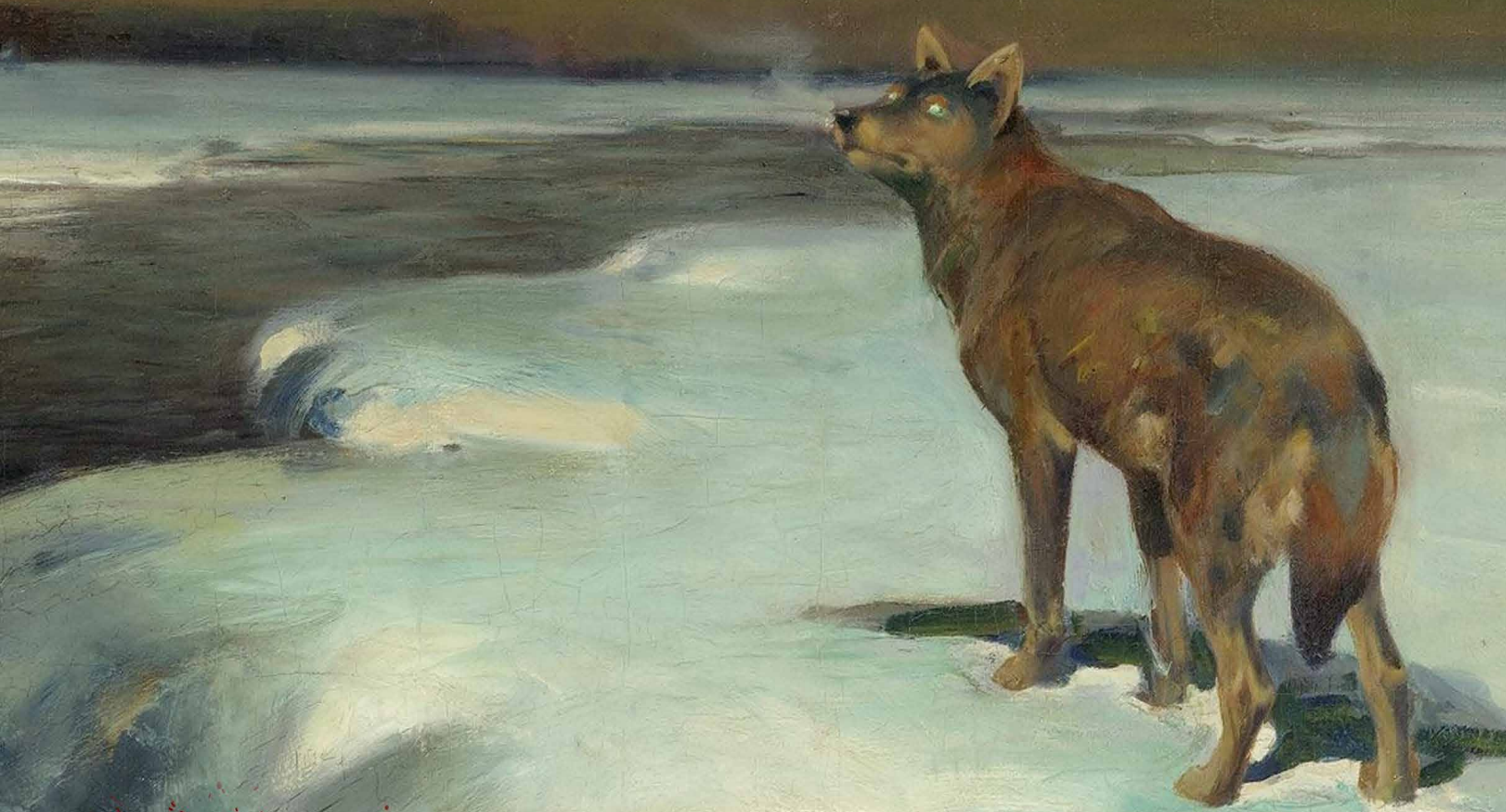


YOU LEFT ME TO THE WOLVES



5TH EDITION HORROR

To Reach Kandar You Must Cross the Muskeg Bog in
Shadows over Vathak Horror Roleplaying Game

