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SANDPOINT,
LIGHT OF THE LOST COAST

JAMES JACOBS

SANDPOINT





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TABLE OF CONTENTS

SANDPOINT. 4

The town of Sandpoint straddles the line between civilization and wilderness, offering up comforts and dangers alike and giving would-be heroes—or villains—plenty of opportunities to make names for themselves.

THE SANDPOINT HINTERLANDS. 76

Beyond Sandpoint, the lands have a natural beauty. But those redwood forests, haunting moors, winding cliffsides, and scenic hilltop vistas all give the goblins, harpies, and ogres countless places to hide.

REFERENCE

This book refers to several Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at pfrd.info.

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 6</i>	B6
<i>Advanced Player's Guide</i>	APG	<i>Horror Adventures</i>	HA
<i>Bestiary 2</i>	B2	<i>Inner Sea World Guide</i>	ISWG
<i>Bestiary 3</i>	B3	<i>Ultimate Equipment</i>	UE
<i>Bestiary 4</i>	B4	<i>Ultimate Intrigue</i>	UI
<i>Bestiary 5</i>	B5	<i>Ultimate Magic</i>	UM



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ON THE COVER

Merisiel and Kyra leap to the defense of downtown Sandpoint as it receives a visit from the legendary devil of the region in this stunning cover art by Hugh Pindur.





WELCOME
TO
SANDPOINT

PLEASE STOP TO
SEE YOURSELF
AS WE SEE YOU.

Sandpoint

Those who travel north along the rocky coastline from the Varisian city of Magnimar soon find themselves in peculiar country. Fog drapes the rolling landscape, floating spectrally along damp and lonely moors. Small woodlands grace the region, their tangled depths redolent of nettles and pepperwood and pine sap, while farther inland, river valleys lined by majestic redwoods wind between ragged tors and limestone escarpments. The region's vastness and sense of isolation have earned it its local name—the Lost Coast.

There are pockets of civilization along the Lost Coast. Though often not used these days, traditional Varisian campsites can be found in nearly every gulch and hollow along the cliff-lined reaches, and lonely houses sit upon bluffs—domiciles for eccentrics or the rich seeking a bit of peace far from the bustle of Magnimar's streets. Roadside inns grace the Lost Coast road every 24 miles or so, placed by virtue of the distance most travelers can walk given a day's travel. Low stone shrines to Desna give further opportunities for shelter should one of the all-too-common rainstorms catch travelers unaware. Given time, any of these seeds of civilization could bloom into a full-grown town, or even a city. It's happened once already, along the shores of a natural harbor nestled among the cliffs some 50 miles northeast of Magnimar. What was once a larger-than-normal Varisian campsite in the shadow of an ancient ruined tower has become the region's largest town: Sandpoint, the Light of the Lost Coast.

LIGHT OF THE LOST COAST

As one approaches Sandpoint, the footprint of civilization upon the Lost Coast grows clearer. Farmlands grow more numerous in outlying moors and valleys, and the blue-green waves of the Varisian Gulf bear ever more fishing vessels. Creeks and rivers are increasingly crossed by wooden bridges rather than fords, and the Lost Coast Road grows wider and is better kept. The first glimpses of Sandpoint are hidden from either approach (south or east) by the large upthrust limestone pavements known as the Devil's Platter and the arc of rocky outcroppings and lightly forested hilltops that rise up just east of town. As the final bend is rounded, Sandpoint's smoking chimneys and bustling streets greet the traveler with open arms and the promise of warm beds, a welcome sight indeed for

those who have spent the last few days alone on the Lost Coast Road.

From the south, a wooden bridge governs entrance to Sandpoint, while from the north, a stone wall offers the town a bit of protection. Here, the Lost Coast Road passes through a stone gatehouse that is generally watched by one or two guards; the southern bridge is typically unattended. Aside from the occasional goblin, the citizens of Sandpoint have traditionally had little cause to worry about invasion or banditry, yet recently, strange dangers and perils seem to have been gathering in the region's shadows. These looming perils have called an increased number of adventurers to Sandpoint, visitors who would do well to heed a quirky sign and mirror hanging from a bent nail at both the gatehouse and the southern bridge. Painted on each sign is a message: "Welcome to Sandpoint! Please stop to see yourself as we see you!"

Sandpoint's History

Millennia ago, the strip of land known today as the Lost Coast was not a coast at all, but rather a series of rocky bluffs and cliffs that ran through a vast moor stretching from the end of the Fogscar Mountains south to the Mushfens. Called the Rasp, this ridge of stony tors and limestone escarpments was avoided by local goblin tribes and Varisian travelers alike for its fell reputation as the haunt of demons and other supernatural terrors, for in the age before mortals, it was here that the demon lords Lamashtu and Pazuzu first met and conceived a horrific demon named Uvaglor. When First King Xin arrived in Varisia and claimed the land as the empire of Thassilon, neither he nor his Azlanti pilgrims held any such superstitions, and the Rasp became a natural border to define the boundary between the new nations of Shalast and Bakrakhan. After Xin was assassinated and the runelords took over his legacy, Shalast and Bakrakhan grew more and more at odds.

During Thassilon's final years, the Rasp was heavily patrolled by the armies of Shalast and Bakrakhan, and violent clashes between the two nations were common. Runelord Karzoug of Shalast used his impressive magic and enslaved giants to erect immense statues along the Rasp in his image, granite sentinels that stood hundreds of feet in height and from whose stony eyes he could look out upon the nation of Bakrakhan from the safety of his throne in distant Xin-Shalast. In response, Runelord Alaznist of Bakrakhan fortified the Rasp with several destructive watchtowers called Hellstorm Flumes. Each of these towers housed a contingent of her soldiers, commanded by sorcerers and demon-worshipping clerics hand-picked from her personal guard. Atop each Flume burned a constant vortex of arcane fire, one that its commander could direct to scorch intruding armies from miles away. The Flumes did a remarkable job at keeping Karzoug's forces from effectively invading Bakrakhan, while his own Sentinel Statues prevented Alaznist from launching any surprise invasions of her own. And so the two kingdoms existed in tenuous balance until the cataclysmic fall of their world. When Thassilon fell, the violence of Earthfall caused the nation of Bakrakhan to collapse and slide into the sea, forming what is now called the Varisian Gulf as the Rasp became the region's new coastline.

As time marched on, Thassilon's ancient structures slowly decayed despite the potent preservative magic woven into their foundations and facades. Karzoug's Sentinel Statues collapsed, although here and there fragments of these once-mighty guardians still stand. Alaznist's Hellstorm Flumes fared no better—most of these watchtowers fell into the sea during Earthfall. Only one of the two sites remained above the waves, and of them only one Flume remained partially standing, even then crumbling to less than a quarter of its original height. Varisian travelers preserved in their oral traditions stories of how ruined towers once cast fire down upon the surrounding lands, but over the generations, these tales evolved. The ruin's location at the edge of the sea seemed to indicate that it was once a lighthouse, and in time, stories of fiery rays became those telling of beams of light. Today, the Varisians view the last Hellstorm Flume as nothing more than an ancient ruined lighthouse, a landmark they call the Old Light.

More recently, settlers from the southern nation of Chelax have come to Varisia. The city of Magnimar was settled by colonists dissatisfied with life in Korvosa in eastern Varisia, and before long the need for additional farmland grew apparent. To the south, the sodden expanse of the Mushfens made farming difficult, so the settlers turned their eyes north along the Lost Coast. For much of its reef-lined length, the coast offered little shelter, with one exception: a perfect cove about 50 miles away from Magnimar, overlooked by a curious stone ruin and protected by a sandbar.

The foundation of a new town is not a matter to be taken lightly, nor one to be funded by a single investor. Four powerful families from Magnimar had designs on the region, and rather than work against each other, they consolidated their efforts and formed the Sandpoint Mercantile League. These four families—the Kaijitsus (glassmakers), the Valdemars (shipbuilders), the Scarnettis (loggers), and the Deverins (farmers and brewers)—sailed north to claim their land after securing the rights from Magnimar. Yet when they arrived in the spring of 4666 AR, they found the place already settled by local Varisians.

Refusing to be set back, the Sandpoint Mercantile League began a series of talks with the Varisians, promising them an important place in the new township. Unfortunately, after a week of talks that seemed to be going nowhere, an impatient man named Alamon Scarnetti took matters into his own hands. Rounding up a group of his brothers and cousins, the Scarnettis mounted a murderous raid on the Varisian camp, intent on killing them all and leaving evidence to blame local goblins for the deed. Yet the Scarnettis, too drunk and overconfident, managed to kill only five Varisians before they were themselves forced to flee, leaving behind three of their own.

The Sandpoint Mercantile League fled back to Magnimar, and in the months to follow were embroiled with the repercussions of Alamon's assault. Magnimar's Varisian Council demanded punishment for all four families, but the High Court arbitrated a peace between them, in no small thanks to the remarkable diplomatic skills of a young bard and member of one of the families accused—Almah Deverin. Not only did she manage to assuage the Varisians' call for blood payment; she also managed to salvage the plans for Sandpoint by promising to incorporate the worship of Desna into the new town's cathedral, as well as pay the Varisian Council a generous share of any profits made by Sandpoint businesses over the course of the next 40 years. One year later, the Sandpoint Mercantile League began construction on several buildings with the full cooperation of the Varisian people. In the years since Sandpoint's foundation, the settlement has flourished. Although the initial term of the compact with the Varisian Council has passed, Sandpoint's government has elected to extend the compact another 20 years, much to the consternation of a few locals.

Today, Sandpoint is a thriving community. Many industries have boomed, luring skilled laborers from as far as Korvosa and Riddleport to relocate. Yet Sandpoint's location on the Lost Coast has also recently drawn settlers of another bent. As explorers and adventurers begin to piece together the fragments of ancient Thassilon's influence over the region so long ago, Varisia's Thassilonian ruins have acted as a magnet for such lore-seekers. With the recent rediscovery of Xin-Shalast, the

true legacy of Thassilon has emerged into the public consciousness like never before, and Sandpoint finds itself at the epicenter of this increased interest. The influx of adventurers to the small town has been both a boon and curse, for although the trade they bring is more than welcome, it seems as if a shadow has drawn over Sandpoint as dark forces and sinister figures move against each other for control of the Lost Coast. In truth, these shadows have existed in the region far longer than Sandpoint has, and it is fortunate indeed that heroes have come to town. As the events around Sandpoint continue to unfold, future historians may well point to a set of recent events locals lump together as the “Late Unpleasantness” (a murderous rampage, a devastating fire, and finally a series of unprecedented raids on the town by goblin bands, sinister murderers, dragons, and giants) as the start of Sandpoint’s modern troubles, when in fact, these events and others to come are but symptoms of a deeper set of shadows over the quiet coastal town.

SANDPOINT, LIGHT OF THE LOST COAST

NG small town

Corruption +0; **Crime** +0, **Economy** +1, **Law** +0; **Lore** +2;

Society +0

Qualities prosperous, rumormongering citizens

Danger +0

DEMOGRAPHICS

Government autocracy (mayor)

Population 1,240 (1,116 humans, 37 halflings, 25 elves, 24 dwarves, 13 gnomes, 13 half-elves, 12 half-orcs)

NOTABLE NPCs

Kendra Deverin, mayor (NG female human aristocrat 4/expert 3)

Belor Hemlock, sheriff (CG human male fighter 4)

Abstalar Zantus, town priest (CG male human cleric of Desna 4)

Titus Scarnetti, noble (LE male human aristocrat 6)

Ameiko Kaijitsu, noble and owner of the Rusty Dragon (CG female human aristocrat 1/bard 3/rogue 1)

Shalelu Andosana, local ranger (CG female half-elf fighter 2/ranger 4)

Brodert Quink, Thassilonian expert (NG male human expert 7)

MARKETPLACE

Base Value 1,300 gp; **Purchase Limit** 7,500 gp;

Spellcasting 4th

Minor Items special; **Medium Items** special;

Major Items special

Notes Among Sandpoint’s locals, only 1st- and 2nd-level spells are readily available, but it’s not uncommon for visiting spellcasting travelers to offer services from “caster’s booths”—see Sandpoint Market on page 42. In addition, full details on the magic items for sale in Sandpoint appear in each location’s “Wares” entry on the following pages. If instead you would rather generate your own list of magic

items for sale, Sandpoint typically has 3d4 minor items and 1d6 medium items for sale at any one time.

What Time Is It?

Sandpoint was introduced in the very first chapter of Pathfinder’s first Adventure Path, Rise of the Runelords. Since then, we’ve returned to the town many times, and it’s become one of the most recognizable places on Golarion for player characters to visit. This book assumes the events of Rise of the Runelords have come and gone. Sandpoint weathered that campaign’s attacks, first by goblins and later by murderers, giants, and dragons, and has emerged stronger than ever thanks to a group of heroic adventurers. Since then, other campaigns and adventures have occurred in or around Sandpoint, but the details on the town presented here capture things as they exist in the nebulous span of time between Rise of the Runelords and the adventures to follow. Ameiko Kaijitsu has not yet left town to pursue her destiny (as detailed in the Jade Regent Adventure Path). The Lost Coast has yet to suffer a devastating natural disaster (as presented in the climax of the Shattered Star Adventure Path). And certainly, Karzoug is to date the only runelord to rise (unlike the situation at the start of the Return of the Runelords Adventure Path).

RUMORS

The citizens of Sandpoint are nothing if not curious, and the most prevalent way that curiosity manifests itself is in gossip. The typical way a group of PCs might catch wind of these rumors is by gathering information via a successful Diplomacy check, but you should feel free to give a player a rumor as a reward or a tease as the result of game play. Rumors should do more than merely help build the verisimilitude of a town whose citizens enjoy gossiping; rumors revealed to PCs should give them tantalizing hints for exploration and adventure.

Every location presented on the following pages is associated with a specific rumor. If the PCs are looking for information about a specific location, then they should be rewarded with that area’s rumor. Apart from that, you should hand out the rumors you want to drive player interest.

SANDPOINT AT A GLANCE

Most of the buildings in Sandpoint are made of wood, with stone foundations and wood shingle roofs. The majority are single-story structures, with a few noted exceptions. The town is often thought of as two districts by the locals. Uptown consists of the northern portion of town. Most of Uptown’s buildings are relatively new, and the streets are open and less crowded. This section of town is

SANDPOINT RUMORS

d%	Rumor
01–52	The PCs learn the rumor associated with the numbered Sandpoint location in this chapter equal to the result of the d% roll.
53–65	The PCs earn one of the more outlandish variants of one of the local rumors, as embellished by Chod Bevuk (see Sandpoint Meat Market on page 42). Reroll on this table to generate a different rumor, but make some sort of over-the-top adjustment to it to make it particularly unbelievable, scandalous, or otherwise entertaining.
66–75	The men of Sandpoint are increasingly worried about a mysterious figure known only as “Shroud” who exposes infidelities and secrets kept from wives. To date, no fewer than a dozen of Sandpoint’s less honest husbands have had their affairs, hidden stashes of gold, or embarrassing secrets made public by Shroud via a poster in the town market and a “Y” inside of a circle painted in yellow upon his home’s front door. <i>(When this rumor shows up, there’s a cumulative 20% chance that it’s Titus Scarnetti who’s been targeted. This is the work of Shayliss Vinder—see Shroud’s Shrine on page 74 for details on her, and Scarnetti Manor on page 60 for the affair that could be exposed.)</i>
76–80	Some of the farmers claim to have found muddy hoofprints on their roofs lately—sounds like the Sandpoint Devil’s looking for someone ‘round these parts to carry off for a meal! <i>(Initially false—the farmers faked the footprints and are just looking for attention, but once you want the PCs to get involved, they may find real prints left by the Sandpoint Devil.)</i>
81–85	Rather than overhear a rumor, the PCs hear a strange little rhyme chanted by children at play. This could be the little ditty the children made up about Das Korvut (see Red Dog Smithy on page 22), the nursery rhyme about the Mutterer (see Egan’s Wood on page 80), or even an excerpt from a goblin song.
86–87	Some travelers coming from up coast say they saw a dragon—a big one—flying around above the bay. Hope they were drunk or something—we don’t need dragons living that close to town! <i>(True, but which dragon was sighted, be it Scarhorn or Tiruvinn, is up to you.)</i>
88–89	A couple of weird holes have shown up in the fields around Paupers’ Graves, and the old tree in the cemetery seems to be leaning funny, almost like something’s been digging around in there. Hope it’s not ghouls! <i>(It is.)</i>
90–91	A lot of the fisherfolk been talking about some sort of red seagull they been seeing lately. Thing is, the gull seems always to show up just before some sort of accident or other bit of bad luck happens. They’ve been calling the thing the “Stoot Bird”—say the thing’s possessed by that maniac Stoot’s ghost, and it’s red because it’s soaked in blood. <i>(This eerie red gull is, in fact, the disguised Red Bishop; see Grubber’s Hermitage on page 81.)</i>
92–93	No one’s tried to hike the Turandarok River to its source in decades... that is, until two people from Magnimar gave it a try. One of them vanished and the other’s a permanent guest of Habe’s Sanatorium now—looks like he murdered his companion and is trying to cover it up with feigned madness! <i>(This isn’t quite true; the dangers at the source of the Turandarok are significant indeed.)</i>
94–100	The PCs hear a rumor of your own design—something outlandish and strange and likely false, but following up on it should steer the party toward a location or plot you’re eager for them to discover.

physically above the rest, situated on a bluff overlooking Downtown. The majority of the town’s buildings can be found in Downtown, which grows increasingly crowded as available space is claimed by new arrivals. Downtown is built on a gentle slope that runs from a height of about 60 feet above sea level to the north, down to only a few feet above the waterline to the southwest.

Sandpoint Harbor is 30 feet deep for most of its expanse, with sharply rising shores. The languid waters of the Turandarok River wind down from the hinterlands from a still undiscovered source, skirting Devil’s Platter to empty into the harbor; the river is often used to transport lumber harvested far upriver from Tickwood and the edge of Mosswood down to the local sawmill.

South of town rises another bluff on which Sandpoint’s most affluent landowners have staked their claims.

Only a few hundred feet north of town rises an upthrust spur of rocky land topped with a few trees—this tidal island is now known as Chopper’s Isle, and was once the home of Sandpoint’s most notorious criminal. The outcropping is accessible only by flight or by a skilled climber, and locals now believe the isle to be haunted by Chopper’s ghost (see area 51 for more on Chopper); children often dare each other to go out to the isle’s base at low tide and touch the barren cliff face that surrounds it, but no one’s visited the top in years.

The sight that proves most striking to visitors of Sandpoint at first is the ruins of the Old Light.

QUESTS BY LEVEL

Quest Level	Areas
1st	1, 6, 7, 9, 13, 15, 18, 21, 22, 23, 29, 31, 32, 47, 48, 49, 50
2nd	25
3rd	2, 30, 40, 45, 46
4th	10, 16, 17, 26, 41, 42, 43
5th	4, 5, 12, 20, 38
6th	24, 28, 33, 34, 36, 51
7th	3, 39
9th	19
12th	8, 14, 52
Varies	11, 27, 35, 37, 44

This stone tower's original height is unknown, but those who have studied the ancient architecture of the crumbling remains estimate it might have stood more than 700 feet tall. Today, only a fragment of that remains. The Old Light rises from sea level and is built into the face of a 120-foot-tall cliff, with the tower extending another 50 feet above that level to culminate in ragged ruins. The remaining shell is a reminder that neither the Chelaxians nor the Varisians were the first settlers of this land.

People of Sandpoint

The majority of Sandpoint's citizens are low-level humans who have only a few levels of NPC classes like commoner, expert, or warrior. Statistics for these NPCs are not provided, but are relatively simple to generate should you need them.

The typical citizen of Sandpoint is a commoner, eager to be informed and often curious about potentially scandalous events, and generally such locals seek to avoid combat. The majority of Sandpoint's citizens make their livings working for one of Sandpoint's industries (particularly logging, milling, or shipbuilding), as hunters or fishers, or as laborers (particularly on the farmlands to the south).

Sandpoint's shopkeepers and merchants are typically experts. While most PCs interact with merchants only while shopping, they might find themselves in a position to protect an endangered shopkeeper. Less scrupulous PCs might instead come into conflict with a merchant during the course of criminal shenanigans.

If the PCs need help, or if they overstep their bounds and get in trouble, the Sandpoint Watch may need to make an appearance. The typical member of the Sandpoint Watch is a 1st- or 2nd-level warrior.

Sandpoint's Climate

Sandpoint and its hinterlands experience only moderate seasonal temperature swings—it rarely snows in winter, and it rarely rises above 90 degrees in the summer. Fog is a common occurrence in the morning and evening alike, ranging from faint gauzy wisps to overwhelming mists that obscure vision entirely beyond 10 feet. During the summer and fall seasons, the weather is calm and often quite beautiful, although rain showers are not unheard of even in the height of summer. Winter rainstorms and spring windstorms (or vice versa) are common and often quite violent—locals have learned to avoid testing the ocean's waters too much during the deepest part of the winter storm season, and most of Sandpoint's buildings are built either on reinforced pilings or well above the tidemark. A 15-foot-high embankment runs the length of southern Sandpoint, forming a natural breakwater from the south bridge all the way to the Hagfish. Nonetheless, the storm surge has been known, in some years, to funnel up the aptly named Water Street, flooding not just it, but also Gull Street, Wet Dog Alley, and nearly to the town market, turning the Hagfish into a wooden island of sorts.

EXPLORING SANDPOINT

The rest of this chapter explores the most important locations in Sandpoint, providing full details on the town's stores, inns, taverns, and points of interest. These areas are listed numerically, with their numbers corresponding to the tags found on the map of Sandpoint on the inside front cover.

Name: The location's purpose is listed below its name.

Location: The street address is listed here.

Notable NPCs: This lists the names and short stat blocks of those who can commonly be found in the location. In the case of a business or government building, only the key NPCs for that location are listed.

Rumor: This entry lists a location-specific rumor.

Quest: This gives a potential quest associated with the location. Not all of these quests need to be available at the same time (if ever)—feel free to pick and choose which ones you wish to present to your PCs. The number in parentheses after "Quest" indicates the minimum character level suggested to begin this quest. The Quests by Level table above tells you which areas offer quests whose levels are appropriate for the equivalent minimum character levels.

Note that in most cases, very few of Sandpoint's citizens are equipped to give proper rewards for such quests. In most cases, experience points earned for completing the quest are the only reward for completion (you should hand out a story reward equal to the level of the quest as appropriate—a level 1 quest grants a CR 1 award and a level 8 quest a CR 8 reward, for example).

Wares: If the location is one where goods, services, or other items can be purchased, notes on prices and typical items that can be found at the location are listed here.

Unlabeled Buildings

This chapter presents details on the most significant and important of Sandpoint's buildings and locations, but this leaves dozens and dozens of other buildings unexplored. All of these smaller buildings are wooden structures, and most are the homes of citizens. The majority are single-floor structures, but a few are two-story buildings.

1. SANDPOINT CATHEDRAL

MULTIDENOMINATIONAL CHURCH

Location 60 Church Street

Notable NPCs

Abstalar Zantus, high priest (CG male human cleric of Desna 4)

Chelger Fespen, Lovus Vantakin, Walda Ambrush, and Yannah Aurlaveu, acolytes (male and female clerics 1)

Rumor "Everyone's still shocked that Nualia was the one behind the goblin raids a few years back. I know those adventurers say she fell in combat, but now and then you hear folks claiming to have spotted her. She grew up at the Cathedral. If she's anywhere in town, I bet she's hiding out in there, or maybe in some sort of hidden complex underground!" (*False, unless Nualia happened to survive the events of Rise of the Runelords for your group, in which case the rumor could be true, at your discretion!*)

Quest (1st) Father Zantus worries that some sort of dangerous supernatural force has arrayed itself against Sandpoint, based on the fact that so much violence and mayhem has plagued the town over the past decade. Once he knows the PCs are active, he'll contact them and ask them to see what they can do to investigate this "shadowy presence" as he calls it. You can use his advice to steer the PCs in the direction of a particular quest you'd like them to investigate or tackle. In any case, as long as the PCs agree to look into the situation for him, Father Zantus tells them that they'll have his support and that he won't charge them for spellcasting services that do not consume resources.

Wares spellcasting services (from Abstalar Zantus, his four acolytes, and Naffer Vosk [see area 2]), plus the following magic items.

- *Potion of cure light wounds* (6 at 50 gp each)
- *Potion of cure moderate wounds* (3 at 300 gp each)
- *Potion of cure serious wounds* (750 gp)
- *Potion of delay poison* (3 at 300 gp each)
- *Potion of lesser restoration* (4 at 300 gp each)
- *Potion of remove blindness/deafness* (2 at 750 gp each)
- *Potion of remove disease* (3 at 750 gp each)

- *Potion of remove paralysis* (2 at 300 gp each)
- *Scroll of cure light wounds* (12 at 25 gp each)
- *Scroll of cure moderate wounds* (5 at 150 gp each)
- *Scroll of lesser restoration* (6 at 150 gp each)
- *Scroll of neutralize poison* (700 gp)
- *Scroll of remove curse* (2 at 375 gp each)
- *Scroll of remove disease* (2 at 375 gp each)
- *Wand of cure moderate wounds* (44 charges at 90 gp/charge)
- *Wand of lesser restoration* (37 charges at 90 gp/charge)

Easily the largest building in Sandpoint, this impressive cathedral is also the town's newest structure. Built over the foundations of the previous chapel, the Sandpoint Cathedral is not dedicated to the worship of a single deity. Rather, it gathers under its eaves the six most commonly worshiped deities in the region: Abadar, Desna, Erastil, Gozreh, Sarenrae, and Shelyn. The building provides chapels for all of these deities in a communal forum—in a way, Sandpoint Cathedral is six different churches under one impressive roof.

Yet even the previous chapel wasn't the first holy site in this location. The core of both the original chapel and the new cathedral is an open-air courtyard surrounding a set of seven standing stones, which themselves surround a circular stone altar. These stones served the Varisians for centuries as a place of worship; although the Varisians generally venerated Desna and various Empyrean Lords at these stones, the stones themselves have a much older tradition. Unknown to anyone alive today, the seven standing stones once represented the seven Thassilonian schools of magic and served as a focus for wizards who wished to direct the destructive power of the nearby Hellstorm Flume. No one in Sandpoint suspects the standing stones are anything more than an ancient site of worship. Varisian oral tradition maintains that the seven stones represent the seven towers of Desna's palace, but this is merely a story perpetuated by early Varisian seers, who were eager to hide yet another scrap of their homeland's destructive history.

The original chapel hosted a collection of six different shrines, each housed in its own building and connected to the others by open-air walkways. Desna's worship was incorporated into these shrines as part of the peace accord with the local Varisians, but the original builders included five other deities as well. Four of these (Abadar, Gozreh, Sarenrae, and Shelyn) were patrons of the original founders of the Sandpoint Mercantile League, while the fifth, Erastil, was the most popular among the initial settlers.

The previous chapel hosted not quite a dozen acolytes led by a cleric named Ezakien Tobyn and his adopted daughter Nualia. While Father Tobyn was well loved by the townsfolk, in private life he was an oppressive and overprotective father who failed to see that Nualia was

stifling under his patriarchal rule. When she rebelled against his control and fell in with a cad named Delek only to become pregnant, Ezakien overreacted and forbade her from leaving the church so that he could watch over her and lecture her on the virtues she should follow. In so doing, he not only fell from Desna's grace but also nurtured Nualia's growing hatred, which became magnified when one of Alaznist's *minor runewells of wrath* flared to life below town. Nualia miscarried her child and fell into a coma, only to waken some time later as a pawn of Lamashtu. She jammed her father's door as he slept, lit the church on fire, and fled Sandpoint to later lead the goblin raids on the town. The fire spread quickly. As the town rallied to save the church, the inferno expanded, consuming the North Coast Stables, the White Deer Inn,

and three homes. In the end, the church burned to the ground, leaving the town's beloved priest Ezakien Tobyn, all of his acolytes, and (so the town believed at the time) Nualia dead. It would be years before Sandpoint recovered from the tragedy.

When the chapel burned to the ground, Mayor Kendra Deverin set into motion a bold initiative. Not only would the chapel be rebuilt, but it would be rebuilt on a grand scale. A cathedral would be constructed in place of the chapel, and it would be made of stone and glass. Funding for this project came partially from the founding families, partially from Sandpoint businesses eager to earn favor in the eyes of the gods, and partially from the respective churches. It took years to finish the cathedral, but the end result is truly impressive. To the south, facing Sandpoint's heart, are the shrines of civilization: Erastil and Abadar. To the west, offering a view of the Old Light and the sea beyond, are the shrines of Shelyn and Gozreh. And to the east, offering a view of the Sandpoint Boneyard and the rising sun, are the shrines of Sarenrae and Desna.

Today, the town's high priest is a pleasant man named Abstalar Zantus. As with Father Tobyn before him, Father Zantus is a worshiper of Desna, but one more even-minded than his predecessor and more welcoming in his personality. Abstalar is very open about matters of faith and has slipped with ease into the role of advisor for worshipers of other gods of Sandpoint.

Underneath the cathedral are two separate entrances to an old set of smugglers' tunnels. The first was located behind a secret door in the basement in the western wing—it was this entrance that Nualia discovered and used in order to come and go without her father's notice. When Ezakien discovered the door and confined his daughter to her quarters, he bricked this entrance up. Father Zantus knows about the entrance and suspects that he'll need to break it down soon to investigate strange noises (see Area 2), but at least for now he has left this entrance sealed.

The second entrance has so far gone unnoticed by everyone in modern Sandpoint; it consists of a chamber that hasn't been used for its proper purpose in ages.

Directly under the central ring of stones that once served as a focus for the Hellstorm Flume lies a small set of rooms. The method to cause the central stone above to rise and sink into the ground still functions but hasn't been activated in thousands of years. See *Smugglers' Tunnels* on page 68 for more information.



ABSTALAR ZANTUS

ABSTALAR ZANTUS

Male human cleric of Desna 4

CG Medium humanoid

Init +1; **Senses** Perception +4

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 25 (4d8+4)

Fort +5, **Ref** +2, **Will** +8

OFFENSE

Speed 30 ft.

Melee mwk starknife +5 (1d4–1/×3)

Ranged mwk starknife +5 (1d4–1/×3)

Special Attacks channel positive energy 7/day (DC 14, 2d6)

Cleric Spell-Like Abilities (CL 4th; concentration +8)

7/day—bit of luck, touch of good (+2)

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*aid^o*, *hold person* (DC 16), *lesser restoration*, *spiritual weapon*

1st—*command* (DC 15), *divine favor*, *protection from evil^o*, *sanctuary* (DC 15), *shield of faith*

0 (at will)—*detect magic*, *light*, *mending*, *stabilize*

D Domain Spell; **Domains** Good, Luck

STATISTICS

Str 8, **Dex** 12, **Con** 13, **Int** 10, **Wis** 18, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 13

Feats Brew Potion, Extra Channel, Weapon Finesse

Skills Diplomacy +9, Heal +10, Knowledge (arcana) +4, Knowledge (religion) +7, Spellcraft +7

Languages Common, Varisian

Combat Gear *scrolls of cure light wounds* (2), *scrolls of remove disease* (2); **Other Gear** +1 studded leather, masterwork starknife, healer's kit, silver holy symbol of Desna, 21 gp

ACOLYTES (4)

Human cleric 1

Medium humanoid (human)

Init +0; **Senses** Perception +3

DEFENSE

AC 11, touch 10, flat-footed 11 (+1 armor)

hp 11 (1d8+3)

Fort +4, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.

Melee unarmed strike –1 (1d3–1 nonlethal)

Special Attacks channel positive energy 4/day (DC 11, 1d6)

Cleric Spells Prepared (CL 1st; concentration +4)

1st—*bless*, *protection from evil^o*, *sanctuary* (DC 14)

0 (at will)—*light*, *mending*, *stabilize*

D Domain spell; **Domains** Good (see Domains below)

STATISTICS

Str 8, **Dex** 10, **Con** 15, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +0; **CMB** –1; **CMD** 9

Feats Selective Channeling, Skill Focus (Knowledge [religion])

Skills Diplomacy +5, Heal +7, Knowledge (religion) +8, Sense Motive +7

Languages Common, Varisian

Gear padded armor, holy symbol, 2d6 gp

SPECIAL ABILITIES

Domains All of these acolytes have the Good domain, but their secondary domains vary, as detailed here.

Chelger Fespen NG male cleric of Shelyn (Protection)

Lovus Vantikin CG male cleric of Desna (Luck)

Walda Ambrush NG female cleric of Sarenrae (Healing)

Yannah Aurlaveu LG female cleric of Erastil (Community)

2. SANDPOINT BONEYARD

TOWN CEMETERY

Location No address; located east of Sandpoint Cathedral

Notable NPCs

Naffer Vosk, gravedigger (NG male human rogue 1/cleric of Sarenrae 2)

Rumor “Now and then you hear about someone hearing strange sounds in the boneyard—scratching noises, almost like someone got buried alive and was trying to claw their way out of the coffin. Me? I think it’s just people either getting too drunk or looking to spook us just for fun.” (*True; the sounds are real but not that common—people are catching the faint sounds of ghouls stealthily crawling around in the warrens below the ground.*)

Quest (3rd) Naffer has officially heard the “scratching sound down below” enough times that he almost considered doing a few exhumations to make sure the dead are dead, but after thinking about it a bit more, he suspects the Bunyip Club (see area 42) has started expanding the old smugglers’ tunnels. He knows there’s an entrance to the tunnels that’s been bricked over in the cathedral basement, and if he feels the PCs are up to the task, he’ll help them break the wall down so they can enter the tunnels beyond and investigate. In fact, the Bunyip Club has avoided this area because ghouls have been slowly colonizing it, and Naffer grows only more impassioned about fixing the problem once it becomes apparent what the real cause of the noises is. See *Smugglers’ Tunnels* on page 68 for more details.

Set in the shadow of the Sandpoint Cathedral and accessible via a gate to the north or from several doors leading into the main cathedral, this expansive cemetery overlooks the Turandarok River. Stone vaults owned by affluent families stand near the cemetery’s edges or at its center, while dozens of humble plots, each marked with a simple gravestone, sit amid trees and shrubberies. The boneyard is well maintained by Naffer Vosk, a smuggler Father Tobyn took pity on after Naffer’s ship wrecked just north of town a decade ago. Naffer has found redemption in Sarenrae, and is one of the town’s most devout citizens. Despite a twisted spine that has given him an awkward lurching gait ever since he could walk, Naffer works to keep the Sandpoint Boneyard meticulously clean, and rings the church bells every day at dawn, noon, and dusk.

NAFFER VOSK

Male human cleric of Sarenrae 2/rogue 1

NG Medium humanoid (human)

Init -1; **Senses** Perception +8

DEFENSE

AC 15, touch 9, flat-footed 15 (+4 armor, -1 Dex, +2 shield)

hp 20 (3d8+3)

Fort +3, **Ref** +1, **Will** +5

Weaknesses twisted spine

OFFENSE

Speed 20 ft.

Melee mwk scimitar +5 (1d6+3/18-20)

Special Attacks channel positive energy 4/day (DC 12, 1d6 [+2 vs. undead]), sneak attack +1d6, sun's blessing

Cleric Spell-Like Abilities (CL 2nd; concentration +4) 5/day—rebuke death (1d4+1)

Cleric Spells Prepared (CL 2nd; concentration +4)

1st—*cure light wounds*⁹, *detect undead*, *hide from undead*, *magic weapon*

0 (at will)—*create water*, *light*, *mending*, *stabilize*

D domain spell; **Domains** Healing, Sun

STATISTICS

Str 16, **Dex** 8, **Con** 10, **Int** 12, **Wis** 15, **Cha** 13

Base Atk +1; **CMB** +4; **CMD** 13

Feats Combat Casting, Improved Initiative, Toughness

Skills Bluff +5, Climb +5, Disable Device +1, Heal +8, Intimidate +5, Knowledge (local) +6, Knowledge (religion) +5, Perception +8, Profession (gravedigger) +8, Sense Motive +6, Sleight of Hand +1, Stealth +1, Swim +5

Languages Common, Varisian

SQ trapfinding +1

Combat Gear holy water (4); **Other Gear** +1 studded leather, heavy steel shield, mwk scimitar, holy symbol, 40 gp

SPECIAL ABILITIES

Twisted Spine (Ex) Naffer's disability reduces his speed by 10 feet and imposes a -4 penalty on Initiative checks. A *regeneration* spell is required to remove these penalties. Securing a *regeneration* spell for Naffer earns the PCs an XP award as if they overcame an encounter that has a CR equal to their average party level.

