

SHADOWS OVER VATHAK

Vathak Terrors: Cured of Ursatur



Three Creatures for Ina'oth

Shadows
over
Vathak

A Campaign Supplement of Lovecraftian Adventure Horror

LONDON WINKLER AND RICK HERSHEY

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Vathak Terrors:

CURED OF URSATUR

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INTRODUCTION

Centuries ago Ursatur stood as the capital of Ina'oth and a shining symbol that the natives of Vathak might survive the storm of vindari aggression. But the vindari were stopped short, not by the strength of bhriota martial traditions or the subtle cunning of romni tactics, but by the rise of the Plague of Shadows.

For the intervening three hundred years, Ursatur's population declined in waves as the Plague of Shadows killed peasants and nobles alike, even emptying the palace of the royal family. Apothecaries and churches were overwhelmed, leaving the people of Ursatur to find their own solutions. The Dedicants to the Miasma rose to prominence in this period, but they were far from the only people searching for a cure or offering one up for a price.

The acclaimed vinari healer Anna Schafer, now known to the Church as St. Anna, worked from an abandoned villa overlooking the city to find a cure. Whether she allowed non-vindari patients to die or a lot of orphans were just unlucky, **Anna's forgotten** haunt the hills around Ursatur.

Those who believed in Anna's methods began to wash themselves regularly, some taking it to greater extremes than others. The **extergeists** are all that remains of those whose cleaning rituals lead to exposure to deadly chemicals or starvation in the name of purity. Despite the plague's passing, her overzealous followers and headstrong Dedicants to the Miasma alike still find themselves trapped in Vathak by their quest to escape sickness.

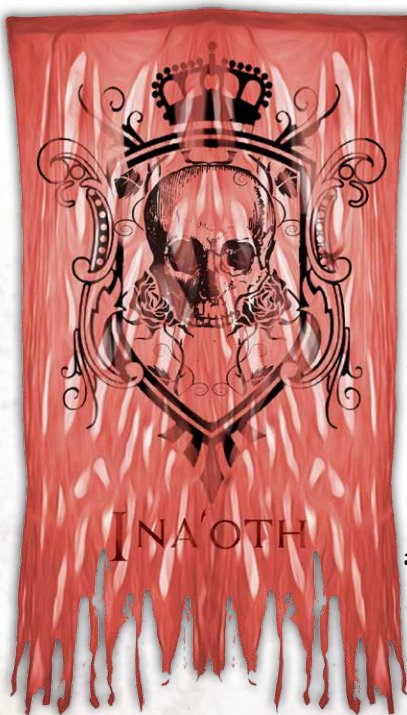
Among those who mistrusted her, many residents drank water contaminated with **plague cymoth** eggs, intentionally infecting themselves with the parasite in the hopes that it would crowd out the Plague of Shadows. Even today in Ursatur, many residents cover their lower faces in cloth to prevent the cymoth's tell-tale mandibles from becoming visible.

Beyond these creatures, many who fought to survive the plague still haunt the streets of Ursatur. When plague cymoth eggs were unavailable or not enough to fight off the plague, some citizens turned to infecting themselves with ghoul^{B1} fever. Other methods of becoming undead were likewise sought, with several cabals of vampires^{B1} and at least one lich^{B1} tracing their origin to those desperate times.

Memory of the Plague of Shadows still twists the actions of Lord Kanaras, encouraging his Physicians to burn those suspected of carrying diseases. These efforts are popular with the citizens, but often leave behind burning skeletons^{B1} and worse. The experiments of the Dedicants are even more dangerous, venting into the city as vampiric mists^{B2} or belkers^{B2}. Even their successes take the form of warped creatures like the kirrix^{MC}.

Monsters marked ^{B1} *Pathfinder Roleplaying Game Bestiary*, those marked ^{B2} are found in *Pathfinder Roleplaying Game Bestiary 2*, and the one marked ^{MC} is found in *Pathfinder Roleplaying Game Monster Codex*.

For more about Ursatur and Ina'oth as a whole, see the [Gamemaster's Guide to Ina'oth](#).



MONSTERS

The following monsters are all-new inhabitants that can be found in Ursatur, the surrounding nation of Ina'oth, or anywhere you feel their themes fit a disease-ravaged land.

ANNA'S FORGOTTEN

Sickly mists fill the air with a sharp, medicinal scent. Buried somewhere deep in the mists you can faintly pick out a shadowy form and the muffled chime of a child's laughter.