Authors Rick Hershey

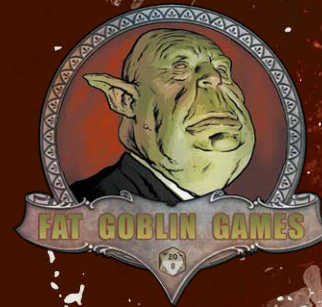
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Based in South Carolina, USA, Fat Goblin Games was founded in 2011 to create Pathfinder Roleplaying Game compatible products. With a focus on high-quality production values and providing a creative environment for our team of freelancers (The Fat Goblin Hoarde), Fat Goblin Games has quickly become a recognized force in the world of Third Party Publishers of not just the Pathfinder Roleplaying Game and 5th Edition Fantasy, but also supporting the vs. M Engine, our own Difference Engine, and TinyD6 games originally produced by Gallant Knight Games. With hundreds of support books, visual aids, campaign settings, and quality stock art, Fat Goblin Games continues to provide exciting content and fantastic worlds in which gamers can immerse themselves.

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Adventure Primer

You Left Me to the Wolves is intended for four players with an average party level of 1.

ADVENTURE BACKGROUND

You Left Me to the Wolves is a short adventure for four 1st-level characters. The scenario is mostly set across the cold bog known as the Muskeg.

Despite the increasing cold covering the lands and the days getting shorter and darker, hunters and trappers hurry to gather as many furs as possible before the weather becomes unbearable. Traditionally, the *Resurrectvris Festival* marks the end of the season and many romni that keep camps during the warmer seasons in the Muskeg Bog and the Kraklevak Forest make the dangerous journey to Kandar to sell their wares and enjoy family and friends over the coldest weeks of the winter.

Recently, though, travellers have reported an increase in wolf attacks. One last meal before the frigid starving months ahead.

ADVENTURE LOCATION

This scenario can be placed in any cold region of your campaign world that features a remote city and outlying bogs or marshes. As always, feel free to adapt the material presented here as you see fit to make it work within your campaign.

If you are playing *Shadows over Vathak* as your campaign setting, this adventure takes place in the city of Kandar, in the northern region of Moorhaven. Kandar is mostly inhabited by romni merchants, traders, hunters, and peat bidders.

ADVENTURE HOOKS

As the Gamemaster, you must decide how best to involve the players in this adventure. The easiest method is for them to simply be travelling when they get swept into the events of the adventure.

- Any small village or farm can tell the characters there is money to be made escorting romni to the city of Kandar for the festival. The majority of the travellers will be hunters and trappers with their families, but also farmers and those from outlying villages and hamlets. In fact, the characters might be transporting a small group already when the adventure begins.
- The players might want to just partake in the events of the *Resurrectvris Festival*, especially if they are of romni descent.
- If the players have been travelling a while, they could be lost. In fact, with the weather growing increasingly worse, a person willing to give them direction to the city would be a welcome encounter.

SHADOWS OVER VATHAK

Welcome to the world of Shadows over Vathak, a realm of dwindling hope and despair. As players, your characters fight to survive in a land threatened with destruction by the rise of the ancient and evil Old Ones and their spawn. Your characters may represent points of light in the darkness or give in to wicked temptations. Most will fall somewhere in between — survivors struggling to eke out another day. Though the followers of the One True God speak of divine providence while battling the Old Ones, the sins of the Church often rival those of their enemies. In the world of Vathak, your character's perceptions of heroes and villains is a thin line drawn by their own personal morality and, of course, determined by the victor.

This adventure is set in the dark fantasy world of Vathak. As such there are references to the history, characters, and locations of that world. However, with a little bit of alteration, these adventures can be suited for any horror themed 5th edition game.

If you are new to Shadows over Vathak, make sure you join our [Patreon](#) and receive a free copy of the *Explorer's Guide to Vathak*.

RUNNING THIS ADVENTURE

To run this adventure, it is recommended that you have copies of the 5th Edition core rulebooks.