3. THE WHITE DEER

TAVERN AND INN

Location 150 Church Street

Notable NPCs

Garridan Viskalai, innkeeper (LN male human expert 4)

Tannsy Viskalai, tavern keeper (N female human expert 2)

Rubus, Sarla, and Veddie Viskalai, their children (N male and female young human commoners 1)

Rumor "Garridan's brother is the town sheriff, but you'd never know to ask either of them. Seems there's quite a bit of bad blood between the two. Who can say why?"

Well they can, I suppose, but they don't talk much about it to me." (*True.*)

Quest (7th) Recently, a group of halfling merchants lost one of their own when they stopped a bit east of town for a short break. The missing halfling, Ardam Anker, stepped off the road into the undergrowth to relieve himself and simply vanished. His companions are worried but had to move on to deliver their shipment to Magnimar. They left a note at the White Deer that if Ardam's whereabouts can be found, they'll reward his safe return or news of his fate with a payment of 200 pp. Alas, Ardam is no longer alive—his body can be found out on the Three Cormorants (see page 92).

Wares Standard food and drink, with the following specialties.

Pepper-Crusted Venison Cooked to perfection every time (4 sp)

Season's Libation Various seasonal drinks from Two Knight Brewery (7 sp per mug)

Big Pig Pie Pork meat pie with huge chunks of meat and veggies—feeds four; free if you can eat the whole thing yourself in less than an hour! (1 gp)

Weedwraps Strips of candied venison wrapped in fresh seaweed; very chewy and much more delicious than they sound (2 sp)

Rooms Single rooms only (5 sp per night)

A pair of wooden, life-sized deer, carved with painstaking care from white birch, stand astride the entrance to this sizable tavern and inn, which commands an impressive view of the Varisian Gulf to the north. The building is new, recently rebuilt after the previous inn at this location burned to the ground several years ago in the same fire that destroyed the Sandpoint Chapel. The new White Deer is a grand affair, three stories tall with a stone first floor and wooden upper floors, with a dozen large rooms that can accommodate two to three guests each.

A somber and quiet Shoanti man named Garridan Viskalai owns the White Deer and runs the place with the aid of his family and a few locals. Although his parents were members of the Shriikirri-Quah tribe, they abandoned their ties to settle in Sandpoint. Garridan regrets their choice, but his love for his wife and family keeps him rooted firmly in town.

Eager to encourage visitors to stay at his inn, Garridan keeps the prices of his rooms and board low, matching those of the Rusty Dragon despite the fact that his accommodations are much cleaner and more spacious. Still, his gruff attitude tends to make his establishment less popular than the Dragon. Garridan is the brother of Sandpoint's sheriff, Belor Hemlock, although the two of them are in a long-running feud stemming from what Garridan sees as his brother's complete abandonment of Shoanti tradition.

GARRIDAN VISKALAI

Male human expert 4

LN Medium humanoid (human)

Init -1; **Senses** Perception +10

DEFENSE

AC 14, touch 9, flat-footed 14 (+4 armor, -1 Dex, +1 shield)

hp 26 (4d8+8)

Fort +2, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4+1/19-20)

Ranged mwk composite longbow +3 (1d8+1/x3)

STATISTICS

Str 13, **Dex** 9, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 13

Feats Alertness, Martial Weapon Proficiency (longbow), Skill Focus (Sense Motive)

Skills Handle Animal +7, Heal +8, Knowledge (local) +5, Knowledge (nature) +7, Perception +10, Profession (innkeeper) +8, Sense Motive +13, Survival +6

Languages Common, Shoanti

Combat Gear *potions of cure light wounds* (2), *bird feather tokens* (2); **Other Gear** chain shirt, buckler, mwk dagger, mwk composite longbow with 20 arrows, 132 gp

4. THE WAY NORTH

CARTOGRAPHER

Location 140 Cliff Street

Notable NPCs

Veznutt Parooh, proprietor (NG male old gnome wizard 2/expert 4)

Rumor "Veznutt says his treasure maps are all fakes, and that he drew them all himself, but I bet some of them are real!" (True; see *Quest* below.)

Quest (5th) If he thinks the PCs are trustworthy, Veznutt takes them into his private drawing room and, with much flourish and fanfare, produces a tattered sheet of parchment on which is scribbled a much cruder map than the ones he sells. This map shows the Sandpoint hinterlands and indicates that a treasure is buried out in the Tors (see page 93). Veznutt got the map years ago from a reputable-looking salesman who claimed the map led to a buried treasure left long ago by a wandering barbarian from the Lands of the Linnorm Kings. He points to the fact that the map's writing is in Hallit as proof, along with a barely visible imprint and set of holes in the parchment from what seems to have been a key with a linnorm motif stitched to the material. (If the PCs purchased the rusty iron key at the town market [see area 35], it matches the imprint perfectly.) Veznutt admits that the map is the main reason he first came to Sandpoint but that he fell in love with the scenery and the citizens alike and decided to put down

roots, adding, "At least for a couple of decades or so, until I get bored." The map indicates that the treasure is buried somewhere in the Lost Tors, but isn't particularly precise in its details other than to note that it is "100 paces from the Great Bear's Cairn." Veznutt assumes those paces are human-sized ones, but every time he's built up the courage to head out to the Lost Tors to look for the treasure, the dangerous wildlife and monsters in the area have run him off. He proposes that the PCs seek out the treasure—he's not all that interested in owning the treasure and simply wants to know if the map is real.

Wares Local regional maps and novelty treasure maps ranging in price from 5 gp to 100 gp; spellcasting services

As with several other buildings in the vicinity, this one-story structure was recently renovated after the Sandpoint Fire. Previously a stable, the building has been converted by its new owner, an aged but spry gnome named Veznutt Parooh, into a cramped and cluttered library housing his tremendous collection of maps and nautical charts. Maps of local regions, from the immediate vicinity up to the whole of Varisia and the Storval Plateau, can be purchased from him for prices ranging from 5 gp to 100 gp, depending on the size and level of detail. Veznutt adores treasure maps, and sells what he calls "novelty treasure maps" as art objects. He's the cartographer for all of these maps and is completely up front and honest about them being false—they're intended only for entertainment value, and any shenanigans a customer might get up to by passing one off on a friend as a prank is really none of Veznutt's business.

When not here crafting copies of old maps, Veznutt can usually be found arguing over history with his best friend Ilsoari at Turandarok Academy (see area 27).

VEZNUTT PAROOH

Male old gnome expert 4/wizard 2

NG Small humanoid (gnome)

Init +5; **Senses** low-light vision; Perception +13

DEFENSE

AC 13, touch 13, flat-footed 11 (+1 Dex, +1 dodge, +1 size)

hp 33 (6 HD; 2d6+4d8+6)

Fort +2, **Ref** +4, **Will** +9; +2 vs. illusions

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee quarterstaff +2 (1d4-3)

Special Attacks hand of the apprentice (6/day), hatred

Spell-Like Abilities (CL 6th; concentration +7)

1/day—*dancing lights*, *ghost sound* (DC 11),
prestidigitation, *speak with animals*

Wizard Spells Prepared (CL 2nd; concentration +5)

1st—*comprehend languages*, *mage armor*, *unseen servant*
0 (at will)—*arcane mark*, *detect magic*, *light*, *read magic*

STATISTICS

Str 5, **Dex** 13, **Con** 12, **Int** 16, **Wis** 14, **Cha** 12

Base Atk +4; **CMB** +0; **CMD** 12

Feats Dodge, Improved Initiative, Lightning Reflexes, Scribe Scroll

Skills Appraise +12, Craft (map) +12, Knowledge (arcana) +12, Knowledge (geography) +12, Knowledge (local) +9, Knowledge (nature) +9, Perception +13, Profession (cartographer) +11, Spellcraft +12

Languages Common, Elven, Gnome, Varisian, Shoanti

SQ arcane bond (ring), gnome magic

Combat Gear *potions of cure light wounds* (3), *scrolls of identify* (4), *scrolls of comprehend languages* (6), *wand of magic missile* (CL 3rd, 22 charges), *wand of invisibility* (19 charges); **Other Gear** quarterstaff, spell component pouch, ring worth 250 gp, 22 pp, 5 gp

5. RINGS AND THINGS

JEWELRY STORE AND MONEYLENDER

Location 10 Church Street

Notable NPCs

Maver Kesk, jeweler (LG male human expert 3)

Pennae Kesk, moneylender (LN female human commoner 2)

Aela and Bazlen Kesk, children (N female and male young human commoners 1)

Guards (LN human warrior 3)

Rumor “Maver does fine work, it’s true, but it’s his wife Pennae who keeps the place profitable—if only because she’s the one who remembers how important security is in a business like jewelery and moneylending.” (*True.*)

Quest (4th) Once the PCs are established in town as trustworthy heroes, Pennae might approach them with an offer to work as escorts on her trips to Magnimar to make deposits at the Bank of Abadar. She’ll pay 100 gp per PC per trip, but if the PCs take her up on the offer, they’ll need to work for that gold—the first time they do so, they’ll be ambushed on the road by Skrunter’s Boys (see Whisperwood on page 94).

Wares Jewelry and art objects (typically ranging from 5 gp to 100 gp); moneylending services

This squat, stone building escaped the fire that ravaged northern Sandpoint, much to the relief of its owner, a wild-haired jeweler named Maver Kesk. Maver retains a half dozen local and trusty toughs as guards, but he has a habit of leaving doors and vaults open—a trait for which his wife Pennae Kesk often publicly berates him. Pennae handles the moneylending side of the business, keeping exacting records of how much money’s been loaned out and whose payments are coming up next. The vast majority of loans she handles are from the region’s

farmers and fishers, many of whom borrow money in the off-season to repair, resupply, and prepare for the upcoming season. For the most part, the farmers and fishers are smart about their loans, with Pennae’s help in managing their capacity for repayment.

Of late, Rings and Things makes most of its money from purchasing gems, jewelry, and art objects from adventurers. Pennae and three of the guards make regular trips to Magnimar to sell off their supplies and keep ready cash on hand for new purchases, and the recent influx of business has made Rings and Things one of the most profitable businesses in town. Pennae’s managed to keep this success quiet so far, fearing that if word spread the Bunyip Club would be only the first of a long line of criminals to eye their establishment. Pennae gets nervous when there’s more than 1,000 gp of coins and wares in the store, and has increasingly relied on the Bank of Abadar in Magnimar rather than the Town Hall here in Sandpoint to protect the steadily growing family nest egg.

6. JUNKER’S EDGE

TOWN DUMP

Location No street address; located at the western end of Junker’s Way

Rumor “All sorts of valuables can be scavenged from Junk Beach—I can’t imagine why people aren’t more discerning about the things they throw away!” (*True.*)

Quest (1st) The first time the PCs peer over Junker’s Edge or visit the beach, they spot something unusual—a dead goblin. This was a member of the Seven Tooth tribe who perished early last night after falling into the water and being caught by the dangerous riptide. A successful 15 Knowledge (local) check identifies the goblin as a member of the Seven Toths; whether the PCs want to stake out the beach to see if more goblins come back or take the investigation to Shank’s Wood to confront the goblins is up to them.

Garbage gathered by Gorvi’s boys (see area 7) is routinely dumped over the edge of this cliff to gather on the beach below. Several of the town’s Gozreh worshipers (in particular Hannah Velerin; see area 45) rankle at this practice, but until an equally cost-effective and convenient option is presented, the town council is reluctant to change its ways. In any event, the sea generally makes short work of the junk, ensuring it never piles up too high.

The beach down below Junker’s Edge (creatively called “Junk Beach” by the locals) is a somewhat dangerous place to explore, but that doesn’t prevent desperate locals or headstrong children from approaching the beach during low tide to scavenge for accidentally discarded treasures.

Unknown to the citizens of Sandpoint, periodic scavengers from the town are not the only visitors to

Junk Beach. For some time now, goblins from the Seven Tooth tribe (see Shank's Wood on page 91) have been creeping onto the beach in the predawn hours to raid the shoreline for bits of metal, scraps of food, not-quite-broken tools, and other "valuable" prizes. As a result, the Seven Tooth goblins have made a name for themselves among the local goblin tribes as the best traders. So far, the goblins have managed to keep their early morning raids quiet enough to hide their visits from the locals, and they take pains to scurry quietly off or simply reschedule their visit entirely if they spot Sandpoint citizens on the beach.

If the PCs wish to scavenge the doubtful treasures supposedly hidden on Junk Beach, they may find out first hand how dangerous the ocean is. The constantly crashing waves in the narrow channel between the beach and Chopper's Isle make for unpredictable dangers. Each attempt to scavenge the beach takes an hour of work, represented by a DC 20 Perception check. On a success, the character might have found something valuable (roll on the table Scavenging on Junk Beach to determine what was found), but on a failure of 5 or more, the character isn't paying enough attention to the ocean. Each hour spent on the beach, a character must succeed at a DC 12 Acrobatics check (this check takes a -4 penalty if the character's Perception check indicates she wasn't paying attention to the sea) to avoid slipping from a rock or being knocked by a sudden wave into the water. A character who lands in the water has a flat 50% chance of landing in a harmless tide pool, but otherwise lands in a channel connected to the sea and must succeed at a DC 15 Swim check to get back to land. The churning riptide causes this DC to increase by 3 each round the PC doesn't get to land.

The above rules assume the PCs visit the beach during low tide. At regular tides, Perception checks to find loot take a -4 penalty and there's only a 25% chance that a fall results in a safe landing in a sheltered tide pool. At high tide, Perception checks take a -8 penalty and all falls result into plunges into the dangerous tide.

7. GORVI'S SHACK

HOME

Location 140 Tower Street

Notable NPCs

Gorvi, dungsweeper (CN male half-orc warrior 3)

Rumor "Gorvi's always been a nasty character, but lately he's been getting worse. There's gotta be a less obnoxious way to keep our streets clean... or at the very least, a way to get Gorvi to mellow out." (*True; see Quest below.*)

Quest (1st) If Gorvi can be convinced to tone down the troublemaking, everyone in Sandpoint will be happier, but convincing the half-orc to change his attitude isn't easy. Threats (whether they're administered via Intimidate

SCAVENGING ON JUNK BEACH

d20	Result
1-7	The PC finds something that looked shiny but is nothing more than a piece of glass, bent bit of metal, or other legitimate piece of trash.
8-11	The PC finds a single coin (roll d%: 01-60 1 cp, 61-90 1 sp, 91-98 1 gp, 99-100 1 pp).
12-14	The PC finds a usable mundane item (such as a coil of rope, a crowbar, a watertight flask of oil, or the like) worth no more than 4 gp.
15-17	The PC finds a usable light simple or martial weapon worth no more than 8 gp (most often a dagger, sickle, or handaxe).
18-19	The PC finds a piece of jewelry, a gem, or other art object that, once cleaned, is worth 1d20×10 gp.
20	Treasure! The PC finds a single object of the GM's choice (including magic items) worth no more than 1d6×100 gp.

checks or actual physical violence) will cow the half-orc for a few days, but afterward he'll be even more unpleasant, perhaps even spending some of his not inconsiderable stash of savings to hire the Bunyip Club (see area 42) to strike back against the PCs. Murdering Gorvi, as unpleasant as he is, is no solution for PCs who want to remain in town. The best solution is to use Diplomacy; a successful DC 24 Diplomacy check is enough to convince Gorvi to mellow out for a week, and once he's had four of these successful talks in a row, he adjusts his attitude permanently.

This dilapidated shack is home to a notorious lummo named Gorvi. Despite the ramshackle look of his home, this half-orc has made quite a pretty penny for himself serving as Sandpoint's dungsweeper, enough that he employs about two dozen vagrants and curs who would otherwise be causing trouble along the waterfront, paying them regularly in copper to haul one of his distinctive red wheelbarrows through the streets, collecting refuse and garbage. Sandpoint pays him handsomely for his services, a job that no one else really wants but everyone wants to see done. Lately, Gorvi's been making a menace of himself more than usual, spending evenings down on the boardwalk, harassing women, and raising hackles at the Hagfish (see area 33). Mayor Kendra has had to ask him several times to ease up on the drinking and stop bullying, but Gorvi has grown complacent, believing that he won't be run out of town as long as he continues to ensure the streets are clean.

Gorvi's managed to accumulate an impressive stash of valuables by scavenging, and has buried his stash in a chest behind his shack. A PC who succeeds at a DC 20 Perception check notes the disturbed dirt, under which

can be found a chest containing 1,340 sp, 120 gp, and 450 gp in jewelry and other small valuables.

GORVI

Male half-orc warrior 3

CN Medium humanoid (human, orc)

Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 22 (3d10+6)

Fort +4, **Ref** +1, **Will** +0

Defensive Abilities orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk warhammer +6 (1d8+2/×3)

Ranged light hammer +3 (1d4+2)

STATISTICS

Str 15, **Dex** 10, **Con** 12, **Int** 11, **Wis** 9, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 15

Feats Intimidating Prowess, Power Attack

Skills Intimidate +9, Perception +2

Languages Common, Orc

SQ orc blood

Combat Gear *potion of cure light wounds*; **Other Gear**

mwk chain shirt, mwk warhammer, light hammers (3),
everburning torch, 57 gp

8. QUINK'S HOUSE

HISTORIAN AND SAGE

Location 130 Tower Street

Notable NPCs

Brodert Quink, Thassilonian expert (NG male old human expert 7)

Rumor "Brodert's always had strange ideas about the old ruined lighthouse, but be warned—if you ask him about it, it might be tough to get him to stop talking!" (*True*; see *Quest below*.)

Quest (12th) Brodert's learned much about Thassilon in the last few years, and now more than ever suspects there are hidden chambers below the Old Light (see area 52). If a group of PCs can find the truth of these chambers, or even better, prove that the Old Light was once some sort of magical weapon, he'll gladly pay them with his *eyes of the eagle* in thanks.

Wares Sage advice and research

The sole occupant of this ancient building is an old man named Brodert Quink, a balding scholar of Varisian history and engineering. Brodert claims to have spent 2 decades of his youth studying with dwarven engineers at Janderhoff and 3 decades as a cataloger at the Founder's Archive in Magnimar, and he's continually baffled and

enraged that his learning and obvious intelligence haven't afforded him more prestige. Brodert has been studying ancient Thassilonian ruins for the past several years and has recently become obsessed with the Old Light. No one believes his theories that the tower was once a war machine capable of spewing fire to a range of more than a mile—but now that the truth about Thassilon and its runelords is finally coming out, people have begun to wonder if old Quink wasn't onto something all along.

BRODERT QUINK

Male old human expert 7

NG Medium humanoid (human)

Init -1; **Senses** Perception +7

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 31 (7d8)

Fort +1, **Ref** +1, **Will** +7

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d3-2)

STATISTICS

Str 7, **Dex** 8, **Con** 9, **Int** 18, **Wis** 11, **Cha** 10

Base Atk +5; **CMB** +3; **CMD** 12

Feats Improved Iron Will, Iron Will, Skill Focus (Knowledge [engineering]), Skill Focus (Knowledge [history]), Toughness

Skills Appraise +11, Knowledge (arcana, dungeoneering, geography, local, nature, and planes) +14, Knowledge (engineering and history) +17, Linguistics +14, Perception +7, Profession (sage) +10

Languages Aklo, Azlanti, Common, Dwarven, Elven, Giant, Gnome, Goblin, Sylvan, Thassilonian, Varisian, Shoanti

Other Gear *eyes of the eagle*, *handy haversack*, 150 gp

9. LOCKSMITH

LOCK AND KEY SHOP

Location 90 Tower Street

Notable NPCs

Volioker Briskalberd, proprietor (LG male dwarf rogue 2/expert 3)

Rumor "Volioker was a member of some gang in Magnimar for a few years before he left that life behind and became one of the first to move to Sandpoint after it was founded, but good luck getting him to talk to you about any of that!" (*True*; see *Quest below*.)

Quest (1st) Volioker wants simply to live his new life in Sandpoint, and if he grows to trust the PCs, he might ask them to help quash the rumors going around town about his past. In order to do so, the PCs will need to spread their own "counter rumors" by making Bluff checks around town over the course of several days. Each attempt to spread

such counter rumors takes 4 hours of work and requires a successful DC 20 Bluff check. Each successful Bluff check grants the PCs 1 point, while each failed Bluff check and each day in which no such attempt to spread counter rumors is made subtracts 1 point. Once the PCs reach 10 points, Sandpoint's locals no longer believe rumors about Volioker's past, and 1 week after that, after Volioker hears no more rumors, he'll gratefully reward the PCs with his eternal friendship and one of the last remnants of his prior life—his *vest of escape*.

Wares Locks and locksmithing services

A flamboyant dwarf named Volioker Briskalberd has owned and operated Sandpoint's locksmith business since the town's founding. While not that old by dwarven standards, he is the longest-lived resident of Sandpoint (its other long-lived residents having moved to town years or even decades after it was founded), yet Volioker doesn't play the part of town historian, nor does he present himself as the voice of institutional knowledge of Sandpoint's history. Volioker prefers to leave the past in the past, and Sandpoint's citizens have come to respect his wishes—none in town today come to him for stories of the “good old days,” and if they did, Volioker's apt to remark, “The days have always been this good and this bad.”

Volioker built most of Sandpoint's locks, and as a result, he's long been an enemy of the Bunyip Club (see area 42), whose members have attempted both diplomacy and coercion in their attempts to recruit him to their side. Volioker's distaste for thievery and scoundrels may have its genesis in his childhood as a street orphan in Magnimar, although he's traditionally closemouthed about his past. He's a tremendous fan of the arts, and never misses a new show at the playhouse.

VOLIOKER BRISKALBERD

Male dwarf expert 3/rogue 2

LG Medium humanoid (dwarf)

Init +2; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)

hp 25 (5d8)

Fort +1, **Ref** +6, **Will** +6; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities evasion, defensive training

OFFENSE

Speed 20 ft.

Melee mwk sap +4 (1d6 nonlethal)

Ranged mwk hand crossbow +6 (1d4/19-20)

Special Attacks hatred, sneak attack +1d6

Spell-Like Abilities (CL 2nd, concentration +4)
3/day—*mage hand*

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 14, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +3; **CMD** 16 (20 vs. bull rush, 20 vs. trip)

Feats Deadly Aim, Dodge, Point-Blank Shot

Skills Appraise +10, Climb +8, Craft (metalworking) +10, Disable Device +15, Escape Artist +8, Intimidate +5, Knowledge (local) +10, Linguistics +7, Perception +11, Sense Motive +11, Sleight of Hand +7, Stealth +10

Languages Common, Dwarven, Shoanti, Varisian

SQ rogue talents (minor magic), trapfinding +1

Other Gear mwk studded leather, mwk sap, mwk hand crossbow with 10 bolts, *goggles of minute seeing*, *vest of escape*, 74 gp

10. SANDPOINT GARRISON

GUARDPOST AND JAIL

Location 210 Main Street

Notable NPCs

Belor Hemlock, town sheriff (CG male human fighter 4)

Vachedi, jailer (CG male human barbarian 3)

Rumor “When that sinkhole opened up in the street a few years back, it collapsed part of the garrison wall and a few of the underground jail cells. Heroes helped to repair the damage, but not before at least one criminal managed to escape. I bet a lot more than one of them got out. Who knows where they've been hiding out?” (*False; this rumor was born out of paranoia and fear.*)

Quest (4th) Eager as they are, the Sandpoint Watch isn't the best resources in Belor's arsenal when dealing with more subtle disruptions to the law. The disruptive activities and stunts performed by Shroud (see Shroud's Shrine on page 74) could escalate at any time, and however much Belor happens to quietly agree with the reasoning behind Shroud's actions, he also knows that the way the vigilante is going about making his point is only going to drive the Scarnettis and others in town to eventually overreact. He needs a group of level-headed adventurers who don't immediately jump to violence themselves as their primary method, and he would like to arrange a meeting with Shroud to talk about how his agenda and methods might be turned to aid the town's defenses rather than strain its seams.

This stone fortress serves double duty as Sandpoint's guard barracks as well as its jail. The jail is located in an underground wing, while the aboveground portion houses the town's guard. Sandpoint's town watch consists of a dozen full-time guards (all of whom are female and male human warriors 2); about twice this many servants and other experts (smiths, cooks, bookkeepers, couriers, and the like) dwell here as well. Guards patrol the city alone—there's generally not much trouble beyond the odd drunk for them to handle, so usually only three or four are on duty at any one time. The garrison also maintains a militia of 62

able-bodied citizens (human warriors 1) who are expected to attend training and exercise here at least once a week. This militia can be fully brought to service in 1d3 hours. Patrols in town are typically performed by single members of the watch, with each member having her own favored route through town. There's always at least one watch on patrol at any time of day or night.

The garrison is currently under the watchful eye of Sheriff Belor Hemlock, a Shoanti man who inherited the post of sheriff when Chopper murdered the previous holder, Casp Avertin. Belor saw the town through that last terrible night and is generally held to be the man who stopped Chopper's rampage. In the emergency election that followed a week later, the people of Sandpoint made his role official, and Belor became the first Shoanti sheriff

of Sandpoint. Honored and eager to live up to Casp's legacy, Belor changed his last name from Viskalai to Hemlock, its meaning in Shoanti—a choice that has endeared him to Sandpoint's Chelish citizens but hasn't sat well with his brother Garridan (see area 3). Belor's not-as-secret-as-he'd-like romance with Kaye Tesarani (see area 43) has put further strain on his relationship with his family.

The jail below the garrison is generally empty save for a few drunks or petty thugs (often members of the Bunyip Club; see area 42) doing time for some minor crime. Murderers and other hardened criminals generally stay for only a few days before an escort from Magnimar arrives to bring them to trial in the big city. The garrison's jailer is a heavily scarred brute named Vachedi, a Shoanti man who hopes to someday earn enough money to buy back his two sons from Kaer Magan slavers.

Soon after Runelord Karzoug stirred in recent years, a sinkhole opened in the northern section of town, collapsing a portion of the garrison's northern wing and a good portion of Tower Street just west of the Main Street junction into underground chambers below when Runelord Alaznist's *minor runewell of wrath* unleashed a blast of destructive magical energy into the surrounding bedrock. The heroes who had been opposing Karzoug's rise explored the newly opened temple of Lamashtu below, and once they'd finished, they aided in repairing the damage dealt by the sinkhole, but the northeastern underground portion of the garrison remains in shambles. For now, Sandpoint's jail cell capacity is reduced to a mere two cells along the western side of the garrison basement—not a particularly troublesome problem in normal times when there's not much need for jail cells, but Belor worries about what might need to happen should Sandpoint see a spike in criminal activity.



BELOR HEMLOCK

BELOR HEMLOCK

Male human fighter 4

CG Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 shield)

hp 38 (4d10+12)

Fort +6, **Ref** +4, **Will** +3; +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk longsword +6 (1d8+1/19–20)

Ranged mwk composite longbow +9 (1d8+3/×3)

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 10, **Wis** 10, **Cha** 13

Base Atk +4; **CMB** +5; **CMD** 18

Feats Alertness, Deadly Aim, Iron Will, Point-Blank Shot, Weapon Focus (composite longbow), Weapon Specialization (composite longbow)

Skills Intimidate +8, Knowledge (local) +2, Perception +6, Sense Motive +2, Survival +5

Languages Common, Shoanti

SQ armor training 1

Combat Gear *potions of cure light wounds* (2); **Other Gear** +1 chain shirt, masterwork light steel shield, masterwork longsword, masterwork composite longbow with 20 arrows, 175 gp

VACHEDI

Male human barbarian 3

CG Medium humanoid (human)

Init +1; **Senses** Perception +7

DEFENSE

AC 14, touch 9, flat-footed 13 (+5 armor, +1 Dex, -2 rage)

hp 43 (3d12+18)

Fort +7, **Ref** +2, **Will** +6

Defensive Abilities uncanny dodge, trap sense +1

OFFENSE

Speed 40 ft.

Melee earth breaker +8 (2d6+7/×3)

Ranged composite longbow +4 (1d8+3/×3)

Special Attacks rage (10 rounds/day), rage powers (no escape)

STATISTICS

Str 21, **Dex** 13, **Con** 18, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 17

Feats Iron Will, Run, Toughness

Skills Acrobatics +6, Intimidate +6, Perception +7, Survival +7

Languages Common, Shoanti

SQ fast movement

Gear +1 chain shirt, earth breaker^{UE}, composite longbow with 20 arrows

11. SANDPOINT TOWN HALL

COURTHOUSE

Location 140 Main Street

Rumor “With Ethram Valdemar’s death, the old guard in the Town Council has been even further eroded, something that Titus Scarnetti’s nervous about. He’s growing desperate for support, in fact—who knows what sort of stunt he might pull the next time the council members are up for election?” (*True*; see area 48.)

Quest (Varies) Once the PCs have become established as local heroes, they may occasionally be summoned to the town hall to meet with the Town Council on matters that require urgent heroic action. You can use these opportunities to help focus the PCs’ attention as you need, but you can also use them as a repercussion to parties whose actions might have had a negative effect on the town. In this case, the council urges the party to rethink their strategies as they suggest a new quest for the PCs to undertake.

The majority of the ground floor of this two-story building consists of a meeting hall large enough to seat most of Sandpoint’s adults, although town meetings have rarely been even half so well attended. The upper floor contains offices and storerooms, while a vault in the basement below has functioned as the town bank for decades. Plans to build a proper bank have been stalled for various reasons since the town was founded. While Pennae Kesk at Rings and Things (see area 5) handles the town’s smaller loans, the Town Hall is where one goes for larger loans, typically those involving major purchases (such as for ships, homes, or businesses).

The Town Hall’s vault is located in the basement, in a reinforced stone chamber with a dual lock—Sandpoint’s mayor, Kendra Deverin, carries one of the keys at all times, while another member of the council carries the second one (the council member carrying the key changes secretly on a weekly basis). Picking the door to the vault requires succeeding at two consecutive DC 30 Disable Device checks. The vault was also once warded by a hail of arrows trap (*Pathfinder RPG Core Rulebook* 421), and while Kendra had the trap disarmed (since the concept of the deadly device unsettled her), Titus Scarnetti had the trap reactivated without her knowledge. The exact amount of coinage stored in the vault at any one time varies, but is typically around 7,500 gp—about the same as the town’s purchase limit.

Mayor Deverin can often be found in this building, tending to the town’s needs with the aid of a small number of clerks and servants. Most of the other council members gather here only as needed.

Normally, the town mayor and representatives of the four founding families hold five of the town council’s seven seats. The remaining chairs are filled by representatives elected by the township—once elected, a council member serves a 4-year term before going up for reelection on 7 Neth, the anniversary of the day Sandpoint was founded. In the case of a council member’s early leave from office, an emergency election is held within a month, with that newly elected official’s term lasting until the next election day, when she goes go up for reelection (and if reinstated, serve a normal 4-year term).

With Kendra Deverin representing both the mayorship and a founding family, and the recent death of Ethram Valdemar and that family’s effective withdrawal from maintaining a presence in town, two of the traditionally fixed seats are currently filled by elected representatives. The town council consists of Abstalar Zantus (up for reelection in 4720), Ameiko Kajitsu (founder’s seat); Ilsoari Gandethus (up for reelection in 4718); Kaye Tesarani (up for reelection in 4719); Kendra Deverin (founder’s and mayoral seat); Titus Scarnetti (founder’s seat); and the newest council member, Hannah Velerin (up for reelection in 4718), elected in an emergency session after Valdemar’s death.

12. SAVAH'S ARMORY

ARMOR AND WEAPON SHOP

Location 20 Tower Street

Notable NPCs

Savah Bevaniky, proprietor (NG female human fighter 2/rogue 1)

Rumor "A few months ago, Savah closed her shop for a few days and left town. Just before she reopened for business, someone supposedly saw her return late the previous night with something big and heavy under a tarp, pulled by a team of six horses. Everything was back to normal the next day, but she must have brought something big and expensive into her shop, yeah?" (*True; someone saw her transporting a cutlass spider back from Magnimar.*)

Quest (5th) Savah would love to have a stolen magic Tiny +1 cold iron returning dagger returned to her shop—the weapon was the first one that the heroes of Sandpoint sold to her not long after they faced off against the goblins of Thistletop, and for sentimental reasons she'd like the weapon (which she had never intended to be for sale) back. Although she's all but lost hope of seeing it again, on the off chance that the odd keepsake might still be somewhere nearby, she describes it to any good-natured and helpful-seeming adventurers that pass through her shop, promising them a 9,000 gp line of credit (equal to just over twice the value of the dagger) at her store if they can find it and return it. (The weapon was stolen by a thief who ended up getting killed by the Mutterer; see Egan's Wood on page 80.)

Wares Weapons and armor at standard prices (for availability, see below), plus the following.

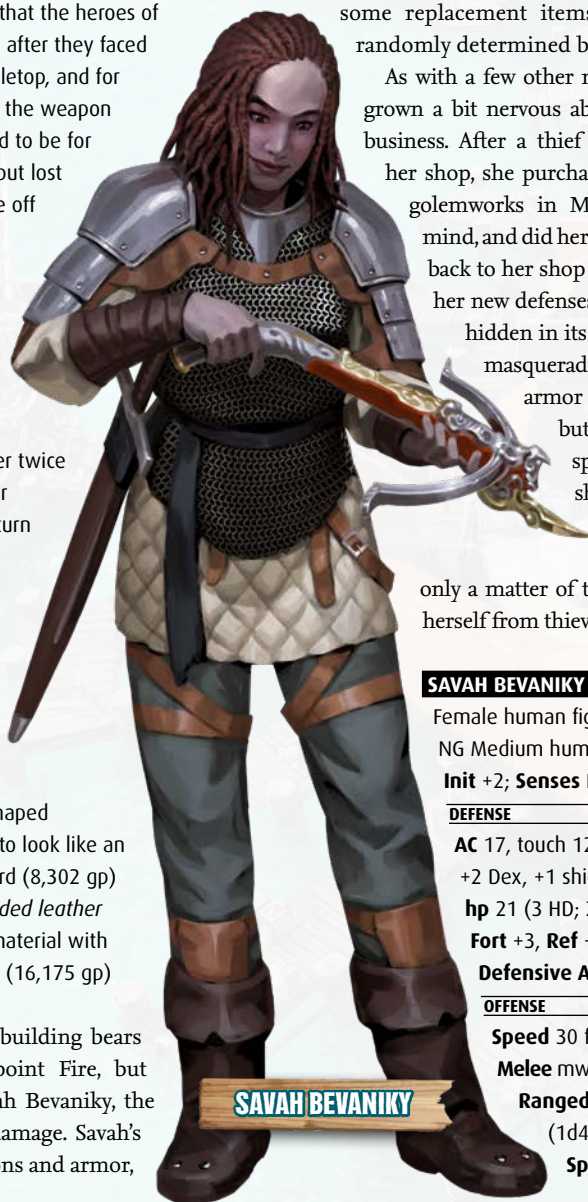
- +2 dagger with a crescent-shaped blade and a handle carved to look like an owl clutching the hand guard (8,302 gp)
- +2 spell resistance (13) studded leather armor of green and black material with tiny skull-shaped iron studs (16,175 gp)

The northeast corner of this building bears a few scars from the Sandpoint Fire, but fortunately for its owner, Savah Bevaniky, the building escaped significant damage. Savah's shop sells all manner of weapons and armor,

including several masterwork items and exotic weapons. You can assume that the armory always has all simple and martial weapons in stock, with a 75% chance for an exotic weapon, a 50% chance for a nonexotic masterwork weapon or any masterwork armor, and a 25% chance for an exotic masterwork weapon. If the armory is lacking an item, Savah can have anything nonmagical ordered from Magnimar with a 2–3 day turnaround.