ANNA'S FORGOTTEN CR 13

XP 25,600

NE Small undead

Init +8; **Senses** darkvision 60 ft., mist sight;

Perception +25

Aura failed treatment (30 ft., DC 23)

DEFENSE

AC 28, touch 20, flat-footed 23 (+4 armor, +4 Dex, +1 dodge, +1 natural, +4 profane, +1 size)

hp 180 (19d8+95)

Fort +18, **Ref** +18, **Will** +19

Defensive Abilities unholy grace; **DR** 20/evil or good; **Immune** acid, undead traits

OFFENSE

Speed 20 ft.

Spell-Like Abilities (CL 19th; concentration +23)

Constant—*mage armor*

3/day—*glibness*, *invisibility*, *quicken acid fog*,
quicken gaseous form

1/day—*cloudkill* (DC 20), *finger of death* (DC 21)

STATISTICS

Str 6, **Dex** 19, **Con** —, **Int** 10, **Wis** 11, **Cha** 19

Base Atk +14; **CMB** +11; **CMD** 30

Feats Combat Reflexes, Dodge, Improved Critical (slam), Improved Initiative, Quicken Spell-Like Ability (*acid fog*, *gaseous form*), Skill Focus (Bluff, Stealth), Toughness, Weapon Finesse

Skills Acrobatics +23, Bluff +26, Perception +25, Sense Motive +22, Stealth +36

Languages Aklo, Sylvan

ECOLOGY

Environment urban

Organization solitary or family (3–6)

Treasure normal

SPECIAL ABILITIES

Mist Sight (Su) Anna's forgotten can see without difficulty through all forms of fog and mists, ignoring Perception penalties and concealment from them.

Failed Treatment (Su) Anna's forgotten are eternally surrounded by a fine mist, which serves to obscure their features and offers concealment as *fog cloud*. Any diseased creature that comes into contact with the mist must attempt a Will save. Creatures that succeed are immune to the effects of the mist until the start of their next turn. Creatures that fail instead suffer ill effects as though they failed a save against each disease they are suffering and those diseases no longer respond to magical treatment other than *miracle*.

Unholy Grace (Su) Anna's forgotten gain a bonus on saves and a profane bonus to AC equal to their Charisma modifier.

In the hills above Ursatur, a vindari doctor named Anna Schafer worked frantically to find a cure for the Plague of Shadows. From the city's poorest orphans to members of ancient noble houses, everyone approached Doctor Schafer for treatment. Some blame her for the deaths of many poor bhriota and romni children as she tried experimental treatments, while others choose to focus on the children she saved and believe each time she failed was a personal tragedy.

In either case, hundreds of children under Schafer's care eventually died either from the Plague of Shadows or from side effects of her treatments. Although the death toll has long haunted the memories of Ina'oth, darker rumors began stirring following Doctor Schafer's canonization as St. Anna.

Ursatur whispered of children's forms wrapped in sickly mists and of a mysterious fog that wears away even the heartiest souls, leaving them diseased corpses in minutes. It's rare for Anna's

forgotten to be seen directly, and rarer still for the viewer to live through the experience, but the forgotten resemble the well-preserved corpses of children, staring out with cold, expressionless eyes.

Unable to understand or accept what happened to them, Anna's forgotten lash out. They envy

and hate the living, but most satisfy themselves with cruel pranks and outbursts of deadly anger against apparently happy families. The largest group of forgotten instead seeks to make the living suffer as they did, replicating half-remembered experiments with cruel twists.



EXTERGEIST

This woman picks and scrubs at her already bloody hands, staring down at them with a look of intense concentration.

EXTERGEIST CR 5

XP 1,600

LN Medium undead (incorporeal)

Init +6; Senses darkvision 60 ft.; Perception +10

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 52 (7d8+21)

Fort +4, Ref +4, Will +5

Defensive Abilities incorporeal; **Immune** undead traits

Weaknesses disease touched

OFFENSE

Speed fly 30 ft. (perfect)

Melee cleansing touch +7 (5d6, Fort DC 15 half)

STATISTICS

Str —, Dex 15, Con —, Int 11, Wis 10, Cha 15

Base Atk +5; CMB +7; CMD 20

Feats Dodge, Improved Initiative, Skill Focus (Heal), Toughness

Skills Bluff +9, Fly +10, Heal +10, Intimidate +12, Perception +10

Languages Common

ECOLOGY

Environment any urban

Organization solitary

Treasure normal

SPECIAL ABILITIES

Cleansing Touch (Su) The touch of the extergeist unravels living creatures, scrubbing away the imperfections of life. A Fortitude save halves the damage inflicted, but targets infected with a disease always take full damage.