In this adventure you might come across spells, abilities, creatures, magic items, and other references to content from these corebooks. When this happens that item will appear in bold/red text, like this:

“The **goblins** are waiting to attack the caravan as it comes around the steep bend.”

If the content is new (such as monsters or equipment) and not included in one of the corebooks, we will make note of the source or include the item in an appendix to the adventure.

ABBREVIATIONS

The following are a collection of common abbreviations that might be used in this adventure.

AC	Armor Class	GP	Gold pieces
CE	Chaotic Evil	HP	Hit Points
CG	Chaotic Good	LE	Lawful Evil
CN	Chaotic Neutral	LG	Lawful Good
cp	Copper pieces	LN	Lawful Neutral
CR	Challenge Rating	N or TN	Neutral, or True Neutral
d%	Two d10s die one as the 10s the other as the 1s	NE	Neutral Evil
d10	A die of 10 sides	NG	Neutral Good
d12	A die of 12 sides	NPC	Non-Player Character
d20	A die of 20 sides	PC	Player Character
d4	A die of 4 sides	pp	Platinum pieces
d6	A die of 6 sides	sp	Silver Pieces
d8	A die of 8 sides	Stats	The statistical representation of a character
DC	Difficulty Class	XP	Experience Points
EL	Encounter Level		
EP	Electrum Pieces		
GM	Game Master		

BEGINNING THE ADVENTURE

The ground is crisp with frost, crackling and crunching as you make your way along the winding dirt path this cold winter morning. As the dim haze of a faint sun barely breaks the gray clouds of the day, the dead fields and baren groves slowly become tussocks of grassy mounds, interrupted only by pools of brackish water emitting the putrid odor of brimstone. A light snow begins to fall.

The *Old Bog Road* is a major route through the Muskeg Bog and one the players find themselves on this cold and wet morning. The silence of the bog can be maddening at times, with only the occasional fetid bubbling of the murky water, or the faint cry of an animal, to break one's concentration.

Walking along this twisting road should invoke a sense of melancholy and loneliness to those who spend time on it. Although the characters should not have any dangerous encounters, here is a list of things of interest you might want to include:



1D6

Encounter/Event

- 1 **Random Bone Piles:** Collections of bones can often be seen tangled into the sphagnum moss. The majority of these bones are of the Muskeg Elk.
- 2 **Bog Body:** Although rare, sometimes a corpse bubbles up from the bog. With tar black skin and striking red hair, this bearded corpse was clearly strangled before being dumped in the murky waters, many years ago.
- 3 **Fellow Travellers:** The characters catch up to other people travelling along the *Old Bog Road*. Most of those encountered will be local romni also on their way to Kandar, and this is an opportunity for the characters to learn a bit more about their destination, if they haven't been there before. There is a 5% chance that the party instead encounters a small band of ne'er-do-wells intent on taking advantage of the large gathering in town; they will be friendly enough to the party, but may be encountered later under less desirable circumstances...
- 4 **Sinking Houses:** At one time areas of the bog were more hospitable and houses and farms, cabins and lodges, dotted the area. Most have now rotted away, or sunk beneath the surface of the bog. However, partial structures and rooftops can periodically be found. It is up to the GM to decide whether these sunken structures contain anything of interest.
- 5 **Bog Butter:** These clay casks (3) are stuck firmly in the mud beside a wooden boardwalk, whether they were placed here for preservation or some lost cargo of a merchant is a mystery. They are worth 10 sp each.
- 6 **Giant Frogs:** A small group (1d4) of **giant frogs** is moving through the area, and intercepts the characters. There is a 25% chance that they are hostile, but even in this case they can be scared away by a DC 12 Charisma (Intimidation) check, or distracted with meat. If engaged in combat, they flee once a giant frog is killed or knocked out. If pressed for information through magical means, the frogs can help the party navigate, granting advantage on any further Wisdom (Survival) checks made to traverse the *Old Bog Road*.

