hidden grotto, they called up an aboleth that agreed to modify the nobles to remove their vulnerability to the plague. By the time it was done, the nobles were twisted creatures easily mistaken for cambions, but immune as it had promised. Its witch, on the other hand, was sculpted into a creature of unparalleled beauty, ruling over the survivors in the aboleth's stead. Seeing this, the most powerful nobles of the island now gather slaves to offer the aboleth, bartering potential skum servants for each sliver of perfection.

## WESTERN REACHES (DC 29)

From the Dor River in the north to the Blackfield Hollows in the south, the shore of Ina'oth was once covered with fishing villages. Further inland, rich croplands supported countless farms and homesteads. Protected from the raiders of the Black Sky Mountains by larger cities, the Western Reaches survived in relative peace until the Plague of Shadows emptied so many of its villages.

**Failed Check:** Zaba, descended from a line of herders in the Western Reaches, tells of strange lights in the forests near Euraia and voices that carry on the wind. Ancient witches brew awful potions in the hidden places through the Reaches, steeping children's hearts in the drippings of plague graves. The potions are so sought after that parents will turn over their own children, because the draughts grant the ability to meet the plague dead one last time. But there's a catch,

as there always is with such things, and the plague dead have found new lives and new families in the world beyond. Many of those who have sacrificed so much to see their loved ones are broken by the change and those who could accept it would never make the sacrifice. So Zaba has never sought out the witches, no matter how much she may want to see his family again.

**Successful Check:** A caravan guard, Sab'si, explains that he used to work the route between Euraia and Haleva. However, after waking up for night watch, he found a village just beyond the range of the camp's fire light. Unlike the other villages they passed, its buildings still stood and sweet smoke drifted from the chimneys of its homes. A few houses even had lights flickering in the windows. Forgetting his duty, he explored the village, eventually knocking on one of the doors. The residents of Nishtu welcomed him in. He joined them for the night, admittedly drinking more than he should have, and ended up spending the rest of the night in bed with the lady of the house. He woke up the next morning to his boss shaking him awake, trying to pry the dried corpse from his arms.

**Further Information:** Nishtu is a strange spiritual existence, a collection of thousands of spirits who were unable to move on into the afterlife. Unlike common ghosts and haunts, the spirits of Nishtu are bound more to each other than any physical location. Their collective manifestation ripples across the Western Reaches, appearing at times like a few dilapidated homes and at others as a city rivaling Auld in scope. Mortals can only rarely access Nishtu and are left behind by its wanderings, but the dead can find it anywhere in the Western Reaches. The Knights of the Blackened Sun have made contact with Nishtu using bound undead or even exploration using *raise dead*. The Dedicants to the Miasma instead use a draught that takes the drinker to the very brink of death, allowing their spirit to wander free and find Nishtu.



## IMPORTANT NPCs

Ina'oth is home to personalities both good and evil, noble and foul, and often somewhere in the middle. Below are samplings of NPCs that have an influence in the region.

### COUNCIL LEADER GHULTU THOULQ

Sharply dressed with ashen skin and fiery eyes, **Council Leader Ghultu Thoulq** (NE female bhriota aristocrat 8) generally makes a strong impression, even when she is not rallying a crowd or openly defying Auld's rule. She is a standard bearer for loyalists who support the old royal family and even those who want the capital moved back to Ursatur, despite the fact that she lives in Edhelion. Many in Edhelion see her as Kanaras's opposite number, a chance for freedom rather than servitude. Those in Auld instead see a relic of the past and thorn in their lord's side.

As one of the public leaders of Edhelion, Thoulq doesn't actually have much responsibility. Countess Dontoya and her guild masters take care of the city, leaving the council leader free to press her case against Auld. This is an arrangement that Dontoya and Thoulq both find incredibly agreeable, working closely together in a partnership based on shared goals rather than misplaced trust. Neither would die for the other, but anyone foolish enough to challenge either has to fight Thoulq in the light of day and Dontoya in the shadows.

The council leader is fond of symbolism and grandiose gestures, often sponsoring expeditions to find artifacts of the old royal line or missions to support villages in the hinterlands, especially those that won't bend knee to Auld. She also fancies resuming the minting of coins, likely with metals from

the nearby Derethkar Mines (see **Lands of Ina'oth**). These missions are always accompanied by public pronouncements, frequently drawing the attention of Lord Kanaras or darker forces. More quietly, Thoulq is also interested in gathering the notes of her fellow Dedicants to the Miasma and finding a way to fight back the plagues once and for all.

### COUNTRESS CARMILLA DONTOYA

Quickly approaching her middle-years, her raven hair streaked with a curl of gray, **Countess Carmilla Dontoya** (LE female romni rogue 11) is a powerful, driving force for Edhelion's expansion and independence from the capital of Auld. Born a street urchin, the countess fought and clawed her way into high society from her lowly beginnings as a simple burglar and cutthroat, swapping identities and donning new personas. She quickly disposed of her curmudgeonly old husband, the Count Lucas Dontoya, poisoned his heirs, and took control of his vast fortune. Countess Dontoya rules a not-so-secret council formed of the city's prominent merchants and guild masters through intimidation and blackmail, and it was she who initiated contact with the northern vindari. As a hungry, lonely child, the countess coveted what she saw as the wealth and privilege of the ruling classes, and therefore seeks to ensure that she is at the top of the ruling class.





The countess's eventual plans stretch beyond Edhelion into Ina'oth as a whole. Although she has no love for the old royal family, she seeks to maintain an independent state rather than bending knee to King and König. She's currently playing a dangerous game, attempting to lure vindari support away from Auld without owing them any favors. Thankfully, she's an adept manipulator, convincing them that she's providing them power or information while making sure they use it to advance her interests.

Countess Dontoya is not cruel for the sake of it, but her hard upbringing inured her to the suffering of others. She does not tolerate foolishness, stupidity, or failure. However, agents successfully carrying out her orders are richly rewarded. She often has need of adventurers to use as foot soldiers to spy on Auld, working against Lord Kanaras as the two of them struggle for dominance. The countess also has seeks those with sound business or diplomacy skills to act as envoys to the various vindari cities to assist in gaining trade agreements and support for her endeavors. She greatly detests the undead and other unnatural monsters (with the exception of Lord Mayor Anton Ralderhorn who serves her well as a figurehead) and frequently employs mercenaries to keep the city safe from their vile encroachment.

### LORD KARL KANARAS

**Lord Karl Kanaras** (NE male vindari aristocrat 2/mesmerist<sup>OA</sup> 9) appears as a well-built older man often dressed in austere black clothing, which some say he favors to hide the blood of those who displease him. Lord Kanaras comes from a long line of minor nobility, better known as merchants than great leaders. His family saw the financial opportunity in rebuilding Ina'oth and, being

utterly ruthless in their dealings, quickly rose to power after the last of the royal family succumbed to the Plague of Shadows. The Kanaras family culminated their victory when they officially had the capital of Ina'oth moved from crime-ridden Ursatur to Auld.

Karl Kanaras continues his family legacy and is perhaps the most ruthless Kanaras yet. While the lord has a keen mind for business matters, he possesses a short and violent temper. To him, people are tools to be used and if they do not work right, he breaks them so that others learn their place. Now that his family has gained the capital of Ina'oth, Lord Kanaras seeks to broaden his financial empire in the face of threats of disease, whose victims he orders burned, and the rising of the Old Ones, whose cults he mercilessly persecutes. He makes heavy donations to the churches in the city so that the common people know that it is he, Lord Kanaras, who keeps them safe from the ravages outside their door.

Lord Kanaras frequently recruits skilled individuals to serve in his purge squads, euphemistically referred to as "Physicians," which patrol the city preventing outbreaks of plague by any means necessary. Lord Kanaras's main rival is the city of Edhelion which seeks to supplant Auld as the nation's major city and so he employs individuals excelling in assassination and espionage in an effort to sabotage Edhelion's plans.

<sup>OA</sup> This class can be found in the *Pathfinder Roleplaying Game: Occult Adventures*.



## LORD MAYOR ANTON RALDERHORN

The seemingly ageless yet physically powerful and hard-featured **Lord Mayor Anton Ralderhorn** (N male dhamphir aristocrat 4/ fighter 15) serves as a figurehead in Edhelion alongside Council Leader Ghultu Thoulq while the Countess Carmilla Dontoya and the guild masters secretly rule. This arrangement works well for Anton, as the resources of the city allow him to pursue his own agendas and interests. Although he is popular enough that some citizens of Edhelion believe he should rule Ina'oth, his family's vision is something far greater.