Disease Touched (Su) Any weapon (manufactured or natural) that can inflict a contact or injury disease harms an extergeist as though it had the *ghost touch* special property. For example, a dire rat's bite and a sword dipped in diseased blood would both deal full damage to the extergeist.

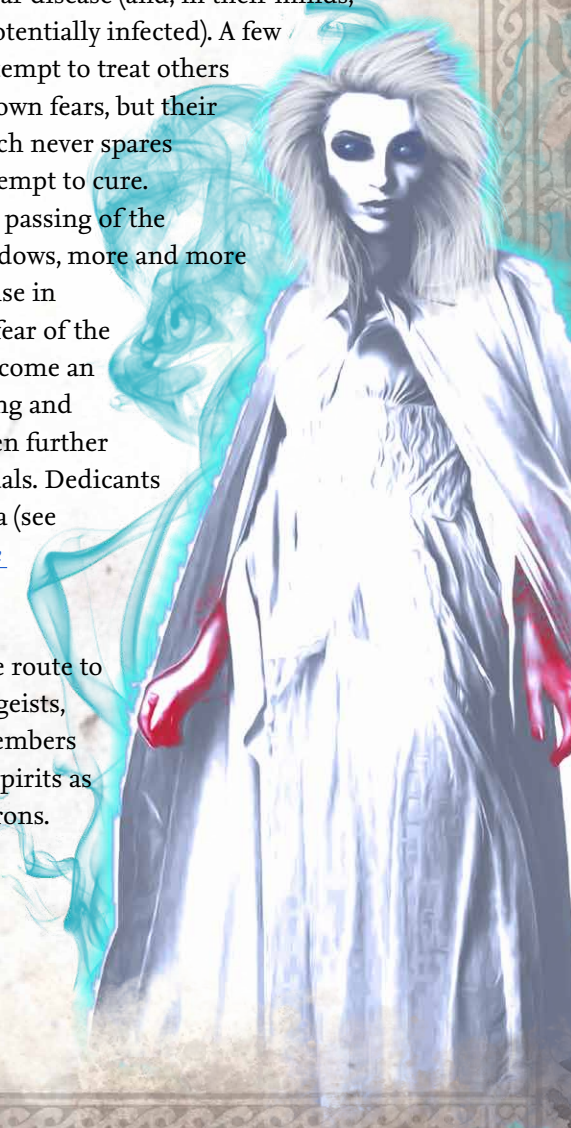
During the Plague of Shadows, Inaothians tried many rituals to ward off the disease, but among

the most effective was simply staying clean and washing regularly. However, even cleanliness can be dangerous in large amounts and the horrible pressure of the Plague of Shadows was not conducive to measured responses.

Many who died as a result of their own attempts to avoid the plague linger as extergeists, bound to Vathak by their desire to avoid diseases that can no longer take hold in their bodiless forms. Although many extergeists applied questionable tonics or applied harsh alchemical agents to clean themselves, others simply couldn't bring themselves to eat possibly contaminated food or suffered an accident trying to avoid the infected.

Extergeists generally remain where they lived, doing their best to keep away from the living. However, the spirits often panic and attack visitors who might bear disease (and, in their minds, everyone is potentially infected). A few extergeists attempt to treat others despite their own fears, but their cleansing touch never spares those they attempt to cure.

Despite the passing of the Plague of Shadows, more and more extergeists arise in Ursatur. The fear of the plague has become an uncertain thing and many dive even further into their rituals. Dedicants of the Miasma (see [Player's Guide to Vathak](#)) are often already on the route to become extergeists, with some members seeing these spirits as guides or patrons.



PLAGUE CYMOTH

Mandibles poke out of the dead man's mouth, following by scuttling legs as the creature tears itself free with a meaty sound and a gout of blood.

PLAGUE CYMOTH CR 1/2

XP 200

N Fine vermin (aquatic)

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

DEFENSE

AC 18, touch 18, flat-footed 18 (+8 size)

hp 5 (1d8+1)

Fort +3, Ref +0, Will +0

Immune disease

OFFENSE

Speed 15 ft., swim 15 ft.