THE MUSKEG BOG

The Muskeg Bog is mostly open wetlands spreading many miles towards the horizon. Dead vegetation sits and rots in the fetid water, building layers of decay that eventually turns into peat. This makes traversing them extremely difficult, as one can never know for sure what is solid ground and what is just a floating mass of dead plants. The average thickness of the peat ranges from 6 to 15 feet (or 2 to 5 meters); although there are patches where it can be much thinner — this is where the danger lies, as one can easily fall through the peat layer into the water below. The Muskeg Bog has a series of narrow dirt paths that allow people to travel safely through the area with timber boardwalks filling in the various areas that are waterlogged. Every year someone's body is found that wandered from the path, but the strange alchemy of bogs means it's hard to tell if they died a year ago or 100 as the bog is known to preserve bodies in a strange state.

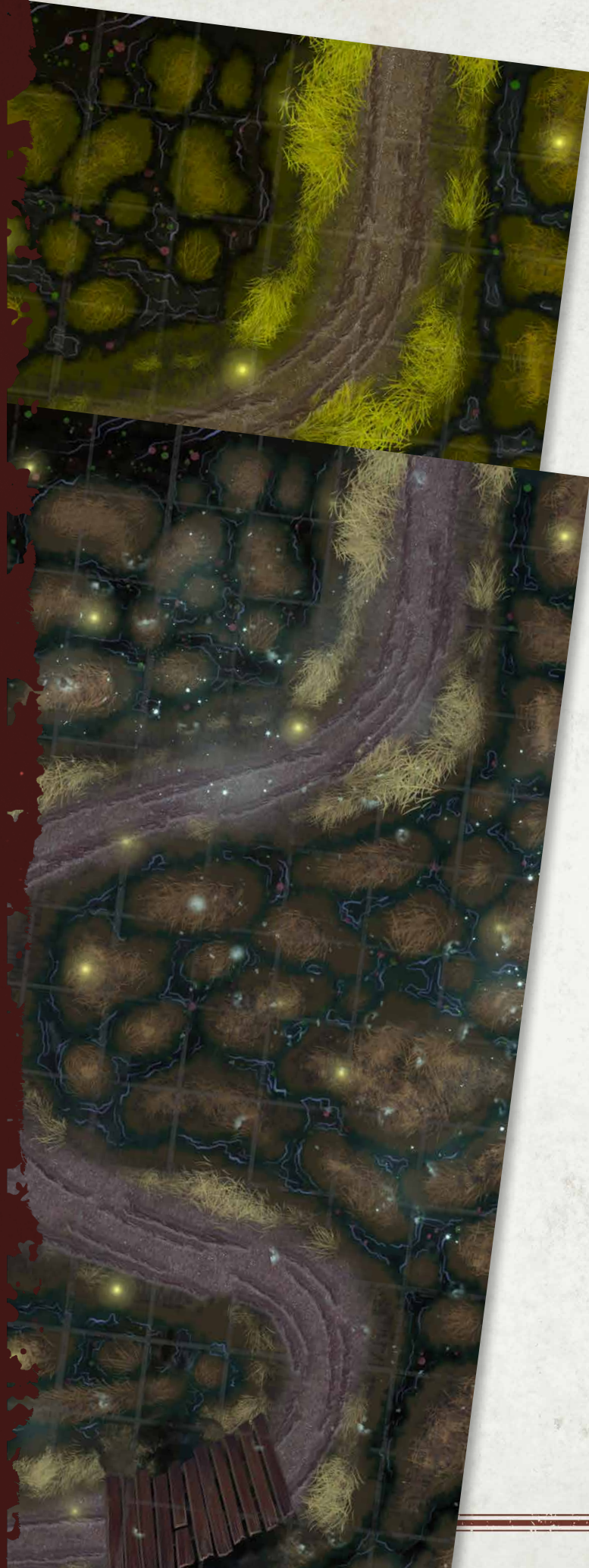
The Muskeg Bog is an important resource for the city of Kandar. Peat can be harvested, dried and used for fuel. Berries, mushrooms, herbs and medicinal flowers bloom in the wet, sunny environments. Mires can have a ritual meaning as well; the romni of Kandar who follow traditional ways bury their criminals in the bogs, sometimes while they are still alive.