The Ralderhorns are an ancient family amongst the first vindari who arrived and fought against Vathak's Vampire Lords. In a cruel twist of fate, the Ralderhorns succumbed to vampirism in these battles. The original Ralderhorn vampires never joined the vampire clans and were destroyed long ago, but many of their offspring are born as dhamphir. Religious fanatics, the Ralderhorns created their own secret warrior fraternity, combining the Vampire Lords' knowledge with their corrupted devotion to the One True God. Anton Ralderhorn heads this fraternity, "The Knights of the Blackened Sun," (see **Organizations of Ina'oth**) now located in Edhelion. He and his knights seek relics of the powerful Vampire Lords and knowledge of the ancient Nosferatu Kings in an effort to combat the Old Ones and raise a new regime that combines both the unholy strength of the vampires and the holy power of the Church of the One True God.

Ralderhorn is interested in using adventurers to explore ancient castles where the Vampire Lords lived as well as seek relics they may have left behind in their exile to the Filth Reaches. Those that prove themselves can apply for membership within The Knights of the Blackened Sun and know that they are paving the way for a new future in Vathak.



## THE MARBLE QUEEN ILLA RENALDA

The creature known as the Marble Queen was born as **Illa Renalda** (CE soulbound shell<sup>B4</sup>) to a family of romni refugees seeking safety in Ursatur. Illa's poor family sold her a wizard seeking subjects for his research into lichdom. However, Illa possessed a knack for the arcane and soon proved more adept as an apprentice than a test subject. She continued to serve her mentor faithfully for many years, gaining in her own magical power. As a young woman, she watched her mentor attempt to become a lich and fail, leaving nothing but a shriveled, loathsome corpse behind.

As Illa grew older and more powerful, she too contemplated her own mortality but shuddered at the thought of become an hideous undead monstrosity. Through her own research, she discovered a way to imbue her soul into a graceful, marble statue—a thing that would never age and always be beautiful. Near the end of her natural life, Illa performed the ceremony to transfer her soul. Whether it was a flaw in the ritual, Illa's own personal failings as a human, or the presence of the Old Ones, her personality began to



change when she became a soulbound shell, becoming wantonly cruel and mentally unhinged. Commanding considerable magical might and a durable new body, Illa quickly eliminated some of the most powerful criminal gangs in Ursatur, taking their place. She now runs Ursatur's largest criminal gang which she uses to further her own profane research—creating golems and other forms of animated “life.” Now known as the Mable Queen, she is regularly attended by soulbound mannequins, golems, and other constructs.

She often uses agents to procure additional test subjects as well as rare materials. Lately, she is becoming more interested in aberrant lifeforms and the possibilities they afford in making new creations.

<sup>B4</sup> This creature can be found in the *Pathfinder Roleplaying Game: Bestiary 4*.

## MILITIA CAPTAIN ZACHARIA

### LAMMAT

The oft-maligned cambions have trouble finding their place in Vathak society, due in part to their grotesque appearance and what they represent—the physical corruption of the arisen Old Ones. So it was with **Militia Captain Zacharia Lammat** (NG male cambion fighter 9), born stunted, twisted, and with a club foot. Left on the streets to die, young Zacharia was taken in by a kind family of Inaothian aristocrats and trained to serve as a bodyguard to protect the family against the lawlessness consuming Ursatur. Zacharia learned quickly and became fiercely loyal to his adopted family.

After a rival set fire to the Lammat manor, killing the family, Zacharia tracked down the arsonist and brought him to justice. A

number of other aristocratic families also opposing Ursatur's violent elements became inspired by Zacharia's bravery and petitioned him to become the militia captain, a post recently vacated due to corruption. They also bestowed upon Zacharia a rare honor, the right to use the name of the family that had taken him in, Lammat. Since then, Zacharia fights diligently to not only curb the lawlessness with Ursatur and restore order, but also to train a growing group of volunteers to protect Ursatur against outside threats, most notably the growing incursion of mountain bhriota. He knows that as a cambion, he will never be seen as beautiful but it is in his power to make his home one of beauty.

Zacharia seeks like-minded people to assist him against the remaining criminal elements in Ursatur, especially the violent Marble Queen, as well as scouting and reporting on bhriota movements from the Black Sky Mountains.

### THE STICK MAN

Many believe **The Stick Man** (CE male ghoulish wizard [necromancer] 5/plague mage<sup>PGI</sup> 5) to be a myth made up by frightened Inaothians. Many claim to have seen him, describing him as an impossibly gaunt man shrouded in a long black coat and wide-brimmed hat—which helps hide his identity as a ghoul. The Stick Man is said to carry disease with him wherever he goes and therefore rumors of his appearance in an area are enough to bring widespread panic, especially in rural areas.

The Stick Man does indeed bring death, using his foul magic to spread disease. For him, each disease is a spice giving the corpse its own unique flavor. He loathes killing out



of hand, for that ruins the “meal.” Instead, he prefers to infect a few individuals via his plague mage abilities and wait until the diseases spreads and kills. He then harvests the corpses to consume at his leisure, becoming almost dormant for months at a time until he runs out of food. Like a fine chef, The Stick Man is always interested in learning about new diseases or exploring how one or two diseases interact.

Adventurers may learn of The Stick Man’s presence in an area or be hired by a local community or city to track down this creature and kill it. He is also one of the foremost experts on disease in all of Ina’oth, leading the desperate and foolish to sometimes approach him for aid.

<sup>PGI</sup> This class can be found in the *Shadows over Vathak: Player’s Guide to Ina’oth*.





## ORGANIZATIONS OF INA'OTH

Ina'oth is home to many cults, guilds, organizations, and sects both benign and malign. Detailed below are just a few of the major ones found in the region.

### DEDICANTS TO THE MIASMA

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During the height of the Plague of Shadows, panic gripped Ina'oth. As thousands died and entire towns vanished into history, the people of Ina'oth were understandably willing to try any cure, no matter how unlikely or absurd. The most popular cures were smokes, perfumes, and strong vapors to drive away the plague's deadly miasma. Alchemists, chirurgeons, and even St. Anna experimented with these cures, to varying degrees of success.

The Dedicants saw something more, the strange vapors granting them visions of chill winds that smother men and plagues alike. Although few cared to know the source of their visions, those who receive them often gain divine power at a terrible personal cost. These oracles became the first true Dedicants, passing on journals filled with experiments and recipes for those who sought to follow in their footsteps.

In modern Ina'oth, membership in the Dedicants is incredibly common, but rarely discussed openly. Fear of the plague's return rules the mind of many, with the Dedicants' vapors offering some promise of control over the uncontrollable. For a nation wracked with plague, the occasional dizzy spell or fit of coughing up blood or disturbing hallucination is nothing compared to the

feeling of control. Beyond even that, the Dedicants are a valuable social network, serving to connect citizens across races and social classes. Even in vindari communities, meeting with the local Dedicants can be as socially important as going to their church of the One True God, and many elect to do both.

Although this structure is largely harmless, save for the vapors' myriad and unpredictable side effects, Yegh'niths still whispers into the minds of those who sample the Dedicants' mixtures. The whispers are inaudible to those trying the weakest brews, but as members move deeper into the society and experiment with stronger chemicals, both the side effects and the whispers grow stronger, until they too have burned a piece of their humanity away in exchange for divine power.

### HANDS OF THE ETERNAL VOID

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A common ignorance among the urban cultures of Vathak asserts the tribal bhriota are too savage and dull-witted to learn the arcane art of magic, despite their prevalence of natural spellcasters. Part of this is a reluctance amongst vindari scholars to carefully study bhriota culture. In truth, the bhriota boast a number of wizards and possess a deep knowledge of arcane mysteries. The bhriota themselves, however, make little distinction amongst arcanists, sorcerers, and wizards, adding to the confusion.

High atop the Black Sky Mountains in the Tower of Yol'Kli, a twisting stone spur balanced precariously on the mountainside, lives an infamous group of bhriota wizards known as the Hands of the Eternal Void. Founded shortly after the bhriota defeat in Kovan Pass hundreds of years ago, a group



of bhriota wizards severed ties to their clans, banding together in the study of magic to conquer their enemies when might of arms was not enough. The wizards fashioned a mighty stone tower and dungeons beneath it to house them and their apprentices as they researched ancient and powerful magic passed down from the Old Ones.