Until relatively recently, high-priced magic items that showed up for sale in Savah's tended to sit on their display shelves and gather dust, but with the increasing number of adventurers who pass through Sandpoint on their way to or from the latest Thassilonian ruin or other site of adventure, magic items come and go here with much more frequency. Every 1d4 months, an item is sold and new magic weapons or suits of armor go on sale. When a magic item sells, ensure that the shop eventually receives some replacement items—be they hand-chosen or randomly determined by you.

As with a few other merchants in town, Savah has grown a bit nervous about the dramatic increase in business. After a thief stole a magic scimitar from her shop, she purchased a cutlass spider from the golemworks in Magnimar for some peace of mind, and did her best to transport the construct back to her shop secretly so as to not give away her new defenses. She keeps the cutlass spider hidden in its collapsed form in plain sight, masquerading as a wall of weapons and armor spread out on wide shelves, but at her command the cutlass spider animates and attacks as she directs. So far, Savah's not had to use her guardian, but she fears that it will be only a matter of time before she has to defend herself from thieves or worse.



SAVAH BEVANIKY

Female human fighter 2/rogue 1

NG Medium humanoid (human)

Init +2; **Senses** Perception +9

DEFENSE

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

hp 21 (3 HD; 2d10+1d8+2)

Fort +3, **Ref** +4, **Will** +2 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk short sword +5 (1d6+1/19–20)

Ranged mwk hand crossbow +6 (1d4/19–20)

Special Attacks sneak attack +1d6

SAVAH BEVANIKY

STATISTICS

Str 13, **Dex** 15, **Con** 10, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +3; **CMD** 15

Feats Iron Will, Point Blank Shot, Skill Focus (Perception), Weapon Finesse, Weapon Focus (hand crossbow)

Skills Acrobatics +7, Appraise +7, Diplomacy +8, Knowledge (local) +5, Perception +9, Profession (shopkeeper) +6, Sense Motive +5

Languages Common, Shoanti, Varisian

SQ trapfinding +1

Gear mwk chain shirt, mwk buckler, mwk short sword, mwk hand crossbow with 6 bolts and 4 bolts treated with blue whinnis poison, 195 gp



RISA MAGRAVI

CUTLASS SPIDER

CR 6

XP 2,400

hp 74 (*Pathfinder RPG Bestiary* 6 69)

13. RISA'S PLACE

TAVERN

Location 100 Undercliff Way

Notable NPCs

Risa Magravi, owner and dreamer (NG female old human sorcerer 4)

Besk Magravi, chef (NG male human commoner 2)

Lanalee Magravi, tavern keeper (NG female human commoner 2)

Vodger Magravi, server (NG male human commoner 2)

Rumor "The stories Risa tells of her adventures in her youth are fascinating, exciting, and memorable, but damn if I've heard of any of the places she says she's visited." (*True; see Quest below.*)

Quest (1st) Lately, Risa's been particularly listless and tired, and hasn't regaled the taproom with a tale in weeks. She hasn't been able to dream, and she's slowly dying as a result—she knows only that something is interfering with her dreams, since when she sleeps, she hears a soft, seductive voice beckoning her down into the depths of the earth. Each time she wakes she remembers nothing more save for a single word—Ilvarandin. (See area 47 for more details.)

Wares Standard food and drink, with the following specialties.

Huckleberry Tarts Tiny berry pastries dusted with powdered sugar (1 sp each or a baker's dozen for 1 gp)

Peppers 'n' Pig Skewers of wild boar and hot peppers (7 sp)

Risa's Spiced Potatoes Potato wedges, garlic, onions, melted butter, and spices (2 sp)

Iced Turandarok Reserve Spiced cider chilled via ray of frost (2 sp per mug)

Risa Magravi operated this tavern for the first 30 years of Sandpoint's history, and even now that she's gone mostly blind in her old age and has left the day-to-day affairs of the job to her three children, Besk, Lanalee, and Vodger, the mysterious Varisian sorcerer remains a fixture of the tavern. Known as much for Risa's tales of ancient legends and myths as for its spiced potatoes and cider, this tavern is a favorite of the locals if only because its out-of-the-way location ensures strangers rarely come by.

Risa's stories of strange places and stranger foes seem fanciful, for in truth these are tales of her adventures every night as she travels in her sleep to the Dreamlands, where she parleys with the cats of Ulthar, dances with naiads^{B6} along the River Skai, and wines and dines with priestesses and princesses under the stars on candlelit Celephais verandas. Anyone who listens to Risa's tales and succeeds at a DC 25 Knowledge (planes) check recognizes the mythical names—much to Risa's surprise.

RISA MAGRAVI

Female old human sorcerer 4

NG Medium humanoid (human)

Init +5; **Senses** Perception +2

DEFENSE

AC 10, touch 10, flat-footed 10

hp 16 (4d6)

Fort +0, **Ref** +1, **Will** +6; +1 vs. enchantment

OFFENSE

Speed 30 ft.

Melee dagger –1 (1d4–3/19–20)

Sorcerer Spell-Like Abilities (CL 4th; concentration +8)
7/day—lullaby

Sorcerer Spells Known (CL 4th; concentration +8)

2nd (4/day)—*detect thoughts* (DC 16)

1st (7/day)—*charm person* (DC 15), *mage armor*, *silent image*, *sleep* (DC 15)

0 (at will)—*dancing lights*, *detect magic*, *detect poison*, *mending*, *message*, *ray of frost*

Bloodline dreamspun

STATISTICS

Str 5, **Dex** 11, **Con** 9, **Int** 12, **Wis** 15, **Cha** 18

Base Atk +2; **CMB** –1; **CMD** 9

Feats Eschew Materials, Harrowed^{ISWG}, Improved Initiative, Skill Focus (Sense Motive)

Skills Knowledge (arcana) +6, Knowledge (local) +3, Profession (tavern keeper) +9, Sense Motive +12, Spellcraft +8

Languages Common, Varisian, Shoanti
SQ *bloodline* arcana, combat precognition +1
Combat Gear *wand of deep slumber* (7 charges), *wand of magic missile* (CL 3rd, 17 charges); **Other Gear** dagger, harrow deck

14. ROVANKY TANNERY

LEATHERWORKER

Location 10 Undercliff Way

Notable NPCs

Larz Rovanky, leatherworker and tanner (LG male human expert 3)

Rumor "Larz may seem like a nice guy, but I swear I saw a tattoo on some of the leather he was preparing one day—think he might be one of those Skinsaw Cultists?" (*False; this rumor was started by a bitter ex-employee Larz fired for incompetence, but it has gained momentum due to the sheer audacity of the claim.*)

Quest (12th) Larz is always on the lookout for exotic leather and hide, but the one material he's always longed to use is dragonhide. He's heard rumors that a dragon named Scarhorn once lived in the Dragon's Punchbowl (see page 79). He might ask the PCs to take a trip to see if they can find any dragon scales or scraps of hide to scavenge for him. He doesn't realize that Scarhorn has recently returned to the Punchbowl, of course, so PCs who take him up on this request might get in over their heads!

Wares Leather goods at standard prices

Larz Rovanky runs Sandpoint's tannery, which is situated at the edge of town, with ruthless efficiency. He expects perfection from his workers and his products, and as a result often works long hours on his own during the stretches when he's temporarily fired the help. However, his leather and fur goods are of high quality, enough so that locals generally don't mind the extra wait for custom orders while Larz fusses with making sure that each item is up to his perfectionist standards.

15. RED DOG SMITHY

BLACKSMITH

Location 190 Festival Street

Notable NPCs

Das Korvut, smith (LN male human fighter 1/expert 3)

Rumor "Das might just be the angriest man in Sandpoint. The only thing that he seems to not hate are his big red dogs. Two of them were killed by goblins recently and he buried them in the adjacent lot—not that he owns that plot of land, which might be a problem if someone wants to buy it!" (*True; see Quest.*)

Quest (1st) At some point, someone puts in a bid at the Mercantile League for the plot just northeast of the smithy (210 Festival Street), which puts town planner Jasper Korvaski in a tough spot, considering Das has (illegally) turned that lot into a pet cemetery. Knowing that Das will be furiously unlikely to abide someone building over his beloved dogs' graves, Jasper approaches the PCs with a delicate request—can they convince Das to move the graves? Diplomacy is one way to get Das to agree, but such a request imparts a +10 DC modifier to the check. The PCs would do well to work at making Das friendly or even helpful to get him to agree to move the graves. Alternatively, either outbidding the current bid on the empty lot (this would require a minimum offer of 1,000 gp) or convincing the prospective new owner to seek a different lot can forestall the problem.

Wares Smithing services (Das doesn't sell his work here—he takes on commissions but makes most of his money smithing tools and supplies he then sells to Sandpoint's general store; see page 34)

Named for its owner's affection for large red mastiffs, two to three of which can always be seen lounging about nearby, Red Dog Smithy is owned by a bald and powerfully muscled man named Das Korvut. Das's temper is, perhaps, his true claim to fame—he has little patience for customers, and even less for everyone else. Sandpoint suffers his foul-mouthed attitude and frequent drunken midnight rants because he really does know his job; while he's busy hammering metal, he stays relatively calm and confined to his smithy.

As long as customers remain customers and don't overstay their welcome, Das keeps coldly polite. The instant he feels like someone's getting into his personal business, he launches in to a furious rage that stops just short of physical violence, and doesn't abate until the offenders leave his smithy. Das is always treated with a starting attitude of unfriendly, and attempts to calm him have a DC modifier of +5. Intimidate is useless at making him helpful, and only makes him angrier.

Das currently owns four mastiffs (all of which are treated as riding dogs—see page 87 of the *Pathfinder RPG Bestiary*). He used to own six mastiffs, but two of them were slain during the Swallowtail goblin attack on Sandpoint. Das buried the two dogs in the vacant lot just northeast of his smithy, fencing the small plot in and converting it into his own private pet cemetery—even though he doesn't technically own the plot of land, something that's put town planner Jasper Korvaski in a difficult position (see Quest above).

The local children have recently been circulating the following cruel-natured rhyme about Das that they've taken to chanting at hop-squares, a doggerel sure to add to his anger once the smith hears it.

"Here comes crazy-man Das Korvut,
Mad as a cut snake in a wagon rut.
See how his chops go bouncity-bounce?
How many people has he trounced?
One! Two! Three! Four..."

DAS KORVUT

Male human expert 3/fighter 1
LN Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 14, touch 10, flat-footed 14 (+3 armor, +1 shield)

hp 31 (4 HD; 1d10+3d8+8)

Fort +5, **Ref** +1, **Will** +4

OFFENSE

Speed 30 ft.

Melee +1 warhammer +8 (1d8+5/x3)

STATISTICS

Str 18, **Dex** 10, **Con** 14, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 17

Feats Intimidating Prowess, Power Attack, Skill

Focus (Craft [armor]), Skill Focus (Craft [weapon])

Skills Craft (armor) +4, Craft (armor) +11, Craft (weapon) +11, Intimidate +10, Knowledge (engineering) +5, Knowledge (local) +8, Profession (smith) +8, Sense Motive +8, Survival +8

Languages Common, Dwarven, Varisian

Gear studded leather, light steel shield, +1 warhammer, 54 gp



DAS KORVUT

If the confrontation becomes physical, Aliver uses his bombs to try to kill the PCs, but if his violence becomes public knowledge, he flees Sandpoint entirely, seeking out his ally Kanker in the Pit (see page 88) for succor. In this case, the next time the PCs encounter Aliver, he's likely been turned into a ghoul or ghost minion of the more powerful alchemist.

Wares Alchemical items, poisons, potions (currently offers a *potion of protection from chaos* for 50 gp and a *potion of levitate* for 300 gp, but prefers to make potions to order)

Nestled at the base of a cliff and tucked between several old tenements, this building appears to be nothing more than yet another home but for a painted sign outside depicting a pillbug perched on a mushroom. The proprietor of this establishment is a short, rotund man named Aliver "Pillbug" Podiker, an accomplished herbalist, gardener, and secret poisoner. Although he's of mixed Chelish and Varisian

blood, the Bunyip Club has taken to treating him as a full-blooded Varisian. While his primary source of income is from legitimate sales of medicine and potions, he maintains a healthy side business selling poison to Sczarni locals as well. Before he'll even admit to being a poison merchant, though, a potential customer first has to ask him, "Have any happy pillbugs turned up lately?"

Lately, Aliver's become involved with a much more dangerous group than the Bunyip Club: a syndicate based in Magnimar called the Midnight Dawn. He knows that Kaleb Valdemar is associated with this group but not the full truth of his involvement (or that Kaleb is an intellect devourer now). Aliver's primary point of contact with the group is the ghost alchemist Kanker (see The Pit on page 88). When Aliver wants to speak to Kanker, he sneaks out to The Pit and drops a specially treated vial of alchemist's fire that burns with bright red flames and carries the scent of cinnamon into the depths. Within 24 hours, Kanker or one of his associates arrives via the smugglers' tunnels to speak to Aliver. Since these meetings always require a "payment" in the form of a relatively fresh dead elf (Kanker's favorite meal, but one he has to "order out" to get), Aliver limits his meetings with the more powerful alchemist. Of course, when Kanker needs something from Aliver, Kanker simply shows up in the shop—visitors who complain of the smell of something rotten in the building have unknowingly arrived when Kanker is in the building's basement. A secret trap door behind the counter can be spotted with a successful DC 20 Perception check. Below is a short ladder that drops down to this damp, brick-lined basement and a tunnel that connects to the smugglers' tunnels below Sandpoint.

16. THE PILLBUG'S PANTRY

ALCHEMY SHOP

Location 100 Tanglefoot Alley

Notable NPCs

Aliver "Pillbug" Podiker, proprietor (LE male human alchemist 5)

Rumor "Aliver's got more going on than just herbs and medicine, but I hear that you need a special passphrase before he'll sell you whatever else he's up to. And no, I don't know what that phrase is!" (True; see below.)

Quest (4th) Aliver is up to no good, and if he gets the idea that the PCs are trying to dig up dirt on him or expose him, he'll call in some favors with the Bunyip Club to have a group of thugs ambush the PCs. The thugs deliver a brief "Stay out of Pillbug's business!" warning before they attack, hoping to beat the PCs up but not kill them. (See Smugglers' Tunnels on page 68 for details on the typical thugs the Bunyip Club sends on such missions.) Of course, such a reaction likely only further intrigues the PCs. The more the PCs confront and confound Aliver, the more likely it is that they'll eventually force a confrontation with him, in which case he tries to poison them quietly as they sleep.

MIDNIGHT MILK

The midnight milk Aliver carries is his latest attempt to craft a variant that can mix with water without losing potency. Anyone who drinks a dose is affected as detailed below. Rules for pure midnight milk appear on page 12 of *Pathfinder Campaign Setting: Lost Cities of Golarion*.

Experimental Midnight Milk: Poison—ingested; save Fort DC 14; frequency 1/minute for 2 minutes; initial effect fatigued for 1 hour; secondary effect unconsciousness for 2d4 hours plus nightmare (as the character sleeps he has dreams of being drawn down into the Darklands to be enslaved by shadowy overlords. To the dreaming PC the effect seems to last for years, and the character is exhausted upon awaking); cure 1 save.



ALIVER "PILLBUG" PODIKER

Aliver's work with the Bunyip Club is primarily to periodically provide them with poisons or alchemical oils used to keep perishable cargoes fresh on long-term smuggling operations. He's frustrated that he can't rely upon the Bunyip Club to help gather elves for his payments to Kanker, though, since the Bunyip Club doesn't commit violent crimes. In these cases, Aliver travels to Magnimar and works with contacts there to track down a few Forlorn to drug unconscious and then smuggle back to his basement for preparation for delivery to the ravenous ghast.

Inside a hidden nook in the basement, Aliver foolishly keeps proof of his horrific crimes in the form of a ledger bound in bunyip hide. This ledger is a testament to his exacting nature—he's recorded every single transaction he's been involved with in its pages, both to keep meticulous track of his finances over the years but also to keep notes on the various shady individuals he's associated with. He's threatened others before with the promise that, if he ends up dead, he has contingencies in place to make the contents of his ledger public. In fact, no such contingency exists, but Aliver is quite convincing, and so far none of those so threatened have been brave enough to test Podiker's claim. The ledger proves no one's criminal activities more than Aliver's own, of course.

Reading through the ledger requires the ability to read both Aklo and Necril (Aliver alternates randomly between the two languages) and a successful DC 20 Linguistics check to crack his shorthand code. Once this is done, proof of Aliver's involvement with the Bunyip Club is laid bare: his trafficking in poisons and drugs, the purchase of a *cauldron of brewing* and a dose of dragon bile poison on the same day (both of which are listed as "hand deliver to Biston"), and perhaps most damning, notes on no fewer than 14 homeless elves abducted from Magnimar and "prepared" for someone named "Kanker" over the course of the past few years indicate the depths of his murderous nature. These notes are all for one elf at a time, save for one involving the delivery of three—which also indicates that "K. Valdemar" was involved in the transaction.

If you wish, you can have the PCs uncover Aliver's plot to use Sandpoint as a testing ground for midnight milk (see the sidebar) just as he finalizes his formula, making it a race against time for the PCs to defeat him and prevent the dosing of the Rusty Dragon's water supply (or wherever it is the PCs might be staying or have emotional ties to) with a drug that will allow everyone who unknowingly takes it to be claimed by intellect devourers the next time they go to sleep and dream their final dreams.

ALIVER "PILLBUG" PODIKER

Male human alchemist 5

LE Medium humanoid (human)

Init -1; Senses Perception +9

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 46 (5d8+20)

Fort +6, **Ref** +3, **Will** +2; +4 bonus vs. poison

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+1/19-20)

Ranged +1 *hand crossbow* +3 (1d4+1/19-20) or
bomb +3 (3d6+4 fire) or
frost bomb +3 (3d6+4 cold)

Special Attacks bomb 9/day (3d6+4 fire, DC 16)

Alchemist Extracts Prepared (CL 5th; concentration +9)

2nd—*barkskin*, *fire breath*^{APG} (DC 16), *invisibility*

1st—*crafter's fortune*^{APG} (DC 15), *cure light wounds*,
disguise self, *endure elements*, *shield*

STATISTICS

Str 13, **Dex** 8, **Con** 14, **Int** 18, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 13

Feats Brew Potion, Exotic Weapon Proficiency (hand crossbow),
Skill Focus (Bluff), Skill Focus (Craft [alchemy]), Throw
Anything, Toughness

Skills Bluff +8, Craft (alchemy) +15 (+20 to create
alchemical items), Disable Device +3, Heal +9, Knowledge
(arcana) +12, Knowledge (local) +9, Knowledge
(nature) +12, Perception +9, Survival +9

Languages Aklo, Common, Goblin, Ncriil, Undercommon,
Varisian

SQ alchemy (alchemy crafting +5), discoveries (concentrate
poison, frost bomb), mutagen (+4/-2, +2 natural armor,
50 minutes), poison use, swift alchemy

Combat Gear mutagen, *potion of cure light wounds* (3),
acid (3), bright red cinnamon-scented alchemist's fire (4),
black adder venom (3), blue whinnis (3), experimental
midnight milk (4); **Other Gear** chain shirt, dagger, +1 *hand
crossbow*, crossbow bolts (10), *cauldron of brewing*^{UE}, 44 gp

17. BOTTLED SOLUTIONS

ALCHEMIST SHOP

Location 60 Raven Street

Notable NPCs

Nisk Tander, proprietor (NG male half-elf alchemist 1/
expert 2)

Rumor "Nisk isn't as good at alchemy as he is at
salesmanship; I'd think twice before using any of the things
'Botched Solutions' sells!" (*True; see below.*)

Quest (4th) Nisk asks the PCs to investigate rumors that his
primary competitor in town, Aliver Podiker, has been stealing
his recipes, and promises a lifetime 25% discount if the PCs
can provide proof of his suspicions (*Aliver isn't stealing Nisk's
recipes, but he does have several other sinister secrets that
an investigation of the Pillbug's Pantry might unveil.*)

Wares All alchemical items (5% are faulty; see below)

UNPREDICTABLE ALCHEMY

d%	Result
01-30	Item fails to function at all.
31-60	Item functions at lower potency (damage and duration is 25% normal, all DCs associated with effects reduced by 4).
61-75	Item functions at increased potency (damage and duration is 150% normal, DCs associated with effects increased by 4).
76-85	Item functions as a randomly determined different alchemical item.
86-95	If the item has a splash effect, the splash area doubles and inflicts the full effects of the item on all in the area, otherwise item fails to function at all.
96-100	Item duplicates the effects of a random 1st-level spell (CL 1st) that targets the creature targeted by the item (no splash effect).

This cluttered shop is filled with shelves upon shelves of bottles, bags, and other alchemical containers, some covered with dust and others so new that the pungent stink of their brewing still fills the air. Nisk Tander is a slender, quick-talking man with quick, darting eyes who fancies himself a more gifted potion-maker than he really is—items purchased from this shop have a 5% chance of not working as intended. A successful DC 25 Craft (alchemy) check determines whether something purchased at Bottled Solutions will work or not, but Nisk doesn't take kindly to people looking too closely at his wares before they buy.

When an alchemical item purchased from Bottled Solutions works unusually, roll on the Unpredictable Alchemy table above to determine the item's actual effects.

NISK TANDER

Male half-elf alchemist 1/expert 2

NG Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +10

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 20 (3d8+3)

Fort +3, **Ref** +4, **Will** +4; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee light mace +1 (1d6)

Ranged bomb +4 (1d6+3 fire)

Special Attacks bomb 4/day (1d6+3 fire, DC 13)

Alchemist Extracts Prepared (CL 1st; concentration +4)

1st—*cure light wounds*, *identify*

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 17, **Wis** 8,
Cha 12

Base Atk +1; **CMB** +1; **CMD** 13

Feats Brew Potion, Improved Iron Will,
Iron Will, Skill Focus (Perception),
Throw Anything

Skills Appraise +8, Craft (alchemy) +9,
Diplomacy +7, Disable Device +8,
Perception +10, Sense Motive +5, Sleight
of Hand +8, Spellcraft +9, Use Magic
Device +7

Languages Common, Elven, Goblin, Sylvan,
Varisian

SQ alchemy (alchemy crafting +1,
identify potions), mutagen (+4/–2,
+2 natural, 10 minutes), elf blood

Combat Gear *potions of cure
light wounds* (4), *potions of
identify* (2), *acid* (6), alchemist's
fire (6), tanglefoot bag (2); **Other
Gear** +1 padded armor, light mace



18. CRACKTOOTH'S TAVERN

TAVERN

Location 50 Raven Street

Notable NPCs

Jesk "Cracktooth" Berinni, tavern keeper (NG male
human expert 3)

Rumor "The expensive wine Cracktooth sells has magic
properties: if you drink it before a performance, it'll
give you confidence and bolster your acting abilities
significantly!" (*False; this rumor was spread by Cracktooth
to encourage purchases of Director's Choice wine.*)

Quest (1st) Cracktooth's written a few plays and would love
to see them produced, but he's nervous that Cyrdak of the
Sandpoint Theater will find them laughable. If a PC can
convince Cyrdak to purchase one of Cracktooth's plays,
Cracktooth splits the sale with the PC and lets that PC eat
on the house for a month.

Wares Standard food and drink, with the following specialties:

Director's Choice Sweet blackberry wine (10 gp per bottle)

Drunkfish Vittles Strips of beer-soaked fish and potato
strips fried in lard (3 sp)

Tooth Cracker Exceptionally potent rum said to be able to
crack teeth if you keep it in your mouth too long (1 gp
per shot)

Understudy Cheap ale with a shot of very cheap whiskey
(2 cp per mug)

A particular favorite of patrons of the Sandpoint Theater,
Cracktooth's Tavern is always full after the latest show

at the Sandpoint Theater lets out. A large stage
in the tavern's common room gives actors,
singers, musicians, poets, and anyone else the
opportunity to show their stuff. Most nights
a crowd of would-be entertainers packs the
taproom in the hopes of being discovered,
but on every Moonday and Oathday, when
the Sandpoint Theater is traditionally closed,
Cracktooth's holds performance competitions
based around randomly determined "acts."

These competitions always begin at
sundown and last for 3 to 4 hours,
with the evening's theme blindly
drawn from among dozens of
wooden chits in a stained, empty keg.
These chits are all labeled with a single
phrase, like "aristocrats" or "Korvosans"
or "goblins" or "adventurers," with two wild
chits labeled "Cracktooth's Choice." When a chit
is drawn, all impromptu performances for the night
must be along the chosen theme—with Cracktooth's
Choice indicating the owner of the tavern gets to come up
with the theme for the night (such themes invariably focus
on current events or locals who have caught the owner's
attention for good or for ill). At the end of the night, the
tavern's owner and staff determine the winner based on
audience reaction and their own opinions, with the winner
gaining a 20 gp line of credit for use over the next week at
the tavern.

Owner Jesk "Cracktooth" Berinni might look like a
thug with his jagged chipped teeth and thickset neck,
but he's actually quite well read and has a scathing wit—
nights when he takes the stage to deliver his observations
on the political situation in Magnimar are quite popular.

19. HOUSE OF BLUE STONES

MONASTERY AND LIBRARY

Location 30 Glass Street

Notable NPCs

Jabyl Sorn, caretaker (LN female human monk 4)

Rumor "Jabyl's father Enderaki fled Osirion with some sort of
ancient cursed relic, and that cursed relic is hidden in the
basement of the House of Blue Stones to this day." (*False;
Enderaki is indeed from Osirion but no such "cursed relic"
exists in the House of Blue Stones.*)

Quest (9th) Jabyl is eager to learn more about the
Thassilonian ruins hidden throughout the region, but her
distaste for violence prevents her from embracing the
adventuring lifestyle. She's heard rumors that an obscure
ruin might lie flooded under Wisher's Well (see page 95),
and if a capable group of adventurers arrives, she might
ask them to explore these rumors.

This stone building is primarily a single large chamber, the floor decorated with polished blue stones set within winding pathways of reed mats. A decade after Sandpoint's founding, a wandering Chelish monk named Enderaki Sorn who passed away 7 years ago, built this structure. Today, Enderaki's daughter, Jabyl, tends the monastery. A worshiper of Irori, the god of self-perfection and knowledge, Jabyl maintains a large collection of old books and scrolls in the basement chambers below. She opens both the meditation floor and her library to fellow worshipers, but others must either show that they worship Irori as well or otherwise convince her of their good intentions with a successful DC 25 Diplomacy check before she'll let them in. Use of Jabyl's library grants a +4 bonus on Knowledge (history) and Knowledge (planes) checks.

Since the increased interest in Thassilon hit Sandpoint, Jabyl has become particularly intrigued by that ancient empire's secrets, and any donations to her library focused on Thassilonian lore are very much appreciated.

If the PCs find the copy of *Songs at Sun's Ebb* in Valdemar Manor that mentions her (see area 47), she confirms that Kaleb Valdemar came to her with questions about the book's author some years back. She remembers in particular that he seemed "strung out on drugs or something," and hasn't spoken with him since he moved to Magnimar some time later.

JABYL SORN

Female human monk 4
LN Medium humanoid (human)
Init +3; **Senses** Perception +9

DEFENSE

AC 18, touch 18, flat-footed 14 (+1 deflection, +3 Dex, +1 dodge, +1 monk, +2 Wis)

hp 33 (4d8+12)

Fort +5, **Ref** +7, **Will** +6; +2 vs. enchantments

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+2) or flurry of blows +5/+5 (1d8+2)

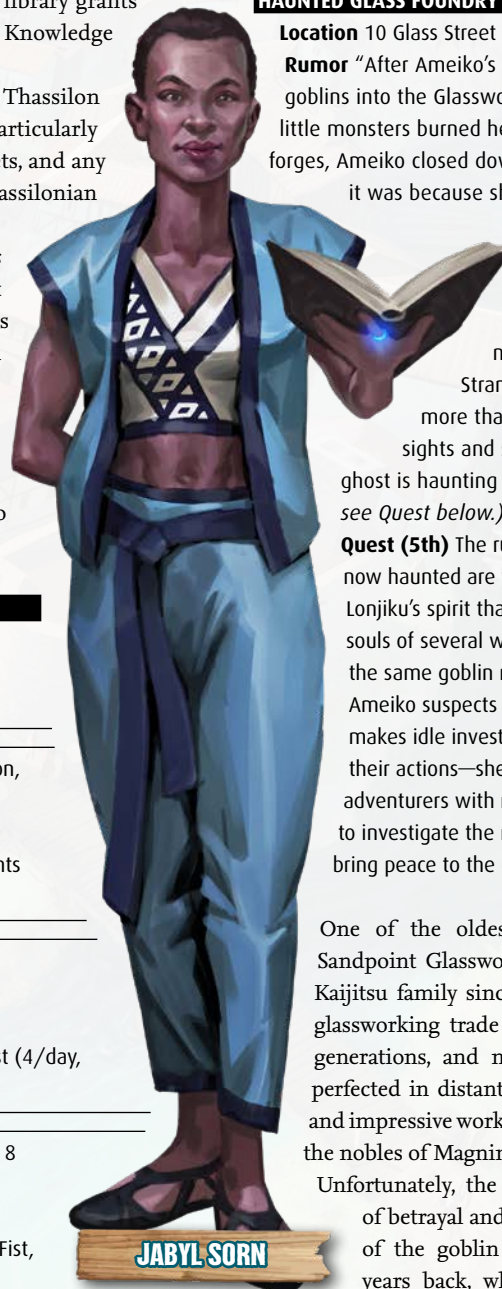
Special Attacks flurry of blows, stunning fist (4/day, DC 14)

STATISTICS

Str 14, **Dex** 17, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 23

Feats Deflect Arrows, Dodge, Improved Unarmed Strike, Power Attack, Stunning Fist, Toughness, Weapon Finesse



JABYL SORN

Skills Acrobatics +10, Knowledge (arcana) +1, Knowledge (geography) +1, Knowledge (history) +4, Knowledge (nobility) +1, Knowledge (planes) +1, Knowledge (religion) +4, Linguistics +2, Perception +9, Sense Motive +9

Languages Common, Osirian

SQ fast movement, maneuver training, ki pool (4 points, magic), slow fall 20 ft.

Combat Gear *potion of cure light wounds*, *potion of levitate*, acid (5); **Other Gear** *ring of protection* +1, rare books

20. SANDPOINT GLASSWORKS

HAUNTED GLASS FOUNDRY

Location 10 Glass Street

Rumor "After Ameiko's brother Tsuto let all those goblins into the Glassworks a few years ago and the little monsters burned her father Lonjiku alive in the forges, Ameiko closed down the glassworks. She said it was because she didn't have the heart to keep it going, but some of those who live nearby claim to have seen or heard the furnaces fire up now and then late at night.

Strangely enough, there's never more than a single witness to these sights and sounds. Maybe Lonjiku's ghost is haunting the place after all?" (*True; see Quest below.*)

Quest (5th) The rumors that the Glassworks are now haunted are true, but it's more than just Lonjiku's spirit that lurks within. The restless souls of several workers who perished during the same goblin raid haunt the place as well. Ameiko suspects the truth, but whenever she makes idle investigations, her presence quiets their actions—she's looking for a group of adventurers with more experience in hauntings to investigate the rumors and—she hopes—to bring peace to the dead.

One of the oldest industries in town, the Sandpoint Glassworks has been owned by the Kaijitsu family since the town's inception. The glassworking trade has been in the family for generations, and many of their techniques—perfected in distant Minkai—result in dazzling and impressive works that fetch top prices among the nobles of Magnimar, Korvosa, and beyond.

Unfortunately, the glassworks were the target of betrayal and violence at the culmination of the goblin raids on Sandpoint a few years back, when Tsuto Kaijitsu invaded

the building via the smugglers' tunnels with a group of goblins. They not only murdered all of the laborers in the building and the owner, Lonjiku Kaijitsu, but also lured Ameiko Kaijitsu here and would have killed her as well had a band of heroes not intervened.

Since that fateful day, the glassworks has remained closed, its windows boarded up and doors locked tight. Even if Ameiko wanted to carry on the family industry in the wake of the betrayals and violence, the loss of all of Sandpoint's skilled glassblowers would have still essentially required her to start from scratch. Preferring to focus on her quite robust business at the Rusty Dragon, Ameiko has been considering converting the glassworks into an art gallery and museum, and its forges into kilns for pottery.



LONJIKU KAIJITSU

But before that occurs, the matter of the site's violent legacy must be attended to, for Lonjiku's ghost and the spirits of the murdered glassblowers linger on within the building's walls. Ameiko's presence calms the haunts (they do not activate when she is in the building) and shames her father's ghost (he remains in hiding when she is present), which has frustrated Ameiko in her attempts to investigate the constant rumors of strange noises within the building.

The building is a stone structure, with its windows boarded up. The wooden doors are all locked (Disable Device DC 20 to open), but if the PCs are investigating the site on Ameiko's behalf, she gives them the keys to the building. Most of the rooms within are empty, with sheets thrown over furniture and everything covered with a layer of dust after the passage of years. An exploration of the rooms should be creepy and unsettling, but danger only really exists in the long glassworking room and its furnaces, the servant's quarters, and the underground storage areas, for it is in these locations that the unquiet dead remain in force.

Although the remains of the murdered workers, along with Ameiko's brother and father, were removed and buried in the Sandpoint Boneyard (Lonjiku's body was mutilated and encased in melted glass that had to be chipped away before he could be taken away for burial), their spirits remained. In addition to the haunts, an exploration of the glassworks should inflict several minor and unsettling manifestations upon the PCs—these should be harmless but unnerving. Have the PCs roll Perception checks, with only the one who rolled the highest hearing a faint cry of pain or the sudden whiff of burning flesh. Ask the PCs to roll Stealth checks, and inform the one who rolled the lowest that she just felt like something in the shadows behind her took notice. When a character first enters a room, have him attempt a Will save, but regardless of the result tell him that he thought he noticed a burned face reflected in a pane of glass in a window and that for a brief moment, he thought that burned face was his own.

A total of eight glassblowers were murdered as they slept in the servant's quarters, and their spirits have infused this chamber in death. Anyone who enters this room feels compelled to sleep as well, and those who succumb to the compulsion and crawl into bed are racked with pain as their bodies are carved open with deep red wounds.

Underground, in the storage areas, is where Tsuto Kaijitsu made his last stand. As with the glassworkers above, his spirit infused the area as a haunt rather than as a full-blown undead monster. This haunt fills the one who succumbs to it with an overwhelming mix of shame that can cause a lasting curse-like condition.

The heart of the haunting in the glassworks is the actual glassworking room along the building's western side. Not only do the spirits of the murdered glassworkers haunt the central furnace here—so does the ghost of Lonjiku Kaijitsu. While he never manifests when his daughter Ameiko is in the building, he's nowhere near as modest when others intrude upon the site of his death. His hideous ghost rises up from the pile of glass fragments that once encased his body. The ghost looks particularly horrific—his body charred and smoking, with only fragments of his clothing clinging to his body. Here and there, shards of half-melted glass hang from his body like glittering icicles, while his finger bones have burned to charred, smoldering stumps. He emerges from one of the furnaces when he attacks, shrieking in wordless anger and focusing his fury on half-elves if possible. Lonjiku fights until destroyed and pursues foes throughout the glassworks' main floor, but not into the basement or outside of its walls.

Once Lonjiku's ghost is destroyed, his unquiet soul cries out in rage as it fades into the shards of glass strewn about the glassworking room. If the ghost is destroyed in this room, all PCs present can attempt a DC 15 Perception check to note how those shards shake and vibrate and how the receding sound of Lonjiku's anguished wail seems to fade away into the shards' direction. For 1 hour after the destruction, anyone investigating any of the shards who succeeds at a DC 15 Perception check catches glimpses of his burned visage within the glass's surfaces—anyone who touches a shard automatically hears his distant shriek. These shards are physical representations of his despair, and if they are broken (or alternatively, blessed by a good-aligned divine spellcaster or buried with his body), his ghost is permanently laid to rest.