The soggy terrain of the bog is considered difficult terrain, and characters must succeed at a DC 10 Constitution saving throw at the end of each hour of travel or gain one level of exhaustion. A character that falls prone in a bog must use all their movement getting up instead of half.

Quagmires One additional hazard in the bog are the quagmires. In the right conditions, decaying vegetation can float on top of a layer of water, creating a sort of a pit trap in open terrain. The DC for detecting quagmires is 12. Anyone that steps in the quagmire falls into a deep pool of water. They will find it extremely cold, and if they lack magical protection hypothermia can set in unless they dry themselves off quickly (DC 15 Constitution check, or take 1 level of exhaustion).

[Looking for a Map?](#)

[Grab the Muskeg Bog Map from our Patreon!](#)



THE SOUND OF SILENCE

The calm of the bog is soon broken by shrill whistling in the distance. Anyone hearing the sound will immediately know that it is a distress signal, those of romni heritage recognize the sound as a *wolf whistle*.

As the party rounds a bend they come across a fully loaded caravan of two carts full of animal pelts stopped dead in the road and beset by wolves. The bodies of two slain men lie next to one of the carts while three men cower under the rear axle. The horses have broken loose from the cart in fear, and have run up the *Old Bog Road*. On the front cart a man has climbed on top of the pelts as wolves jump at him, nipping at his boots.

When they see the party they wave for help, one of them even calling out in relief. But that draws the attention of the beasts.

The wolves of the Muskeg Bog are mangy and thin, with wet matted fur stained green by the rotting foliage. Several of them have exposed water-logged flesh and wounds on their bodies have caused areas to slough off, revealing bone and tissue.

ENCOUNTER: WOLVES (3)

If at least two of the wolves are killed, the surviving wolf will try and flee.

While the party fights the wolves, the driver of the first cart flees the scene as fast as he can.

Once all the wolves are slain, the survivors will emerge from beneath their carts to thank the party. One of the men is named Bronislovas Algimantas, the wagon team leader, but everyone calls him Bron.

They will explain that they make this trip every year in early winter to sell their furs and celebrate the Resvrrrectvris Festival. They are still a few hours away from their destination, the city of Kandar.

The man who took off in the first cart is called Ludis; they have nothing nice to say about the man,

especially now that he left them to die. While this conversation is going on, the other surviving men are gathering their fallen friends and loading them into the wagon to take with them.

Bron asks the characters if they can help wrangle up the horses (Wisdom (Animal Handling) DC 13 to calm the horse and earn its trust) and escort them to the city. If the players need convincing, he explains that once they reach Kandar and settle up on the sale of the furs, he will gladly pay them for their time.

THE WAGON TRIP

The next hour passes in amiable company, exchanging stories and jokes as they trundle onward. The men are rightly angry about Ludis abandoning them and reminisce on the questionable things they know about the man. They include the following— feel free to incorporate as many as you think are needed:

- ☛ He got drunk and missed his mother's funeral, his mother was such a lovely and kind woman.
- ☛ He has at least 3 bastard children in nearby villages and towns.
- ☛ He never cooks meals and has to be forced to help clean up around the camp.
- ☛ He got in a fight with his last trail boss, and rumor has it he stabbed the guy.

These conversations about Ludis clearly make Bron more and more angry.

But just a few hours from their destination a shrill howl rises from the bog, followed immediately by an answering cry from the other side of the road. The remaining wolves from the previous encounter burst out of the brush and startles the lead horse, who rears and screams as the driver tries to get it back under control.

If all the wolves were killed in the previous encounter, then these wolves represent the remainder of the pack. If no wolves were killed in the previous encounter, they have been following the party and planning to attack again.



ENCOUNTER: WOLVES (3-5, DEPENDING ON THE STRENGTH OF THE PARTY)

LUDIS THE BETRAYER

The players should be able to see the city of Kandar in the distance, sticking up from the land like a lost mountain of stone, filling the gray sky with even darker smoke from the factories. The fur traders will tell the party they still have a few hours till they reach the city walls, but will be there soon enough.