The Hands of Eternal Void seek to harness the power of the Old Ones for their own ends and sinister purposes, usually for their own personal enrichment. Their original goal of vengeance against Ina'oth changed over time as the founders died and new wizards joined. Most members of the Starless Council, the Hands' ruling body, pursue their own agenda under the watch of the nominated head of the council, the Grandmaster of Eternity. The remaining members of the Hands of the Eternal Void comprise the council members' apprentices. There is no set size to the Starless Council which typically fluctuates between eight and fifteen members. The current Starless Council stands at eleven, not including Grandmaster Vrazarg (CE male bhriota wizard [transmuter] 15), with around thirty apprentices.

The wizards of the Hands of the Eternal Void specialize in the study of conjuration and transmutation magic. The conjurors seek to summon and bind increasingly powerful creatures to do their bidding. The transmuters attempt to perfect the human body with alien and bizarre alterations and often also training as alchemists. The Hands of the Eternal Void recruits from the local bhriota clans, selecting children at a young age who might have an affinity for conjuration and transmutation magic. Occasionally, bhriota youths, wishing to learn their fel magic, make the treacherous journey towards the tower. Horrific guardians and

magic traps block the path so only those already possessing considerable skill survive the journey. Some sorcerers and summoners seek to join, though anarchists and wizards are more common.

The Hands of the Eternal Void have a fearful reputation, even the bhriota of the Black Sky Mountains give its members the respect they are due. The Hands frequently hire the services of one clan or another, usually as raiders to strike areas where they believe valuable arcane objects could be found. One of the current goals, a joint venture amongst several members of the Starless Council, is freeing and controlling the entities Ixix'chur and Obazboros, bound in the Blackfield Hallows and Kovan Barrens. The wizards seek out knowledge of the ancient summoning ritual in an effort to discover where it went wrong and the key to fully binding the entities to their will.

## KNIGHTS OF THE BLACKENED SUN

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The vampiric Ralderhorns founded a warrior fraternity two hundred years ago dedicated to bringing together a twisted set of ideals regarding the One True God and the vampires' power. Its original members were family members who all happened to be dhampir. They followed the philosophy of Tersus Ralderhorn who believed vampires should accept the faith of the One True God to gain immunity to divine magic. Tersus believed the One True God admires strength in His subjects the most and that the Vampire Lords failed to exhibit that strength, leading to their downfall. If vampires and their kin can prove themselves to be stronger than the vindari, Tersus thought the One True God would abandon them and elevate vampires as His new chosen people.



The Knights of the Blackened Sun seek relics and artifacts of the Vampire Lords, Nosferatu Kings, and the One True God. Their goal is to find a way to harness both holy and unholy power simultaneously to make an invincible army. The idea may seem ridiculous to some, but the fact there are dhampir clerics of the One True God lends credence to the Knights' belief such a power exist. The Knights take part in many military campaigns for the Church in their effort to prove their worth to Him. Ruthless and pitiless in battle, the Knights mercilessly slay those believed to be heretics of the Church. Unlike a majority of religious institutions in the area, the knighthood maintains ties to the König in Grigoria, though many of their military campaigns take place in Ina'oth and Sileasia (where they've been particularly successful in putting down rebellions as well as reclaiming lost vampire artifacts).

Though the organization was created by dhampir and many still number among its rank, membership is open to all, as the Knights believe they can all achieve true vampirism someday. Possible recruits usually do small, often dangerous, freelance jobs to test their abilities and resolve. Prospective members are eventually brought to the organization's main headquarters, Ralderhorn Castle, on a large bluff overlooking the ocean beyond Edhelion. Members are given military ranks and the higher one rises, the more is revealed about the Knights' ultimate mission.

## PEOPLE OF ASH

Although the People of Ash exist individually and in tiny cells across Vathak, Ina'oth contains two of their largest gatherings. This is perhaps unsurprising because the society only accepts hauntings

and such individuals, although uncommon even within Ina'oth, are rarer still beyond its borders.

The society's members believe that they were killed by fire in a past life and that, through understanding the *Litany of Ashes* and piecing together memories of their own pasts, they can learn their purpose in the world and break the cycle of reincarnation. A member's purpose is unique to that individual, but members with similar purposes tend to gather into cells.

Members of the Auld cell have frivolous purposes, or at least claim to, spending their time at the theater, working as mediums, or attending debauched parties. However, most of their members remember burning either during the Plague of Shadows or directly at the hands of Kanaras's Physicians. None have struck back as of yet, but it will take only a single spark.

Things are very different in Edhelion, where the members seek to strike back against the vindari. In the Kovan Barrens north of the city, their members work burning wood into charcoal, but plot against the vindari and all their associates, including Countess Dontoya and Lord Mayor Ralderhorn.





# LIFE IN INA'OTH

Although much of Ina'oth has been left to the dead, people still till its fertile soil and trade goods in its remaining cities. Through raids, plagues, and the return of the Old Ones, the people of Ina'oth have somehow persevered.

## THE PEOPLE

The Plague of Shadows not only killed thousands over its long hold on Ina'oth, but also profoundly changed the customs, beliefs, and way of life for the average citizen. Once a populous and productive nation, severe depopulation, particularly in the rural areas, means many communities live in relative isolation of one another. These insular towns and villages view outsiders with distrust, fearing they will bring disease or steal valuable resources. Even though these communities share a generalized culture, it is common for unique and often strange customs to spring up within the isolated communities geared to survival. Such variance in culture often makes it difficult for outsiders to navigate social mores and laws within the village or town. The traveling merchants who trade from town to town possess valuable knowledge of local customs and laws and can aid fellow travelers in dealing with citizens safely. These merchants typically dress in bright and gaudy colors to distinguish themselves individually and as merchants to suspicious villagers.

Ina'oth, being a land rich in natural resources, allows the average citizen to live off the land by farming, fishing, hunting, logging, or mining. The toll on the population means many of these resources are vastly under-utilized. Travelers through Ina'oth often come across weed-choked

farmlands, the skeletal remains of logging camps, and forgotten mine entrances. In recent years, there has been more pressure from the larger cities to send folk to work the fallow fields and empty mines in an effort to rebuild Ina'oth. These merchant funded settlements are little more than armed camps with high wooden stockades and numerous guards. Generally, these settlements are not open to outsiders without written permission from their merchant backers.

Life in the major cities of Auld, Edhelion, and Ursatur shares some similarities with rural life. The fear of disease and war is still present; however, because the citizens live in such populous areas, there is less distrust of strangers, especially as many merchants have connections to cities outside of Ina'oth. Despite being less insular, it's common for people to organize themselves into ghettos based on religious and cultural beliefs.

Inaothians are a mix of bhriota, romni, and vindari. The bhriota and romni have the longest ties to the land, with the vindari arriving in waves over the last few hundred years. Although the coming of the vindari destroyed civilized bhriota settlements and subjugated romni holdings throughout the rest of Vathak, Ina'oth was spared of those horrors by the Plague of Shadows. As a relic of the old bhriota royal family, most Inaothian bhriota and vindari identify themselves as Inaothian first, shunning the mountain bhriota tribes and distrusting anyone who's arrived since the end of the plague.

Although the first waves of vindari immigrants included many missionaries from Grigoria, capable of divine healing and other miracles, that flow all but stopped during the Plague of Shadows. Instead, priests were stationed at the borders in the hopes of keeping the Plague contained.



Although new missionaries and even inquisitors have begun to enter Ina'oth in the last decade, the people of Ina'oth have not forgotten nor forgiven the Church in Grigoria for abandoning them in their time of need. Even citizens who worship the One True God rely on native priests with little or no ties with the König in Grigoria. This often leads to localized permutations in worship and beliefs, many of which might seem heretical to the inquisitors of the Church.



Citizens generally dress in drab colors, particularly black and gray. These funerary colors grew in fashion during the early years of the Plague of Shadows. It's said they attended so many funerals it just became easier to wear those colors every day. Men prefer long tunics with matching breeches, high boots, and brimmed, conical hats. Women wear long, corseted dresses with their hair in tight buns affixed with hairpins (young, unmarried girls instead wear it down or braided). The people wear little in the way of ornamentation, mostly simple, unassuming rings or necklaces. Those of romni descent often add something small, such as a belt, brooch, or scarf to add a little color to their outfit. Bhriota citizens, even in the great cities, often tattoo themselves to commemorate accomplishments or remember fallen relatives.

## HOLIDAYS, FESTIVALS, AND TRADITIONS

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The people of Ina'oth are usually happy to have any reason for a celebration, from vindari holy days to ancient bhriota rites. However, there are a few holidays common across Ina'oth alongside the countless odd traditions held in remote communities.