BLEEDING BEDS

CR 5

XP 1,600

NE persistent haunt (servant's quarters)

Caster Level 5th

Notice Perception DC 15 (to notice bloodstains start to soak into the bedsheets)

hp 22; **Trigger** proximity; **Reset** 1 day

Effect The first person to enter this room is targeted by the haunt, which manifests as a mental *suggestion* to climb into one of the beds and go to sleep. A successful DC 15 Will save negates the effect, but the haunt implants the *suggestion* again on its initiative count each round on a random person in the room. A character who lies down in the bed to sleep is suddenly racked by pains as if he were being stabbed multiple times. The suggestion to remain in bed vanishes immediately as wounds open up on their bodies, as if invisible blades were cutting their flesh. This deals 1d6 points of slashing damage and requires the target to succeed at a DC 15 Fortitude save or be stunned for 1 round from the pain. A character who begins his turn in one of the beds

while the haunt is active takes an additional 1d6 points of slashing damage at the start of his turn and must save against another round of stunning as well.

Destruction A successful DC 20 Knowledge (religion) check suggests that cleaning the beds with holy water and then casting *bless* in the room will destroy the haunt. Merely destroying the beds has no effect—in this case, the haunt instead compels those who succumb to lie on the bloodstained floor. Putting Lonjiku's ghost to rest also destroys this haunt.

TSUTO'S SHAME

CR 5

XP 1,600

NE haunt (the storeroom connecting to the smugglers' tunnels)

Caster Level 5th

Notice Sense Motive DC 20 (to suddenly note a strange sense of shame welling up in the mind for no apparent reason)

hp 10; **Trigger** proximity; **Reset** 1 hour

Effect The character targeted by this haunt feels Tsuto's deep and overwhelming shame welling up inside as it tries to infect and take root. The target of the haunt must succeed at a DC 16 Will save to resist. Failure indicates the character becomes cursed, suffering a -6 penalty to Charisma as the shame stunts her ability to interact with others.

Destruction Once a character becomes cursed by Tsuto's shame, this haunt is destroyed; the effects of the curse are permanent until they are removed. Once the curse is removed, the spot at which the removal occurred becomes haunted by Tsuto's Shame, and after an hour passes the haunt can infect someone new. Only if the curse is removed in an area where undeath cannot occur (such as in an area under the effects of a *consecrate* spell) can Tsuto's shame be forever destroyed. Alternatively, if Ameiko Kaijitsu forgives the person who carries Tsuto's shame, the curse immediately ends and the haunt is destroyed and will not re-form.

HAUNTED FURNACE

CR 3

XP 800

NE haunt (central furnace)

Caster Level 3rd

Notice Perception DC 20 (to notice the ashes in the furnace start to smolder and smoke)

hp 6; **Trigger** proximity; **Reset** 1 minute

Effect A blast of fire that appears as a twisted mass of shrieking, howling faces sprays out of the furnace in a 15-foot-long cone, dealing 3d4 points of fire damage (Reflex DC 12 half) to all in the area.

Destruction A successful DC 20 Knowledge (religion) check suggests that some of the ashes lingering in the furnaces contain remains of bodies burned there by goblins. Cleaning out the ashes and either burying them in the Sandpoint Boneyard or scattering them in the waters of the sea destroys the haunt. Putting Lonjiku's ghost to rest also destroys it.

LONGJIKU KAIJITSU

CR 5

XP 1,600

Male middle-aged human ghost aristocrat 3/expert 2
(*Pathfinder RPG Bestiary* 144)

LN Medium undead (human, incorporeal)

Init +1; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 16, touch 16, flat-footed 15 (+5 deflection, +1 Dex)

hp 50 (5d8+28)

Fort +6, **Ref** +2, **Will** +8

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** fire, undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee searing touch +3 touch (4d6 fire [DC 17] plus burn)

Special Attacks burn 1d6 (DC 17)

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 16, **Wis** 11, **Cha** 20

Base Atk +3; **CMB** +4; **CMD** 19

Feats Improved Iron Will, Iron Will, Persuasive, Skill Focus (Bluff)

Skills Appraise +11, Bluff +16, Craft (glassmaking) +11, Diplomacy +11, Fly +9, Intimidate +15, Knowledge (engineering) +8, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (nobility) +11, Perception +16, Perform (oratory) +13, Stealth +9

Languages Common, Minkan, Tien, Skald, Varisian

SPECIAL ABILITIES

Searing Touch (Su) Longjiku's touch is a searing variant of the typical ghost's corrupting touch ability, dealing 4d6 points of fire damage on a hit (Fortitude DC 17 half) and an additional 1d6 points of burn damage. On a critical hit, ectoplasm from his attack manifests into molten glass that swiftly cools around the target's body, reducing the target's Dexterity by 2 points until the glass is removed. Doing so safely requires 1d6 rounds of uninterrupted work, but the glass can be broken off with a single attack—this method deals 1d6 points of slashing damage to the victim. The save DC is Charisma-based.

21. SANDPOINT SAVORIES

BAKERY

Location 90 Main Street

Notable NPCs

Alma Avertin, proprietor (LG female middle-aged human expert 7)

Arika and Aneka, twin daughters (LG female human expert 2)

Rumor "Nowadays, Alma's daughters are pretty much running the business themselves, but Aneka seems distracted of late—she's not there as often as not. I think maybe she's got a secret lover. Or maybe she's out adventuring?" (*False; it's*

not Aneka, but rather Arika who's grown restless with a sedentary life and has been sneaking off now and then.)

Quest (1st) As a 2nd-level expert, Arika's hardly prepared for the adventurer's lifestyle, but this doesn't mean she won't try. She might join up with the PCs early on, claiming to be a down-on-her-luck rogue, only to get in over her head in the first adventure. More likely, she falls in with some other low-level group that goes out for adventures and bites off more than it can chew. In this case, when Arika goes missing, it may fall to the PCs to follow the clues (starting with her guilt-ridden sister) to track down where Arika's ill-fated group fell into trouble.

Wares Delicious pastries, cookies, and baked goods at 75% normal price

Every morning except Sunday, the delicious smells issuing from this bakery fight against the salty tang of the sea. The shop has been owned and operated by the Avertin family for the past 2 decades. Alma Avertin still hasn't quite recovered from the brutal death of her son Casp under Chopper's blade several years ago, and her twin daughters Aneka and Arika all but run the business now. Aneka doesn't mind, but Arika is growing increasingly restless with the job. While Alma can certainly tell the difference between her twin daughters, the rest of town has difficulty, and Arika has taken advantage of this and of her sister's good will.

In return for a cut of Arika's weekly pay for working at the bakery, Aneka has agreed to periodically pose as her sister in the shop so that visitors don't realize that Aneka is working 75% of the shifts behind the counter rather than an even split between the two. In the few hours every other day or so that Arika gets "time off" in this way, the increasingly bored woman has been sneaking off to hang out in places like the Rusty Dragon, the Hagfish, and even Fatman's Feedbag to listen in on tales of adventure in hopes of finding an adventuring party.

ALMA AVERTIN

Female middle-aged human expert 7

LG Medium humanoid (human)

Init +5; **Senses** Perception +13

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 38 (7d8+7)

Fort +3, **Ref** +3, **Will** +8

OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4–1/19–20)

STATISTICS

Str 9, **Dex** 12, **Con** 12, **Int** 10, **Wis** 12, **Cha** 11

Base Atk +5; **CMB** +4; **CMD** 16

Feats Alertness, Improved Initiative, Iron Will, Skill Focus (Profession [baker]), Skill Focus (Sense Motive)

Skills Diplomacy +10, Heal +11, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (religion) +10, Perception +13, Profession (baker) +14, Sense Motive +16
Languages Common, Varisian
Gear *ring of protection +1*, *handy haversack*, jewelry worth 650 gp in all

22. THE CURIOUS GOBLIN

BOOK SHOP AND READING ROOM

Location 40 Main Street

Notable NPCs

Chask Haladan, proprietor (CG male human bard 3/expert 3)

Rumor “Chask was an adventurer in his youth, and he keeps a stash of magic items in a chest buried out back behind his shop!” (*False.*)

Quest (1st) Unknown to Chask, one of his books has a treasure map hidden in its pages. As fortune would have it, this happens to be the first book a PC picks up. The book is among the priciest in the shop at 200 gp, but if the PC points out the map, Chask gives the book to the PC for free if the party to cut him in on any treasure its members may find (he hopes for a half share, but can be talked down to a quarter share). The treasure map leads to a location in Tickwood (see page 93).

Wares Books (focusing on fiction and local history, prices range from 5 gp to 200 gp); *scroll of mirror image* (150 gp); spellcasting services

The sign in front of this shop depicts a wide-eyed goblin reading an upside-down book nearly as tall as him. Inside, this bookshop is a testament to one man's obsession with the printed word. Chask Haladan has maintained his love affair with books for nearly 70 years and shows no sign of giving it up anytime soon. His store is surprisingly well stocked, and while almost all of his wares are far too pricey for any of the locals to shop here with any frequency, a nest egg gathered in his adventurous youth combined with a frugal lifestyle makes the success of his business secondary to his own satisfaction. Several locals, including Brodert Quink (area 8), Jabyl Sorn (area 19), and Ilsoari Gandethus (area 27), can often be found here, either chatting with Chask or sitting in one of several large chairs, nose deep in a book.

Chask has recently come to believe that he's got rats—big ones—infesting the crawl space below his store, but he's never seen one, just periodically hears them scrambling. He doesn't realize that what he's hearing are goblins getting a bit too loud in the tunnels below his shop (see *Smugglers' Tunnels* on page 68 for more details).

CHASK HALADAN

Male venerable human bard 3/expert 3

CG Medium humanoid (human)

Init –1; **Senses** Perception +9

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, –1 Dex)

hp 27 (6 HD; 3d8+3d8–3)

Fort +1, **Ref** +4, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee club +1 (1d6–3)

Special Attacks bardic performance 18 rounds/day (countersong, distraction, fascinate [DC 15], inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3rd; concentration +7)

1st (4/day)—*comprehend languages*, *cure light wounds*, *identify*, *unseen servant*

0 (at will)—*detect magic*, *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*

STATISTICS

Str 4, **Dex** 9, **Con** 6, **Int** 18, **Wis** 11, **Cha** 18

Base Atk +4; **CMB** +1; **CMD** 10

Feats Arcane Strike, Extra Performance, Skill Focus (Perform [oratory]), Toughness

Skills Bluff +13, Craft (bookbinding) +13, Diplomacy +16, Knowledge (arcana, history, local, nobility, and planes) +14, Perception +9, Perform (act) +13, Perform (oratory) +16, Sense Motive +16, Spellcraft +13

Languages Common, Dwarven, Elven, Shoanti, Varisian

SQ bardic knowledge +1, versatile performance (oratory)

Combat Gear *wand of cure serious wounds* (4 charges), *wand of lesser restoration* (15 charges); **Other Gear** +1 padded armor, club, cloak of resistance +1, 245 gp

23. SANDPOINT THEATER

PLAYHOUSE

Location 90 Festival Street

Notable NPCs

Cyrdak Drokus, director (CN male human bard 6)

Rumor “The Theater used to be the heart of the old smuggling operation, and there's at least three entrances into the old tunnels below the building.” (*False.*)

Quest (1st) Cyrdak's always on the lookout for the next big local star, and when the PCs become active, he latches on to one of them, selecting whoever has the highest Charisma score or the highest bonus on Perform (act) checks, whichever is higher. He approaches that PC with an offer to play a key role in an upcoming performance, but only if that character gets into a little bit healthier physical condition to successfully perform the role of one of the heroes who fought the goblins in the recent raid

in an upcoming original production, entitled *Swallowtail*. The PC has 6 months before the performance, but if that PC hasn't increased her Constitution score (or can't manage to trick Cyrdak via multiple Disguise checks or some similar effort to appear healthier) in that time, Cyrdak dramatically cancels the promised performance and fires the PC. If the PC manages to keep the part, Cyrdak gleefully pays the character 100 gp for her service. If the PC succeeds at a DC 25 Perform (act) check, Cyrdak is so impressed that he lauds the PC and asks her to play the part again every 3 months (for another 100 gp per performance) and the PCs earn XP for completing this quest as if they overcame an encounter that had a CR equal to their average party level.

Wares There are three tiers of tickets for performances.

Pauper's Pit This lower area just in front of the stage doesn't allow a full view to the very back; no chairs (1 cp)

General Seating Serviceable view of the stage; wooden chairs (1 sp)

Balcony Seating Perfect view of the stage; stuffed leather chairs, in-seat service of refreshments from Cracktooth's (1 gp)

Brand-new cathedrals and ancient ruins aren't the only incongruities Sandpoint boasts. This massive playhouse, financed entirely by its larger-than-life owner, Cyrdak Drokus, features one of the most impressive theaters on this side of Varisia. It certainly competes with the playhouses of Magnimar, a fact that Cyrdak takes great pride in, since he was forced to flee that city in 4700 AR for mysterious reasons he's eager to hint at but reticent to expound upon (a scandalously risqué, invitation-only production of *The Bloatmage's Banquet* that drew too many parallels to the only recently instated Lord-Mayor Haldmeer Grobaras). That he's found love in an unlikely place with a paladin, of all things, only further sets in Cyrdak's mind that he was supposed to be Sandpoint's showman from the start.

Typically closed on Moonday and Oathday, Sandpoint Theater often showcases local talent, but it's the three weekend shows that locals generally look forward to. Cyrdak uses his contacts in Magnimar to great extent, ensuring that the most exciting new productions in the big city are available here as well. Although Cyrdak enjoys flirting with all of Sandpoint's young men and women, his recent marriage to Jasper (see area 40) has somewhat (but not entirely) curtailed these idle shenanigans.

Cyrdak prefers producing his own creations, but his slow writing pace makes it essential to augment the theater's productions with plays written by others. He tries to minimize productions of plays that have already had runs elsewhere, which means he's constantly looking for new scripts. If the PCs want to try to sell a script to him (either one of their own, or perhaps one from someone else), they'll need to convince Cyrdak of the play's worth. He automatically purchases any script that was created with a successful DC 20 Craft (writing or similar skill) check, but other scripts (such as the one Cracktooth hopes to sell—see area 18) require a PC to succeed at a DC 20 Diplomacy check to convince Cyrdak to take a chance on the play. On a failure, a new attempt to sell the play can be made after a week as long as any revisions Cyrdak suggested were made, but if this second try fails, Cyrdak won't be interested further in that particular play at all. For a play he's convinced to purchase as a result of a successful Diplomacy check, Cyrdak pays 10 gp. For one that he purchases due to a successful Craft (writing)



CYRDAK DROKKUS

check, he pays an amount of gp equal to the result of the craft check $\times 10$. The number of plays Cyrdak can purchase depends on his funding, of course.

While there are rumors of smugglers' tunnel entrances below the playhouse, in fact no such access to the tunnels exist. The basement does have a secret room where Cyrdak keeps the profits from the theater, though. Only his husband Jasper knows about the room, and the fact that Cyrdak doesn't trust Sandpoint's Town Hall or the bank of Abadar in Magnimar as safe places to hold his money is the only real bone of contention in their relationship. A successful DC 25 Perception check reveals the secret door to this room. Inside, the walls are adorned with nearly a dozen autographed and framed playbills and posters from various performances by Shensen of Kintargo, Cyrdak's favorite performer. Each of these is worth 50 gp. A locked chest (DC 30 Disable Device) contains 95 pp; 450 gp; a half dozen first-edition scripts by famous authors worth 100 gp each; a tattered first edition of *The Conception Exception* bound in leather that Cyrdak received as a wedding gift from Jasper, worth 800 gp; and a *scroll of shadow walk* Cyrdak keeps handy in the event he ever has to make a quick escape.

CYRDAK DROKKUS

Male human bard 6

CN Medium humanoid (human)

Init -1; **Senses** Perception +10

DEFENSE

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

hp 42 (6d8+12)

Fort +4, **Ref** +4, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 *short sword* +5 (1d6+1/19-20)

Special Attacks bardic performance 17 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +2, suggestion [DC 16])

Bard Spells Known (CL 6th; concentration +9)

2nd (4/day)—*cure moderate wounds*, *eagle's splendor*, *enthrall* (DC 15), *suggestion* (DC 15)

1st (5/day)—*animate rope*, *cure light wounds*, *disguise self*, *silent image* (DC 14)

0 (at will)—*dancing lights*, *flare* (DC 13), *ghost sound* (DC 13), *light*, *mage hand*, *prestidigitation*

STATISTICS

Str 10, **Dex** 8, **Con** 14, **Int** 14, **Wis** 12, **Cha** 17

Base Atk +4; **CMB** +4; **CMD** 13

Feats Combat Casting, Combat Expertise, Iron Will, Skill Focus (Perform [act])

Skills Diplomacy +12, Knowledge (arcana) +10, Knowledge (engineering) +10, Knowledge (history) +10, Knowledge (local) +14, Knowledge (nobility) +10,

Knowledge (planes) +10, Knowledge (religion) +10, Linguistics +11, Perception +10, Perform (act) +15, Perform (comedy) +12, Profession (director) +10, Sleight of Hand +8

Languages Celestial, Common, Draconic, Dwarven, Elven, Giant, Infernal, Shoanti, Varisian

SQ bardic knowledge +3, lore master 1/day, versatile performance (act, comedy)

Combat Gear *scroll of glibness*, *scroll of modify memory*;

Other Gear +1 padded armor, +1 short sword, 110 gp

24. CARPENTER'S GUILD

UNION OF CARPENTERS AND WOODWORKERS

Location 60 Festival Street

Notable NPCs

Aesrick Battlehorn, guildmaster (LG male dwarf expert 5)

Rumor "The Guildmaster of the Carpenter's Guild left Janderhoff not because he prefers working with wood, but because he was exiled for some horrible crime." (*False; this rumor was spread by the Scarnettis after Aesrick refused to cut Titus Scarnetti a deep discount deal on construction costs.*)

Quest (6th) Aesrick harbors guilt at not realizing Jervis Stoot led a double life as the prolific killer Chopper. He has long suspected that Jervis fell under the influence of a malign presence, and is looking for able adventurers to search the ruins atop Chopper's Isle for clues (see area 51).

Wares Carpentry services

The vast majority of the buildings in Sandpoint were erected by members of the town's large, eternally busy Carpenter's Guild. Currently overseen by Guildmaster Aesrick Battlehorn, a bald but well-bearded dwarf who left his homeland due to a nearly heretical fondness for working with wood instead of stone, the Sandpoint Carpenter's Guild has recently been accepting more projects in the outlying farmlands as well as work about town. The guild has been in a minor feud with the Sandpoint Shipyard (area 46) for years, but with the shipyard's recent change of leadership, the feud looks like it might finally be healing.

AESRICK BATTLEHORN

Male dwarf expert 5

LG Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 armor, -1 Dex)

hp 37 (5d8+15)

Fort +5, **Ref** +0, **Will** +6; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee +1 *battleaxe* +6 (1d8+3/ $\times 3$)

Special Attacks hatred

STATISTICS

Str 14, **Dex** 8, **Con** 14, **Int** 16, **Wis** 15, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 14 (18 vs. bull rush, 18 vs. trip)

Feats Great Fortitude, Martial Weapon Proficiency (battleaxe), Toughness

Skills Appraise +11 (+13 to assess nonmagical metals or gemstones), Climb +9, Craft (woodworking) +11, Diplomacy +7, Knowledge (engineering and nature) +11, Perception +10 (+12 to notice unusual stonework), Profession (carpenter) +10, Sense Motive +10, Survival +10

Languages Common, Dwarven, Giant, Shoanti, Varisian

Gear studded leather, +1 battleaxe, 65 gp

25. SANDPOINT LUMBER MILL

SAWMILL

Location 120 River Street

Notable NPCs

Ibor Thorn, mill operator (NG male human expert 2)

Rumor "Ibor Thorn had the logsplitter dismantled soon as he could, but now and then he says he can still hear it grinding away on particularly dark nights." (*True, although the sounds are all in Ibor's mind—the logsplitter is not haunted.*)

Quest (2nd) The nightmares that have been plaguing Ibor lately have been growing worse, and he's become convinced that his dismantled logsplitter is haunted. He might ask the PCs to investigate the machinery (they'll find nothing unusual about it, no matter how hard they look), and then ask them to spend the night in the mill to see if they see and hear anything strange. If the PCs agree to do so, late that night a completely distraught Ibor Thorn staggers into the lumber mill armed with a handaxe. Deep in the throes of a night terror, he hears the logsplitter grinding away and believes the PCs have become possessed by ghosts. If the PCs can manage to disarm the unfortunate man and avoid doing any lasting harm to him, Kendra Deverin thanks them personally and sees to Ibor's installation at Habe's Sanatorium, where, in time, he has a chance to make a full recovery. Ibor is suffering from schizophrenia, and can be immediately cured with a *greater restoration*, *heal*, or more powerful effect. *Restoration* reduces the magnitude of his affliction enough that he'll be able to function without ill effect for at least a few years, although the nightmares will eventually return.

This long building was one of the first to be built when Sandpoint was founded. Owned by the industrious Scarnetti family, the mill and its daily operations were entrusted for many years to a penny-pinching businessman named Banny Harker and his partner Ibor Thorn. The installation of a mechanized logsplitter

attached to a waterwheel ensured that the lumber mill could process logs quickly and efficiently, but the noise the machinery made forced Harker and Thorn to run the equipment for only a few hours each day—an inconvenience that frustrated Harker since it made things all the more difficult to recoup the expensive contraption's cost in a timely manner.

Sadly, Harker no longer needs to worry about such matters, for he became one of the first victims of the Skinsaw Man during that murderer's violent spree. He and Katrine Vinder both perished that night, leaving Ibor Thorn a wreck after his discovery of the horribly mutilated bodies.

This was many years ago, and while Ibor Thorn has mostly recovered from the ordeal, he still wakes at night with the sweats from nightmares in which he's heard the logsplitter lurching and churning to life. The logsplitter has been dismantled, much to mill owner Titus Scarnetti's frustration, but fearing the emotional reprisal of a traumatized town, he didn't put up much of a fight against Ibor's decision. For now, the lumber mill's work is once more done by hand, with a regular influx of laborers ensuring that lumber can be produced—albeit at a much slimmer margin than when the machinery could do the work of several lumberjacks in a fraction of the time.

26. GENERAL STORE

GROCERY AND HARDWARE SHOP

Location 30 Main Street

Notable NPCs

Ven Vinder, proprietor (LN male middle-aged human commoner 7)

Solsta Vinder, Ven's wife (LG female middle-aged human commoner 4)

Shayliss Vinder, Ven's daughter (CN female human vigilante 6)

Rumor "If you're looking to buy some alcohol, ask Ven to see the 'wine cellar.' Although I hear he's been dipping into his own stock more frequently lately, after he lost his daughter Katrine to the Skinsaw Man." (*True.*)

Quest (4th) Ven's wife is worried. Her husband's been drinking more and more, and their surviving daughter has been spending less and less time at home. Solsta has promised herself to ask the next group of adventurers who visit her store for help in finding out what her daughter's up to. (See *Smugglers' Tunnels* on page 68 for details.)

Wares All general goods and groceries; imported alcohol (price varies from 5 gp to 50 gp per bottle)

Owned and operated by Ven Vinder and his family, Sandpoint's oldest and best-stocked general store has a

little bit of everything—farm equipment, weapons, tack, tools, furniture, food, and even homemade pies baked by Ven's wife Solsta. The store is built on a high stone foundation, its front door located on what is essentially a second story, accessible via a flight of wooden steps. The reason for this high foundation is the simple fact that on particularly stormy years, the waters of Sandpoint Harbor have been known to funnel up Water Street to pool in the square just in front of the store. Every year as winter approaches, Ven takes a few days to re-proof the foundation with tar and canvas against the surge, and so far he's managed to keep his basement safe and dry even during the mightiest storms. Ven keeps a shockingly large supply of alcohol in this basement, although a customer has to ask to see the "wine cellar" before Ven will admit to his special stock. Ven has a particular fondness for bitter grog and rotgut imported from places as far as the orc city of Urglin.

Until recently, though, his true prides were his daughters. Ven doted upon them both, but when his eldest daughter Katrine was murdered by the Skinsaw Man at the lumber mill and his younger daughter Shayliss was caught up in a scandal involving the heroes working to solve those notorious slayings, he fell into a dark depression. He's been spending more and more time in a den he's built in his cellar, drinking and obsessing over his memories, much to his wife's growing concern.

The fact that Shayliss has been spending less time at home concerns Solsta Vinder as well, especially since Ven doesn't seem to realize or care. Worried that she might be about to lose another daughter, Solsta is growing desperate for help, but in fact Shayliss is safer than she has been in a long time, having stumbled upon a hidden shrine of Calistria below Sandpoint—see *Smugglers' Tunnels* on page 68 for more details.

VEN VINDER

Male middle-aged human commoner 7

LN Medium humanoid (human)

Init -1; **Senses** Perception +9

DEFENSE

AC 9, touch 9, flat-footed 9 (-1 Dex)

hp 31 (7d6+7)

Fort +2, **Ref** +1, **Will** +3

OFFENSE

Speed 30 ft.

Melee unarmed strike +4 (1d3+4)

STATISTICS

Str 14, **Dex** 8, **Con** 10, **Int** 11, **Wis** 9, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 14

Feats Improved Unarmed Strike, Iron Will, Power Attack, Skill Focus (Intimidate), Toughness

Skills Appraise +7, Intimidate +12, Perception +9, Profession (merchant) +9

Languages Common

27. TURANDAROK ACADEMY

SCHOOL AND ORPHANAGE

Location 10 Main Street

Notable NPCs

Ilsoari Gandethus, headmaster (LN male old human wizard 4/rogue 2)

Rumor "The Sandpoint Devil's been dead for decades. I know, 'cause I've seen it in Turandarok Academy. Ilsoari had it stuffed and mounted, but he keeps it in his private collection in the basement." (*False.*)

Quest (1st–13th) Although Ilsoari knows and accepts that his prime adventuring days are well behind him, he still regrets the "dungeon that got away." He and his group never did get a chance to explore the caves lining the inner walls of the Pit (see page 88), and he's always suspected that somewhere deep within that notorious site remain ruins of ancient times. Now that lore about Thassilon has resurfaced, he believes that the stories of ancient dwarven chambers in the Pit were in fact referring to Thassilonian secrets. He's never been within the Pit, but if he thinks the PCs can handle it, he suggests they check the notorious site out, and to aid them he gives the PCs one of the more unusual objects he's collected—a platinum key etched with the Sihedron rune that he's always suspected unlocks a door or chest somewhere deep in the Pit. All he asks in return is for the PCs to return to him and report where they found the key was used and what it unlocked.

As families thronged to Sandpoint, the town founders quickly came to realize that they needed somewhere to handle the education of children, to house unfortunate orphans, and to busy older children and keep them from becoming delinquents. Their answer was the Turandarok Academy. Part school, part orphanage, the academy is run by retired adventurer Ilsoari Gandethus. He volunteered to be the academy's headmaster if he could have the basement of the two-story building to himself. The town agreed, and today, the rooms below the Academy are almost a museum of the strange things and trophies Ilsoari has collected over his years. He keeps these chambers locked, but the children who attend classes on the ground floor and the orphans who live on the upper floor have countless stories about what's down there, ranging from a goblin farm to a nest of phantom spiders to the Sandpoint Devil itself. Although the contents are much less sinister (Ilsoari is all too happy to show off his collection of exotic weapons, strange maps, and monster trophies to anyone who asks nicely), the old wizard does nothing to dissuade the children's tales.

While Ilsoari's basement collection is unusual and strange, the bulk of it is relatively without value—he's long since sold off the unused magical items and most of the objects of value to augment his expensive habit in fine

wines. What remains are curiosities, for the most part, save for an unusual key (see Quest on page 35).

ILSOARI GANDETHUS

Male old human rogue 2/wizard 4
LN Medium humanoid (human)

Init +4; **Senses** Perception +4

DEFENSE

AC 11, touch 11, flat-footed 11 (+1 deflection)

hp 20 (6 HD; 2d8+4d6-6)

Fort +0, **Ref** +4, **Will** +6

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk dagger +2 (1d4-2/19-20)

Ranged mwk hand crossbow +4
(1d4/19-20)

Special Attacks hand of the apprentice
(6/day), sneak attack +1d6

Wizard Spells Prepared (CL 4th;
concentration +7)

2nd—*cat's grace*, *detect thoughts*
(DC 15), *levitate*

1st—*color spray* (DC 14), *identify*, *mage armor*, *unseen servant*

0 (at will)—*detect magic*, *daze* (DC 13), *light*,
prestidigitation

STATISTICS

Str 6, **Dex** 11, **Con** 9, **Int** 17, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +1; **CMD** 12

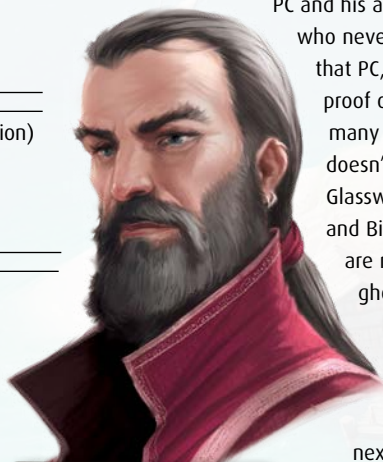
Feats Alertness, Combat Casting, Combat Expertise, Improved Feint, Improved Initiative, Scribe Scroll

Skills Craft (taxidermy) +12, Diplomacy +11, Disable Device +9, Intimidate +11, Knowledge (arcana, nature) +12, Perception +4, Sense Motive +11, Spellcraft +12, Survival +8

Languages Aklo, Common, Shoanti, Varisian

SQ rogue talents (combat trick), trapfinding +1, arcane bond (familiar or object)

Combat Gear *wand of invisibility* (20 charges); **Other Gear** mwk dagger, mwk hand crossbow with 20 bolts, *ring of protection* +1, 148 gp



ILSOARI GANDETHUS

'all these angry ghosts she says we've got in town or out there in the hinterlands.'" (*True; see Quest below.*)

Quest (6th) The first PC to visit this house is greeted with a wild-eyed Madame Mvashti, who seems convinced that PC and his allies are the ones to "bring rest to those who never can." She offers a free harrow reading to that PC, but despite the cards drawn, she sees only proof of her beliefs. Niska explains that there are many ghosts in Sandpoint and its hinterlands; she doesn't know where they all are but mentions the Glassworks (area 20), Chopper's Isle (area 51), and Biston's Pond (page 77) as three places that are reputedly haunted. If the PCs can put these ghosts to rest, she explains, they will gain the blessing of Pharamasma herself. If the PCs do manage to put all three of these ghosts to rest, this prediction comes true, and each PC gains Pharamasma's boon—the next time an effect or amount of damage would kill the PC, that effect or damage is negated through a sudden twist of fate. This boon can save each PC only once.

Wares Harrow readings (2 sp), spellcasting services

Although from outside this appears to be an ancient, decrepit manor house with several rooms, only one person lives in this old building—ancient and mysterious Niska Mvashti, a woman who has long venerated Pharamasma (and through her, the cycle of life and death) as her patron. Old even when Sandpoint was founded decades ago, Madame Mvashti (as she prefers to be called) is a Varisian historian and seer. She performs most of her readings with harrow cards or carved bones but seems only very rarely to enjoy casting her predictions.

Madame Mvashti had long complained that the yearly travels of her extended family hurt her bones, and when Sandpoint was founded, as part of the accord with the Sandpoint Mercantile League, the local Varisians demanded a large manor house be built for their respected elder. The house is supposed to revert to the town's property once Madame Mvashti passes away, but she has proven exceptionally tenacious and long-lived. She survives primarily on support and volunteer assistance from local Varisians, as well as from her only daughter, **Koya Mvashti** (CG female old human cleric of Desna 4) when she stops in town during her travels along the Lost Coast, although Madame Mvashti spits and curses at any individuals that she knows to be members of the Bunyip Club.

NISKA MVASHTI

Female venerable human druid 3/sorcerer 4/mystic theurge 1
N Medium humanoid (human)

Init -3; **Senses** Perception +11

28. MADAME MVASHTI'S HOUSE

FORTUNE-TELLER

Location 50 Festival Street

Notable NPCs

Niska Mvashti, harrower (N venerable female human druid 3/sorcerer 4/mystic theurge 1)

Rumor "Madame Mvashti's been telling people she's ready to meet Pharamasma and she seems convinced she's not gonna make it to the end of the year, but what seems to be worrying her isn't her impending death as much as it is

DEFENSE

AC 8, touch 7, flat-footed 8 (–3 Dex, +1 natural)

hp 32 (8 HD; 3d8+5d6)

Fort +3, **Ref** –1, **Will** +12

Defensive Abilities fated (+1)

OFFENSE

Speed 30 ft.

Melee sickle +1 (1d6–3)

Special Attacks storm burst (1d6+1 nonlethal damage, 7/day)

Sorcerer Spell-Like Abilities (CL 5th; concentration +9)

7/day—touch of destiny (+2)

Druid Spells Prepared (CL 4th; concentration +8)

2nd—animal messenger, bear's endurance, delay poison, fog cloud^o

1st—cure light wounds, endure elements, magic stone, obscuring mist^o, speak with animals

0 (at will)—create water, light, mending, purify food and drink

Sorcerer Spells Known (CL 5th; concentration +9)

2nd (5/day)—blindness/deafness (DC 16), blur, locate object

1st (7/day)—alarm, cause fear (DC 15), color spray (DC 15), comprehend languages, identify

0 (at will)—mage hand, message, read magic, open/close, prestidigitation (DC 14), read magic

Bloodline destined

STATISTICS

Str 4, **Dex** 4, **Con** 8, **Int** 15, **Wis** 18, **Cha** 18

Base Atk +4; **CMB** +1; **CMD** 8

Feats Combat Casting, Eschew Materials, Fortune Teller^{ISWG}, Harrowed^{ISWG}, Magical Aptitude, Toughness

Skills Bluff +11, Knowledge (arcana) +9, Knowledge (nature) +11, Knowledge (religion) +9, Perception +11, Perform (oratory) +9, Profession (fortune-teller) +11, Sense Motive +15, Sleight of Hand +2, Spellcraft +12, Survival +6, Use Magic Device +12

Languages Aklo, Common, Druidic, Sylvan, Varisian

SQ bloodline arcana, combined spells (1st), nature bond (Weather domain), nature sense, trackless step, wild empathy +7, woodland stride

Combat Gear *potion of cure light wounds*, *scroll of cure moderate wounds*, *scrolls of harrowing*^{ISWG} (2), *wand of detect thoughts* (17 charges), *wand of summon nature's ally III* (9 charges), *wand of lesser restoration* (14 charges);

Other Gear *amulet of natural armor* +1, harrow deck, 35 gp

29. GROCER'S HALL

GROCERIES AND SUPPLIES

Location 20 Festival Street

Notable NPCs

Olmur Danvakus, grocer (LG male halfling expert 4)

Rumor "Olmur inherited more than just the job of Grocer Guildmaster when Chopper did in old Bess; he also

inherited the stash of gold the miser'd been hoarding over the years. Last I heard, he hid the gold in a hollow behind his fireplace." (*True, although Olmur's been doing everything he can to quiet or deny this rumor; he keeps moving the gold's hiding spot but the rumor keeps adapting to match his new locations.*)

Quest (1st) Olmur has to make trips into Magnimar once a month to replenish his supplies of sweets, but the last time he made the journey he was nearly ambushed by bandits. He hid in a hollow stump, but the close call has made him nervous. If he befriends the PCs, he hires them as guards on his next trip to the city, paying 50 gp per trip for the peace of mind.

Wares Standard food and drink, standard farming supplies

This building's facade is open to the air where it faces the market. During the day, bins and trays and tables here are heaped with produce brought in that morning from the outlying farms. Near the back of the store are tools, seeds, feed, tack, and other supplies useful for farming. The other half of this building is filled with living quarters, meeting halls, file rooms, and storage.