Ahead on the road they see what appears to be the other cart at a stop, Ludis sitting on the ground nearby.

As you near the cart, Ludis will spot the approach and attempt to crawl away, clearly his leg has been hurt as he drags it like a dead weight.

Bron hands over the reins to the cart, jumps from the seat, and pulls his knife as he approaches Ludis.

"You left us to die back there, Ludis, you coward, you swine!"

"I was getting help, I swear. . . put your knife away!"

What the characters choose to do here is up to them. Bron will kill Ludis and dump his body in the

bog if no one intervenes, and his men seem content to let the event unfold on its own.

- **Intervention:** The characters can try and intervene and convince Bron not to kill him (Charisma (Persuasion) DC 13. At the GM's option, Ludis might be wanted for other petty crimes in Kandar, and if he is turned in there might be a small reward.
- **Conflict:** If persuading Bron fails or the players choose a physical confrontation, he will fight any that interfere. (Use NPC stats for **Bandit Captain** adjusted for romni racial heritage)
- **Aid:** If the characters aid in killing Ludis or more importantly, help get rid of his body, then Bron will consider them family for life. He will make sure to pay them 100 gp more (split evenly) as well as be a permanent ally.

CONCLUSION: SAFELY IN KANDAR

Once the wolves have been defeated and the horses calmed again then the caravan can make the last hour's trip into town. The wagons are taken directly to the tanning facility outside the city walls, where after a few minutes of business, Bron returns with 100 gp each for players.

APPENDIX I

THE CITY OF KANDAR

Kandar exists in an odd spot on the map, but once there you realize it is an industrial powerhouse for important industries that most people in the rest of Vathak take for granted. Local tundra and rich bog lands known in bhriotian as the muskeg, are rich in strange chemicals for alchemists but also make excellent tanning and other goods -- like charcoal briquettes that fuel Kandar's large gunpowder industry. Using special methods of extraction all the needed ingredients for gunpowder (brimstone, saltpeter, and charcoal) can be made locally during the short summer months and processed all winter long. A small industry even exists for "bog iron" that creates a more rust-resistant steel for numerous uses.

The fur trade of local animals, especially beaver, fox, and wolf, is also a major draw, with hunting of the Muskeg Elk, the Apex Ram, and Great Horned-Bear a favorite pastime of seasoned vindari big game hunters.

New industries have sprung up in recent years and are steadily growing, such as snail and mushroom farms in damp underground warehouses in the city, heated with the same steam used in the many bathhouses.

DEMOGRAPHICS

Ruler Burgher Vantino is the newly appointed official leader of the city, a vindari lord with little knowledge or ties to the region; in fact, he sees the entire region as being ripe for development. He feels the influence the romni have in the city is holding it back, and possibly dangerous, and wishes to bring the local culture, economy, and religion more towards vindari values. Although he has not met direct opposition in his goals, he nonetheless has failed at making any significant changes.

Population On average the city of Kandar hosts a population of around 5,000 residents, with another 2,500 either living in smaller surrounding villages and farms, or only living in the city for portions of the year. Although Kandar is under vindari rule, the

majority of its citizens are of romni descent and many of their customs, art, and heritage dictate the look and feel of the city. Burgher Vantino and other vindari elites in the city are trying to change that, and there is a small trickle of vindari settlers moving here — much to the disappointment of the romni inhabitants, who are beginning to fear their way of life may eventually be swept aside.

Religion As is true throughout the lands of Vathak, the Church of the One True God is the "official religion" — but nowhere is that "official" nature more a mere formality than at the edge of the world in Kandar. As a majority romni population, the Court of Stars is the *de facto* religion of most people. These beliefs are tolerated by the Church, but that tolerance goes only so far. The current reichsgraf has made a point not to provoke the romni locals with talk of heresy trials or forced conversion, but some of his parishioners are more vocal and demanding.