### THE BATTLE OF KOVAN

Ina'oth once celebrated the Battle of Kovan in Iulie, when King Otelallo's army smashed the bhriota raiders from the Black Sky mountains, with grand parades and all night feasts and revelries. The battle ushered in a brief golden era in Ina'oth before the Plague of Shadows erupted. Ina'oth has changed so greatly from that time, a majority of the populace knows little of the battle, but continue the celebration for its own sake. Romni citizens celebrate the holiday most



exuberantly, typically holding mock trials of combat followed by a small feast. Winners of events are considered “champions” of that event and are expected to defend their titles at the next year’s celebration. Military fraternities like the Knights of the Blackened Sun (see **Organizations of Ina’oth**) actively go out on this day, searching for an enemy to fight, whether bandits, mountain raiders, or even a rival group.

### CEMETERY COMMEMORATION

Every city, town, and village possesses at least one cemetery or the like—mausoleums, catacombs, and ossuaries. Where death has stalked the lands for so long, Ina’othians view these sites with holy reverence. Oftentimes, bodies must be burned to prevent the spread of disease, so burial is not an option. This has made internment in an actual cemetery an honor. When the site for a new cemetery is determined, the local priest or priests perform a day long purification ceremony to exorcise any evil spirits living in the area. The next day, the priests return to the site, driving four stakes, one in each corner to mark the boundaries of the new cemetery. The priests consecrate these stakes with holy rituals designed to give the spirits of the bodies interned in the new cemetery peace and eternal rest. They hope this will prevent infestations of ghouls, as is becoming increasingly common.

Although native Ina’othian communities dedicate these ceremonies to bhriota nature spirits and vindari to their saints, little else about the ritual changes. In mixed communities, or those with a strong vodun presence, it’s common to include both sets of names in the ceremonies.

### HARVEST DAY

The celebration of Harvest Day harkens back to Ina’oth’s early history and the height of its civilization under the rule of bhriota kings and queens. In more prosperous times, a large two-day festival was held near the end of Septembrie or early Octombrie to celebrate a successful harvest. Originating in rural areas, farmers gave offerings to various localized nature spirits to ensure a bountiful harvest the next year. Within cities, celebrations were characterized by riotous drinking and dancing while parades marched through the streets. Nowadays, Ina’oth uses Harvest Day to acknowledge those they have lost, particularly to disease and war. A vigil is held, with offerings of food and drink are left out for the dead and then buried to join them the next day. The most devout citizens take a vow of silence that day for the dead cannot speak.

### ST. ANNA’S DAY

A common holiday throughout Ina’oth in Iunie, St. Anna’s Day celebrates Ina’oth’s patron saint—a blessed doctor of medicine who saved many in the early days of the Plague of Shadows. On this day, ordinarily darkly clad vindari wear white with red sashes as a symbol of hope and priests with actual divine magic walk through the community using their healing magic freely. However, communities composed of mostly non-vindari often remember St. Anna differently—while a brilliant doctor, her research is said to have come at the cost of many brutal, and often fatal, experiments on non-vindari orphans. In these communities, black candles and incense are burned to ward off the spirits of St. Anna’s victims.



## I DO NOT CARRY TROUBLE

With disease and violence widespread through Ina'oth, travelers use the phrase "I do not carry trouble" to denote to strangers that they mean them no harm and they are not infected by a disease.

The saying is often accompanied with one fist over the heart and the other fist on the forehead. Some particularly cautious Inaothians tug down the collar of their shirt as part of the motion, in hopes of demonstrating they're not face takers (see **New Monsters**).

## INAOTHIAN PRAYER FOR THE DEAD

*Lay thy spirit to rest,  
Thy toils be done, thy troubles be over,  
Follow and embrace His light,  
Let thy soul sleep,  
Thy pain be gone, thy worries gone before,  
Dwell in His Domain for always and ever  
more.*

Ina'oth citizens, even those rejecting the worship of the One True God, often speak this prayer in the hopes the departed bears the living no ill will and does not return as a vengeful spirit or other foul monstrosity. Musky incense is burned while the prayer is intoned to block the soul's journey back to this plane and usher it on to the afterlife. Some followers of the Court of Signs cheekily claim the "His" refers to the King of Thieves, but most non-vindari repeat the prayer with the belief that anything that might help is worth trying.





# ADVENTURING IN THE INA'OTH

Disease decimated much of Ina'oth, leaving isolated enclaves of humanity in its wake. The war with the Spawn of the Old Ones means very little assistance comes from the region's neighbors. Ina'oth struggles to claw its way back from the brink of destruction. Plots brew between rival political groups seeking power, using whatever means necessary. Raiders from the mountains attack unopposed through Ina'oth's countryside, seeking plunder and sacrifices. Bands of ghouls roam from graveyard to graveyard with insatiable appetites for living flesh. Dark creatures slither up through the Filth Reaches, crawling out of abandoned mines to destroy whatever is in their path.

The themes of disease, death, and the near collapse of humanity allow Ina'oth to host many exciting horror adventures and support many styles of play. The players might be navigating political factions while the world outside them rots away or scale the Black Sky Mountains to end the machinations of the Hands of the Eternal Void.

## GOthic HORROR

Ina'oth handles gothic horror well with its psychological themes of death, disease, and the dead unable to rest quietly.

☛ In Ina'oth, the dead do not rest easy, and ghosts lurk in lonely manors, haunt darkened alleyways, and roam crumbling cemeteries. In this type of game, the players have a special sensitivity to spirits—able to see them and converse with them the way most people cannot. Of course, this means the players often learn secrets that others want to

keep hidden like those belonging to scheming nobles, ruthless guilds, and secret societies. Spirits may seek the players out, beseeching their aid, or the players might feel the need to set right the wrongs of the past. Sometimes, the players might need to stop the ghosts from carrying out some violent plot—usually a reenactment attached to its own death. In a ghostly campaign, the players deal with some of the most base and evil urgings and desires of humankind and the consequences of giving into them.

☛ Disease carries with it a deep fear for it can come quickly and without warning, striking down both the lowest and highest born alike. Many go to great lengths to avoid disease, investing in charms and strange medicines in the hope to keep it at bay. Communities isolate themselves from the outside for fear of contamination. They create strange forms of governments and ceremonies to instill a cult mentality, enacting harsh, brutal punishments to those who fall out of line. In this type of campaign or adventure, disease, and the psychological effect it instills on people, is the enemy. Particularly in Ina'oth, the players may be seeking the origin and cure for the Plague of Shadows or tasked by some agency to fight the spread of the disease wherever it appears. Dealing with those it has infected or may infect poses numerous challenges.

☛ With a slight adjustment, ghouls make an excellent “monster within” gothic campaign. These ghouls are less savage monsters but monsters nonetheless. Instead of cemetery dwellers, ghouls lurk within society, from its fringes to its highest positions of power. Unlike most undead, ghouls do not fear sunlight and can walk around freely in it. Intelligent



creatures, they perform the jobs and tasks they once held in life. The ghouls appear more human, perhaps a subtle thinning, cold touch, and other small signs they keep hidden. Most people do not realize the ghouls live among them, snatching people away in the night. These ghouls may even have even created an organization to infiltrate every level of society to keep their secret safe and supply them with fresh meat. Players might encounter the ghouls on the lowest rung of society and slowly unravel the conspiracy, finding ghouls in the highest echelons of Ina'oth.

### SURVIVAL HORROR

Ina'oth, with its post-apocalyptic atmosphere, works well for a survival horror campaign. The themes of isolation, rampant disease, ghouls, and raiders are heightened and brought to the forefront.

☛ Ghouls roam the countryside in vast numbers, increasing their kind with ghouls fever. They overrun the smaller unfortified villages and towns, leaving nothing behind but gnawed bones. The larger cities shut their gates to the outside world while starvation mounts within. As citizens turn to cannibalism, new ghouls are born even within the safest walls. The players are trying to stay ahead of the packs of ghouls and seek a new refuge for humanity. They may be in charge of a group of survivors and on constant lookout for signs of ghouls fever among their members, for it could spell the doom for them all.

☛ The Plague of Shadows, thought to have ended, begins spreading through Ina'oth once again. Spurred by the malign influence of the Old Ones, it's more malignant and deadly than it has ever

been, claiming hundreds of lives a day. Society is on the verge of total collapse and humanity fights against one another for the resources to survive. The shops, homes, and temples of those who might be able to cure the plague become battlegrounds as desperate citizens stop at nothing to save themselves and their loved ones.

☛ Raiders from the Black Sky Mountains sweep down in massive numbers. Powered by the resurgence of the Old Ones, they destroy countless hamlets, villages, and small towns before besieging Ina'oth's larger cities. The raiders sacrifice prisoners by the hundreds to summon forth vile servants of the Old Ones. The players must navigate past the war bands and other survivors to reach safety or sacrifice even more lives to reverse the rite giving the tribes their new power.

