

Vathak Weather

This week expect a cold chill in the air with a high chance of rain. Harvest season is coming to an end, looks to be a hard winter around the corner.

VATHAK TIMES

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FROM THE FRONT LINES

After the rear of the army had crossed the Wulworn River, the leading corps, under General Gustav, pushed on to Hedathan, passing through Marshes of Protova. The other two corps closed up at the latter place, and soon afterward intelligence was received that the Spawn of the Old Ones were advancing. Our whole force was directed to concentrate at Hedathan, and the corps of Generals Gustav and Vandril reached that place on the 1st of Septembrie

The two leading divisions of these corps, upon reaching the vicinity of Hedathan, found the enemy, and attacked them, driving them from the town. The enemy's loss was heavy, including more than 100 monstrous beasts. They took up a strong position in rear of the town, which they immediately began to cannibalize their dead, and where they spawned re-enforcements.

On the 2nd of Septembrie, the Spawn of the Old Ones, with the exception of one division of Yshugua Titans, having arrived, we attempted to dislodge the enemy, and, though we gained some ground, we were unable to get possession of their position. The next day, the third unit of horrific creatures having come up, a more extensive attack was made. The works on the enemy's extreme right and left were taken, but their numbers were so great and their position so commanding, that our soldiers were compelled to relinquish their advantage and retire.

It is believed that the enemy suffered severely in these operations, but our own loss has not been light.

General Gustav is killed. Generals Vandril and Armistead are missing, and it is feared that the former is killed and the latter wounded and a prisoner. Captains Voldergeist and Moverhoon are wounded in the leg, Captain Zeigerhelm in the arm, and Captain Hethburg slightly in the head. Lord Apostle Keigendorf, it is feared, is mortally wounded. Our losses embrace many other valuable officers and men.

General Damon Von Houzen was severely wounded in a different action in which the cavalry was engaged yesterday.

My life would have also been ended quickly, if not for the brave act of a fellow officer forfeiting his own protection and protecting me with his shield. His name was 1st Officer Kaven Bloodstone, a romni. A letter to his family is included for delivery.

Very respectfully, your obedient servant,

Simon Bellsburg,
General

Ready Shield

You have mastered the use of the shield to the point that you can use it to defend others.

Prerequisites: Shield Proficiency

Benefits: If you declare you are readying an action to defend an adjacent ally against an attack, then that ally's Armor Class is increased by your shield's enhancement and shield bonus against the first attack directed at them in the round. Using your shield in this fashion is a move action.

King of Thieves Grand Ball

Time: 2nd Full Moon of Septembrie

Price: 2 silver per attendee

Length: 5 nights

It's that time of year again, the romni festival for the King of Thieves! Every year the city of Novce hosts the King of Thieves Grand Ball and Festival in honor of this legendary figure. Come experience this holiday of revelry, costume balls, pranks, storytelling, and sugary treats. Romni from all over Vathak will be in attendance to celebrate and sell their curious wares. Lords and Ladies of vindari nobility will be present for the magnificent King of Thieves Grand Ball in all their splendid costumes. And what festival for the King of Thieves would be without tournaments for all your favorite games of chance! Don't miss out!

NEWS ACROSS THE LANDS

Kretoria: While the community has had the unexpected visit or two from stray zombies in the past, there have been an unusual amount of claims regarding the undead wandering about the slum areas. Though nothing as fierce as a vampire or a ghoul has been reported there have certainly been quite a few eyewitnesses stating that at least half a dozen or so zombies and skeletons have been shuffling about the filth littered streets and alleys at night.

Skalan: A traveling slave trader was showing off his merchandise in the center of the town square when an excited passerby suddenly took a great notice in one of the younger male slaves. According to the stranger the slave in question is actually a young prince of a distant kingdom who has been missing for some good time. The slave trader denies the story, stating that the young man was merely the son of a debtor, but the ruckus has drawn the attention of several interested villagers as well as members of the local guard.

Pava: During the busy part of the day a strange, filthy looking man entered the market square with a squirming, tattered old sack. The man quickly threw the sack a few feet and then scrambled off before the guard could take action. The sack hit the ground and opened up, unleashing a dozen centipede-like creatures the size of a small dog. A few of the creatures were slain, the rest are believed to be in sewers and underground caves beneath the city.