Olmur Danvakus took up the post of guildmaster here after the previous guildmaster (a miserly woman named Bess) was murdered by Chopper. Olmur is a jovial fellow, constantly smiling and always ready with a compliment or a kind word. Every Fireday, to coincide with the traditional market day, Olmur carries a full bag of sweets for Sandpoint's kids. The selection consists of mint candies, maple chews, and berry-flavored saltwater taffy, along with a single piece of chocolate, each individually wrapped in identical bits of waxed parchment. The child who pulls the chocolate wins the day's prize, typically a toy, oversized pastry, or silver coin, depending on Olmur's whim. This weekly candy-grab, as it's come to be known, has made Olmur one of Sandpoint's most beloved citizens, but to Olmur it's merely a pleasant way to slowly spend the not-inconsiderable amount of gold he found stashed in Bess's mattress a few weeks after he inherited control of the Grocer's Hall, 1,300 gp of which currently remains hidden under the floorboards in his pantry.

OLMUR DANAVAKUS

Male halfling expert 4

LG Small humanoid (halfling)

Init +0; **Senses** Perception +13

DEFENSE

AC 11, touch 11, flat-footed 11 (+1 size)

hp 18 (4d8)

Fort +2, **Ref** +2, **Will** +9; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee mwk sickle +4 (1d4–1)

STATISTICS

Str 8, **Dex** 11, **Con** 11, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +1; **CMD** 11

Feats Alertness, Iron Will

Skills Acrobatics +2, Appraise +8, Climb +1, Diplomacy +7, Handle Animal +7, Knowledge (local) +8, Knowledge (nature) +8, Perception +13, Profession (grocer) +9, Sense Motive +11

Languages Common, Halfling, Varisian

Gear mwk sickle, several bags of sweets, 44 gp

30. VERNAH'S FINE CLOTHING

CLOTHING SHOP

Location 70 Prickleback Lane

Notable NPCs

Rynshinn Povalli, proprietor (NG female half-elf expert 5)

Rumor "Rynshinn's too beautiful to be alone. I can't imagine she doesn't have some sort of secret lover, or lovers—maybe down in Magnimar when she makes her monthly trip for supplies?" (*False.*)

Quest (3rd) If Rynshinn grows to trust the PCs, she might ask them to help her with a project. Her birthday is coming up, and her new friendship with the PCs gives her a resource she didn't have last year. She hopes to recruit the PCs to help her stake out her home and watch for any clues as to who is leaving her gifts, and to hopefully find out once and for all if it's her father Iremiel, his ghost, or something else entirely. The truth is something altogether stranger than Rynshinn might expect, for her father, a cleric of Calistria and bard, was actually slain by vengeful smugglers (see *Smugglers' Tunnels* on page 68). Yet through a twist of fate and the unknowable whims of Pharasma, her father returned to life, reincarnated as a hideous-looking chaotic neutral quickling, with the full memories of his past life but none of his skills or abilities as a cleric of Calistria. Iremiel has lived all these years in the attic of his daughter's home, convinced that Calistria, ever the trickster, put him back in this world to protect her but afraid that if she sees him in his new form she'll react with horror and reject him. As a quickling, his speed and his knowledge of his daughter's behavior and personality allow him to remain undetected by her, but if the PCs help, they may well be able to sort the mystery out. If they manage to arrange a happy ending for the two, they earn 300 XP and Iremiel's eternal gratitude. From this point on, he may well be lurking nearby when the PCs are in danger and at your discretion can manifest at a critical moment to save them from certain death.

Wares Clothing (including nonmetallic light armor) at standard prices

Rynshinn Povalli has owned and operated this clothing shop for the last several years. The only daughter of a kindly woman named Vernah, Rynshinn never knew her father, Iremiel, who was killed by goblins less

than a week after she was born. At the time, Vernah's tempestuous affair with the mysterious elven bard was the talk of the town, but none but Vernah ever learned the truth—that Iremiel was also the high priest of the temple of Calistria in Magnimar, and that the two had fallen madly in love after a chance meeting on that city's streets.

Since Iremiel's death, every year on Rynshinn's birthday, a small package of elven coins, medicine, and toys mysteriously appears somewhere in the upper floors of this building. Vernah always claimed the gifts were placed by Iremiel's ghost, but locals generally believe the gifts were granted by one of his living relatives. Rynshinn, for her part, holds out against hope that her father somehow survived and that it's him, not his ghost, who leaves these mysterious birthday presents.

Since her mother's death several years ago during Chopper's murder spree, Rynshinn has used much of the money from those gifts to expand her mother's tailoring business, and even founded a guild that brings together dozens of quilters, crafters, sewers, and tailors so they can sell their wares here. She's looking into opening a shop in Magnimar as well, but has yet to find a partner there whom she trusts. A number of Sandpoint's young men and women idly court Rynshinn, whom many hold to be the town's most beautiful citizen, but to date, she has politely eschewed all possible suitors for reasons she has not shared—that she's not interested in romance or relationships at all. This isn't to say Rynshinn isn't constantly seeking new friends, just that it's easier for her to keep the details of her asexuality to herself than to try explaining it to others.

RYNSHINN POVALLI

Female half-elf expert 5

NG Medium humanoid (elf, human)

Init +5; **Senses** low-light vision; Perception +14

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 22 (5d8)

Fort +0, **Ref** +2, **Will** +7; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 dagger +4 (1d4+1/19–20)

STATISTICS

Str 10, **Dex** 13, **Con** 8, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 14

Feats Combat Expertise, Improved Initiative, Iron Will, Skill Focus (Perception)

Skills Appraise +10, Craft (clothing) +12, Diplomacy +12, Knowledge (local) +10, Perception +14, Profession (tailor) +9, Sense Motive +9, Stealth +9

Languages Common, Elven, Sylvan, Varisian

SQ elf blood

Gear +1 dagger, masterwork tailor's tools, 98 gp

IREMIEL

CR 4

XP 1,200

CN advanced male quickling (*Bestiary 2* 292, 227)

hp 26

31. WHEEN'S WAGONS

WHEELWRIGHT

Location 30 River Street

Notable NPCs

Bilivar Wheen, wheelwright (N male human expert 3)

Vorah Wheen, Bilivar's wife (LN female human commoner 1)

Simpus and Zeek, their children (N male human expert 3)

Rumor "Bilivar's parents were gnomes. That's why he has a gnome name. And yeah, I'm assuming he's adopted. Or maybe he's just tall for his age?" (*False; Bilivar's parents were friends with Billiver Billivin of Magnimar before they moved to Sandpoint and named their son after the eccentric gnome... but they spelled the name wrong, and Billiver Billivin's never approached his namesake to introduce himself out of annoyance at the misspelling.*)

Quest (1st) The poor Wheens' troubles are about to get worse. When you begin your Sandpoint campaign, their youngest child, Zeek might go missing after being dared to sneak into Valdemar Manor (see area 47).

Wares Wagons and wheel repairs at normal prices

A lanky man named Bilivar Wheen owns this workshop. Bilivar is a down-on-his-luck wheelwright who's lately been spending less time working and more time at various taverns, especially the Hagfish. Ever since his daughter Tanethia drowned in the Mill Pond last year, his wife Vorah has grown more and more shrill and paranoid that her other two children's days are numbered as well. Bilivar's been heard to mutter about packing up and skipping

town to some of his drinking buddies at the Hagfish, but no one thinks he'll really follow through on this plan. The fact that those drinking buddies never let him forget that he has a "gnome's name" doesn't help Bilivar's depression.

32. SCARNETTI MILL

GRAIN MILL

Location 40 River Street

Notable NPCs

Courrin Whesterwill, miller (NG male human expert 2)

Rumor "Courrin Whesterwill owes a lot of money to the Scarnettis. He's barely paid a thing for running their Mill, and lives a pauper's life in a loft in the building there." (*Partially true; Courrin doesn't owe money, but instead worries for his parents' well-being as servants at Scarnetti Manor.*)

Quest (1st) Courrin has been trying to save up to pay for himself and his parents to sneak out of Sandpoint to rebuild lives out from under the Scarnettis' thumbs. If the PCs learn of his plight and agree to give him the 250 gp he needs to escape with his parents (or alternatively see to the public disgrace of the Scarnettis themselves), he tells them his biggest secret—that he saw Adimar Scarnetti creeping around down by Boggy Creek last month during the full moon, and when Adimar turned into a giant rat, Courrin fled!

As with the Sandpoint Lumber Mill, this building is owned by the Scarnettis. All of the flour and grain produced here is supplied by local farmers. Several years ago, mysterious fires claimed the Soggy River Mill, the Biston Pond Mill, and the Cougar Creek Mill, leaving Scarnetti Mill the only functioning grain mill in the region. Accusations of Scarnetti-sponsored arson flew high, and after giants attacked Scarnetti Manor some damning but circumstantial evidence came up that seemed to prove the accusations, but a few legal loopholes and some fast talking on the Scarnettis' behalf, along with a promise to keep prices lowered here at the mill for the next several years, managed to avoid much scandal.

The manager of this mill, the constantly worrying and constantly sneezing Courrin Whesterwill, lives almost like a vagabond. He's managed to hide away a cache of 50 gp in a coffer



RYNSHINN POVALLI

buried at the corner of the mill, and hopes to some day be able to afford to take his parents far from here to start new lives.

33. THE HAGFISH

TAVERN

Location 70 Water Street

Notable NPCs

Jargie Quinn, tavern keeper (CG male human rogue 2/expert 2)

Rumor “Norah’s more than just a hagfish—she’s a cursed elven princess who’s waiting for a hero’s kiss before she can return to her true form!” (*False, but Jargie enjoys spreading this rumor.*)

Quest (6th) Anyone who can seek out and kill Old Murdermaw (see Sog’s Bay on page 92) forever earns Jargie’s respect, and with it, free food and drink—other than Jargie’s Reserve—at the Hagfish for life.

Wares Standard food and drink, with the following specialties:

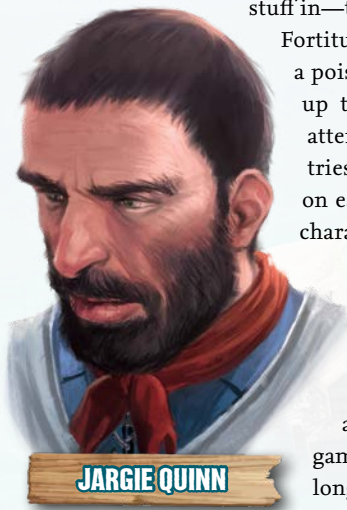
Crab ‘n’ Clam Chowder Hearty chowder with potatoes and onions (2 sp)

Jargie’s Reserve A shot from Jargie’s special collection of Shackles rum (2 gp per shot)

Lingcod Pot Pie Fish and potato pie (6 sp)

Hag’s Challenge Old Murdermaw stout with a tiny splash of Norah slime (3 sp per mug)

One of Sandpoint’s most popular taverns, especially among fishers and gamblers, the Hagfish is also Sandpoint’s best bet for a good old-fashioned seafood meal. Owned by a gregarious one-legged man named Jargie Quinn, the Hagfish gets its name from the large glass aquarium that sits behind the bar, the home of a repellent Varisian hagfish that Jargie affectionately calls Norah (despite the fact that he’s had “Norah” replaced dozens of times—Varisian hagfish don’t live all that long in Quinn’s aquarium). Hanging from a nail next to Norah’s tank is a leather pouch bulging with coins: prize money for anyone who can drink down a single tankard of “water” scooped from Norah’s tank. It costs a single silver coin to try, but the trick is that, since she’s a hagfish, the water in Norah’s tank is disgustingly thick, horrifically slimy, and terribly foul. Few can stomach the stuff, but those who do get to keep however many coins have accumulated in the pouch, and then carve their names in the ceiling beam above the bar. To date, there are only 28 names carved there, and the Hagfish has been in business for nearly 10 years. The first time the PCs visit the Hagfish, the prize money in the pouch



has accumulated to 230 sp; to win, a character must gulp down a full tankard and manage to hold the foul stuff in—this requires six consecutive successful DC 15 Fortitude saves over the course of 6 rounds (this is a poison effect). On a failure, the character vomits up the slime and is sickened for 1 hour. New attempts can be made, of course, but multiple tries in a single day incur a cumulative –2 penalty on each Fortitude save. Once someone wins, that character can no longer compete for future prizes in the challenge.

There’s certainly more to this tavern than Norah. Jargie’s game tables are always well attended, with games ranging from cards to checkers to dice to darts. Tall tales are a favorite pastime here, with one popular game called “yarning,” involving seeing how long a local can string along an impromptu fable without contradicting himself. The most popular subject of these tales is traditionally Old Murdermaw, a legendary giant red snapper that might or might not dwell in the depths of the Varisian Gulf. Jargie’s quite an accomplished yarner, with the ever-changing story of how he lost his leg being his favorite starting point for his tales. To impress the Hagfish’s clientele with yarning, a PC must succeed at six successive DC 15 Perform (act, comedy, or oratory) checks in a row over the course of an hour. If all six checks are successful, the PC takes his highest success of the six for determining how much gold he earns from the crowd with his performance, but he earns twice the amount he would otherwise earn. As with the hagfish challenge, a character can win this contest just once, although the crowd certainly appreciates repeat performances (which are resolved with a single normal Performance check).

JARGIE QUINN

Male human expert 2/rogue 2

CG Medium humanoid (human)

Init +0; **Senses** Perception +6

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 armor)

hp 35 (4d8+14)

Fort +2, **Ref** +3, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee unarmed strike +4 (1d3+2)

Ranged mwk shortbow +3 (1d6/x3)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 10, **Con** 15, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +2; **CMB** +4; **CMD** 14

Feats Improved Unarmed Strike, Power Attack, Toughness

Skills Acrobatics +7, Bluff +10, Diplomacy +10, Intimidate +10, Knowledge (local) +8, Knowledge (nature) +8, Perception +6, Profession (tavern keeper) +6, Sense Motive +6

Languages Common, Shoanti, Varisian

SQ rogue talents (surprise attack), trapfinding +1

Combat Gear *potions of cure light wounds* (2), *potion of rage*;

Other Gear +1 studded leather, mwk shortbow, 45 gp

NORAH

CR 1

XP 400

Varisian hagfish (*Pathfinder Adventure Path* #56 82)

N Tiny animal (aquatic)

Init +2; **Senses** low-light vision; Perception +1

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 17 (2d8+8)

Fort +7, **Ref** +7, **Will** +1

OFFENSE

Speed swim 30 ft.

Melee bite +4 (1d3+1)

STATISTICS

Str 12, **Dex** 15, **Con** 18, **Int** 1, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 12

Feats Lightning Reflexes

Skills Escape Artist +6, Swim +14

SQ slime cloud

SPECIAL ABILITIES

Slime Cloud (Ex) While underwater, as a free action, a Varisian hagfish can secrete a mucus that transforms a 5-foot cube of water into a transparent cloud of viscous slime. This slime is the aquatic equivalent of rough terrain, and creatures swimming through it expend 2 squares of movement. The slime cloud remains for 10 rounds before dissipating. Hagfish are unaffected by these slime clouds. The slime also grants the hagfish a +4 bonus on grapple checks.

34. VALDEMAR FISH MARKET

FISHMONGER

Location 10 Water Street

Notable NPCs

Turch Sterglus, fishmonger (LG male human rogue 1/expert 5)

Challup, Clumm, Halbur, Skulben, and Turch Junior

Sterglus, Turch's sons (LG male human commoner 1)

Rumor "Turch's wife died decades ago. He never talks about her; seems like there's bad memories there. Wanna hear around five minutes of the most creative profanity you've ever heard? Just ask him where she is and brace yourself!" (*True.*)

Quest (6th) Turch's memories of his wife are not bad, but he misses her every day and keeps a likeness of her in a

silver locket. His sadness stems from the fact that when she died giving birth to their youngest son, she was denied a burial in the brand-new cemetery, the Sandpoint Boneyard, by the town's then-high priest, a zealous worshiper of Abadar named Klarn Kleiden. This denial was based simply on the fact that she was a worshiper of Calistria—a deity not represented in Sandpoint's charter and whose beliefs scandalized the stodgy old cleric. Turch's wife was one of the last to be buried in Paupers' Graves, and for years afterward Turch woke from nightmares that she'd risen as an undead horror because she hadn't been laid to rest in an actively consecrated graveyard and without a proper burial. Eventually, Turch's nightmares ended, but after his last trip to Paupers' Graves on the anniversary of his wife's death, he saw something disturbing—evidence of vandalism in the way so many graves seemed so strangely sunken in. Still leery about trusting the church after all these years, he comes to the PCs for help once they've started to establish themselves, asking them to investigate Paupers' Graves (see page 87) to confirm or deny that something sinister is going on there. If the PCs eliminate the ghoul threat in Paupers' Graves, Turch gladly gives them his *belt of giant strength* +2 in thanks, even though the knowledge that his wife's remains were likely eaten gnaws at him for years to come.

Wares Fish and seafood at standard prices

Like the Grocer's Guild across the market, the facade of this long building is open to the air. Here, locals can shop for the day's catch, picking out cod, salmon, tuna, shellfish, and even the odd octopus or abalone for the evening's meal. Turch Sterglus, a retired fisher with a lazy eye and a wild white beard, runs the fish market in a lovably crotchety manner, constantly complaining about the weather or the day's catch or the antics of local youth, but always packaging his customers' purchases with a smile and a wink. The fish market is owned by the Valdemar family, but most locals act as if the building and business were Turch's, often tipping the lovable old man a few extra coins. Turch's five children, each successive son smarter than the last, have all made careers working for their father as fish cleaners, haulers, and even cooks.

With the Valdemars having turned their attention elsewhere, Turch has been left in something of a complicated situation. He doesn't own the building or the business but has always handled the fish market responsibly, as if it were his own establishment. He's recently started the process of placing a bid on the fish market, but hasn't had a response from the Valdemars in Magnimar. Crankier than ever as a result, he's realized he'll need to appeal in person in Magnimar, a process that will involve the Justices there, and he isn't looking forward to all the hassle.

TURCH STERGLUS

Male old human expert 5/rogue 1

LG Medium humanoid (human)

Init +4; **Senses** Perception +9

DEFENSE

AC 10, touch 10, flat-footed 10

hp 53 (6 HD; 1d8+5d8+23)

Fort +5, **Ref** +3, **Will** +4

OFFENSE

Speed 30 ft.

Melee club +5 (1d6+2)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 10, **Con** 14, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 15

Feats Athletic, Great Fortitude, Improved Initiative, Toughness

Skills Acrobatics +9, Bluff +11, Climb +13, Intimidate +7, Knowledge (nature) +10, Perception +9, Profession (sailor) +9, Survival +6, Swim +13

Languages Common, Varisian

SQ trapfinding +1

Gear club, *belt of giant strength* +2, silver locket worth 600 gp, 50 gp

35. SANDPOINT MARKET

TOWN MARKETPLACE

Location No street address; located at junction of Festival, Market, and Water Streets

Rumor “Now and then you can find something really unexpected at the town market on Firedays. A friend of mine once saw a...” (*True; each time this rumor is heard, roll on the Town Market Discoveries table on page 43 to see what sort of bargain the gossipers’ friend saw for sale.*)

Quest (Varies) Some items purchased at the town market come with stories and quests of their own—see the Town Market Discoveries table on page 43.

Wares Farm goods (Moonday), all manner of goods and spellcasting services (Fireday)

On most days, Sandpoint’s marketplace is empty save for the odd group of children who enjoy using the wide-open area to play whistleball, hopsquares, or other games. Twice each week, the market fills with vendors. At the start of each week on Moonday, a farmer’s market radically increases the daily selection of goods available at the Grocer’s Hall, while the entirety of Fireday at the end of the week sees merchants from Magnimar, Galduria, Nybor, Wartle, and beyond take part in the weekly town market. While it’s very rare to see any item worth more than a 500 gp base value for sale at this market, prices for all other purchases are generally 75% of the regular asking price. Weapons, toys, clothing, jewelry, alchemical items,

potions, and—now and then—the odd magical item pop up for sale at the town market.

Perhaps the most interesting to adventurers though are the so-called “caster’s booths” that open every Fireday. These booths are tended by a group of traveling spellcasters (mostly clerics of Abadar, Varisian sorcerers, traveling bards, and rarely a Cyphermage from Riddleport) who offer their magic for sale. Cantrips are performed free of charge (at the caster’s discretion)—an offering that often delights children, particularly when a spellcaster uses *prestidigitation* to temporarily change someone’s hair color or to create an exciting firework-like display of sparkling magic. It’s at the caster’s booths that one can often find spells of up to 4th level for sale at regular prices.

One way to build anticipation for the weekly town market is to let your players know that they might be able to spot bargains and exotic rarities for sale. If a PC devotes 1d4 hours to perusing the stalls and chatting with merchants, there’s a 10% chance that something of note might surface. If so, roll on the table on page 43 to determine what sort of unexpected surprise can be found. An item followed by an asterisk can be purchased only once; if a result turns up such an item, skip up to the first unsold item above it to determine the actual result. (Alternatively, as items marked by an asterisk are sold, replace them with unusual items of your own design). If a magic item is discovered, roll on the appropriate table in the appendix of *Ultimate Equipment* to determine exactly what is for sale.

36. SANDPOINT MEAT MARKET

BUTCHER

Location 120 Market Street

Notable NPCs

Chod Bevuk, butcher (NG male human expert 3)

Rumor “Chod claims that he got jumped by Chopper himself back during the Late Unpleasantness, and that Stoot took his finger from him, but I think Chod lost that finger to a poorly placed chop from one of his own cleavers. You can’t believe a word that guy says unless it’s about meat, after all.” (*In fact, this is the one rumor of Chod that’s true—he did indeed lose his finger to Chopper, and that no one believes him both frustrates and amuses the man.*)

Quest (6th) As proof of his story, Chod claims that when Chopper chopped his finger, he took it as a trophy. Chod doesn’t miss his finger as much as he misses his silver wedding ring—all he kept to remember his wife after her death 20 years ago. If the PCs find Chod’s ring in the hidden complex below Chopper’s Isle (see area 51) he’s flabbergasted, thankful, and astounded. The return of his ring earns the PCs free meat for life.

Wares Meats at standard prices

TOWN MARKET DISCOVERIES

d20	Result
1	A masterwork weapon for sale at 20% off its regular price
2-4	A greater medium potion at 25% off its regular price
5-7	A greater minor scroll at 25% off its regular price
8-9	A greater medium scroll at 10% off its regular price
10-11	A used greater minor wand (2d10 charges remaining) at 10% off its regular price
12-13	A greater minor weapon at 10% off its regular price
14-15	A lesser minor wondrous item at 10% off its regular price
16	* Clockwork songbird part (150 gp; see area 44 for more information)
17	* A rusty iron key, the head of which is shaped like a coiled linnorm with a tiny purple amethyst clenched in its jaws (250 gp; it opens the treasure chest found at the end of the treasure map sold at the Way North; see area 4).
18	* A <i>ring of evasion</i> masked by a permanent <i>magic aura</i> (CL 15th) so as to appear nonmagical; the ring is made of silver and bears the Thassilonian rune of greed on it, and was once owned by Runelord Aethusa, the sixth Runelord of Greed. (500 gp)
19	* A "good health bag" that the seller warns the buyer to never open or the good health will reverse on the purchaser—the little leather pouch is tied tightly but several small objects can be felt within. The bag has negligible weight and radiates faint necromancy. As long as it's carried, the owner gains a +1 luck bonus on Fortitude saving throws. If the bag is opened, its magic fades as it curses the opener; inside are a dozen human teeth. A character who opens the bag must succeed at a DC 16 Will save or become cursed so that her teeth ache each time she eats, drink, or talk. From this point onward, if the cursed person eats, drinks, or talks, she becomes sickened with pain for the following hour. Whether or not the PCs can track down the bag's original seller once the truth becomes known is up to the GM; in any event, the seller won't let the bag go for anything less than 800 gp.
20	* A vial of ashes. The seller, a soft-spoken bald man wearing a pale gray hooded robe, approaches a PC who can cast spells, whispering the character's name. The man claims these ashes were gathered from the hem of the cloak of a mysterious being known as the Ashen Man, and that if the ashes are rubbed across one's closed eyes, they will grant "visions of the Forever." He presses the vial into the PC's palm, nods sagely, and then steps away into the crowd. If the PCs ask, no one else saw the strange gray-cloaked man, and no sign of him remains save the vial of ashes. If the ashes are rubbed against a character's eyelids, that character must succeed at a DC 30 Fortitude save or fall unconscious for 1d6 rounds; when the character wakes, she recalls vague memories of dreaming a supernaturally long life that ended countless years in the future, when the world crumbled to ashes. The character gains a +2 bonus to her choice of Intelligence, Wisdom, or Charisma, but she also takes a -2 penalty to her choice of Intelligence, Wisdom, or Charisma, whether or not she resisted unconsciousness. Unless she chooses to apply both the bonus and penalty to the same ability score (thereby cancelling out the effects), she will, periodically for the rest of her life, feel as if she is being watched when she is in proximity to ashes from a fire. Who this strange ash seller was, and who the Ashen Man might be, remains unclear... for now.

Local butcher Chod Bevuk runs the Sandpoint Meat Market. Half of this building doubles as a slaughterhouse, with the meat on display in the front half of the market. Most of the meat processed here comes from livestock or animals bagged by hunters. Chod claims that he encountered and fought Chopper several days before the killer was caught, leaving Chod with one finger fewer, but most believe the wound was self-inflicted in an attempt to gain attention. Chod's penchant for lies and exaggeration in all matters other than his business doesn't help lend credence to his version of how he lost the little finger of his left hand.

True to form, Chod is constantly coming up with new variations on rumors, and spreads all sorts of wild stories and other bits of gossip. When he's asked for some news, determine a random rumor by rolling on the table on page 7, but then have Chod embellish it in some outlandish way. If the PCs have made names for themselves in the region, then feel free to include extreme exaggerations (or even outright lies) about their accomplishments in some of Chod's rumors. If a PC confronts Chod about his lies, the butcher merely shrugs and says, "Sorry, pal... just what I heard!"



UPPER FLOOR



BASEMENT



37. THE RUSTY DRAGON

TAVERN AND INN

Location 80 Market Street

Inhabitants

Ameiko Kaijitsu, proprietor (CG female human aristocrat 1/bard 3/rogue 1)

Bethana Corwin, steward (NG female old halfling commoner 1)

Rumor "Ameiko's one of the friendliest people in town, but she doesn't get along well at all with Cyrdak Drokus. Everyone seems to have different theories as to what their feud is from, but I think it's pretty obvious that..." *(In fact, this rumor should end with a different theory each time the PCs hear it. One person might believe that Cyrdak and Ameiko are embittered ex-lovers. Another might say that one of the two bards plagiarized or bad-mouthed the other's works and creations. Feel free to come up with additional variations of your own design, but no one in town yet suspects the truth, detailed below.)*

Quest See Rusty Dragon Adventure Hooks below.

Wares Standard food and drink, with the following specialties:

Banquet Experimental offerings during festivals and big events (3 sp)

Cheese Blossoms Spicy cheese-curd-stuffed artichoke hearts (1 sp)

Curried Salmon Spicy salmon served over asparagus (8 sp)

Raspberry Mead Sweet and tangy (5 sp per glass)

Seasonal Ales Varies—from Two Knight Brewery (6 cp per mug)

Rooms One particularly unusual open invitation at the tavern is for adventurers to hit the stage and recount tales of their daring deeds. Ameiko enjoys hearing these stories, and as long as they're real accounts (fake stories must be supported by a successful DC 20 Bluff or Perform [act] check), Ameiko grants discounts to the adventurers on rooms they rent. Going rates for the Rusty Dragon's accommodations are as follows:

Bronze Room free, but only at Ameiko's discretion

4 Luxury Rooms 2 gp per night (1 sp per night to a storyteller)

7 Single Rooms 5 sp per night (3 sp per night to a storyteller)

Common Room 5 cp per night (2 cp per night to a storyteller)

This large structure is Sandpoint's oldest inn, notable for the impressive (and quite rusty) iron statue of a bronze dragon that looms on the building's roof, doubling as both iconic decoration and lightning rod. The Rusty

Dragon features a full-service tavern, where drinks like raspberry mead and ale along with the owner's own specialties of curried salmon and cheese-curd-stuffed artichoke hearts are quite popular. The tavern is an excellent place to meet visitors from out of town, as its proximity to the southern bridge into town makes it a welcoming first stop.

Notable Personalities

The Rusty Dragon is owned and run by Ameiko Kaijitsu, a talented and personable woman who augmented her own family fortune early in life via a short but successful stint at adventuring. While this adventuring career was cut short by a tragedy she rarely speaks about, Ameiko is particularly fond of adventurers, and her tavern welcomes such with open arms. She occasionally employs locals to serve as additional help or as bouncers during the busy season, but for the most part, the tavern and inn is run by herself and one of her closest friends, the halfling Bethana Corwin, to whom Ameiko has promised the Dragon should she decide to move on. Bethana is as introverted and quiet as Ameiko is extroverted and chatty, and while Ameiko focuses her work on the tavern side of things, Bethana handles the maid services and room rentals.

Ameiko's talents extend to music, particularly song and stringed instruments. Her favorite instrument is an exotic samisen from her homeland, distant Minkai—a place she's never been but would someday love to visit. Yet at the Rusty Dragon, music and song aren't provided by the proprietor alone; the tavern's stage is always open to any who would wish to try a hand at performance, no matter the form. Ameiko allows those who perform here to keep their earnings, and some whisper that this policy could have something to do with her long-standing feud with local thespian and director Cyrdak Drokus, but the bad blood between the two seems far more significant than anything this could explain.

In fact, Ameiko's feud with Cyrdak seems to have existed almost as long as she's owned the Rusty Dragon, and while the two have made no secret of their dislike for each other, the truth of the matter is that the two are secretly close friends; the source of the "feud" rose from a night of escalating drunken boasts as to which of the two is the better actor. Ameiko and Cyrdak agreed to put on a front of a feud as a result of the boasts, intending to put on a long-running show for all of Sandpoint to both test each other's ability to act out the fantasy and as a way to toy with the locals

and their rumormongering. Only Bethana and Jasper know the truth about this "feud," and they act as silent arbiters over whether Ameiko or Cyrdak is doing the better job, keeping track over the years of who's "winning" as the two bards continue their ongoing improvisation.

The last few years have been hard on Ameiko, with the death of her father and her half-brother during the violent goblin attacks on Sandpoint. With her manor house on Schooner Gulch Road containing far too many dour memories, she's all but abandoned it to her groundskeeper and steward, and she's closed up the Glassworks entirely (she's still not sure she believes the rumors that her father's ghost haunts the place, but she knows she'll need to investigate further someday soon), so for now the Rusty Dragon serves as both her business and her home.

While Ameiko's grown increasingly bored with Sandpoint and hopes someday to leave the town and its bitter memories behind for a grand new adventure, she's done an incredible job at hiding her ennui from her friends and customers as she continues to run the Rusty Dragon with as much style and panache as ever. She particularly enjoys the company of other adventurers and delights in their tales of derring-do, and as a result the Rusty Dragon is probably the most adventurer-friendly establishment in town. Although it's obvious to anyone who gets to know her that she would make a more than capable adventurer, she becomes evasive when anyone asks her why she gave up the adventuring life. Some believe she has a secret lover in town who's keeping her from leaving, while others theorize that something happened on her last adventure that took the bravery out of her, and more whisper that the recent loss of her father and half-brother might have broken her spirit forever.



BETHANA CORWIN

AMEIKO KAIJITSU

Female human aristocrat 1/bard 3/rogue (rake^{APG}) 1
CG Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +1 deflection, +2 Dex, +1 dodge)

hp 26 (5d8+5)

Fort +2, **Ref** +7, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 mithral rapier +5 (1d6+2/18-20)

Ranged dagger +4 (1d4+1/19-20)

Special Attacks bardic performance 12 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), bravado's blade, sneak attack +1d6

Bard Spells Known (CL 3rd; concentration +7)
1st (4/day)—*charm person* (DC 15), *cure light wounds*, *feather step*^{APG}, *unseen servant*
0 (at will)—*detect magic*, *light*, *mage hand*, *prestidigitation*, *summon instrument*, *unwitting ally*^{APG} (DC 14)

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +2; **CMB** +2; **CMD** 16

Feats Arcane Strike, Dodge, Iron Will, Weapon Finesse

Skills Acrobatics +10, Bluff +12, Diplomacy +12, Intimidate +12, Knowledge (arcana) +6, Knowledge (local) +8, Knowledge (nobility) +6, Knowledge (religion) +6, Perception +7, Perform (sing) +12, Perform (string) +12 (+14 with mwk samisen), Profession (tavern keeper) +4, Spellcraft +9, Stealth +10

Languages Common, Minkaian, Varisian

SQ bardic knowledge +1, PC gear, versatile performance (string)

Combat Gear *potion of remove disease*, *wand of cure moderate wounds* (25 charges), *wand of identify* (40 charges);
Other Gear +1 leather armor, +1 mithral rapier, daggers (3), *ring of protection* +1, belt pouch, gold signet ring worth 100 gp, masterwork samisen, silver holy symbol of Shelyn, spell component pouch, 18 pp, 3 gp

BETHANA CORWIN

Female old halfling commoner 1
NG Small humanoid (halfling)
Init +0; **Senses** Perception +8

DEFENSE

AC 11, touch 11, flat-footed 11 (+1 size)

hp 1 (1d6-2)

Fort -1, **Ref** +1, **Will** +1; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee dagger -1 (1d3-2/19-20)

STATISTICS

Str 6, **Dex** 11, **Con** 7, **Int** 15, **Wis** 10, **Cha** 13

Base Atk +0; **CMB** -3; **CMD** 7

Feats Alertness

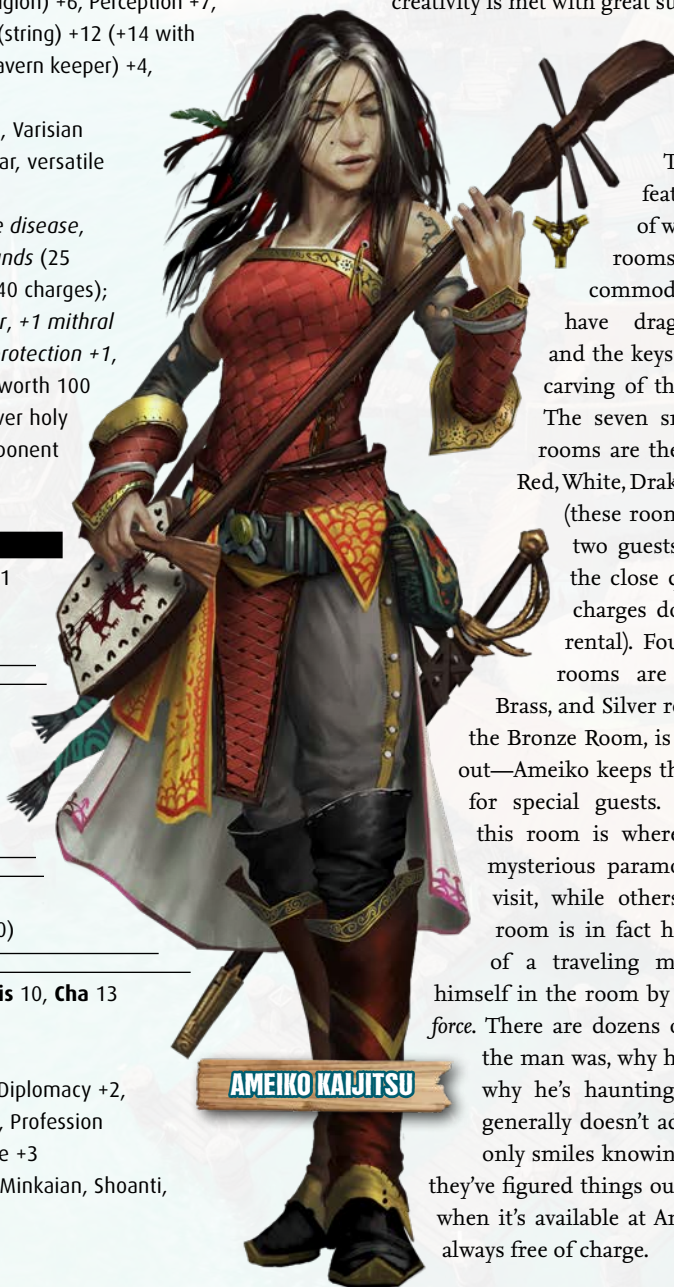
Skills Acrobatics +2, Climb +0, Diplomacy +2, Linguistics +3, Perception +8, Profession (innkeeper) +4, Sense Motive +3

Languages Common, Halfling, Minkaian, Shoanti, Varisian

Gear dagger

Room and Board

Food and drink at the Rusty Dragon are affordable; Ameiko charges standard prices for meals, save for during festivals and other big events, where she instead charges a relatively modest 3 sp “banquet” charge and allows visitors to eat as much as they wish during their stay. These banquets invariably involve some new dish she’s invented for the occasion, and while some of these become notorious failures (people still talk about the delicious but unfortunately named “goblin brain cookies” that ended up inflicting those who ate them with green urine for a week, and at least one local has scars from overindulging on the ill-advised “porcupine skewer” experiment), but for the most part, Ameiko’s culinary creativity is met with great success.