### COSMIC HORROR

The threat of the Old Ones is prevalent amongst the bhriota of the Black Sky mountains. Additionally, two entities remained trapped with Blackfield Hallows and Kovan Barrens, and Ina'oth is no stranger to dangerous cults.

☛ The players' primary antagonists are the bhriota servants of the Old Ones dwelling within the Black Sky Mountains. Within their cave complexes lie numerous temples to the foul creatures. Strange, alien artifacts from these temples sometimes make it into the hands of Ina'oth's academies, museums, and other collections of curios. Those handling the objects dream of the storm racked peaks of blackened mountains and the strange creatures dwelling within that must be stopped.



☛ An ally of the players, working on interpreting a mysterious scroll, is found murdered and the scroll missing. The players become embroiled in discovering more about the Hands of the Eternal Void. Eventually, they uncover the wizards' plot to release two horrible servants of the Old Ones from their prisons in Ina'oth—Ixix'chur in Blackfield Hallows and Obazboros in Kovan Barrens.

☛ The Dedicants to the Miasma exist at every level of Ina'oth society, attempting to fight back the plague while unknowingly exposing themselves to Yegh'niths. To fight against the Dedicants without depopulating the entire nation, the PCs must pass through their ranks and hunt the oracles of Yegh'niths without losing their own humanity along the way to strange quests and haunting visions.

## DISEASES OF INA'OTH

The Plague of Shadows is the most infamous disease to sweep through Ina'oth, but decades of war and famine have created many pestilences to claim the region's citizens with the black hand of death. Present here are additional diseases to supplement those found in the *Pathfinder Roleplaying Game GameMastery Guide*.

### MULTISTAGE DISEASES

While some of the more common diseases have only a single stage and effect, others have many stages in which the disease produces a variety of different symptoms. These could be sore and aching muscles one day and extreme vomiting the next. Each stage is presented in its own stat block and duration. At the end of each stage's frequency a time is listed. This time frame is when the

disease moves to the next stage. Once the disease progresses the character must again make the required amount of saves to begin the process of healing.

**Curing a Multistage Disease:** If a character who has been afflicted by a multistage disease progresses into a later stage, it may take a lengthy time to recover naturally. Each time that enough successful saves are made against the staged disease's effects to cure it, the character instead moves into the previous stage of the disease. This is repeated until the character makes enough saves to cure the original stage of the disease; only then is he fully healed. The magical curing of a multistage diseased is handled in the same way. Each successful application of the magic that would cure a disease instead cures but a single stage. A disease which had progressed to the third stage would require three successful applications of *remove disease* before it would be fully eradicated from the character afflicted with it.

### GHOUL ROT

Sometimes confused with ghoulish fever because of similar symptoms, this disease is actually caused by parasites, usually transmitted through undercooked or spoiled meat. It's believed predatory animals become infected with the parasite when they accidentally consume the dead flesh of a victim. While acting as a host, the animals then bite but do not manage to kill their prey, such as deer or domestic farm animals, which is then later killed or slaughtered for food.

Wise farmers and hunters often burn the bodies of animals wounded by wolves, foxes, and similar creatures for fear the animal might be infected. However, in Ina'oth, sometimes this meat makes it to the market anyways. During the first stage of



the disease, infected individuals suddenly develop a ravenous appetite, particularly for raw or undercooked meat. Despite the amount of food they consume, the infected begin rapidly losing weight as the parasites absorb the nutrients intended for them. When individuals hit the second stage, they become emaciated with tightly drawn skin and discolored skin like that of a ghoul.

The infected eventually die of starvation and massive organ failure but, contrary to popular belief, do not generally arise as ghouls. However, the insatiable hunger sometimes drives victims to cannibalism or eating the flesh of ghouls, resulting in the transformation nevertheless.

#### **Ghoul Rot (Stage 1)**

**Type** disease (ingested); **Save** Fort DC 14

**Onset** 1 day; **Frequency** 1/day (3 days before moving onto stage 2)

**Effect** 1d4 points of Strength damage (creature gains the nauseated condition if it does not eat one quarter of its weight in meat); **Cure** 2 consecutive saves

#### **Ghoul Rot (Stage 2)**

**Type** disease; **Save** Fort DC 18

**Frequency** 1/day (final stage)

**Effect** 1d4 points of Constitution damage (also deals 1 point of Constitution drain if the creature does not eat half of its weight in meat); **Cure** 3 consecutive saves

### **PLAGUE OF SHADOWS**

Research continues to this day to determine the origin and exact nature of the Plague of Shadows. This terrifying disease swept through Ina'oth over a span of hundreds of years, killing one third of its population in its first two years. The damage done by the plague, and the fear of its return, continues to

shape Ina'oth's culture. Unlike some diseases which peak during certain seasons, the Plague of Shadows persisted throughout the year. It resisted efforts to quarantine it, appearing suddenly three villages over. At times, it seemed to disappear for one or two years before springing up suddenly in a remote corner of Ina'oth. Some saw the Plague of Shadows as punishment from the gods, others as a secret weapon created by the vindari to eradicate Ina'oth, though these claims have never been proven. The Plague of Shadows appears to be experiencing its longest lull yet, over 13 years and no major outbreak. Paranoia of a large outbreak drives Ina'othians to burn entire villages if there is a hint of the disease being there.

The Plague of Shadows, named for the darkening of the skin and irises in its final state, runs through three stages. Stage one starts with a sudden fatigue and cough with dark splotches appearing on the skin. Most of these appear on the arms and legs. Stage two begins with profuse sweating and the affected individuals begin dehydrating. The gums of the infected begin to recede and muscles in the jaw tighten and twisted—many die with rictus grin on their face. Large black blotches cover the arms, legs, and torso while the eyes begin to darken. When stage two occurs, the irises of the eyes turn completely black as well as most of the skin. Sick individuals look little more than skeletons and death occurs quickly.

Scholars disagree as to what stage of the Plague of Shadows is at its most contagious and how long after death a body can still spread the disease. The best method to avoid infection seems to make sure no skin is exposed when dealing with the infected and immediate cremation when the infected die.



### Plague of Shadows (Stage 1)

**Type** disease (contact); **Contagious** Yes; **Save** Fort DC 15

**Onset** 1 day; **Frequency** 1/day (2 days before moving onto stage 2)

**Effect** 1 point of Constitution damage and creature is fatigued; **Cure** 2 consecutive saves

### Plague of Shadows (Stage 2)

**Type** disease; **Contagious** Yes; **Save** Fort DC 19

**Frequency** 1/day (3 days before moving onto stage 3)

**Effect** 1d4 points of Constitution and Strength damage, is exhausted (the exhausted condition can be lowered to fatigue if the creature spends at least 12 hours a day hydrating itself), and a -4 penalty to Perception checks; **Cure** 3 consecutive saves

### Plague of Shadows (Stage 3)

**Type** disease; **Contagious** Yes; **Save** Fort DC 21

**Frequency** 2/day

**Effect** 1d4 points of Constitution and Strength damage, must make a DC 21 Fortitude save whenever the creature takes a standard, move, or full-round action or fall unconscious for 1d4 x 10 minutes, and takes a -8 penalty to Perception checks; **Cure** 2 consecutive saves

options contain rules to make diseases potentially more dangerous.

## DISEASE TEMPLATES

Strains, mutations, and mundane or magical manipulation can make a disease more deadly. Sometimes the players may encounter a disease variant in the normal course of adventuring or they may be investigating and trying to find a cure to stop one of the disease variants from spreading. Choose from one or more of the variants or roll below.

These templates may be used instead of, or in addition to, those found in *Pathfinder Roleplaying Game Horror Adventures*. Although those templates are generally more complex, one template from that source can be paired with one or more from Ina'oth to make a truly vile disease.

d8	Disease Variant
1	Alchemical
2	Contagious
3	Cursed
4	Deadly
5	Lasting
6	Magical
7	Toxic
8	Roll twice, reroll if this result or two of the same results are rolled

## ADDITIONAL DISEASE OPTIONS

The threat of disease, pestilence, plagues, and the ensuing famine and social disorder that follows threatens the daily existence of the average Ina'othians. For the players, however, as they progress in power, curing disease and healing its effects can be quickly resolved with a few spells. The following

**Alchemical:** Exposed to and immune to many alchemical cures, these types of diseases are difficult to heal. The DC to treat the disease using the Heal skill increases by 4.