Slaughter in Helgholm

by Clayton Vesturg

The town of Helgholm was recently shocked by the slaughter of the entire Tander family. The cannibalistic killer left no evidence, so the people of the town were surprised when the shy, quiet poet, Rolorn Hawthorne, confessed to the crime. Rolorn has not seen trial, but with his confession in hand Mayor Alistur Umbridge is pushing for a swift execution. In fact, Mayor Umbridge is using the horrific incident as a platform for his re-election and is planning a day of festivities to coincide with the hanging.

Supporters of Rolorn are trying to fight the execution, citing the lack of evidence and reasons for Umbridge to frame the poet, mainly over Rolorn once insulting him in public.

The execution is planned for Octombrie 15th, vendors are encouraged to secure tent space for the event before the end of Septembrie.



GRAND GRIGORIAN LIBRARY CLOSED!

by High Librarian Uther Vanderhaus

Until further notice, the Grand Grigorian Library in Gottensdale is closed due to an outbreak of Book Blight.

The disease was spread by a delivery of ancient tomes recently uncovered during an expedition into the Filth Reaches. Upon handling the delicate books and papers, several librarians began to feel terribly sick and displaying acts of feeble-mindedness.

Upon examination, small unidentified insects were seen crawling across the pages and nesting in the document spines. It is believed the feces from the insects is poisonous and long-term habitation caused the vile secretions to seep into the very pages of the books.

It is unknown how long the Grand Grigorian Library will remain closed, but scholars with books from the library are instructed to handle those tomes with care and look for signs of small insect infestations.

Book Blight

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

Onset 1 day; **Frequency** 1/day

Effect 1d4 Int damage; **Cure** 2 consecutive saves

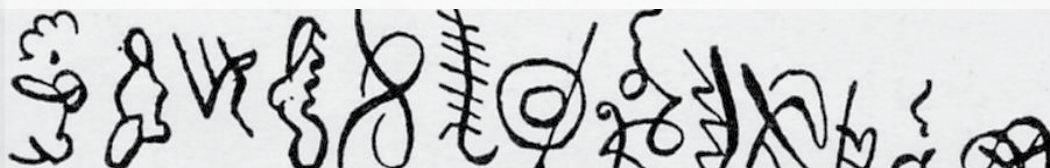
Bhriota Runes from Otherworldly Beings!

by Abigail Stevonport

Recent study of the ancient bhriota language and the strange runic markings on various landmarks has lead scholars to believe that the language is actually an alien tongue given to the bhriota by allied otherworldly beings a millennia ago. Research shows that even the bhriota may not know the true purpose of their runes – to grant these horrific monstrosities access to the lands of Vathak.

Ancient texts uncovered clearly describes the time is coming when the arrangement of bhriota runes around the lands will finally permit a convergence between the lands of Vathak and the unthinkable home of these abominations. When this occurs, the aberrations will pour forth and begin waging a war of conquest against all mortals. This event will pale in comparison to the plight of the Old Ones spreading across Grigoria.

To prevent the invasion, certain key bhriota sites will need to be destroyed. Ancient temples, revered monoliths, and arcane seals must be, at the least, defaced to prevent the alien invasion.



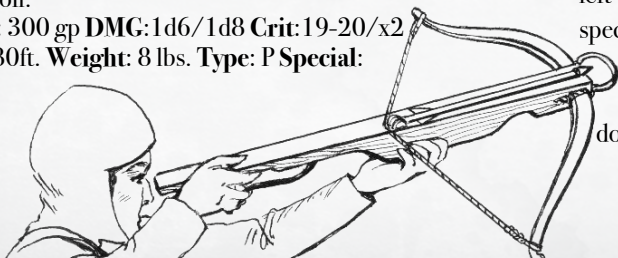
Sir Timothy Charles's Emporium

Sir Timothy Charles has just arrived to the shores of Vathak from distant lands, the No. 1 importer and exporter of exotic goods, premium artifacts, and amazing wares is now located in the city of Hunstanvania, the Colonies!!! Stop by for all the latest fashion, arms, periodicals, and curiosities from lands afar! **This weeks sales are:**

Lord's Hunting Crossbow

This light crossbow features a wooden stock with a steel bow. Doubtless a masterwork piece, the bow's stock is made of walnut and features a cherry- and ash-inlaid pastoral scene showing a pheasant flying up out of a meadow. The bow is obviously well maintained as the wood is highly polished and the steel bow features a light sheen of oil.