NOTABLE FOLK

Burgher Vantino is the recently appointed official leader of the city, and much more hands on than his predecessor. He wants to make Kandar a more vindari city.

Reichsgraf Jann Tobler has served as the head of the church in Kandar for many years. While he would like to see a more deeply pious city, he has cautioned a more measured approach that Vantino would like.

Elder Sylvantis is the *de facto* leader of the romni, though many see Tariana, a local religious leader, as his equal in most things, despite the fact that she rarely speaks in public.

Thea Suundaar is a peat farmer that lives on the outer edges of the city, and is considered a trusted source of information on local events and medical knowledge. Though some would call her witch, her farm and medical practice are too useful to the town.

Giedrius Rimgaila is a retired "adventurer" who lives in a large hunting lodge near the Kraklevak Forest. Although he appears to be well into his 80s, Giedrius is



Amenophis Kakrime is a bhriota farmer who has made a small fortune growing rare mushrooms in his underground farms in Kandar. He has recently begun to buy small snail farms and is setting up an expansion to his current offerings. Although his operations are modest, his clientele pay large sums for his specific goods to serve in the finest of restaurants.

NOTABLE LOCATIONS

Ashkali Pedalts: There are several *ashkali pedalts* (People's Place) throughout the city. Only romni are allowed in and they are considered a safe place to weather storms or to avoid travelers from other races. Although many of these places are simple sitting rooms or at best small eateries or taverns, some are in fact larger establishments rumored to allow gambling, animal fighting, and more.

Banya Buildings: Public and family-owned saunas are where the actual business of town is discussed. There, differences in status are muted and rivalries are set aside. No matter the size of the Banya building, each has three main rooms; a steam room, a washing room and an entrance room.

Kraklevak Forest: Named the "forest of graves" by locals, Kraklevak Forest is intimidating even on first sight. The trees that have grown there are in a perpetual state of near death, and any vegetation that grows there is stark white or grey and poisonous. But the most disturbing thing about the Kraklevak Forest is the way that it whispers to visitors, urging them to do something terrible. In rare cases, the whispers can follow visitors long after they've left the forest. Though the rumor is that the forest attracts those who wish to die, evidence makes it more likely that it attracts those that want to kill. A string of apparent suicides may in fact be the bodies of would be killers falling to other killers as the whispers urge them to murder each other.

The Muskeg Bog: This large bog stretches for miles and nearly surrounds the city of Kandar on its eastern, western, and southern walls. Consistent rainfall and snow keep the ground surface waterlogged year-round. Kandar survives on the bog, using the rich peat as fuel,

strong, alert, and still a profound outdoorsman. Every year he hosts many well-paying vindari Lords who wish to be taken into the forest for hunting expeditions.

Alabaster Delhain is a hauntings well known about the city for his quality services, which mostly involve removing rodent and other vermin from pestering the citizens. What his secret is, no one knows, but it is rare that you see any vermin running around inside the walls of Kandar.

harvesting food and vegetables, manufacturing gunpowder, and even manufacturing furniture and other artisanal items from bog oak.

The Vindari Quarter: Home to almost all of the vindari, this section of the city is noticeably different from the rest and modeled in classic vindari fashion. Straight streets lined with rowhouses radiate out from the Church of St. Juniper, the burgherhaus (home and workplace of the city's burgher), and the drafty prison known as the Block. Though not officially barred from entrance, romni are unwelcome, especially after dark, and several gothic gates mark the border between the vindari quarter and the rest of the city.

MARKETPLACE AND INDUSTRY

The Kandar market bustles with various vendors and stalls that sell the precious items of the north, such as pelts, fish, and plant products that can only be found in this region. Though much of the product is loaded on caravans to be sold in the South, there is still a robust economy that relies on nearby settlements to come and buy these rare goods at a low price.

Many of the inhabitants keep chicken and rabbits for eggs and meat, grow cranberries and blueberries as well as various mushrooms. There is also a robust micro-industry of heliciculture (snail farming) that has grown in recent years.