**Contagious:** Some diseases spread more readily than others, jumping from one infected host to another. Whenever a creature



spends at least one cumulative hour in an enclosed space with a creature that is infected with a contagious disease, the non-infected creature is exposed to the disease. Further, the infected are contagious even before the onset of the disease is completed.

**Cursed:** Dark powers are at work in Vathak and the dead do not rest easy. Cursed diseases cannot be removed through magical means unless the victim is first treated with *remove curse* (with a DC equal to the disease's Fortitude save DC). Creatures that succumb to a cursed disease arise within 24 hours as the following type of undead (unless the disease already spawns an undead such as ghoulish fever).

d6	Undead Type
1	Zombie
2	Ghoul
3	Ghast
4	Shadow
5	Wight
6	Wraith

**Deadly:** Deadly diseases form from natural mutations in the disease's strain. A deadly disease harms one additional physical ability score (generally Constitution), dealing the same amount of ability score damage as the disease's normal effects. For example, a deadly strain of devil chills might deal 1d4 Dexterity damage in addition to Strength damage. A deadly strain of mindfire could deal 1d4 points of Constitution damage in addition to Intelligence damage.

**Lasting:** Lasting diseases take longer to fight off, requiring one additional consecutive Fortitude saving throw to overcome.

**Magical:** A magical disease is often the product of foul alchemy or created through unholy rites to blasphemous creatures. Imbued with awful power, this type of disease

can only be removed by magical means (spells or spell-like abilities) or supernatural abilities. For spells or abilities that require a caster level check to remove the DC (such as *remove disease* or the paladin's mercy class ability), the DC to remove the DC is increased by 4. Spells or abilities that do not normally require a caster level check must make a caster level check (1d20 + caster's or character's level [as appropriate]) against the DC of the disease to successfully remove it.

**Toxic:** Certain diseases aggressively attack a creature's immune system, making it harder to resist the diseases' effects. Its toxins apply a -4 penalty to Fortitude saves against diseases as long as the victim is infected. Characters immune to poison ignore this penalty.





# GHOSTS & GHOULS

Many horrors stalk Ina'oth, both human and monstrous. In particular, ghosts plague the living with their demands while packs of ghouls scavenge for flesh to eat.

## GHOSTS

In Ina'oth, the souls of the dead seem to linger on in the world more so than any other of Vathak's regions, unable or unwilling to pass on. Dozens of philosophical treatises attempt to determine the haunted nature of Ina'oth. Some proclaim the Ina'othians are not sufficiently devout in their worship of the One True God. Others reason the large numbers of people dying in Ina'oth disrupt the natural cycle of death. Or, the malignity of the Old Ones could be to blame, their venomous presence entrapping the souls on this plane. Whatever the reason, the creation of ghosts, though still rare, occurs more often in Ina'oth than anywhere else.

Ghosts represent one of the most tragic forms of undead. Tied to the material plane with unfinished business, they find themselves bound to a specific area, usually associated with their death. Though intelligent creatures, ghosts' lingering feelings and remorse eventually twist their minds with an obsession. They cannot rest until it fulfills its obsession. It could be vengeance against whoever caused its death, or it could be an act of spite. Even ghosts that start their unlife as benign, gradually go mad from their compulsions. For example, a ghost who committed suicide after discovering it had been jilted on its wedding day may take its anger out on newlyweds married near the site of its death.

Ghosts are powerfully psychological creatures to face bound by strong emotions of anger, fear, love, and resentment. Dealing with ghosts means confronting deep emotional trauma and working through it. Merely killing the ghost is not enough because it will simply rejuvenate. Instead, the root of the ghost's personal issues must be discovered and worked out. This may cause its own emotional damage to those involved with the ghost as its strong feelings tend to affect those around it. Ghosts not only represent a physical threat but a mental one as well.

## ALTERNATE GHOST ABILITIES

The ghost template (*Pathfinder Roleplaying Game Bestiary*) offers many customizable abilities to make each ghost feel unique as well as give clues to its death. Presented here are additional abilities for ghosts.

## AURAS

Some ghosts possess powerful auras, exuding their will and presence on the living. Ghosts with auras radiate them in a 30 ft. radius unless otherwise noted. All DCs equal  $10 + \frac{1}{2}$  the ghost's HD + the ghost's Charisma modifier. Creatures that succeed on their saving throw to resist the aura are immune to its effects for 24 hours. Other effects are notated in the aura's description. Any physical effect is a manifestation of the Ethereal Plane. Auras replace the ghost's channel resistance ability.

**Anger (Su)** Strong feelings of anger, hatred, or resentment surround the ghost. All creatures must make a Will save or become affected as if by a *rage* spell which uses the ghost's HD as the caster level. This is a mind-affecting emotion effect. Ghosts who



died suddenly and violently might be accompanied by anger.

**Biting (Su)** The feeling of sharp bites or stings surrounds the ghost in a 10 ft. radius. Any creature entering the ghost's aura and again if it starts its turn within the aura, takes 1d4 points of piercing damage with what feels like either the bites of small rodents or the stings of insects. Additionally, any creature taking damage and attempting to cast spells within the aura must succeed on a concentration check as if casting while taking continuous damage. Ghosts who died while trapped and eaten or stung to death might be accompanied by a biting aura.

**Blood (Su)** The ghost's aura makes everything within it, including the ghost, appear to be covered in blood. All creatures must make a Will save or become sickened while they remain in the ghost's aura. Creatures who failed their save and exit and then re-enter the aura must attempt the save again. This is a mind-affecting fear effect. Ghosts who were murdered or died regretting a murder might be accompanied by blood.

**Cold (Su)** Intense cold surrounds the ghost within a 10 ft. radius. Any creature entering the ghost's aura or starting its turn within the aura, takes 1d4 points of cold damage and must attempt a Fortitude save. On a failed save, the creature takes a -2 penalty to attack rolls and Strength and Dexterity based skill checks due to the cold while it remains within the ghost's aura. The secondary penalty is not cumulative. Ghosts who froze to death or whose bodies were buried in

the snow without proper funeral rites might be accompanied by cold.

**Fire (Su)** Intense heat radiates from the ghost within a 10 ft. radius. Any creature entering the ghost's aura or starting its turn with the aura, takes 1d6 points of fire damage. The damage is increased to 1d8 if the creature is wearing metal armor. Ghosts who died in a fire or had their corpse burned so as to hide evidence of their passing might be accompanied by fire.

**Laughter (Su)** A cackling, insane laughter follows the ghost. All creatures must make a Will save or be affected as if by a *hideous laughter* spell which uses the ghost's HD as the caster level. This is a mind-affecting effect. Ghosts unable to comprehend or accept their own deaths might be accompanied by laughter.

**Mist (Su)** A roiling fog seems to accompany the ghost wherever it goes, surrounding it in a 30 foot radius. The fog partially obscures the ghost, providing it with a 20% miss chance against attacks. Additionally, other creature within the fog receives a -4 penalty on Perception checks. Ghosts who died in the rain, died alone and forgotten, died as a victim to a sudden attack, or jumped from a cliff into the sea might be accompanied by a mist.

**Sobbing (Su)** A constant sobbing surrounds the ghost. All creatures must make a Will save or immediately begin sobbing themselves and gain the shaken effect. This is a mind-affecting fear effect. Ghosts who died broken hearted or killed themselves after performing a terrible deed might be accompanied by sobbing.



## DEFENSIVE ABILITIES

A ghost may select one of these defensive abilities in place of their deflection bonus to AC.

**Discorporation (Su)** Whenever a ghost takes damage from a source other than a *ghost touch* weapon or force effect, it may momentarily disincorporate itself as an immediate action. It takes no damage from that attack. Ghosts who take damage from positive energy or holy water lose this ability for one round. Those whose bodies were destroyed at the time of their death might gain this ability.

**Rejuvenation Hop (Su)** This ability modifies the ghost's rejuvenation ability. When a ghost is destroyed, the creature (or character if the creature was summoned, is an eidolon, familiar, etc.) must attempt a Will save equal to  $10 + \frac{1}{2}$  the ghost's HD + the ghost's Charisma modifier. On a successful save, the ghost's rejuvenation ability works as normal. On a failed save, the ghost secretly hitches onto the creature and when it rejuvenates, it does so in an adjacent square next to the creature. Ghosts who died without friends and family and ties to home sometimes gain this ability.

## SPEED

Ghosts can replace their fly speed with either of the following special abilities. These ghosts instead have a 30 foot movement speed.

