

The Funeral of Professor Petros Lorrिमor

Tales are told throughout Golarion of shadowy figures that lurk in dark corners—stories recounted at children’s bedsides feature bestial creatures that come out only when the moon is right, and fireside legends speak of otherworldly beings beyond reckoning, whose very existence is more than the human mind can bear to know. These are the legends that explain where the blood of the family cow went, and why clerics spend so much time ensuring the proper Pharasmin rites are observed at gravesites throughout the Inner Sea. One can write them off as simple, scary stories in Absalom or Westcrown, but in Ustalav (north east of Varisia, and directly west of the River Kingdoms), everyone knows the truth of the things that go bump in the night.



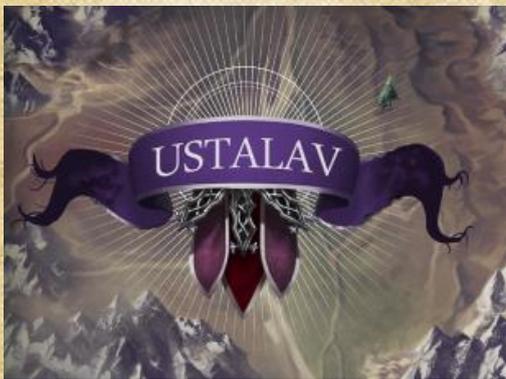
Professor Petros Lorrिमor

The Immortal Principality of Ustalav lies on the northern shore of Lake Encarthan, a grim bastion of civilization amid the barbarian north, where a harsh landscape and a history rich in tragedies inspire a wary population with skepticism, religious devotion, and superstition. A conglomeration of loosely affiliated counties, each run by feuding nobles vying for power and influence, Ustalav is a pitiful shell of its former glory, before it was subjugated to centuries of slavery at the hands of the Whispering Tyrant’s undead armies. While the nation’s upper classes struggle to compete with the very nations that abandoned them to fend for themselves after the Whispering Tyrant’s defeat, the average Ustalavic citizen has it much worse.

Tone:

While Ustalav is a superstitious place, and full of stories of the macabre, the tone that this campaign will draw from the attitude and personality of the player characters. In many ways Ustalav is like anyplace else in Golarion. Your characters are level 5 at commencement so will be more mature and more wise than perhaps others characters you’ve played from the start. This of course, is totally up to you.

This campaign has investigations, a lot of RP, Lovecraftian and Frankenstein style creatures, a lot of undead I’m told (though I will re-tool this aspect somewhat).



The Professor:

Professor Petros Lorrिमor lived in the town of Ravengro in the Canterwall county of the nation of Ustalav with his young daughter, Kendra Lorrिमor; they lived in a modest home to the south of the town. Lorrिमor was a professor at the University of Lepidstadt and, as a scholar, Petros had used his knowledge and research to learn about the forces of evil to better combat them. He had particularly studied the Whispering Way as a local Ustalavic force for evil.

The Hook:

It is here, in the Immortal Principality, that our adventures could take place. Your characters could hail from anywhere in Golarion, but each of you have a very strong tie to Professor Petros Lorrिमor (enough so that he names you in his will) and you are travelling to Ustalav for his funeral at the behest of his daughter, Kendra Lorrिमor. To provide clues as to your connection to the professor, the attached players guide includes traits that go into specifics. You might have once adventured with him in your younger days, and as you travel to Ustalav together you reminisce on the man who perhaps was your leader back then. Regardless of this your characters are good aligned heroes starting at level 5, which means you are no spring chickens, not wet around the ears and have been around the block a few times.