There also exists a small indoor market built into a hill. This building is designed to be open during the worst weather, but is typically reserved for the richest and most influential merchants, leaving other merchants jealous and bitter.

The indoor market is only used in inclement weather, and is otherwise locked and guarded at all times.

CITY LORE

For centuries, Kandar has been the northernmost city in Moorhaven, and even the continent. It remains a point of curiosity for many, especially merchants hoping to get rich off of its unique bounty. While it used to be a sleepy trading post, it has grown much larger under the vindari effort to capitalize on the riches it can provide.

The largest hurdle that has kept the vindari from controlling the town are the various rituals and beliefs that suffuse the city and keep the locals from accepting vindari culture at large. The Resvrrectvris Festival is a prime example.

Among the other belief systems are the histories and stories that make the land in and near the city a romni holy land. This bolsters the market considerably as various holy days attract large crowds of romni pilgrims, but the practice still rankles the vindari.

According to legends, Kandar itself is the focal point of an ancient ritual that pacified Yegh'niths, an ancient spirit. Many of the local holy days reflect on the way in which the being was defeated and placed into a mystic slumber. For now, the locals fear the legends more than they fear the vindari.

FESTIVALS AND EVENTS

Resvrrectvris Festival: Romni remember their ancestors and reflect on the past year upon the winter solstice. Starting at sunrise, all lights and fires, mundane and magical, are extinguished in homes and public buildings. The romni lay down and covered their faces with ashes from the hearth. By pretending to be dead, they feel they commune with the already dead. At sunset, the romni wash their faces, leave their homes and celebrate with dance, drink, and food.

The celebration lasts all night long with many attendees wearing elaborate costumes and large grotesque masks representing individual characters of the *Court of Signs*. Costumed participants must remain incognito for the entire duration of the celebration, and is considered bad luck to identify oneself before sunrise.

Wilhelm's Eve: Named after the vindari poet Jacob Wilhelm, who popularized a traditional vindari day of execution in his poetry, this holiday is held on the winter solstice, the shortest day of the year. The faithful spend the day celebrating in boisterous crowds to ward off evil until sunset, when criminals and heretics are publicly executed. The executions are considered offerings to the One True God in return for His protection against corruption and vice. After the

executions, all return to their homes, lock their doors and bar their windows closed. It is considered a bad omen to be on the streets while the moon shines on Wilhelm's Eve.

Nights of Freezing Death: Yegh'niths, as an embodiment of freezing mists and icy winds, is considered by its followers to be especially powerful on the nights of the new moon, when not even the paled light of that orb shines in the sky. The cycle of moons revolves so that each night important for other celestial alignments, such as solstices and equinoxes, will have a new moon once every three years, and these occurrences are cause for celebration. The greatest of these celebrations occurs during the winter solstice, the longest and normally coldest night of the year, with no moon in the sky. Followers perform rites exposing their naked forms as offerings to Yegh'niths. Those that don't die of exposure are considered blessed, and often claim that they survived by transcending their mortal forms while the icy grip of death passed through them.

Exact times and methods of exposure vary from group to group, often with tribes and secret societies using significantly shorter durations for the necessary time of exposure to the raw elements of ice and wind. Others like the *Lost Children of Air*, may try to survive from sundown until sun up.

WHISPERS & RUMORS

- ☛ A strange light has been seen near the village. Reports say that a beautiful angelic figure appears at midnight every night just East of the town. The most prominent rumor says that this apparition may be the soul of someone who died in that very spot.
- ☛ According to rumor, a shambling mound has been sighted near the city. If the characters investigate it, the creature thought to be a shambling mound attempts to parlay. It is really an awakened cluster of vegetation, and was created by a wandering druid. Use the statistics for an **awakened shrub** that is Large.
- ☛ A rumor spread by poor merchants in Kandar say that the indoor market usually reserved for snowstorms operates during fair weather as a den of illicit trade.
- ☛ It is rumored that Kandar Whiskey has gunpowder in it, which is why it tastes of salt and smells of rotten eggs. Some say if you drink enough of it, your vomit is explosive and never drink it while smoking a pipe.

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