**Duplicates (Su)** The ghost appears in multiple locations at the same time. A ghost gains one duplicate for every 4 HD it possesses. Each duplicate possesses the same stats and abilities as the original, however the ghost's total hit points are split evenly

amongst itself and the duplicates. The ghost and its duplicates rejuvenate separately if destroyed. Ghosts that died regretting missing an event sometimes gain this ability.

**Manifestation (Su)** The ghost is bound to an area equal to 10 cubic feet x its total HD. As a full-round action, the ghost can disappear and reappear at any point within the bounded area. Those ghosts most strongly tied to a single location use this ability.

## SPECIAL ATTACKS

The following special attacks follow the same rules as found in the ghost template (*Pathfinder Roleplaying Game Bestiary*).

**Aging (Su)** The ghost died either young or very old. As a standard action, it can affix its gaze at one living creature. The creature takes 2d10 damage and must succeed on a Fortitude save or age 2d8 years in addition to taking damage.

**Drowning (Su)** The ghost died drowning, either accidentally or as a result of murder. As a standard action, it can affix its gaze at one living creature. The gaze works like a *suffocation*<sup>APG</sup> spell and the ghost must concentrate each round to maintain it until the creature dies. The ghost can only affect one creature at a time with its drowning gaze. It may choose to end the effects of the gaze to target a different creature.

**Elemental Body (Su)** The ghost died through painful exposure to one of the following elements—acid, cold, electricity, or fire. The ghost's corrupting touch attack deals 2d6 points of damage for that element in addition to the corrupting touch damage. If the ghost moves through a living creature's square, the creature must attempt a Reflex save. On a failed



save, the creature takes 1d6 points damage for that element for every three HD the ghost possesses. It takes half damage on a successful save.

**Firestarter (Su)** The ghost died tragically in a fire. As a standard action, the ghost can cause a 10 ft. square section to suddenly burst into flame. All creatures must succeed on a Reflex save or take 4d6 points of fire damage (half on a successful save). One the next round and each subsequent round, as a standard action, the ghost can cause the fire to either spread into an adjacent 10 ft. square section or cause a fire to appear in a different 10 ft. square section. The effects are the same. The ghost must concentrate to keep the fire going.

## GHOULS

Cannibalistic undead who can turn the living into one of their kind, ghouls increasingly menace the lands of Ina'oth. The sweeping plagues that leave behind ravaged towns force desperate survivors to consume one another to stay alive. When these survivors, in turn, succumb to disease or murder, they arise again with an insatiable hunger. The increasing foulness of the Old Ones aids in this transformation and finds fertile ground in plague infested Ina'oth where the ghoulish problem is the worst in Vathak. The ghoulish infestation concerns the clergy of the One True God as far away as Grigoria. Lately, the Church has been forming extermination squads to combat the ghoulish threat, though with resources already thin fighting the Spawn of the Great Old Ones, these squads are few and far between. Additionally, the likely result of a failed mission against the ghouls means there are relatively few volunteers to take on this threat.

Ghouls often maintain the intelligence and skills they once possessed in life, though now bent towards murderous and predatory thoughts. They lack the social refinement, sensuality, and graces of vampires, acting more akin to wild animals traveling in packs. The strongest ghoul leads the pack much like an alpha animal, taking the choicest bits of flesh for itself. When weeks pass without food, the weakest members are cannibalized.

Although official church doctrine suggests ghouls are the product of the Old Ones' interference, few ghouls bend knee to those powers. While attacks by the Old Ones' spawn often leave feasts for ghouls, the packs owe them no more allegiance than a natural disaster that supplied the same amount of corpses. Experts in the occult and undeath, particularly reanimators, believe ghoul fever can arise spontaneously in cases of cannibalism. However, they've yet to find a natural explanation for the increasing number, variety, and intelligence of Ina'othian ghouls.

## GHOUL VARIANTS

Most Vathakian ghouls are of the standard variety, however, the presence of the Old Ones invariably causes mutations.

### Corpse Loved CR +1

One of the strangest variant ghouls is the corpse bride or corpse groom. While most ghouls arise from cannibalistic impulses, these ghouls result from their loved ones excessively pining over them, feeding the corpse as though their lover still lived. A corpse loved appears at night to find their former lovers and take them back to the grave where nothing but gnawed bones are found the next day. Once the lover is consumed,



these foul beasts change their attention to another suitor or even a passerby they confuse with their lover.

**Spell-like abilities:** Corpse loved ghouls are affected as if under a constant *pass without a trace* spell with caster level equal to the ghoul's Hit Dice.

**Dragged Away (Su):** A corpse loved ghoul gains a +10 circumstance bonus to its Combat Maneuver Bonus and Combat Maneuver Defense when grappling its chosen lover. A ghoul that maintains its grapple against its former lover can move at twice its movement rate and is not considered to be encumbered.

**Rejuvenation (Su):** If destroyed, a corpse loved ghoul rejuvenates the next night at full hit points. The only way to truly destroy the ghoul is to find its grave, cast *consecrate*, and bury a piece (even a lock of hair) of the ghoul's original lover with the creature.

**Sense Lover (Su):** A corpse loved ghoul knows the direction but not the distance to its chosen lover—this sense can be blocked by any effect that blocks scrying. Against its chosen lover, a corpse bride or groom has *true seeing* and *discern lies* in effect at all times (CL 20th); these abilities cannot be dispelled.

#### Dark Rider CR +0

Solitary ghouls, dark riders lurk lonely roads, springing from the shadows to latch onto unwary travelers. Their claws compel the unwitting victim to carry the ghoul throughout the night until just before dawn when the ghoul feasts on him.

**Feats:** Dark riders gain Improved Grapple as a bonus feat.

**Skills:** Dark riders gain a +4 racial modifier to Acrobatic and Stealth checks.

**Leaper (Ex):** Dark riders always count as having a running start when making jump checks using Acrobatics.

**Run for the Night (Su):** When a dark rider successfully grapples a creature, the creature must make a Will saving throw (DC = 10 + 1/2 the ghoul's Hit Dice + Charisma modifier) or be compelled to run as a full-round action. Each round that the dark rider maintains its grapple, the creature receives a new saving throw as a free action to negate the affect. If successful, the creature may act normally. The DC for the saving throw increases by +1 for each consecutive round the creature is grappled. This is a mind-affecting (compulsion) effect and replaces the ghoul's paralysis ability.





## GHoul CHARTS

These charts are designed to assist you in creating interesting ghouls for your players to encounter.

### GHoul HOBBIES

Ghouls feel an unabating hunger for flesh and bone that drives it to continually feed on the corpses of humanoids. Once a ghoul gorges itself, its hunger briefly fades to a dull ache for fifteen minutes to an hour. During this time, the ghoul's hunger is mostly forgotten and it spends its time engaging in a mockery of the activities and hobbies it once partook of in life. A satiated ghoul's initial starting attitude is indifferent. However, even if made helpful, once the ghoul hungers, it shows no hesitation to kill and feast again.

1d12	Ghoul Hobbies
1	The ghoul softly hums a local folksong as it knits a bloodstained scarf.
2	The ghoul lounges lazily, idly thumbing through a book of bad poetry.
3	The ghoul is busily preening itself in either a torn and bloodied suit or dress.
4	The ghoul is cooking a foul concoction of rotted meat and garbage (DC 14 Fortitude saving throw or be nauseated for 1d4 minutes).
5	The ghoul paints a horrific mural using paint mixed with blood and bone marrow.
6	The ghoul waxes pedantically with itself on the nature of unlife, jotting notes in a book filled with line drawings of death and dismemberment.
7	The ghoul works with an abacus, tallying a pile of severed fingers.
8	The ghoul polishes bits and pieces of broken weapons and armor until they shine and then tosses them away.
9	The ghoul conducts a mock and profane sermon in front of rows of neatly arranged humanoid skulls.
10	The ghoul plays a sad melody on a lute, singing a macabre song about eating its former lover.
11	The ghoul engages in game of dice with itself, the dice formed from bloodstained, gnawed knucklebones.
12	The ghoul dances a jig, its blood smeared body at odds with the beautiful artistry of its dance.



### GHoul ADVICE OR SERVICE

If a satiated ghoul is made friendly or helpful, it may impart some advice to the party regarding the surrounding area or offer a service.