The Rusty Dragon features a dozen rooms, of which five are “luxury” rooms with their own commodes. All of the rooms have dragon-themed names, and the keys to each bear a small carving of the associated dragon. The seven smaller one-bedroom rooms are the Black, Blue, Green, Red, White, Drake, and Wyvern rooms (these rooms can accommodate two guests if they don’t mind the close quarters, but Ameiko charges double for the room’s rental). Four of the five luxury rooms are the Gold, Copper, Brass, and Silver rooms. The last room, the Bronze Room, is generally not rented out—Ameiko keeps the Bronze Room free for special guests. Some whisper that this room is where Ameiko’s assumed mysterious paramour stays when they visit, while others maintain that the room is in fact haunted by the ghost of a traveling merchant who killed himself in the room by swallowing a *bead of force*. There are dozens of stories about who the man was, why he killed himself, and why he’s haunting the room. Ameiko generally doesn’t add to these tales, but only smiles knowingly when folks think they’ve figured things out. The Bronze Room, when it’s available at Ameiko’s discretion, is always free of charge.

Rusty Dragon Adventure Hooks

The Rusty Dragon is possibly the best place to pick up news of adventuring opportunities and odd jobs and tasks. The tavern's adventurer's board is often posted with requests from locals; you can have any of the location-based quests catch the party's eyes on postings here. In addition, the following unique adventure opportunities can be gained from spending time at the Rusty Dragon—these quests are generally ones that Ameiko shares with capable-seeming adventurers.

The Missing Scholar (6th): Several months back, a strange and quiet scholar from Korvosa arrived in town. His name was Rifza Dilatru, and while something about him seemed off to Ameiko, he didn't seem particularly dangerous or incompetent. He asked all sorts of questions about the legend of Chopper, and Ameiko learned in return that Rifza was a student of history and philosophy who had developed some unusual theories about compulsive murderers he referred to as "pattern killers." He believed Jervis Stoot fit into this category. Rifza vanished without a trace not long after Ameiko warned him to be careful if he planned to go ahead with his plan to explore Chopper's Isle—the climb up the rock is quite treacherous. The vanished scholar left behind several books that Ameiko had returned to his alma mater in Korvosa, but not before she made a copy of his notes. She suspects he met a bad end on Chopper's Isle, but she isn't too interested in exploring the site and warns the PCs against it unless she thinks they're capable of handling themselves. See area 51 for more.

The Haunted Glassworks (5th): Ameiko is frustrated by the rumors that the Glassworks are haunted. Until she knows for sure that the building is safe, she's not going to be able to convert it to a museum and art studio. Every time she's looked through the place, it's given her the chills, but she's never seen a ghost. She asks the PCs to spend the night there for her to see if, perhaps, it's her presence that's causing the haunts to go quiet, and if indeed the place is haunted, to see what they can do to cleanse it. See area 20 for details.

38. GOBLIN SQUASH STABLES

STABLE

Location 60 Market Street

Inhabitants

Daviren Hosk, proprietor (N male human ranger 4)

Rumor "Daviren lost his eye during the big goblin raid a while back; now he's more than ever obsessed with goblins, and even says that the Thistletop goblins are coming back!" (True; see Quest below.)

Quest (5th) Daviren is looking for confirmation of rumors that a goblin has taken the name of deceased Thistletop

chieftain Ripnugget and has established a new group somewhere in the woods to the east. (See Thistletop on page 86.)

Wares Stabling (5 sp per day, or 5 sp per week with a pair of goblin ears)

The sign above this door perpetuates one of the greatest fears of the lowly goblin: being trampled underfoot by a horse. The stables are tended by a retired hunter named Daviren Hosk, whose hatred of goblins is nearly legendary in Sandpoint. In a somewhat grisly display, over the entrance to the stable's covered barn is his collection of goblin ears: preserved and nailed to three different rafters, each bearing the goblin's name burned into the leathery flesh—mostly because Daviren knows that writing down a goblin's name is one of the worst things you can do to desecrate its memory. The bitter ranger's pride and joy is a large glass bottle filled with brine in which he's preserved the body of Chief Whartus of the now-extinct (due in large part to Daviren) Bonegrinder Tribe.

Daviren's attitude toward his hated foes, and needless to say his appearance, has not improved since the recent raid on Sandpoint by the Thistletop goblins, during which he lost his eye to a goblin's horsechopper. Still, Daviren took more than he lost that infamous day, adding no fewer than eight new ears to his collection. Daviren's obsession with goblins has grown as well, and while heroes destroyed the Thistletop tribe not long after the raid, Daviren believes the rumors that a goblin has taken Ripnugget's name after the previous chief died at Thistletop, and that this new Ripnugget has been building a new tribe somewhere in the forests to the east.

Goblin Squash Stables has something of a partnership with the Rusty Dragon, the tavern and inn with which the stables share a wall (area 37). Visitors who stable a horse at Goblin Squash get their first drink that day in the Rusty Dragon on the house, and in return, Daviren steps in to help with security or manual labor as needed at the Rusty Dragon.

DAVIREN HOSK

Male middle-aged human ranger 4

N Medium humanoid (human)

Init +3; **Senses** Perception +2

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 38 (4d10+12)

Fort +5, **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk longsword +6 (1d8+1/19–20)

Ranged mwk composite longbow +8 (1d8+1/×3)

Special Attacks combat style (archery), favored enemy (goblinoids +2)

Ranger Spells Prepared (CL 1st; concentration +3)
1st—*entangle* (DC 13)

STATISTICS

Str 12, **Dex** 16, **Con** 13, **Int** 11, **Wis** 14, **Cha** 9

Base Atk +4; **CMB** +5; **CMD** 18

Feats Deadly Aim, Endurance, Point-Blank Shot, Rapid Shot, Toughness

Skills Climb +6, Handle Animal +6, Intimidate +6, Knowledge (local) +2, Knowledge (nature) +5, Linguistics +1, Profession (stabler) +8, Stealth +8, Survival +9

Languages Common, Goblin

SQ favored terrain (forest +2), hunter's bond (companions), track +2, wild empathy +3

Combat Gear *potions of cure light wounds* (3), alchemist's fire (4); **Other Gear** chain shirt, mwk longsword, mwk composite longbow with 12 arrows and 8 +1 *goblin bane arrows*, 26 gp

39. TWO KNIGHT BREWERY

BREWERY

Location 20 Market Street

Inhabitants

Gaven Deverin, brewer (LG male human paladin 2/expert 3)

Rumor "The spring seasonal beer, Dryad's Kiss, was inspired by an actual dryad's kiss—something that Gaven denies... but the way he blushes when you ask about it tells another story." (*True.*)

Quest (7th) Gaven is always on the hunt for exotic ingredients, but one that particularly eludes him is crypt flower sap. He knows that specimens of this oversized pitcher plant grow relatively close by in the Hungry Hollow of Mosswood (see page 85), yet he lacks the skill to harvest the sap himself. He'll pay a premium price for the sap, but won't ask adventurers to try to harvest the stuff for him unless he thinks they're capable. Harvesting sap from a crypt flower requires a successful DC 22 Survival check. Gaven doesn't need much of the tart sap to infuse a season's worth of "Cryptic Cider," and can't afford to buy too much besides, but he'll pay 100 gp per one crypt flower's worth of sap up to three times a year, and promises a supply of 20 bottles of Cryptic Cider per delivery of sap as well.

Wares Beer and ale at standard prices, with the following specialties:

Old Murdermaw Black stout bitter beer, available year round (5 cp per bottle)

Raspberry Mead Sweet honeyed wine, available year round (10 gp per bottle)

Tooth Cracker Very potent rum, brewed originally on a dare from Jesk "Cracktooth" Berinni, available year round (12 gp per bottle)

Turandarok Reserve Spicy apple cider, available year-round (8 cp per bottle)

Cinnamon Whisper Winter seasonal cider (1 sp per bottle)

Dryad's Kiss Spring seasonal lambic (1 sp per bottle)

Buzzbarker Summer seasonal wheat beer (1 sp per bottle)

Flaggin' Dragon Standard autumn seasonal ale (1 sp per bottle)

Cryptic Cider Very rare autumn seasonal cider, very tart; supplies depend on availability of crypt flower sap (50 gp per bottle)

While Sandpoint's taverns offer a wide variety of spirits, most proudly serve the mead, ale, cider, and rum brewed here at the Two Knight Brewery, along with the brewery's unusual seasonal drinks, which add a touch of variety. Two Knight was established by two brothers (both cousins of Mayor Deverin and worshipers of Abadar), whose expertise at brewing only increased as the years passed. Tragically, Wade Deverin was one of the first of Chopper's victims, and his murder has shaken the faith of his brother, Gaven Deverin. Locals whisper that since Wade's death, the brew simply hasn't tasted as good, but they would never say this to Gaven's face.

GAVEN DEVERIN

Male human expert 3/paladin of Abadar 2

LG Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

hp 43 (5 HD; 2d10+3d8+15)

Fort +10, **Ref** +3, **Will** +10

OFFENSE

Speed 30 ft.

Melee mwk longsword +6 (1d8+1/19-20)

Ranged +1 *light crossbow* +4 (1d8+1/19-20)

Special Attacks smite evil 1/day (+3 attack and AC, +2 damage)

Paladin Spell-Like Abilities (CL 2nd; concentration +5)

At will—*detect evil*

STATISTICS

Str 12, **Dex** 8, **Con** 16, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +4; **CMB** +5; **CMD** 14

Feats Deadly Aim, Improved Initiative, Point-Blank Shot, Precise Shot

Skills Diplomacy +11, Knowledge (nature) +8, Knowledge (religion) +4, Linguistics +6, Perception +9, Profession (brewer) +9, Sense Motive +9

Languages Common, Dwarven, Shoanti, Varisian

SQ lay on hands 4/day (1d6)

Combat Gear *potions of cure light wounds* (3), *potion of lesser restoration*; **Other Gear** chain shirt, mwk longsword, +1 *light crossbow* with 20 bolts, holy symbol of Abadar, 250 gp

40. MERCANTILE LEAGUE

TOWN CENTER

Location 110 Market Street

Inhabitants

Jasper Korvaski, town planner (LG male human paladin 3/expert 1)

Rumor “Jasper’s a great guy and all, but that business a few months back—where one of the caravan guards he hired ending up being in cahoots with roadside bandits—makes you wonder if Jasper’s really the right person to be responsible for safety on the Lost Coast Road. I mean, what if he’s actually working with those bandits too? How would any of us know?” *(False; this is slander spread by the Scarnettis, who are among the only people in Sandpoint [and indeed among the faithful of Abadar] who have a problem with the idea of Abadarians in a same-sex relationship, and who would like nothing more than to see Jasper disgraced and run out of town.)*

Quest (3rd) The Lost Coast Road can be a dangerous route to travel, and the Mercantile League is always looking to hire new guards to accompany caravans north or south. Recently, though, Jasper discovered that one of the men he hired as a guard was in fact a bandit: a man named Melgur Skrunter, who helped organize the highway robberies of several merchants before he was exposed. Rumor holds that Melgur fled into the Whisperwood and has established his own gang of bandits. Jasper feels guilty that he didn’t figure out Melgur’s dark side before he did all this damage and wants the PCs to capture him and bring him back to Sandpoint alive, to stand justice. See Whisperwood on page 94 for more details about Melgur and his bandit gang.

Wares Caravan passage, messenger service, property sales, shipping services

Caravan Services rate varies

Carriage Travel 3 cp per mile, plus any tolls

Ship Travel 1 sp per mile (passage to Riddleport is 50 gp due to danger)

Message Delivery 1 cp in town; 2 cp per mile otherwise

This large building serves many purposes. One can arrange for shipments aboard vessels bound for other ports, arrange for caravans or carriages for overland travel, or send messages to folk in town or as far away as Korvosa or even Riddleport. Inquiries into land ownership, building construction, and establishing new businesses, both in Sandpoint proper and in the surrounding hinterlands, must begin their processes of official foundation here. Although ownership of the league remains split evenly between Sandpoint’s four noble families, few of them take part anymore in the actual day-to-day business, leaving such matters in the capable hands of Sir Jasper Korvaski. In his younger years, Jasper was an adventuring paladin of Abadar, and although he’s long since given up the more

dangerous lifestyle of a crusader, he remains loyal and devout. For some time after he first took the position as town planner, his romance with Cyrdak Drokus (area 23) was one of Sandpoint’s worst-kept secrets, but for the past decade the two have been open about their relationship, and they were finally married at the previous year’s Swallowtail Festival. The Scarnettis, easily Sandpoint’s most conservative and least open-minded family, find this relationship scandalous and offensive, but it’s unclear whether they’re more offended by the relationship itself or by the fact that the rest of Sandpoint’s populace is openly accepting of it. In any event, the Scarnettis have been doing their best to make things difficult for Jasper in a not-so-subtle attempt to convince him to move back to Magnimar.

JASPER KORVASKI

Male middle-aged human expert 1/paladin of Abadar 3
LG Medium humanoid (human)

Init –1; **Senses** Perception +10

Aura courage (10 ft.)

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 armor, –1 Dex)

hp 33 (4 HD; 3d10+1d8+8)

Fort +7, **Ref** +2, **Will** +8

Immune disease, fear

OFFENSE

Speed 20 ft.

Melee mwk flail +6 (1d8+2)

Ranged mwk light crossbow +4 (1d8/19–20)

Special Attacks smite evil 1/day (+2 attack and AC, +3 damage)

Paladin Spell-Like Abilities (CL 3rd; concentration +5)

At will—*detect evil*

STATISTICS

Str 14, **Dex** 8, **Con** 15, **Int** 11, **Wis** 13, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 14

Feats Alertness, Deadly Aim, Weapon Focus (light crossbow)

Skills Appraise +7, Knowledge (local) +5, Knowledge (religion) +4, Perception +10, Profession (merchant) +8, Sense Motive +10

Languages Common, Varisian

SQ lay on hands 3/day (1d6), mercy (fatigued)

Combat Gear *potions of cure light wounds* (3); **Other Gear** +1 banded mail, mwk flail, mwk light crossbow with 20 mwk bolts, holy symbol, 85 gp

41. SANDPOINT BOUTIQUE

SECONDHAND SHOP

Location 90 Market Street

Inhabitants

Hayliss Korvaski, proprietor (LN female human cleric 2/expert 2)

Rumor “Hayliss’s dislike of the Scarnettis is pretty obvious, but that’s because Titus spurned her advances years ago and she’s never forgiven him for not giving her a good life.” (False; in fact, the opposite occurred. Hayliss isn’t interested in getting into a “he said/she said” argument though, and would rather spend her time with friends, work, and periodically bad-mouthing the Scarnettis; she doesn’t let these rumors bother her.)

Quest (4th) Recently, Hayliss witnessed something shocking while she was out on one of her early morning constitutionals—none other than Shayliss Vinder creeping out of a secret door on the bank of the Turandarok early one morning. Hayliss never had a high opinion of the young woman, and now she suspects she’s involved in a smuggling ring. She worries that if word gets out, the news will finish off Ven Vinder for good, so she hopes to find a group of investigators to subtly look into the situation. (See Smugglers’ Tunnels on page 68.)

Wares Equipment, clothing, weapons, tools, and art objects (all at standard prices); spellcasting services

This large boutique and shop sells all manner of artwork, books, clothing, tools, toys, and weapons imported from throughout the world, although most of the wares here are Varisian in nature. The place is owned by Hayliss Korvaski, who is, like her brother Jasper, a devout worshiper of Abadar. Yet unlike her brother, her temper isn’t balanced by a desire to keep everyone happy. Hayliss isn’t afraid of making enemies and wears her disdain for the Scarnettis openly on her sleeve. She’s even gone as far as sometimes upcharging her goods for members of the Scarnetti family, in spite of Mayor Deverin’s repeated requests to keep the peace.

HAYLISS KORVASKI

Female human cleric of Abadar 2/expert 2

LN Medium humanoid (human)

Init +1; **Senses** Perception +3

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 29 (4d8+8)

Fort +6, **Ref** +2, **Will** +12

OFFENSE

Speed 40 ft.

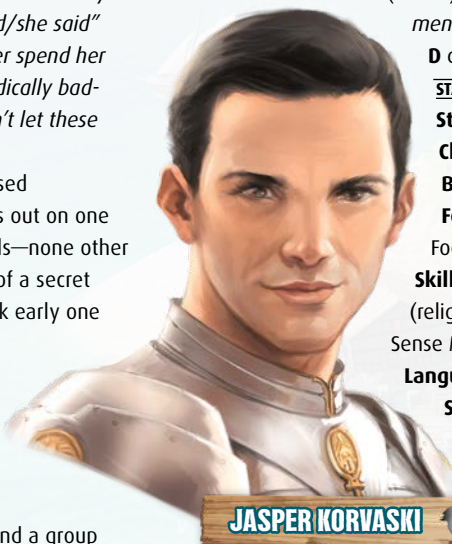
Melee mwk heavy mace +5 (1d8+2)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks channel positive energy 2/day (DC 10, 1d6)

Cleric Spell-Like Abilities (CL 2nd; concentration +5)

6/day—resistant touch +1



JASPER KORVASKI

Cleric Spells Prepared (CL 2nd; concentration +5)

1st—*command* (DC 14), *detect chaos*, *protection from chaos*, *sanctuary*⁰ (DC 14)

0 (at will)—*create water*, *detect magic*, *light*, *mending*

D domain spell; **Domains** Protection, Travel

STATISTICS

Str 14, **Dex** 12, **Con** 15, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 15

Feats Intimidating Prowess, Iron Will, Skill Focus (Intimidate)

Skills Appraise +5, Intimidate +8, Knowledge (religion) +7, Profession (merchant) +10, Sense Motive +10, Spellcraft +7

Languages Common, Varisian

SQ agile feet (6/day)

Combat Gear *wand of cure light wounds* (42 charges), *wand of remove disease* (6 charges); **Other Gear** studded leather, mwk heavy mace, light crossbow with 10 bolts, 48 gp

42. FATMAN'S FEEDBAG

TAVERN

Location 10 Salmon Street

Inhabitants

Gressel Tenniwar, tavern keeper (CN male human rogue 2/expert 1)

Jubrayl Vhiski, tavern owner and leader of the Bunyip Club (NE male human rogue 7)

Rumor “Gressel Tenniwar’s certainly the fat man at the Feedbag, but he’s not the real owner—he’s just a front.” (True.)

Quest (4th) The gang known as the Bunyip Club have long been troublemakers in town, but now that they’ve thrown in with Marley Jekkers, an unpredictably violent smuggler who seems as eager to smuggle out rare Thassilonian relics as make money, Jubrayl has decided it’s time to get out of the Thassilonian trade. If he feels anyone’s getting close to his gang, he feigns innocence and offers up Marley as the true culprit, saying that if she’s taken out, the violent smugglers operating in the region will be taken care of. (See Hag’s Plummet on page 84.)

Wares standard food and drink, with the following specialties:

Cheese Curd Soup Melted cheese, spices, and bits of meat sprinkled with curds (6 cp)

Foamer’s Gulp Frothy ale served in an oversized mug (2 cp per mug)

Lard Fries Strips of pork skins fried to a crisp in seasoned lard (2 cp)

Old Murdermaw Black stout bitter beer (4 cp per mug)

If the Hagfish is Sandpoint's most popular tavern, Fatman's Feedbag is its most notorious. The majority of the clientele here are Varisian scoundrels or less-than-reputable sailors. Bar fights are common, and Sheriff Hemlock typically has to come down here two or three times a week to sort them out when they grow particularly violent or loud.

Most believe that Fatman's Feedbag is owned and operated by a rotund man named Gressel Tenniwar, but in fact the owner is a lanky thug named Jubrayl Vhiski, one of the Feedbag's regulars. Jubrayl is also the leader of the local gang of Sczarni, a loosely organized group of thieves, marauders, con artists, grave robbers, and smugglers collectively known as the Bunyip Club. The Bunyip Club's core numbers nearly two dozen, all cruel and self-serving men and women who take care to maintain respectable jobs as laborers, fisherfolk, and hunters, but who draw their true income taking part in various scams and stunts.

Numerous other smugglers and criminals serve the Bunyip Club as mercenaries or thugs when needed, making it difficult for non-members to keep track of who is and isn't officially a member of the gang. Sheriff Hemlock suspects that Jubrayl is the local leader and would like nothing more than to bring him in, but the Bunyip Club are experts at walking the line between legalities and taking the blame for their direct superiors or shifting it to their expendable and desperate hired help. So while Sheriff Hemlock has sent many of Jubrayl's Sczarni to jail over the last several years, he's never even come close to the ringleader himself, much to Jubrayl's continued amusement.

That said, Jubrayl worries that his latest venture, getting into the Thassilonian smuggling business, may be more than he bargained for, with his associate Marley Jekkers operating out of Hag's Plummet proving to be more trouble than she's worth. He's ready to sell her out if push comes to shove.

One of the primary reasons the Bunyip Club has chosen Fatman's Feedbag as its aboveground gathering spot is the tavern's connection to Sandpoint's smugglers' tunnels. The entrance to the tunnels is in the side of the 10-foot-high embankment under the boardwalk that runs along the tavern's southwest side, and it's well hidden from view by a secret door. A PC who succeeds at a DC 25 Perception check notices this entrance, although at high tide, the door is partially obscured and the PC suffers a -4 penalty to the check. (See Smugglers' Tunnels on page 68.)

GRESSSEL TENNIWAR

Male middle-aged human expert 1/rogue 2
CN Medium humanoid (human)
Init +1; **Senses** Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+3 armor, +1 Dex, +1 shield)
hp 24 (3 HD; 2d8+1d8+8)

Fort +1, **Ref** +4, **Will** +1

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk heavy mace +5 (1d8+3)

Ranged mwk hand crossbow +3 (1d4/19-20)

Special Attacks sneak attack +1d6

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 13, **Wis** 9, **Cha** 11

Base Atk +1; **CMB** +4; **CMD** 15

Feats Intimidating Prowess, Power Attack, Skill Focus (Intimidate), Toughness

Skills Appraise +6, Bluff +6, Intimidate +12, Knowledge (local) +7, Knowledge (nobility) +6, Perception +5, Profession (tavern keeper) +5, Sense Motive +5, Sleight of Hand +5, Swim +7

Languages Common, Shoanti, Varisian

SQ rogue talents (combat trick), trapfinding +1

Combat Gear *potions of cure light wounds* (3), *potion of lesser restoration*, *potion of invisibility*; **Other Gear** studded leather, buckler, mwk heavy mace, mwk hand crossbow with 10 bolts, 148 gp

JUBRAYL VHISKI

Male human rogue 7

NE Medium humanoid (human)

Init +3; **Senses** Perception +9

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 armor, +3 Dex, +1 dodge, +2 shield)

hp 63 (7d8+28)

Fort +4, **Ref** +8, **Will** +3

Defensive Abilities evasion, trap sense +2, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 rapier +9 (1d6+2/18-20)

Ranged mwk hand crossbow +9 (1d4/19-20)

Special Attacks sneak attack +4d6

STATISTICS

Str 12, **Dex** 16, **Con** 15, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +6; **CMD** 20

Feats Dodge, Iron Will, Mobility, Shield Focus, Spring Attack, Toughness, Weapon Finesse

Skills Acrobatics +12, Bluff +12, Intimidate +12, Knowledge (local) +10, Linguistics +10, Perception +9, Sense Motive +9, Sleight of Hand +12, Stealth +12

Languages Common, Varisian

SQ rogue talents (combat trick, finesse rogue, surprise attack), trapfinding +3

Combat Gear *potion of cure light wounds*, *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** +1 studded leather, buckler, +1 rapier, hat of disguise, 40 gp

43. THE PIXIE'S KITTEN

BROTHEL

Location 60 Salmon Street

Inhabitants

Kaye Tesarani, proprietor (CG female middle-aged human rogue 3/sorcerer 1)

Rumor "Kaye's place isn't what I'd call an inn, but apparently she sometimes rents rooms to people she thinks could use a place to hide out." (*True.*)

Quest (4th) Kaye had to fire her previous bouncers, but has recently learned they're holding a grudge and are making sounds like they're plotting some sort of vengeance against the Pixie's Kitten. She's not too worried about this, as she can handle them even without the sheriff's aid, but she'd rather the problem just went away diplomatically. If she feels the PCs have level heads and are smooth talkers, she hires them to track down the leader of the three barbarians, Ludrik—last she heard, the trio was staying at an abandoned farmhouse somewhere to the southeast (see Farmlands on page 81). If the PCs can convince Ludrik to drop his grudge without resorting to violence, Kaye rewards the PCs with her *wand of mage armor*.

Wares Companionship (1 gp to 50 gp); private rentals (2 gp/day or 10 gp/week)

Proprietor Kaye Tesarani runs the town brothel with class and distinguished grace. She pays the men and women she employs quite well, and the establishment's three unflappable Shoanti bouncers (CG human male warrior 3) are more than enough to handle troublemakers. (Kaye recently fired the last crew of barbarians that she had hired as bouncers, as those toughs turned out to be troublemakers themselves).

Though sex work is legal in Sandpoint, the Scarnettis have long lobbied for it to be outlawed, publicly condemning the Kitten as a place where vice and criminal activity can take root. Behind closed doors, though, Jubrayl has tried for the several years to get in on the brothel business, but Kaye's not-so-secret

friendship (and romance) with the town's sheriff make this a delicate, long-term goal for the Sczarni at best.

The Pixie's Kitten offers another service beyond companionship—to those who need a low-profile place to stay, she'll rent one of the three basement rooms below the establishment. These chambers are damp and drafty, but each features a secret door into Razor Street or Hook Street to allow renters the luxury of coming and going without being observed.

KAYE TESARANI

Female middle-aged human rogue 3/sorcerer 1
CG Medium humanoid (human)

Init +5; **Senses** Perception +8

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 19 (4 HD; 3d8+1d6-1)

Fort +0, **Ref** +4, **Will** +4

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk dagger +2 (1d4-1/19-20)

Special Attacks sneak attack +2d6

Sorcerer Spell-Like Abilities (CL 1st; concentration +5)

7/day—heavenly fire (1d4+1 divine energy)

Sorcerer Spells Known (CL 1st; concentration +5)

1st (4/day)—*charm person* (DC 15), *disguise self*

0 (at will)—*detect magic*, *dancing lights*, *message*, *touch of fatigue* (DC 14)

Bloodline celestial

STATISTICS

Str 9, **Dex** 13, **Con** 8, **Int** 14, **Wis** 13, **Cha** 18

Base Atk +2; **CMB** +1; **CMD** 12

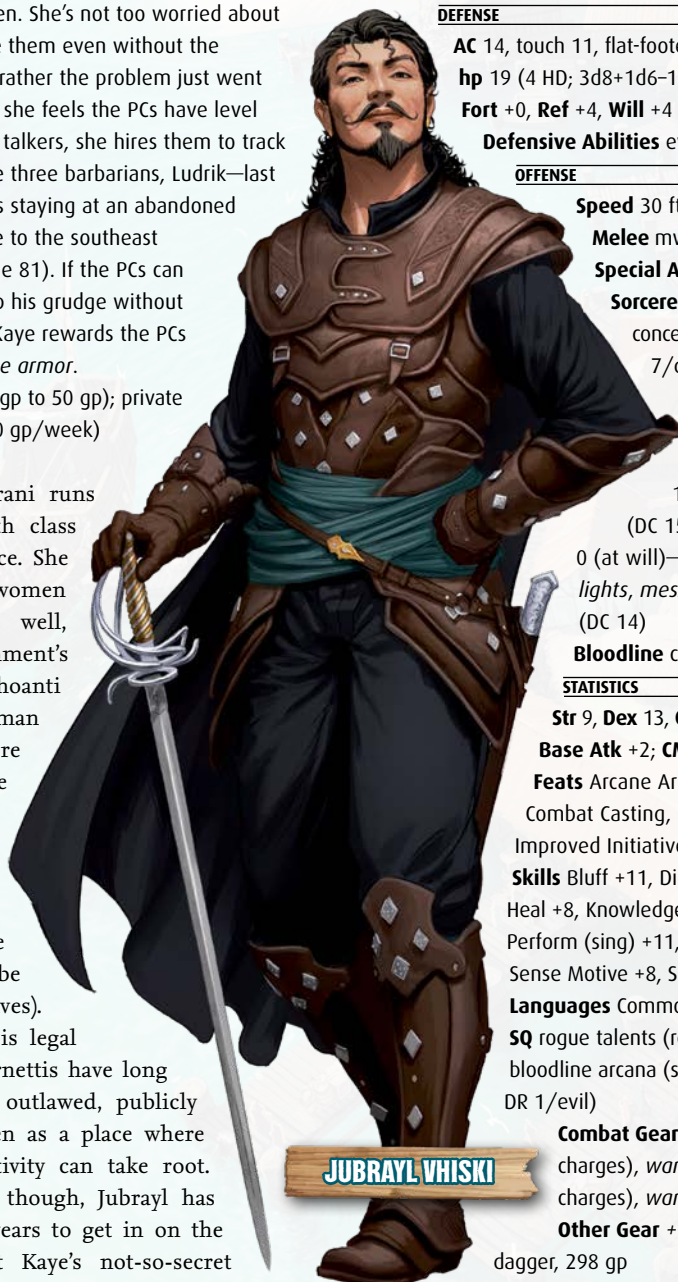
Feats Arcane Armor Training, Combat Casting, Eschew Materials, Improved Initiative

Skills Bluff +11, Diplomacy +11, Disguise +9, Heal +8, Knowledge (local) +9, Perception +8, Perform (sing) +11, Profession (madam) +8, Sense Motive +8, Sleight of Hand +8

Languages Common, Elven, Shoanti, Varisian
SQ rogue talents (resiliency), trapfinding +1, bloodline arcana (summoned creatures gain DR 1/evil)

Combat Gear *wand of color spray* (32 charges), *wand of mage armor* (10 charges), *wand of scare* (4 charges);

Other Gear +1 leather armor, mwk dagger, 298 gp



44. THE FEATHERED SERPENT

CURIO SHOP

Location 10 Rum Street

Inhabitants

Vorvashali Voon, proprietor (LN male human wizard 2/rogue 2/expert 2)

Rumor “Some of the contacts Vorvashali keeps aren’t strictly legal—especially a few from Riddleport. One of these days he’s gonna end up selling something stolen that someone dangerous wants back.” (*False, but see Wares below.*)

Quest (1st–6th) Vorvashali recently came into the possession of a part of a clockwork songbird, the bird’s breast, sold to him by an adventurer who claimed to have found it in a goblin den. He’s grown obsessed with figuring out what the songbird might sound like once it’s been repaired, and suspects more fragments of the songbird might still be out there. Vorvashali will pay 500 gp for each songbird part the PCs find and bring to him. If the PCs start chasing these parts, there are 5 more to be found in the region: one wing in the Raven’s Watch dungeons in Ravenroost (see page 91), another wing in Valdemar Manor (see area 47), the tail and legs in the possession of Chertus Jheed in the smugglers’ tunnels (see page 68), the head in the hidden temple of Pazuzu on Chopper’s Isle (see area 51), and the winding mechanism at Habe’s Sanatorium (see page 83). In addition, there’s a chance that a part might appear for sale at the town market. If it does, this part replaces one of those elsewhere that the PCs haven’t yet discovered. Once the songbird’s parts are put together and it’s wound up, the song it sings is particularly charming and catchy—and can be used to open a Thassilonian vault hidden deep in the Pit (see page 88).

Wares adventuring gear, curiosities and art objects (price varies from 10 gp to 100 gp), spellcasting services, windup toys (including Voon’s specialty: pocket-sized music boxes for 10 gp each), and magic items (stock varies; see below):

- Clockwork songbird body (not for sale)
- *Periapt of health* made of amber with a strange, ten-legged crimson mantis trapped inside (4,500 gp)
- *Ring of feather falling* made of jade and carved in a circle of feathers (2,200 gp)
- *Wand of magic vestment* with 27 charges, made of iron and etched with a short prayer to Gorum: “Cowards Flee, Warriors Retreat” (6,075 gp)

This cramped and cluttered shop smells of a strange mixture of incense, spice, and dust. Its sole proprietor, Vorvashali Voon, an exotic-looking man with bright blue eyes, long, red hair, and almost bronze-colored skin, is gregarious and excited about every customer. Not everything in his

shop is for sale, rendering the shop’s eclectic collection of strange relics, statues, and monument fragments part museum, in addition to being Sandpoint’s most likely place to find a strange magic item for sale. Vorvashali’s stock changes constantly, as his dozens of contacts from Magnimar, Riddleport, and beyond come weekly to buy or trade. Adventurers seeking magic items and other tools of the trade can find what they’re looking for here more often than not.

Of special note is the *periapt of health* he’s recently come into possession of. Vorvashali purchased it at a bargain price from one of his contacts in Riddleport—a smuggler named Darsus Lorgen—and has recently



KAYE TESARANI

learned of that contact's disappearance. Rumors that the periapt may have been stolen from an agent of the Red Mantis have made their way to the shopkeeper, and he's eager to move this valuable item out of his stock and on to some lucky new owner; as a result, he's slashed the price significantly. If a character asks Vorvashali why he's offering the periapt at such a low price, he'll spin a story about it being a gift from a grateful adventurer and he just wants to "pass on the savings" to the next customer. He'll tell his real fears to any PC who he truly trusts, who brought him any songbird fragments, or who discovered the body of his missing Riddleport contact out on the Three Cormorants (see page 92). In fact, the periapt has no connection to the Red Mantis assassins.