Melee bite +6 (1d4-2)

Space 1/2 ft.; Reach 0 ft.

Special Attacks spawning

STATISTICS

Str 6, Dex 10, Con 13, Int —, Wis 11, Cha 10

Base Atk +0; CMB -8; CMD 0 (8 vs. trip)

Skills Swim +8

SQ amphibious, rooted

ECOLOGY

Environment temperate freshwater

Organization solitary, mating pair, or symbiosis (plague cymoth and host)

Treasure none

SPECIAL ABILITIES

Disease (Ex) Cymoth growth is a multi-stage disease (see [Gamemaster's Guide to Ina'oth](#) for further details). During the first stage, the infected victim's tongue grows bloated and numb, slowly turning white then transparent as the growing cymoth can be seen under the skin. Upon reaching the second stage, the plague cymoth consumes the tongue and takes its place.

CYMOTH GROWTH (STAGE 1)

Type disease (ingested); **Save** Fort 11

Onset 1 day; **Frequency** 1/day (2d6 days before moving to stage 2)

Effect 1d4 points of Charisma damage; **Cure** 2 successful saves

CYMOTH GROWTH (STAGE 2)

Type disease; **Save** Fort 14

Frequency 1/day (final stage)

Effect After the first failed save, the victim's tongue is permanently replaced by a rooted plague cymoth. After that, the disease itself is cured but the symbiote remains until removed.; **Cure** 2 successful saves or cymoth becomes rooted

Removing a rooted plague cymoth from a willing or helpless patient requires a DC 15 Heal check as a full round action. On a failed check, the cymoth automatically hits the its host with bite attacks and can attempt an attack of opportunity on the failed healer. If successfully removed, the cymoth begins its independent life (using the statistics listed here). Removing the cymoth unfortunately does nothing to replace the victim's tongue.

Spawning (Ex) Plague cymoth lay tiny eggs in still or stagnant water. Any creature drinking water from a pond, pool, or container with a mating pair of plague cymoths is exposed to cymoth growth.

Rooted (Ex) A rooted plague cymoth replaces its host's tongue. It functions poorly as a substitute, giving a -4 racial penalty to Bluff, Diplomacy, and Intimidate checks and inflicting a 20% spell failure chance for spells with verbal components. However, the victim can roll twice on saves against other diseases, taking the higher result.

As much a disease as a living creature, plague cymoths have become frighteningly common in the wake of the Plague of Shadows. A creature drinking tainted water suffers from a bout of unpleasant swelling and listlessness followed, in many cases, by the adult plague cymoth consuming and replacing their tongue.

Cymoths seem content to remain with their hosts, grabbing bits of food while the host is chewing. When the host dies, the cymoth detaches itself and leaves to search for a mate and a pool of water to lay eggs and complete their life cycle. However, particularly if the host died suddenly, the cymoths will lash out in self defense.

Plague cymoths were imported to Ursatur from bhriota villages high in the Black Sky Mountains,

although no one alive remembers why anyone thought of them as a possible solution. During the height of the plague, many intentionally drank contaminated water for protection no matter the cost. Although this trend began with nobles, it extended to all walks of life in the land.

With the death of hosts and the release of captive breeding pairs following the end of the plague, contaminated waters have begun to spread throughout Ina'oth. Even in Ursatur, almost as many have rooted cymoths by accident as originally gained them intentionally.



INFECTED FEATS

Hosts of the plague cymoth have discovered the following feats, either available to choose if “living with the disease” or gained as if templates (Gamemaster’s choice).

CYMOTH MANDIBLES

You’ve learned to control your cymoth guest enough to use its mandibles in combat.

Prerequisites: Host of a plague cymoth.

Benefit: You can gain a bite natural attack dealing 1d4 damage.

Special: Even if you already have a bite attack, you gain an additional bite attack dealing 1d4 damage. When you use your other bite as a standard attack action, you may make an attack with this cymoth mandibles against the same target as a free action.

CYMOTH SPEECH

Your delicate partnership with your cymoth guest has made you more sensitive to other vermin.

Prerequisites: Handle Animal 3 ranks, Linguistics 3 ranks, host of a plague cymoth.

Benefit: You can communicate with vermin once per day, as *speak with plants* using your character level as the caster level and communicating with any creature of the vermin type.

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