#### 1d12 Ghoul Advice or Service

- 1 Informs the party of a dangerous monster (other than itself) in the vicinity (+4 circumstance bonus on initiative checks the first time the players encounter the monster).
- 2 Discusses a small cache of treasure (up to 200 gp) it found hidden somewhere nearby.
- 3 Casually instructs the party of how it plans on tracking and eating them later (+4 circumstance bonus to initiative checks next time they face this particular ghoul).
- 4 Offers the party a magic potion or scroll (no higher than 2nd level) in exchange for a song or other type of Perform check (DC 20 to entertain the ghoul).
- 5 Relates a bit of ancient lore regarding the current location that may be useful to the players (+4 circumstance bonus to one Knowledge skill check within the location).
- 6 For 10 gp (which it later throws away), offers to serve as a guide for the party until it becomes hungry again.
- 7 Points out one trap or obstacle to the party (+4 circumstance bonus to Perception to detect trap or obstacle).
- 8 For a finger, will tell the party the number and types of ghouls in the vicinity.
- 9 For a toe, will let the party pass through the area unmolested by it.
- 10 For a bite, will offer the party a masterwork piece of mundane equipment it scavenged.
- 11 Offers to aid the party in the next combat if it can eat the corpse of whatever creature they kill.
- 12 Tells the party of a nearby secret door or other secretly hidden object (such as a secret compartment in a nearby altar).





### GHoul MEMENTOS

Ghouls often carry mementos of their past lives, small things once important to them and their last connection to their lost humanity.

#### 1d12 Ghoul Memento

- 1 A cracked, broken silver hand mirror with a pair of initials carved on one side.
- 2 A grimy, blood smeared pendant with the drawing of two children inside.
- 3 A tarnished gold ring with a setting for a missing stone.
- 4 A heavily scratched (as if by long claws) shackle ring.
- 5 A defaced silver coin depicting a former king or queen of Ina'oth.
- 6 A rotting silk ribbon with stray strands of brittle hair wrapped in it.
- 7 An old, rotted shoe sized for a child.
- 8 A faded, rolled up wanted poster depicting the ghoul as it looked like when it was alive.
- 9 A bag of humanoid teeth that do not belong to the ghoul.
- 10 A small animal pickled in a jar.
- 11 A rusted pocket watch, its hands frozen at the time of the ghoul's original death.
- 12 A well maintained, yet outdated, set of clothes (worth 50 gp) for a humanoid of a different size than the ghoul.

### GHoul QUIRKY MANNERISMS

Long years as an undead slowly unhinges the minds of some ghouls and they develop unusual mannerisms that they may not even be aware of.

#### 1d12 Ghoul Quirky Mannerisms

- 1 Hops back and forth on one leg.
- 2 Licks lips with long tongue after every sentence.
- 3 Chuckles to itself between words.
- 4 Wrings its hands together constantly.
- 5 Rocks back and forth even when attempting to stand still.
- 6 Does a little jig when it gets excited.
- 7 Cocks its head to side constantly and eyes remain unfocused as if hearing and seeing something that isn't there.
- 8 Tugs on its clothes when it talks.
- 9 Lists to one side.
- 10 Speaks erratically, speeding up and slowing down for no obvious reason.
- 11 Prone to sudden screams of sheer terror.
- 12 Belches constantly.



# NEW MONSTERS

Beyond ghosts and ghouls, some as-of-yet unknown threats grip at the vulnerable throat of Ina'oth. The new face taker (CR 8) and shroud mummy (CR 4) are included below.

## FACE TAKER

*Dozens of leering faces cover a bloated, corpulent body. A long, sinuous tongue hangs out of the creature's mouth.*

### FACE TAKER

CR 8

XP 4,800

NE Large aberration

**Init** +7; **Senses** all-around vision, darkvision 60 ft.; **Perception** +11

### DEFENSE

**AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

**hp** 102 (12d8+48)

**Fort** +8, **Ref** +9, **Will** +12

**Immune** mind-affecting effects; **SR** 19

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +15 (1d8+7), tongue +15 (1d6+3 plus grab)

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

**Special Attacks** face rip (DC 20)

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

3/day—*alter self*, *detect thoughts* (DC 14), *hideous laughter* (DC 14)

1/day—*seek thoughts*<sup>APG</sup> (DC 15), *suggestion* (DC 15)

<sup>APG</sup> This spell comes from the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

### STATISTICS

**Str** 24, **Dex** 17, **Con** 18, **Int** 11, **Wis** 14, **Cha** 15

**Base Atk** +9; **CMB** +17 (+21 grappling); **CMD** 30

**Feats** Combat Reflexes, Deceitful, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

**Skills** Bluff +18, Disguise +18, Intimidate +11, Perception +11, Stealth +8, Survival +11

**Languages** Aklo, Common

**SQ** compressed form, treachery

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** standard

### SPECIAL ABILITIES

**Compressed Form (Ex)** Face takers gain the compressed ability. Additionally, as a swift action, a face taker can compress its form down to medium size and maintain that size indefinitely. While compressed down to medium size, the face taker cannot take any attack actions. It is a swift action to resume large size.

**Face Rip (Ex)** If the face taker starts its turn with a creature grappled by its tongue, it may attempt to remove the creature's face. The creature must attempt a DC 20 Fortitude save. On a failure, the face taker removes the creature's face, adding it to its body and dealing 2d8+7 points of damage. On a successful save, the creature takes 2d8+7 points of damage. A creature with its face removed in this way is permanently disfigured unless treated with *heal* or *regeneration*. The save DC is Constitution-based.

**Treachery (Su)** When compressed in its medium form, the face taker can wear any of the faces it has taken and is able to speak in the voice of the creature the face once belonged to. This does not disguise the monster's pallid, featureless form below the mask. Additionally, Bluff and Disguise are considered class skills.

Spoken of in whispers, even the most superstitious Ina'othians hope that the face takers are nothing more than legends. Although



the most common story of the horror's origin is that of a cursed child born without a face, the truth is that face takers begin their lives as worm-like creatures spawned in the Blackfield Hallows. In the rare instance that one of the worms is able to crawl under and detach a living humanoid's face, it quickly grows into its adult form.

Although only a few dozen adult face takers are abroad in Ina'oth at any time, many Ina'othians stand vigilant against the creatures in dealing with outsiders. Many small towns insistence on searching visitors has as much to do with verifying they're human from the neck down as it does checking they're not carrying the next Plague of Shadows.



## SHROUD MUMMY

*A tattered funeral shroud hangs over a desiccated corpse. Even from a distance, the scent of preservatives and perfumes is overwhelming.*

### SHROUD MUMMY

CR 4

XP 1,200

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft.; Perception +1

**Aura** stench (DC 13, 10 rounds)

### DEFENSE

**AC** 17, touch 10, flat-footed 17 (+7 natural)

**hp** 45 (7d8+14)

**Fort** +4, **Ref** +2, **Will** +6

**DR** 5/slashing; **Immune** undead traits

### OFFENSE

**Speed** 30 ft.

**Melee** slam +11 (1d8+7 plus enshroud)

**Special Attacks** enshroud, funeral shroud

**Spell-Like Abilities** (CL 7th; concentration +9)

3/day—*cause fear* (DC 13), *doom* (DC 13)

1/day—*bestow curse* (DC 15)

### STATISTICS

**Str** 20, **Dex** 10, **Con** —, **Int** 5, **Wis** 13, **Cha** 15

**Base Atk** +5; **CMB** +10 (+14 grapple); **CMD** 20

**Feats** Intimidating Prowess, Power Attack, Skill Focus (Intimidate), Weapon Focus (slam)

**Skills** Intimidate +17

**Languages** Aklo

### ECOLOGY

**Environment** any

**Organization** solitary or pair

**Treasure** standard

### SPECIAL ABILITIES

**Enshroud (Su)** When a shroud mummy successfully hits with its slam attack, it may immediately attempt to grapple the creature in its funeral shroud. A creature beginning its turn trapped in the funeral shrouds takes 1d4 points of



Constitution damage as its lifeforce seeps into the shroud. The shroud mummy cannot use its funeral shroud ability while a creature is grappled with its shroud.

**Funeral Shroud (Su)** The shroud mummy's funeral shroud contains a death imprint of its former self. As a swift action, the shroud mummy can cause the imprint to twist into a terrible image of one living creature within 30 feet that can see it and make an Intimidate check to demoralize the creature. Creatures targeted by this ability are immune to this ability from all shroud mummies for 24 hours.

Ancient rituals, alternately attributed to the Nosferatu Kings and bhriota shamans, seek to preserve the body and the mind after death. Rare oils anoint the subject and an enchanted funerary shroud protects them from the degradations of time. Although, properly executed, the rites should result in a mummy that retains or even increases its mortal intelligence, most subjects become lesser shroud mummies. Although the rituals to create shroud mummies are thought to be lost, copies exist in the tomb of the romni mystic beneath Red Fort. Forces from the reanimators of Grigoria to the vampire scholars of the Colonies would be interested in the ritual's unique insights.





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