VORVASHALI VOON

VORVASHALI VOON

Male human expert 2/rogue 2/diviner 2

LN Medium humanoid (human)

Init +2; **Senses** Perception +12

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)

hp 24 (6 HD; 4d8+2d6-4)

Fort -1, **Ref** +4, **Will** +9

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee mwk dagger +4 (1d4/19-20)

Special Attacks sneak attack +1d6

Diviner Spell-Like Abilities (CL 2nd; concentration +6)
7/day—diviner's fortune (+1)

Rogue Spell-Like Abilities (CL 2nd, concentration +6)
3/day—read magic

Diviner Spells Prepared (CL 2nd; concentration +6)
1st—*comprehend languages*, *identify*, *mage armor*,
unseen servant
0 (at will)—*detect magic*, *light*, *mage hand*,
prestidigitation (DC 14)

Opposition Schools enchantment, necromancy

STATISTICS

Str 10, **Dex** 13, **Con** 8, **Int** 18, **Wis** 12, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 14

Feats Alertness, Arcane Armor Training, Combat Expertise,
Iron Will, Scribe Scroll

Skills Appraise +13, Bluff +11, Craft (clockwork toys) +13,
Diplomacy +11, Knowledge (arcana) +13, Knowledge
(engineering) +9, Knowledge (history) +13, Knowledge
(local) +9, Knowledge (nobility) +9, Linguistics +9,
Perception +12, Sense Motive +12, Spellcraft +13

Languages Common, Draconic, Elven, Infernal, Keleshite,
Necril, Shoanti, Varisian

SQ arcane bond (dagger), forewarned, rogue talents
(minor magic), trapfinding +1,

Combat Gear *scroll of legend lore*, *wand of
detect thoughts* (14 charges); **Other Gear** +1
leather armor, 130 gp

45. HANNAH'S

HERBALIST AND MIDWIFE

Location 30 Hook Street

Inhabitants

Hannah Velerin, proprietor (NG female elf cleric
of Gozreh 3/expert 1)

Rumor "Someone's been harassing Hannah
lately, throwing dead things at her house in
the middle of the night. Someone should
help her out by figuring out who's
causing trouble." (*True.*)

Quest (3rd) Hannah's been receiving

anonymous threats lately in the form of dead birds or rabbits
thrown at her doorstep in the middle of the night. She
suspects the Scarnettis and their notoriously conservative
views, but she doesn't have concrete proof and doesn't
want to go to the sheriff with nothing but rumors. In fact,
the harassment's coming from a vile cretin named Chertus
Jheed, a Bunyip Club Sczarni whose girlfriend, Gilseah,
left him a month back after Hannah helped her escape
the relationship. Gilseah lives in Magnimar now, and with
Hannah the only link to her, Chertus hopes to frighten the
herbalist enough that when he's built up the courage to
confront her, she'll tell him where Gilseah "ran off" to. (See
Smugglers' Tunnels on page 68 for more information on how
the PCs can handle Chertus.)

Wares Restorative and medicinal alchemical supplies;
spellcasting services

While Father Abstalar Zantus does his best to take care of
Sandpoint's truly sick and needy, he can't help everyone.
For minor aches, pains, and illnesses, most of Sandpoint's
citizens depend on Hannah Velerin. Hannah spends
most of her mornings out in the surrounding wilds,
gathering herbs or simply enjoying Gozreh's bounty. In
the afternoons, she returns to her shop and home here to
prepare medicines and receive patients. Hannah's the one
to go to whether one wants to end a pregnancy or needs a
midwife to aid in a birth. Though Hannah encourages all
the women she sees to carry to term and advises the use
of pinberry extract to young women as a way to prevent
unwanted pregnancies from happening in the first place,
in cases where there's no alternative, her other services
are discreet and confidential.

HANNAH VELERIN

Female elf cleric of Gozreh 3/expert 1

NG Medium humanoid (elf)

Init +0; **Senses** low-light vision; Perception +5

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 25 (4d8+4)

Fort +4, **Ref** +1, **Will** +8; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee sickle +2 (1d6)

Ranged mwk longbow +3 (1d8/×3)

Special Attacks channel positive energy 4/day (DC 12, 2d6), wooden fist (+1, 6 rounds/day)

Cleric Spell-Like Abilities (CL 3rd; concentration +6) 6/day—storm burst (1d6+1 nonlethal)

Cleric Spells Prepared (CL 3rd; concentration +6) 2nd—*barkskin*^o, *calm emotions* (DC 15), *lesser restoration*

1st—*endure elements*, *obscuring mist*^o, *remove fear*, *sanctuary* (DC 14)

0 (at will)—*create water*, *detect poison*, *light*, *stabilize*

D domain spell; **Domains** Plant, Weather

STATISTICS

Str 10, **Dex** 10, **Con** 12, **Int** 14,

Wis 16, **Cha** 13

Base Atk +2; **CMB** +2; **CMD** 12

Feats Brew Potion, Skill Focus (Bluff)

Skills Bluff +11, Craft (alchemy) +8, Heal +10, Knowledge (nature) +9, Knowledge (religion) +7, Linguistics +7, Perception +5, Profession (herbalist) +10

Languages Common, Elven

SQ elven magic

Combat Gear *potions of cure light wounds* (3), *potions of cure moderate wounds* (3), *potions of lesser restoration* (3), *potion of remove disease*, *potion of remove blindness/deafness*, holy water (3); **Other Gear** studded leather, sickle, mwk longbow with 20 arrows, 44 gp

46. SANDPOINT SHIPYARD

HARBOR

Location 10 Hook Street

Inhabitants

Jhalevia Stensin, harbormaster (NG female human expert 3)

Rumor “Jhalevia’s from Thuvia. You know. That place where they sell the elixir of eternal youth? I heard she smuggled a few doses of it out and is in hiding, waiting for the chance to sell to someone!” (*False; while Jhalevia is indeed from Thuvia, she does not have any doses of Sun Orchid Elixir.*)

Quest (3rd) Jhalevia’s noticed an increase in potential smuggling shenanigans and suspects the Bunyip Club of being involved, but she doesn’t yet have evidence she can bring to Kendra and Sheriff Hemlock. She suspects they’re using the old smuggling tunnels below town, but if they are, she’s not yet spotted any illicit cargo going out; she’d like some adventurers to head down into the tunnels, quietly, and scope things out. (See *Smugglers’ Tunnels* on page 68.)

Wares Ships and shipbuilding services at regular prices; ship passage to other ports as summarized below (costs are one way, per passenger rates):

Magnimar 3 gp

Roderic’s Cove 15 gp

Riddleport 50 gp

Korvosa, Palin’s Cove, or Veldraine 40 gp

Ports beyond Varisia 1 sp per mile

The southern facade of this long building is open to Sandpoint Harbor, allowing its small army of shipwrights, rope makers, and sail makers to work their trade in one of four dry docks right on the shore. The shipyard is owned by the Valdemars, but old Ethram’s eldest son Belven recently died of complications arising from a wound he suffered during the stone giant raid on Sandpoint. With the Valdemar presence in town all but vanished and the family focusing its attentions on their Magnimar holdings, the daily management of the shipyard has fallen to Jhalevia Stensin, a foul-mouthed but fair woman recently arrived from Merab in Thuvia. She enjoys her off-hours playing cards at the Hagfish but spends her days tending to the needs of the shipyard with great dedication. Jhalevia was given this job by Kendra Deverin soon after arriving in town. The mayor realized that the Magnimar Valdemars didn’t seem interested in hiring a replacement for Belven, so she secured permission from them to hire a harbormaster of her own choosing. Jhalevia impressed Kendra with her knowledge of shipbuilding and hopes to continue to impress the mayor, whom she’s developed something of a crush on.



47. VALDEMAR MANOR

ABANDONED MANOR

Location 30 Schooner Gulch Road

Rumor “Valdemar Manor’s all boarded up now—has been for a few years since old Ethram’s death, but now and then people say they see lights shining between those boards on the windows. Maybe... maybe the Valdemarks didn’t move out at all? Or maybe Ethram’s ghost is haunting the place? The Magnimar Valdemarks certainly don’t seem to care about the place, that’s for sure!” (*False, but there is indeed something going on in the manor!*)

Quest (1st) Valdemar Manor has been boarded up for several months, but rumors of it being haunted are gaining traction among Sandpoint’s youth. A new group of adventuring PCs could well hear these rumors and take it upon themselves to explore the supposedly haunted house, only to stumble upon the truth that hides within. Alternatively, the PCs may be moved to investigate the Manor after learning that missing local youth Zeek Wheen (see area **31**) was last heard by his playmates bragging about his plan to spend the night alone in Valdemar Manor. Or perhaps the PCs are of a more criminal mind, and are intrigued by rumors that the Valdemar fortune remains hidden somewhere in the manor, leading them to sneak into the old house to search for a quick payday. Finally, the PCs might even be hired to investigate by none other than Jubrayl of the Bunyip Club (see area **42**) after two of his people went missing on a trip up to the manor (“One I strongly suggested they abandon,” he adds). Jubrayl worries they’ve come to harm somewhere within the haunted house.

This manor house commands a breathtaking view of the town of Sandpoint and the harbor below, as befits the home of the family once most connected to the town’s shipbuilding and fishing industries. Today, though, the manor remains empty (or so it is believed) after the death of Ethram Valdemar and the refocusing of the family on their holdings in Magnimar, but in truth, there is much still going on in old Valdemar Manor.

The Valdemar family had long been local favorites, yet recent times have been tough. The family’s eldest son, Belven, perished during the stone giant raid a short while back, and more recently old Ethram Valdemar himself finally succumbed to the chronic illness that had long been plaguing him. Surviving son, Kaleb Valdemar—his interests in line with the family’s more lucrative Magnimar estate—chose to transfer the Sandpoint manor’s servants to Magnimar and boarded the place up.

For the past several months, Valdemar interests in Sandpoint have been declining, with the Scarnettis increasingly moving in on the shipbuilding business while Valdemar Manor cultivates a reputation as being

cursed, haunted, or both. Kaleb has been singularly unresponsive to Mayor Deverin’s inquiries about his plans for the manor, and so for now the building simply looms over town, a reminder of a brighter past and a constant target for gossips and young dares.

Yet Valdemar Manor, and the family it once housed, harbors more secrets than anyone in town realizes!

The Valdemar Doom

Several years ago, Ethram Valdemar came across a book of poetry called *Songs at Sun’s Ebb*, penned by an eccentric alchemist named Vumeshki who vanished mysteriously from his home in Magnimar many years before. Within the book was the poem “Ilvarandin,” which described a hidden paradise whose citizens stayed forever young. Eager to defeat his own impending death, Ethram grew obsessed with Vumeshki’s work and became convinced that his disappearance was nothing more than a cover-up, and that Vumeshki had in fact found a way to Ilvarandin. Further, Ethram discovered that in Vumeshki’s final days, he performed an occult ritual to create a drug called “midnight milk” that, Ethram believed, served as a gateway to help Vumeshki find Ilvarandin.

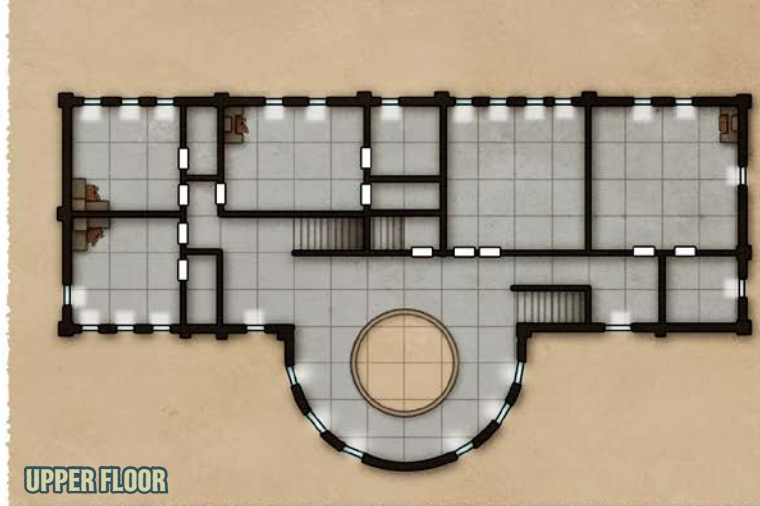
Realizing that the realm of alchemy and occult rituals was out of his league, Ethram secretly recruited the aid of his son Kaleb, an accomplished wizard, to aid in his research. Soon, Kaleb had a breakthrough—the first 16 lines of “Ilvarandin” were part of a spoken incantation—a key component of the ritual to generate midnight milk. The last four lines were not—Vumeshki included them to stymie others’ attempts to duplicate his ritual, but the Valdemarks noticed flaws in the poem’s meter that allowed them to correctly deduce their true nature.

Eager to defeat death, Ethram and Kaleb performed the ritual to create two doses of midnight milk. Worried that too much of the drug would shock his system and kill him before the effects manifested, Ethram diluted his dose and took it in small portions over several months (resulting in the drug’s failure to function other than to, ironically, speed his demise due to side effects caused by the drug’s diluted form). Kaleb, though, threw proverbial caution to the wind and downed his entire dose after retiring to his secret lab in the basement.

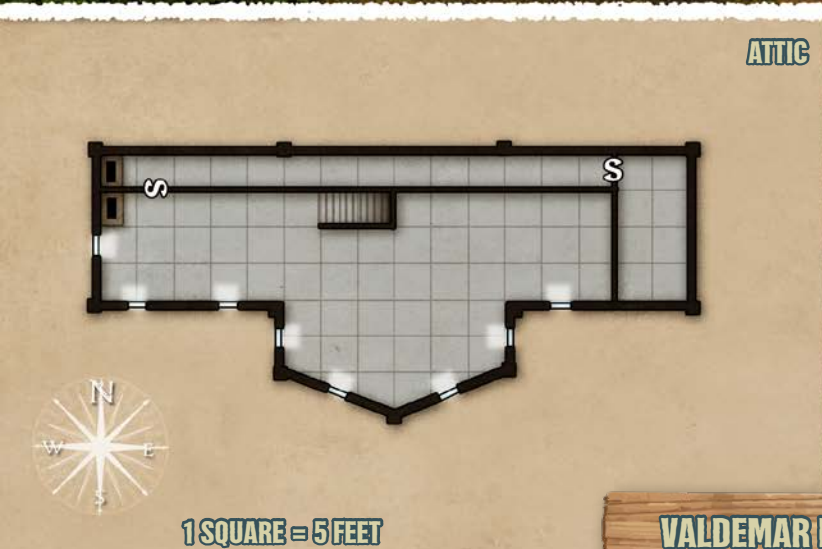
It was then that Kaleb learned the awful truth—midnight milk did indeed open the way to Ilvarandin, but not for Kaleb. Instead, the drug allowed an intellect devourer named Tiluatchek to use its body theft ability across great distance, seizing control of Kaleb’s body, killing him, and replacing him, just as he had done years ago to Vumeshki. Midnight milk did indeed offer immortality—it was just that this immortality applied to the body only, not to the mind and soul, and only as long as the intellect devourers themselves saw fit to keep those bodies around.



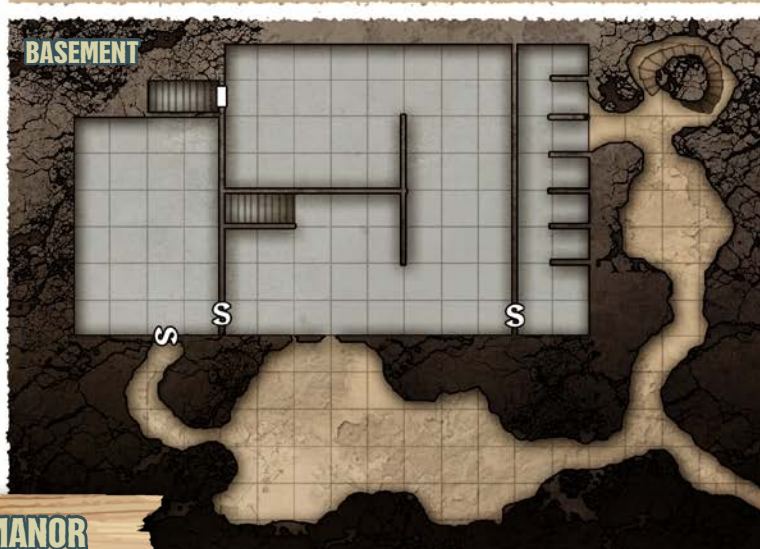
GROUND FLOOR



UPPER FLOOR



ATTIC



BASEMENT

1 SQUARE = 5 FEET

VALDEMAR MANOR

For the past few years, Tiluatchek, posing as Kaleb Valdemar, has spent his time at the Magnimar Valdemar estate, building up a secret society called the Midnight Dawn. (Additional information about this dangerous organization appears on pages 46–47 of *Pathfinder Campaign Setting: Magnimar, City of Monuments*.) Tiluatchek as Kaleb has some plans for Sandpoint as well: Tiluatchek hopes to craft a variant of midnight milk to taint Magnimar's water supply and thus provide the intellect devourers of Ilvarandin with an entire city's worth of bodies to use in their war against the neothelids of Denebrum. To aid him in this endeavor, he's recruited the assistance of a much more talented alchemist: a ghast named Kanker, who is coming closer than ever to perfecting a version of midnight milk that can mix well with water. Kanker has in turn secured the aid of local apothecary and poisoner Aliver Podiker in preparation for using Sandpoint as a testing ground for the diluted agent (see area 16 for more information).

Inside the Manor

Valdemar Manor has been closed up for just over a year—long enough for a tribe of mites led by a jinkin sorcerer named Murzle to move in with their wriggling stable of verminous minions. Cast out from a larger tribe of

gremlins dwelling in the Pit (see page 88), Murzle came to Valdemar Manor via a long, underground tunnel created years ago by the intellect devourer Tiluatchek to secretly transport materials between the Pit and the manor. Under Murzle's rule, the mites have done well to ensure their privacy in the house by making the place seem haunted, but a determined effort to explore the manor will quickly force the mites and their vermin minions to attack.

The manor interior is dusty and damp after so many months of relative disuse. Signs of mite activity can be found here and there in the dust if the PCs are observant. The interior doors can be locked, but unless otherwise noted are unlocked. All windows have been boarded up from the outside—prying the boards loose in a single round requires a successful DC 18 Strength check; otherwise, 1d4+2 rounds of work can open up a window for entry. With the windows boarded up, the manor's interior remains dimly illuminated at best.

A quick reconnoiter of the manor is enough to note three ground-floor entrances to the house—a double front door and smaller service entrances to the dining hall and the servants' quarters area. The front doors and the service door are both locked tight (Disable Device DC 30), but the door to the servant's quarters is damaged. A DC 20 Perception check made while examining it

reveals evidence that someone forced the door open a few weeks ago and damaged the lock in the process. A successful DC 20 Disable Device check is required to pick this door's lock; this was the route Jubrayl's Bunyip Club burglars took when entering the manor.

A PC who succeeds at a DC 15 Perception check while searching the north side of the manor notices that two of the boards that once blocked an upper floor window have fallen into the undergrowth, and that the glass of the window has been smashed. A branch from the nearby tree stretches close to the broken window. A PC who succeeds at a DC 10 Climb check can climb the tree, and a successful DC 12 Acrobatics check is required to clamber out on the branch to reach the open window (a Small or smaller creature gains a +5 bonus on this check as the branch is less prone to bending under

lighter weight). This is the route that young Zeek Wheen (see area 31) took to get into the manor.

Any particularly noisy attempt to enter the house (including prying boards off windows or smashing down doors) automatically alerts the mites lurking within the house, and they prepare their tricks to try to scare off intruders. If the PCs manage to gain entry into the manor without making too much noise, the mites can be caught off guard.

In all, there are twelve mites scattered throughout the house. With them they've brought several verminous allies, which the mites normally let lurk on their own in the attic and basement, including a particularly foul-tempered cave fisher that lurks in the basement amid jars of pickled asparagus and bottles of fine (and illegally imported) Chelish wine. Fond of using *prestidigitation* to augment their otherwise mechanical and hand-manipulated false haunts to scare off intruders, the mites' crowning achievement in "home defense" is a trap they rigged in the manor's entrance hall. Here, a bulky shape covered with a sheet looms. This is a taxidermic owlbear—a trophy Ethram Valdemar bagged decades ago. Murzle has rigged the heavy trophy into a trap. If the

owlbear is jostled, including if the sheet covering it is removed, the entire thing topples forward with a crash, possibly crushing anyone nearby. As the owlbear

falls forward, an ominous moaning sound fills the room. This sound is created by the trap (an air-filled bladder that is compressed through a small horn hidden within the trophy as it falls), but unless the source is located with a DC 15 Perception check while searching the trophy, it certainly sounds like an unseen ghost's disembodied voice.

Murzle lurks in the depths of the house, inside a cave just beyond the basement's walls. Here, she is always accompanied by a pair of mites mounted on giant spiders. If attacked, Murzle fights until she takes damage, at which point she tries to flee back to the Pit if possible. If she escapes, she can become a recurring foil pestering the PCs.

If the PCs are looking for Zeek Wheen, they'll need to head up to the attic. There, they'll discover among numerous stored furniture, clothing, and other mundane tools and supplies, several disturbing taxidermy displays that look like deformed human babies crafted from leather and stuffed with straw. Some of them have little wings or hooves for feet or horns—all are unsettling. These were one of Kaleb Valdemar's more secretive creations—taxidermic odds and ends he built for his own warped amusement. After a search of the attic, the PCs can find Zeek, malnourished and frightened out of his wits but alive, hiding behind a stack of crates. The child knows that the place isn't haunted now, but the "giant bugs and little blue freaks are just as scary as ghosts!" Once the PCs



**TAXIDERMIC
SANDPOINT DEVIL**

find him, he tearfully warns them of the “leather babies” that lurk in the attic and that he’s been hiding from for days. It’s at this point that one of the taxidermic babies leaps to life—a gross little homunculus created and left behind by Kaleb Valdemar not long before he succumbed to the midnight milk and was taken by the intellect devourer Tiluatchek. (Fortunately for lower-level PCs, this homunculus is a prototype of the more dangerous ones Kaleb perfected the creation of in Magnimar.)

The missing Bunyip Club thugs can be found in the manor as well, although they didn’t fare as well as Zeek. They confronted the mites early enough and managed to kill a few, causing the rest to scatter in fear and leaving much of the manor open for their exploration. The two burglars headed down into the basement from the kitchen, avoiding the cave fisher that lurked in the northern wing of the basement and turning their attention instead to the western wall, where their research had indicated lay a hidden room. They found the secret door into the hidden Valdemar workshop, a place the mites themselves knew better than to play around in. It was in this secret lab that Kaleb Valdemar first used the midnight milk and fell victim to Tiluatchek. What remained in the room for the burglars wasn’t so much a hidden treasure—although several potions and a few other minor magic items remain within, including a wing of the clockwork songbird Vorvashali Voon is seeking (see area 44)—but a dangerous remnant left behind by Kaleb: an animated taxidermic creature. Built mostly from the body of a horse but incorporating a wolf’s jaws and the wings of a giant bat, the two burglars died fully convinced the Sandpoint Devil was attacking them. The taxidermic Sandpoint Devil remains here, somewhat damaged from its fight against the burglars but ready to attack the PCs once they enter the secret alchemy lab.

An investigation of the lab could reveal more than just the potions and other magic trinkets left behind—the PCs could also discover additional clues as you see fit to point them toward other quests or adventure opportunities involving the Midnight Dawn.

FALLING OWLBEAR TRAP CR 1

XP 400

Type mechanical; **Perception** DC 15; **Disable Device** DC 22

EFFECTS

Trigger touch; **Reset** manual

Effect Atk +10 melee (1d6+3)

MURZLE CR 2

XP 600

Female jinkin sorcerer 1 (*Pathfinder RPG Bestiary* 2 142)

CE Tiny fey

Init +5; **Senses** darkvision 120 ft., low-light vision;

Perception +6

DEFENSE

AC 18, touch 17, flat-footed 13 (+5 Dex, +1 natural, +2 size)

hp 14 (2d6+8)

Fort +2, **Ref** +7, **Will** +5

DR 5/cold iron; **SR** 12

OFFENSE

Speed 40 ft.

Melee short sword +7 (1d3–4/19–20), claw +2 (1d2–4)

Space 2 1/2 ft.; **Reach** 0 ft.

Special Attacks sneak attack +1d6, tinker

Jinkin Spell-Like Abilities (CL 1st; concentration +5)

At will—*prestidigitation*

1/hour—*dimension door* (self plus 5 lbs. only)

Sorcerer Spell-Like Abilities (CL 1st; concentration +5)

7/day—acidic ray (1d6+1 acid)

Sorcerer Spells Known (CL 1st; concentration +5)

1st (4/day)—*magic missile*, *silent image* (DC 15)

0 (at will)—*dancing lights*, *daze* (DC 14), *ghost sound* (DC 14), *open/close*

Bloodline aberrant

STATISTICS

Str 3, **Dex** 21, **Con** 15, **Int** 16, **Wis** 12, **Cha** 19

Base Atk +0; **CMB** +3; **CMD** 9

Feats Eschew Materials, Skill Focus (Stealth), Toughness, Weapon Finesse

Skills Acrobatics +10 (+14 when jumping), Craft (traps) +12, Disable Device +11, Knowledge (arcana) +8, Perception +6, Spellcraft +8, Stealth +21

Languages Common, Undercommon

SQ bloodline arcana (+50% duration on polymorphs)

Combat Gear *wand of invisibility* (8 charges); **Other Gear** short sword, polished tiger’s eye worth 50 gp

TAXIDERMIC SANDPOINT DEVIL CR 2

XP 600

Augmented taxidermic horse (*Pathfinder RPG Bestiary* 177, *Pathfinder RPG Bestiary* 5 240)

N Large construct

Init +1; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +0

DEFENSE

AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, –1 size)

hp 46 (currently 20) (3d10+31)

Fort +1, **Ref** +2, **Will** +1

Immune construct traits

Weaknesses defect (crude stitching), vulnerability to slashing damage

OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+2), 2 hooves –2 (1d4+1)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 14, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 3

Base Atk +2; **CMB** +5; **CMD** 16 (20 vs. trip)

48. SCARNETTI MANOR

MANOR

Location 25 Schooner Gulch Road

Inhabitants

Titus Scarnetti, patriarch (LE male middle-aged human aristocrat 6)

Delarah Scarnetti, matriarch (LN female middle-aged human aristocrat 3)

Enid Scarnetti, Titus's elderly aunt (LE female human aristocrat 2)

Elisse, Charn, and Lianel Scarnetti, Titus and Delarah's children (LN female and male human aristocrat 1)

Adimar Scarnetti, Enid Scarnetti's child (LE male human afflicted wererat rogue 2)

Barisk and Vialota Whesterwill, servants (LN female and male human commoner 2)

Rumor "There's something funny with that Adimar Scarnetti. I've seen him creeping around at night once or twice a month like he's up to no good." (*True.*)

Quest (1st) As the PCs gain fame in town, Titus Scarnetti takes stock of their actions and personalities. If he feels a PC might align with his interests, he may approach them with offers of support. In return for them pursuing roles of leadership in town and supporting the Scarnetti family as their influence grows, he promises to continue secretly funding his chosen PC with payments of 100 gp per month.

The Scarnettis are Sandpoint's most notorious noble family, as many of Sandpoint's elderly Varisian locals still haven't forgotten or forgiven Alamon Scarnetti's assault on their people more than 40 years ago, even with Alamon 20 years in the ground at the Sandpoint Boneyard. The Scarnetti family, now headed by Alamon's only surviving son, Titus, controls Sandpoint's mills and lumber industry. Their control over the lumber that the Valdemars need for their enterprises is not lost on the Scarnettis, and they use this fact as often as possible to leverage Valdemar support. The Scarnettis are easily Sandpoint's most traditional and conservative family, and cling to old Chelish values that are, in many cases, outdated today.

When Scarnetti Manor was damaged during the recent giant raid on Sandpoint, the family spent several humiliating years rebuilding their reputation after evidence of collusion between the Scarnettis and the Bunyip Club almost came out. Only some quick thinking on Titus's part prevented the damning evidence from falling into the wrong hands at the last minute, but enough evidence managed to leak out that Jubrayl Vhiski cut ties with the family and pulled strings of his own in order to ensure that the Scarnettis would be humiliated.

As part of his plan to rebuild, Titus has secretly brokered a deal with agents in distant Korvosa who have interests in Magnimar, and he's been sending reports every season about activities there and across the Lost Coast. Payments from his mysterious Korvosan benefactor have gone a long way toward helping Titus repair his manor and rebuild his fortunes, and the family's riches once more approach nearly 7,000 gp in various caches scattered throughout the manor.

Korvosa is not the only city that the Scarnettis have hidden ties to. A few months ago, Titus's elderly aunt and nephew were forced to flee from Riddleport to evade reprisal from a "business deal" gone sour with the Gas Forges. Fortunately for elderly Enid Scarnetti and her son Adimar, the dwarves of the forges haven't pursued them, but unknown to all, Adimar carried his own secret with him: he'd recently been inducted into a gang of wererats, but hadn't yet undergone his first change when he was forced to move to Sandpoint. Since then, Adimar has kept his secret safe from everyone (or so he thinks), but he knows it's only a matter of time before the truth comes out. He's made his own contacts with the Bunyip Club again, reforming ties with the Sczarni, unbeknownst to his uncle. In return for keeping the Sczarni up to date on Scarnetti plots, they've promised Adimar a safe place to hide out should the need ever arise.

As always, the Scarnettis maintain several shady plots and plans. While they've in large part abandoned any additional secret sponsorings of arson against local mills, they continue to maintain control over the industry. Poor Courrin Whesterwill still endures nearly slave wages to keep the Scarnetti Mill going, knowing that as long as he continues to toe the line, the Scarnettis won't turn his parents out on the street. His parents stay loyal only because of an implication that, should they ever seek work elsewhere, Titus wouldn't be able to ensure their son's continued safety. And now that his control over the town's council has slipped further with the loss of bullied allies in the Valdemars, Titus plans on meddling with the next election by hiring several forgers from Magnimar's Night Scales thieves. All of these developments have run their toll on Titus, whose alignment has shifted to evil, although so far he's managed to mask his increased bitterness and cruelty from the town at large.

TITUS SCARNETTI

Male middle-aged human aristocrat 6

LE Medium humanoid (human)

Init -1; **Senses** Perception -1

DEFENSE

AC 16, touch 9, flat-footed 16 (+6 armor, -1 Dex, +1 shield)

hp 39 (6d8+12)

Fort +3, **Ref** +1, **Will** +6

OFFENSE

Speed 20 ft.

Melee +1 longsword +7 (1d8+3/19–20)

Ranged mwk composite longbow +4 (1d8+2/×3)

STATISTICS

Str 14, **Dex** 8, **Con** 12, **Int** 11, **Wis** 9, **Cha** 12

Base Atk +4; **CMB** +6; **CMD** 15

Feats Intimidating Prowess, Iron Will, Power Attack, Skill Focus (Intimidate)

Skills Appraise +7, Bluff +10, Intimidate +15, Knowledge (local) +6, Knowledge (nobility) +6, Linguistics +5, Sense Motive +8

Languages Common, Shoanti, Varisian

Combat Gear *potions of cure light wounds* (2), *potion of cure moderate wounds*; **Other Gear** breastplate, light steel shield, +1 longsword, mwk composite longbow with 20 arrows, 126 gp

49. KAIJITSU MANOR

MANOR

Location 35 Schooner Gulch Road

Inhabitants

Velarie Naserin, steward (NG female human expert 3)

Anyia Naserin, groundskeeper (LG female human expert 2)

Rumor “No one’s been actually living at Kaijitsu Manor. Ameiko’s the only one left after those tragic events during the Swallowtail raid. I’ve heard she’s thinking of maybe even selling the manor off!” (*True.*)

Quest (1st) Now that she’s the last Kaijitsu in Sandpoint, Ameiko finds the manor’s a bit too big and filled with sad memories. She’s waiting for a new group of heroes to rise to prominence in the region to bequeath her manor to, hoping to pass the torch of Sandpoint’s aristocracy to like-minded adventurers. Before she’s convinced that one of the PCs is the right person for the job, though, they’ll need to prove themselves both a capable adventurer and a helpful sort—something that completing at least a dozen different quests for locals should cover.

THE SCARNETTI SECRETS

If in your game, events in *Rise of the Runelords* played out differently for the Scarnettis and they were publicly humiliated and disgraced, then consider Titus took the fall for all of the recent crimes. He’s currently in jail in Magnimar, and management of the family’s holdings has shifted to his equally shrewd wife, Delarah. Only now, she’s hatching her own plans to have him broken out of jail to come back and live in hiding here in Sandpoint.

At some point, either at your discretion or when the event is triggered as the result of rolling for a rumor, Shroud exposes one of Titus’s secrets. Shroud’s symbol, a “Y” inside a circle painted in yellow, appears on the front door to Scarnetti Manor, while a detailed post in the town market details Titus’s long-running affair with no fewer than five different Magnimarian merchants and aristocrats. The scandal shakes the Scarnettis, and will force Titus on the defensive in his new goal to find out who Shroud is and take the vigilante down. (See Shroud’s Shrine on page 74 for more on Shroud.)

This manor is the smallest of the four noble houses overlooking Sandpoint, yet the Kaijitsus are perhaps the richest family in town. What this manor lacks in stature and size it more than makes up for in the exotic and impressive furnishings within.

The late Lonjiku Kaijitsu carried on his father’s proud work as glassmaker after his family traveled across the Crown of the World from Minkai. The Kaijitsus initially settled in Magnimar before becoming one of Sandpoint’s founding families. Yet for all of his success at business, Lonjiku found the role of father to be one he was particularly ill suited for. His eldest son Tsuto (someone he already loathed as proof of his wife’s affair with an elven adventurer named Arinellus) eventually betrayed him. His eldest daughter Ameiko shamed him not only by becoming an adventurer, but also by opening and running a tavern and flophouse—



TITUS SCARNETTI

“hardly women’s work,” he was fond of telling anyone who’d listen. Of course, those who knew Lonjiku knew that his short temper was his real problem. Lonjiku eventually met a grisly end in his own glassworks not long after the Swallowtail goblin raid (see area 20).

Today, the only surviving Kaijitsu is Ameiko, who’s taken to living at her cozier quarters at the Rusty Dragon. She’s had to let most of the manor servants go. A married couple, Velarie and Anyaia Naserin, remain on site, employed to air the mostly abandoned rooms of the manor weekly and tend to the manor grounds, but for the most part Kaijitsu Manor is now empty.

50. DEVERIN MANOR

MANOR

Location 40 Schooner Gulch Road

Inhabitants

Kendra Deverin, mayor of Sandpoint (NG female human aristocrat 4/expert 3)

Aiver Deverin, Kendra’s brother (LN male human aristocrat 2)

Vana Deverin, Kendra’s sister-in-law (CG female human aristocrat 2)

Amos Junior, Barthus, Elmur, Merrun, and Vadd Deverin, Kendra’s nephews (N human aristocrat 1)

Rumor “The Mayor was going to marry Casp Avertin, but when Chopper did him in she gave up on romance.” (*True.*)

Quest (1st) Mayor Deverin is worried that Kaleb Valdemar was covering something up in his manor, but she has nothing more than her hunch to go on. Now that Kaleb’s passed away and his manor has been closed up, Kendra is quietly looking for a group of adventurers to investigate the manor for her. She impresses upon them the sensitive nature of the semi-illegal request she’s making of them, hoping they can quietly either put her worries to rest or uncover what Kaleb was up to and handle it before it becomes a problem for Sandpoint. (See area 47.)

Living within the largest manor on Schooner Gulch Road, the Deverins have traditionally held leadership roles in Sandpoint. Old Amos Deverin served as the town’s first mayor for 23 years, and his son Fenchus served as its second. Both Deverins perished after unfortunate accidents (Amos was trampled by a runaway horse on Festival street and Fenchus was killed by a snakebite while on a boar hunt), leaving Amos’s daughter as the heir to the family fortune and a likely candidate for mayor. Kendra Deverin didn’t initially want the job, but after her close friend Casp Avertin nominated her for the position, she won the election by a landslide, something her primary opponent in the election, Titus Scarnetti, has never quite come to terms with. For

some time there was talk of her and Casp becoming wife and husband, but Casp’s death at Chopper’s hands cut that short. Kendra has recovered from the shock, but put aside all interest in romance, turning instead to politics. She shares this manor with her brother’s rather large family of rambunctious sons, and although her sister-in-law Vana constantly complains about needing even more space and luxuries, Kendra has done a saintly job so far in keeping her temper under control.

KENDRA DEVERIN

Female middle-aged human aristocrat 4/expert 3
NG Medium humanoid (human)

Init –1; **Senses** Perception +13

DEFENSE

AC 12, touch 9, flat-footed 12 (+3 armor, –1 Dex)

hp 38 (7 HD; 4d8+3d8+7)

Fort +2, **Ref** +1, **Will** +10

OFFENSE

Speed 30 ft.