Cost: 300 gp **DMG:** 1d6/1d8 **Crit:** 19-20/x2
Range: 80ft. **Weight:** 8 lbs. **Type:** P Special:



SEPTEMBRIE HOROSCOPE

It is the month of Septembrie, the time of the King of Thieves. Those born beneath the sign of the King of Thieves have a mischievous, sinister streak to their personality and basic nature.

Benefit: Select one of the following skills: Disable Device, Escape Artist, or Sleight of Hand. You gain a +1 trait bonus on that skill, and it is always a class skill for you.



Campaign Uses

Scholars are searching for an ancient tome supposedly written by an aberration. Samples of the text have been discovered on rough parchment found within a Spawn of the Old Ones lair and bears a striking resemblance to bhriota runes. Characters who investigate this similarity will find themselves drawn into a historical conspiracy as they trace the origins of bhriota writing and eventually uncover a vindari plot to once again try and "Cleanse" Vathak of the bhriota.

Death Hounds

Wild packs of a skeletal creatures, called death hounds by locals, have been spotted around the Blackfield Hallows. Several small villages have been attacked by these creatures and reports indicate they have been seen around the Agone River by Edhelion officials. It is unknown if these creatures are unique to this region or if their numbers are greater then thought and others might be found across Vathak. We've compiled what information we do have on these beasts.

DEATH HOUND	CR 4 -
XP 1,200	
NE Small undead	
Init +3; Senses lifesense 200 ft., low-light vision; Perception +3	
DEFENSE	
AC 18, touch 18, flat-footed 15 (+3 Dex, +4 deflection, +1 size)	
hp 42 (5d8+20)	
Fort +5, Ref +4, Will +4	
Immune undead traits	
OFFENSE	
Speed 30 ft., fly 50 ft.	
Melee bite +7 melee (1d12 plus trip)	
Spell-Like Abilities (CL 5th; concentration +9) 3/day—ethereal jaunt	
STATISTICS	
Str 10, Dex 17, Con —, Int 6, Wis 10, Cha 18	
Base Atk +3; CMB +2 (+6 for trip); CMD 15 (19 vs. trip)	
Feats Alertness, Skill Focus (Survival), Weapon Finesse Skills Fly +8, Perception +6, Sense Motive +2, Survival +9, Stealth +7	
Language none	
ECOLOGY	
Environment any	
Organization solitary, pair, or pack (4–24)	
Treasure half standard	

Gut Rip (Ex) A death hound can, as a swift action that does not provoke attacks of opportunity, tear into any adjacent prone creature for 2d12 damage, ripping its intestines out from the inside. Combined with the deathwatch aspect of its lifesense ability, gut rip enables a death hound to perform a coup

de grace action against a helpless opponent as a swift action rather than as a full-round action.

Howl (Ex) The eerie howl of a death hounds in pursuit of their prey plays havoc on the morale of living creatures that hear it. Those creatures must make a successful DC 16 Will save (Cha-based) or be shaken for 5 rounds. Creatures that successfully save against this effect cannot be affected by an individual death hound's howl for 24 hours. The death hound's howl is a sonic effect requiring a standard action.

Lifesense (Su) A death hound notices and locates all living creatures within 200 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Trip (Ex) A death hound that hits with a bite attack can attempt to trip the opponent (with a +4 bonus to the CMB check) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the death hound. Death hounds gain a +4 racial bonus to trip attempts.

The Death hound has a passing resemblance of the skeleton of a large canine, but it's anatomy is exaggerated with abnormal bone growths and razor-like shards. It's body is covered with chunks of rotting flesh and it seems to only have an instinct to hunt and kill.





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