Melee +1 rapier +5 (1d6/18–20)

Ranged mwk longbow +5 (1d8/×3)

STATISTICS

Str 9, **Dex** 8, **Con** 10, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 13

Feats Alertness, Iron Will, Persuasive, Skill Focus (Diplomacy), Toughness

Skills Bluff +12, Diplomacy +17, Intimidate +8, Knowledge (local) +11, Knowledge (nobility) +11, Linguistics +6, Perception +13, Profession (brewer) +11, Sense Motive +13

Languages Common, Infernal, Shoanti, Varisian

Combat Gear *potions of cure light wounds* (2), *potions of cure moderate wounds* (2), holy water (2); **Other Gear** +1 leather armor, +1 rapier, mwk longbow with 20 arrows, 44 gp

51. CHOPPER’S ISLE

NOTORIOUS LOCATION

Location No street address; located north of the Old Light

Rumor “A strange visitor from Korvosa made several visits out to Chopper’s Isle a few months back. Yeah... the same visitor who ended up going missing from the Rusty Dragon and left behind a collection of books about repeat murderers. Who knows what he was up to out on that rock?” (*True; the strange visitor was Rifza Dilatru. See Quest below.*)

Quest (6th) As one would expect, rumors of demons, haunts, monsters, and the like have shrouded Chopper’s Isle ever since its notorious inhabitant was revealed for what he was. The mysterious visitor from Korvosa was a scholar named Rifza Dilatru who had come to Sandpoint in pursuit of a theory on the nature of repeat murderers, or as he called them, “pattern killers.” The PCs can learn

about Rifza by learning the above rumor, or possibly after asking around at the Rusty Dragon (area 37) where he'd been staying during his visit, or they might simply take it upon themselves to explore Chopper's Isle on their own. Regardless, a dangerous mystery and menace lurks therein.

Jervis Stoot garnered something of a reputation for eccentricity when he began his one-man crusade to carve depictions of birds on every building in town. Stoot never began work without first securing permission, but his incredible skill at woodcarving made it a given that, if Stoot picked your building as the site of his latest project, you seized the opportunity. "Sporting a Stoot" soon grew to be something of a bragging point, and Jervis eventually extended his gift to include ships and carriages. Those who asked or tried to pay him for his skill were rebuffed. Stoot told them, "There ain't no birds in that wood for me t'set free," and went on his way, often wandering the streets for days before noticing a hidden bird in a fence post, lintel, steeple, or doorframe, which he'd then secure permission to "release" with his trusty hatchets and carving knives.

When Stoot made clear his intentions to build a home on the island just north of the Old Light, many worried that he'd break his neck climbing up and down the isle's steep cliff. His excuse for the move seemed innocent enough. The place was a haven for local birdlife, and Stoot's claim of "wantin' ta be with th' birds" seemed to make sense—so much so, in fact, that the guild of carpenters volunteered to build a staircase for Stoot along the southern cliff face, free of charge, so that the woodcarver could come and go from his new home without risking life and limb.

Sandpoint was no stranger to crime, or even to murder. Once or twice in a year, passions flared, robberies went bad, jealousy grew too much to bear, or one too many drinks were drunk, and someone would end up dead. But when bodies began to mount in late 4702 AR, the town initially had no idea how to react. Sandpoint's sheriff at the time was a no-nonsense man named Casp Avertin, a retired city watch officer from Magnimar. Yet even he was ill prepared for the pattern killer who came to be known

as Chopper. Over the course of one long month, it seemed that every day brought a new victim to light. Each was found in the same terrible state: body bearing deep cuts to the neck and torso, hands and feet severed and stacked nearby, and the eyes and tongue missing entirely, having been plucked crudely from each head.

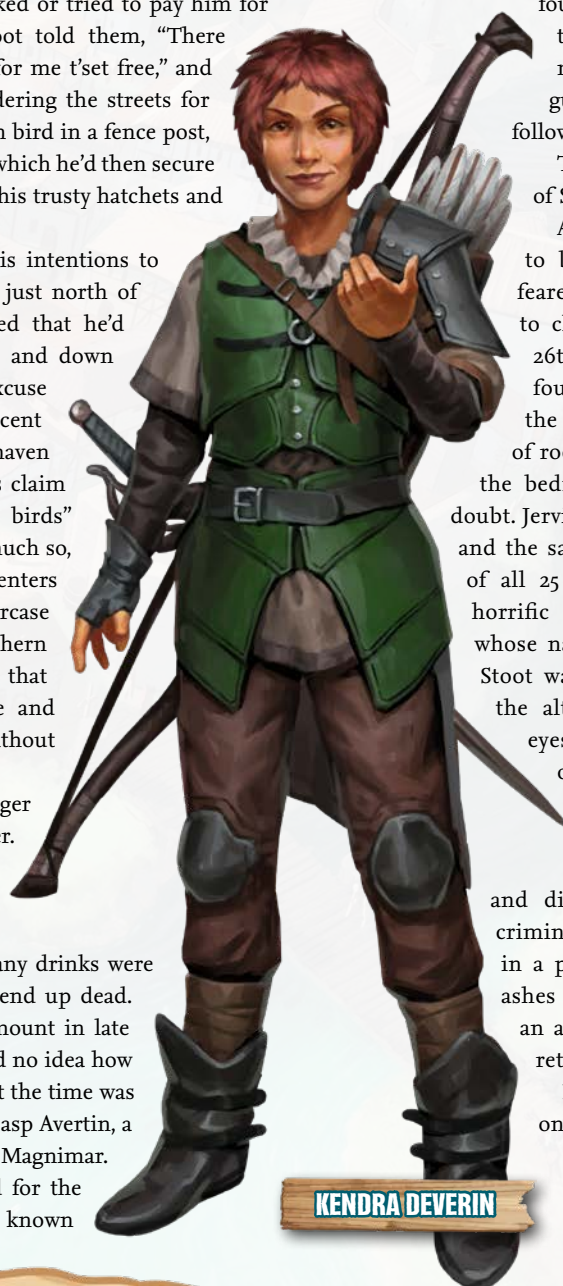
Over the course of that month, Chopper claimed 25 victims. His uncanny knack at eluding traps and pursuit quickly wore on the town guard, taking a toll on Sheriff Avertin in particular, who increasingly took to drinking. Sheriff Avertin became Chopper's last victim, slain upon catching the murderer in a narrow lane—known now as Chopper's Alley—as he was mutilating a body. In the battle that followed, Avertin landed a telling blow against the killer. When a town guard named Belor Hemlock

found both bodies (Avertin's and the penultimate victim) several minutes later, he rallied the guards and they were able to follow the killer's bloody trail.

The trail led straight to the stairs of Stoot's home.

At first, the town guard refused to believe the implications, and feared that Chopper had come to claim poor Jervis Stoot as his 26th victim. Yet what the guards found in the modest home atop the isle and in the larger complex of rooms that had been carved into the bedrock below left no room for doubt. Jervis Stoot and Chopper were one and the same, for the eyes and tongues of all 25 victims were found upon a horrific altar to a vile demon lord whose name none dared speak aloud. Stoot was found dead at the base of the altar, having plucked his own eyes and tongue loose in a final offering. The guards collapsed the entrance to the lower chambers, burned Stoot's house, tore down the stairs, and did their best to forget. The criminal was burned on the beach in a pyre below the Old Light, his ashes blessed and then scattered in an attempt to stave off an unholy return of his evil spirit.

But the truth of what's going on today on the tooth of rock that's known now as Chopper's Isle is something more than just a ghost.



KENDRA DEVERIN

Patterns of Blood

Rifza Dilatru was a history and philosophy student at the University of Korvosa when he became convinced that a supernatural link existed between all mass murderers. An optimist who believed in the inherent goodness of civilization, he theorized that the urge to murder another could not be an intrinsic quality of humanity. He was not worried about crimes of passion, vengeance slayings, or murders committed during the course of other crimes like robberies, for in most of these cases, Rifza found that the murderer eventually exhibited shame or regret for the act of violence. It was the acts of those murderers who killed purely out of need and exhibited no remorse that concerned him, and gave rise to his belief that a force external to all known intellect or faith called “the pattern” existed and compelled some men (for whatever reason, they nearly always seem to be men) to kill.

Rifza’s research eventually drew his attention to not only the recent Skinsaw murders in Sandpoint, but to Chopper’s killing spree. In Jervis Stoot, Rifza grew increasingly convinced he’d found a classic example of a pattern killer, but knowing of small communities’ reticence to speak of atrocities, he kept his true purpose in town a secret. It wasn’t until Rifza vanished one night, leaving behind only a collection of notes and books in his room at the Rusty Dragon, that the people of Sandpoint realized why he was truly in town. Today, common opinion is that Stoot’s ghost killed Rifza and his body was lost at sea after tumbling from Chopper’s Isle.

If the PCs speak with Ameiko Kaijitsu about this matter, she reveals that while Rifza’s books and notes have long since been returned to the University of Korvosa, she made a copy of several of his notes before doing so, suspecting that they would prove of use in time. Much of these notes concern his studies on other pattern killers, but several diagrams and descriptions categorize how his specialized equipment functioned—tools he used to measure psychic impressions and the presence of evil. Ameiko gives these notes to the PCs if they indicate an interest in investigating Chopper’s Isle or following up on Rifza’s investigation, but she warns them to take care. (A more complete account of these notes is presented on pages 2–3 of *Pathfinder Campaign Setting: Horror Realms*, but the notes can still grant those who take 8 hours to study them a +2 bonus on all checks made to notice haunts in the shrine of Pazuzu below Chopper’s Isle.)

Pazuzu’s Influence

Jervis Stoot’s desire to build a home atop what would eventually come to be known as Chopper’s Isle was not an idle decision, but the result of a singular find on Junk Beach. One day, while scavenging for a good piece of wood to carve after a violent winter storm had passed, Stoot found a strange statuette of a bird-faced winged man.

This was, unbeknownst to Stoot, a statuette of the demon lord Pazuzu. The statuette had been buried atop the nearby isle and had tumbled down to the waters below to end up on the beach after a patch of the cliffside’s soil eroded away.

Entranced by the statuette, Stoot kept it on his person and reveled in how it seemed to enhance his ability to see birds trapped in wood. It was this influence from beyond that compelled Stoot to build his home atop the isle, where thousands of years ago, a cult of Pazuzu worshipers held vigil over the Lost Coast, waiting for the day their lord would return to the region. The cult died out, leaving their small complex behind, forgotten within the solid bedrock of the isle.

Stoot learned of the complex below his new home in a dream, and confirmed that dream when he woke one morning covered with dirt, having dug a hole in his floor to reveal a flight of stairs leading down into the rock below. He investigated. Stoot came upon a shrine to Pazuzu in the very first chamber. He whispered his new father’s name three times in awe. Pazuzu was pleased, and when Stoot emerged from that chamber an hour later, he had become Chopper.

The Buried Shrine

Although the people of Sandpoint tried their best by burning Stoot’s body, blessing his ashes, and then scattering them in the sea, his spirit had already exited his body when he took his own life atop the altar to Pazuzu under his home. His ghost remains in the buried shrine still, spending most of its hours there but on certain nights emerging into the overgrown surface of the isle above to gaze with hatred across the waves to Sandpoint. Chopper’s ghost is trapped in the shrine now, but in his transition from life to undeath he’s become more aware of the agents of Pazuzu at work in the region. He knows that the Red Bishop will need his aid when the time for Sandpoint’s reckoning is at hand, and is content—for now—to await the Bishop’s call. (See Grubber’s Hermitage on page 81 for more about the Red Bishop.)

Before the PCs can explore the buried shrine to Pazuzu below Chopper’s Isle, they’ll need to dig out its entrance. The isle’s surface is completely overgrown with shrubbery and a few scraggly pine and manzanita trees, so it’ll take an hour of work and a successful DC 15 Survival check to locate the site of Chopper’s home (each additional attempt takes another hour and reduces the DC by 2). Once the site is located, it’ll take an additional day of work to clear the undergrowth and dig out the entrance to the shrine (the use of magic can speed this as you see fit).

A map of the chambers below the Stoot home is presented on page 67. Chopper’s ghost is the most dangerous threat in the dungeon, and as such you should aim to fill the other areas with challenges appropriate for a

6th level party. Chopper's stats are presented at the end of this section, but a few suggested encounter themes to fill the rest of the dungeon are given below to spur creativity or to support other links to quests elsewhere in Sandpoint. Note that a central shaft connects the two levels. This pit descends over 150 feet so that the lower level is well below the water surrounding the isle. The ancient cultists used *flight* or *levitation* to navigate the shaft; climbing it is difficult and requires a successful DC 20 Climb check.

Ancient Traps: Magical defenses were left behind by the original creators of the shrine, such as *glyphs of warding* that don't trigger for chaotic evil foes.

Bird-Themed Haunts: There should be at least a few haunts in the shrine, manifestations of those whose eyes and tongues were sacrificed to Pazuzu within, perhaps, or maybe echoes of Stoot's own fury. These haunts should manifest with bird themes, and should do things like create blindness, rob speech, and deal physical damage in the form of spectral talons and beaks.

Demons: The PCs should face a few demons in the dungeon. The PCs might encounter a few quasits on the upper level, while the lower level might hold a pair of abrikandilus^{B5}. The most powerful demon is an invidiak—a shadow demon that once served as an advisor for the cult and who now takes delight in Stoot's torment. The shadow demon is the second-most powerful foe the PCs meet—it prefers to attempt to possess a PC and remain unnoticed so that it can wreak havoc later, as it cannot leave the dungeon save for in the body of another.

Rifza's Remains: The PCs should encounter Rifza's remains in the upper area, his body mutilated by Stoot's ghost. The attack left him mortally wounded, but he lived long enough to write a warning on the wall in his own blood: "It exists, and it influences even those who would call themselves gods—the one who drove Stoot to kill was himself but a pawn of the Pattern!" Rifza was a 5th-level investigator, and his gear should remain as loot for the PCs to gather.

Sinister Constructs: Graven guardians^{B3} devoted to Pazuzu make excellent creatures to encounter in this small, long-sealed dungeon.

Temple Treasury: One of the rooms on the lower level contains a large amount of treasure; this room should be where the bulk of the treasure the PCs earn comes from, to make up for the fact that most of the foes here are traps and creatures that have no need for gear. Among the treasure to be found here is the head of a clockwork songbird (one of the pieces desired by Vorvashali Voon at the Feathered Serpent; see area 44) and Chod Bevuk's wedding ring, still adorning his now skeletal severed finger (see area 36).

Undead Priests: Some of the original worshippers of Pazuzu exist still as blindsighted wights missing their eyes and tongues.

DUNGEON MAPS

Maps of underground complexes have been included in this book to illustrate several of the more involved adventure sites scattered throughout the region, but these dungeons are not fully fleshed out. Locations like the smugglers' tunnels, the Old Light's Underflume, the shrine to Pazuzu under Chopper's Isle, and the flooded reaches of Wisher's Well are described in the text along with suggestions for monsters, hazards, and treasures to be found therein, but the exact details of how these dungeons should be populated for adventuring are left to you to enjoy. Use the maps as inspiration for building your own adventures under Sandpoint!

Inner Sanctum: Stoot's ghost should harry the PCs the whole time, taking advantage of its incorporeality to swoop in and out of walls to make single attacks before retreating again. The final encounter with the ghost should take place in the large inner sanctum on the lower level. Here, the PCs find the original statuette of Pazuzu that Stoot found, displayed ominously. While the link to Pazuzu expended itself in corrupting Stoot, the statuette remains cursed. It grants a +4 profane bonus to Charisma to whoever carries it, but also functions as a *stone of weight*. The statuette must be destroyed to put Stoot's ghost to rest permanently.

JERVIS STOOT

CR 8

XP 4,800

Male human ghost rogue 7 (*Pathfinder RPG Bestiary* 144)

CE Medium undead (augmented humanoid, human, incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +3 Dex, +1 dodge)

hp 77 (7d8+42)

Fort +6, **Ref** +8, **Will** +3

Defensive Abilities channel resistance +4, evasion, incorporeal, rejuvenation, trap sense +2, uncanny dodge;

Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +8 (8d6)

Special Attacks sneak attack +4d6

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 12, **Wis** 12, **Cha** 19

Base Atk +5; **CMB** +8; **CMD** 23

Feats Combat Reflexes, Dodge, Martial Weapon Proficiency (handaxe), Toughness, Weapon Finesse, Weapon Focus (handaxe)

Skills Bluff +14, Climb +13, Craft (woodcarving) +9, Escape Artist +13, Fly +11, Knowledge (local) +11, Knowledge (nature) +8, Knowledge (religion) +11, Perception +19, Sense Motive +11, Stealth +21; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Common

SQ rogue talents (fast stealth, surprise attacks, weapon training), trapfinding +3

SPECIAL ABILITIES

Avian Mastery (Su) Stoot can command and influence all normal birds as per *dominate animal* at will. He can control any number of birds within a 60-foot radius in this manner. Once per day, he may cast *summon swarm* as a spell-like ability to summon a murder of crows (treat as a raven swarm—see page 240 of *Pathfinder RPG Bestiary 6*).

Weakness to Avians (Ex) Damage dealt to Stoot from any avian's natural attacks do not suffer a miss chance or halved damage from his incorporeal nature.

JERVIS STOOT

52. THE OLD LIGHT

MYSTERIOUS RUINED TOWER

Location No street address; located at the west end of Tower Street

Rumor "Broderick Quink's always claimed that the Old Light wasn't originally a lighthouse but some sort of ancient magical weapon. With all this Thassilon stuff those adventurers are digging up, it makes me think that Quink might have been more right than we all thought. If he is right, I just hope the Old Light's not functional enough that it'll wake up some day!" (*True*.)

Quest (12th) Broderick Quink (see area 8) theorizes that there may be unexplored Thassilonian chambers under the Old Light, but has never been able to discern a method of entry, or even proof that such chambers exist. He may well ask the PCs to see what they can do to find these theoretical rooms once they're a bit more powerful. Alternatively, once the PCs are 12th level, Broderick might discover the buried entrance to the upper level of the Underflume in the ruins of the Old Light and ask the PCs to investigate further from that point.

The Old Light is Sandpoint's most significant landmark and also the oldest structure in town, for it was originally one of Runelord Alaznist's Hellstorm Flumes during the final centuries of Thassilon, several thousand years ago. While the aboveground portion has mostly collapsed (obliterating the visible portion that once made its

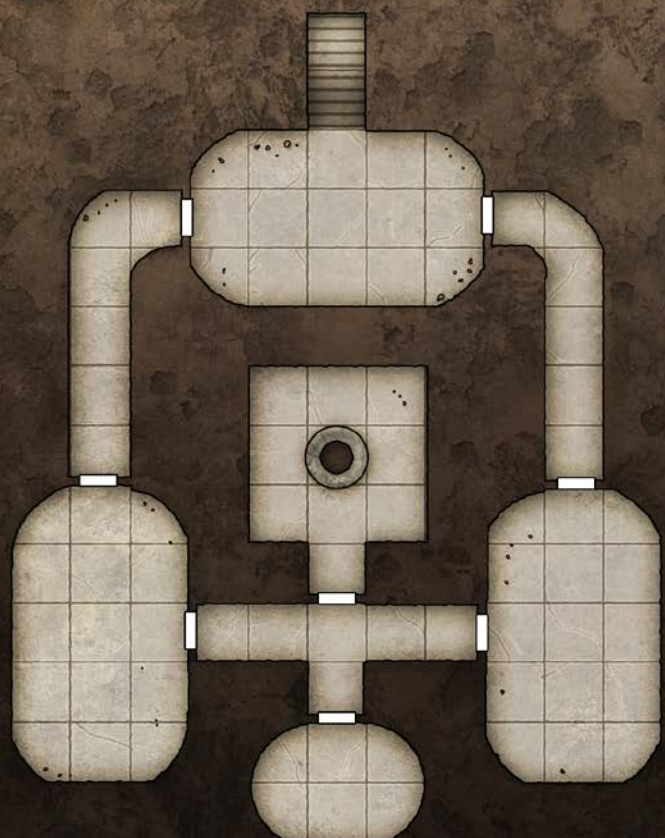
weaponized nature more apparent), the stone ruins that survive today still extend up 50 feet in height. Perched atop a 120-foot-high cliff, the sight of the ruined tower from the sea is impressive indeed.

While the aboveground portion of the ruin serves no other purpose other than a landmark, a place to tempt children eager to test their skills at climbing, and a site for young lovers to meet at under the cover of night, some in town (particularly Broderick Quink) theorize that there must exist additional chambers somewhere below the Old Light. Certainly, when Sandpoint was attacked some years back by stone giants sent by agents of Runelord Karzoug, they seemed particularly interested in harvesting stones from the Old Light's foundation, hoping to use magic to determine the location of underground chambers in the region—even though the chambers Karzoug's minions were searching for were not directly attached to the Old Light, but were instead the old shrine to Lamashtu located under the town.

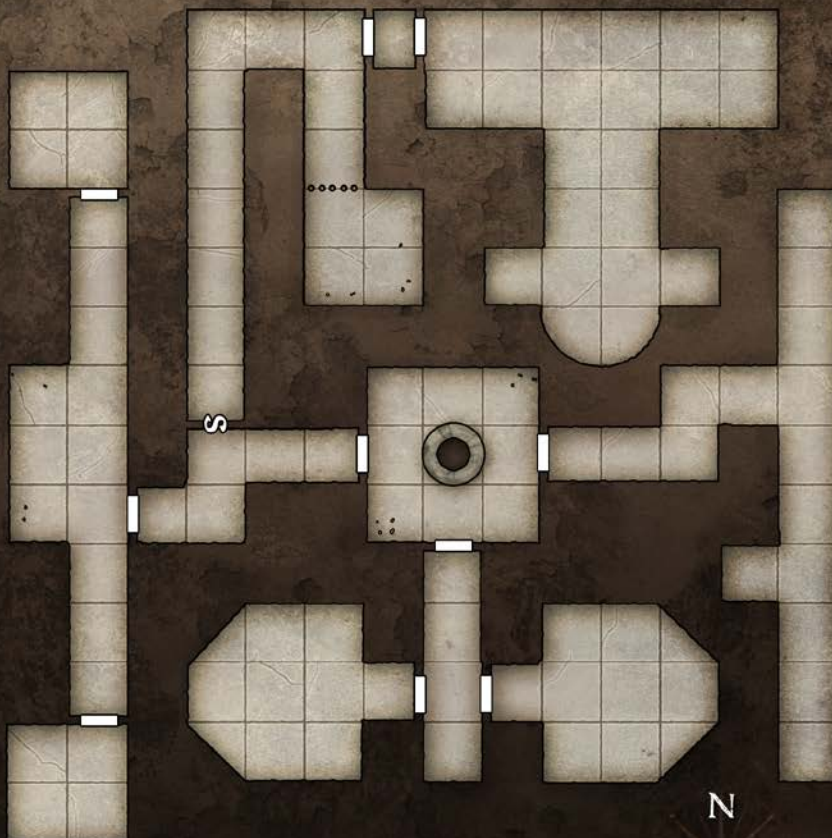
In fact, all of Alaznist's Hellstorm Flumes sat above complexes of varying size and scope known as "Underflumes," and the ruins here in Sandpoint are no exception. Once, a network of portals connected all of the Hellstorm Flumes to each other and to Hollow Mountain, but this network has mostly collapsed as a result of the damage caused by Earthfall. Those portals into the chambers below the Old Light have long since deactivated, but recently one of Sandpoint's most dangerous and mysterious antagonists, the mothman cleric of Pazuzu known as the Red Bishop, has created a link between these chambers and his den on Grubber's Hermitage (see page 81).

The Sandpoint Underflume

The hidden chambers under the Old Light represent the most dangerous underground dungeon below town (now that the only competition to that title, the shrine to Lamashtu below the Catacombs of Wrath, was cleared out by heroes during Rise of the Runelords), and as such you shouldn't tempt the PCs to explore it until later in the campaign when they're at least 12th level. Whether they enter the Underflume via magic like *dimension door*, from



UPPER FLOOR



LOWER FLOOR

THE BURIED SHRINE OF PAZUZU



the linked portal between the Underflume and Grubber's Hermitage, or merely via the buried trap door, the dangers they face within should test them significantly.

Underflume Upper Level

Access to the upper level of the Underflume is via magic or the hidden trap door to the aboveground ruins. When opened, the trap door reveals a 5-foot-diameter shaft dropping into the darkness—a permanent *levitate* effect once allowed transport, but this effect has long since faded. It's a 100-foot drop down to the central chamber of the Underflume's upper level, located not far above sea level. The muffled sound of the pounding surf is audible throughout this level, particularly in the western half of the complex. The shaft continues downward to the lower level of the Underflume but is blocked by a permanent *wall of force*. This wall (along with most other existing magical effects in the Underflume save for traps, which vary in level) functions at caster level 20th.

The upper level of the Underflume is broken into four separate wings.

Northwest Wing: This wing of the Underflume held a small shrine to Yamasoth, the qliploth lord Alaznist bargained and held various alliances with. Several of the inhabitants of the Underflume worshiped the

qliploth lord, and among the chambers here is a small shrine devoted to this foul demigod. A few gongorinan qlippoths^{B6}, bound into the area via magic, still guard this wing, and the shrine's one-time priest **Verzazmian** (CE male human worm that walks^{B2} cleric of Yamasoth 12) lives on, content to worship Yamasoth in private for another several thousand years—unless interrupted by adventurers.

Northeast Wing: The most architecturally complex wing of this floor served as laboratories where spellcasters could perform fleshwarping experiments on soldiers captured from Shalast. Many of the rooms here provide constant magical sustenance, so that prisoners could be kept for extended periods without forcing their keepers to take up their valuable time feeding and watering them. The twisted, deformed results of these experiments live on here, a combination of *sinspawn*^{B2} with class levels and other deformed monsters. A tunnel once led east to connect up to the Hellstorm Flume focusing chambers below what is now the Sandpoint Cathedral, but the this tunnel collapsed thousands of years ago.

Southwest Wing: The haunted southwest wing served as barracks for the Underflume's magus guards. The barracks themselves were connected via a secret

tunnel that allowed the Underflume's commander to periodically spy upon these guards. Other rooms include a few armories and a shared lounge area, which has a secret door in the east wall that opens to a shaft that then drops another 100 feet down to the lower level. The wing is infested with haunts and the undead magi themselves, two of which have become geists^{B4}, and the other four of which have become spectres.

Southeast Wing: The entrance to the Underflume's southwest wing is blocked by a double door made of magically strengthened iron, and still bears a powerful trap that lashes out with elemental blasts at those who attempt to pass through it. The one room beyond was once used as a lecture hall, a place where Alaznist or her subordinates would speak to the keepers of the Hellstorm Flume. A large stage overlooks the hall, which is cluttered with partially preserved benches, while a flight of stairs leads down at the far side of the stage to the Underflume's lower level. A single guardian waits here—the demilich^{B3} Anizorah, once a wizard who once served as the commander of this flume (see the Lower Level below for more details on her history). Anizorah spent many thousand years after Earthfall in the Underflume, studying and preparing for Alaznist's return, but eventually fell into a torpor here while she lectured a crowd of imaginary students. The Red Bishop has elected to leave the demilich in place, understanding that the powerful undead serves as a better guardian than anything he could install in the area.

Underflume Lower Level

The lower level of the Underflume is under the full control of the Red Bishop (see Grubber's Hermitage on page 81); player characters should be at least 13th level before attempting to explore this location. This level was once the personal domain of Anizorah, a conjurer who defected from Haruka to offer her services to Alaznist in return for access to the runelord's qlippoth allies. In her final years, she also served as the commander of the Hellstorm Flume. Anizorah, along with several other similar defectors from the realm of sloth, served Alaznist well in aiding her efforts to conjure demons, qlippoth, and other fiends to serve her, as the runelord herself could not wield conjuration magic. Today, Anizorah exists as a demilich in the lecture hall above, and this level, once her sole domain, has been claimed by the Red Bishop.

This level originally served Anizorah as her personal quarters and research facilities but also as maintenance and power for the Hellstorm Flume. The power core for the Flume was within the pentagonal chamber in the level's western reaches, but the Red Bishop has managed to rework the latent magical energies here into a portal to Grubber's Hermitage, now that the magical engine

no longer has a Hellstorm Flume above to power. Any who step into this pentagonal chamber are immediately transported to Grubber's Hermitage.

The Red Bishop has seen to the instillation of several demons and cultists of Pazuzu in this area, keeping them on hand to use against the cult of Lamashtu or adventurers as needed. Some of the rooms here remain sealed even from the Red Bishop, though, including several in the south-central part that once served Anizorah as her personal quarters. With walls protected by *walls of force* and other magic, the treasures and guardians the conjurer left in here can only be guessed at.

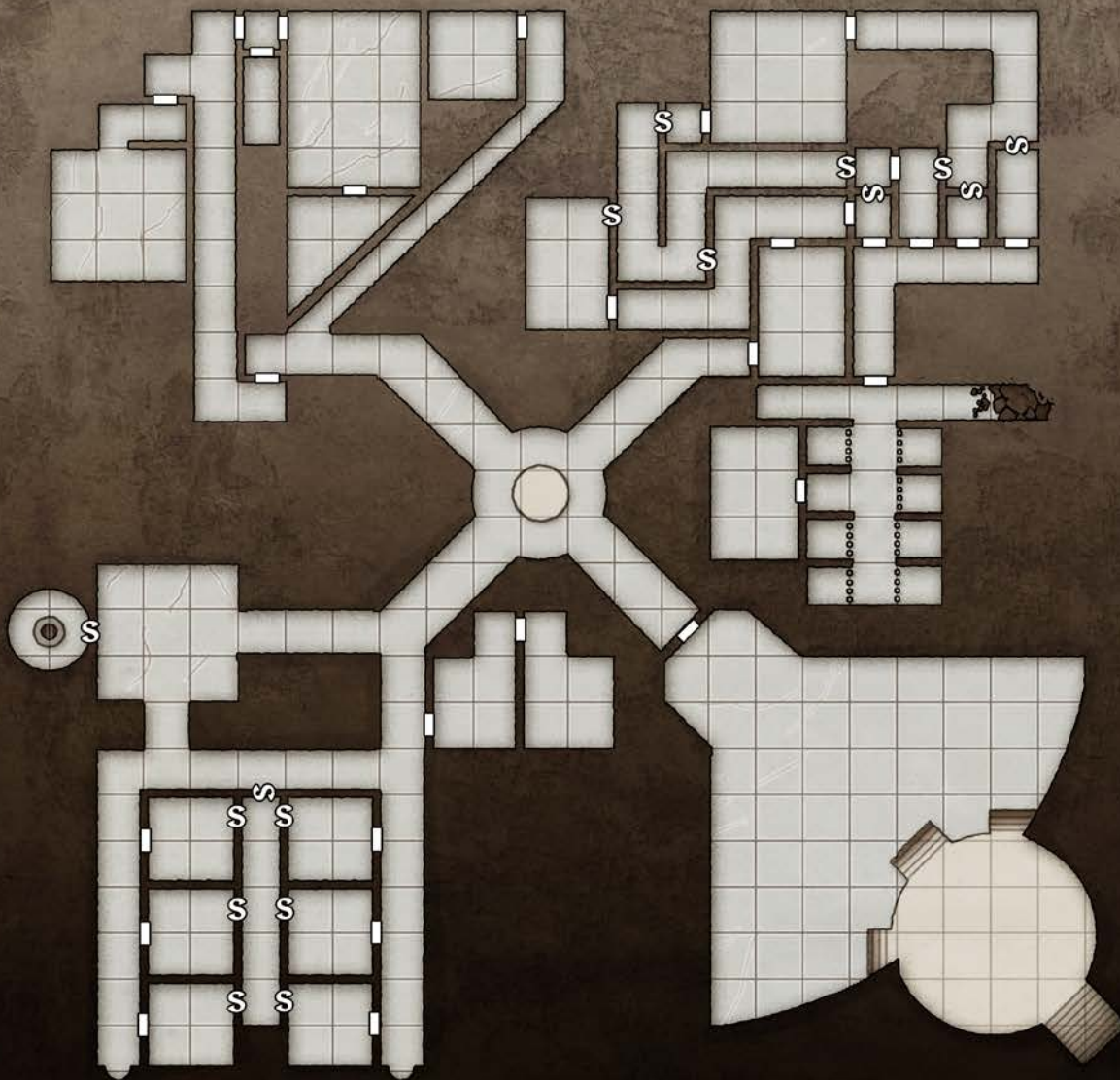
SMUGGLERS' TUNNELS

Although many of the complexes under Sandpoint (the Underflume below the Old Light, the Catacombs of Wrath and its temple of Lamashtu under the western area of Uptown, the Shrine of Pazuzu under Chopper's Isle, and the old catacombs below the Cathedral) existed long before the town was founded, several other areas below Sandpoint are of much more recent construction. These areas were originally built in the first decade of the town's youth by a well-connected and productive group of smugglers called the Kaspakar Veil (or simply the "Veil"). Using their skills at engineering and supported by a few earth elemental wizard, the Veil managed to excavate a fair number of tunnels below Sandpoint. They had secret alliances with the Kaijitsus, the Scarnettis, and the Valdemars, all three of whom thought they were the only family in town to have hidden associations with the Veil. At one point, they accidentally broke into the Catacombs of Wrath, but after a frightening encounter with the quasit who ruled that dungeon, the smugglers instead bricked the tunnel over and left the catacombs alone.

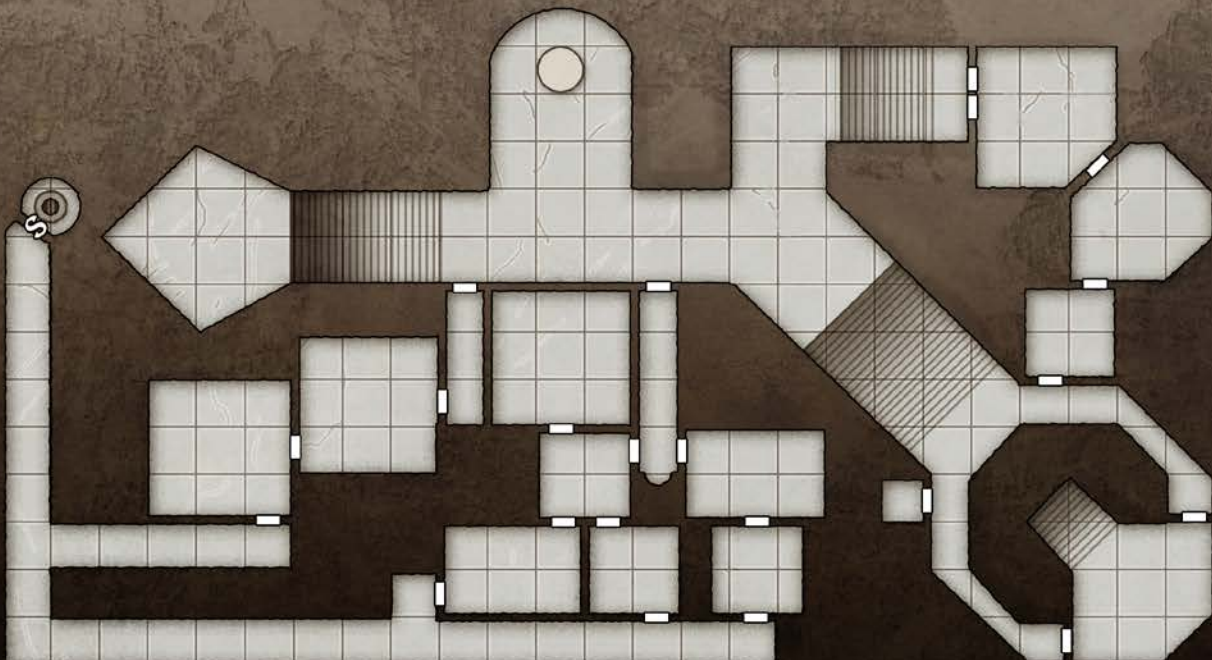
The Veil had agents in Riddleport and Magnimar as well and had plans to take over Sandpoint from within and use the town as their own secret base of operations—and they may have succeeded in their shadowy plan, had their leader not crossed a man named Iremitiel, then high-priest of the temple of Calistria in Magnimar.

Iremitiel discovered the Veil's presence in Sandpoint accidentally, during a visit with his secret lover, Vernah. She complained to Iremitiel of an obnoxious man's constant and unwelcome attempts to at first woo her and, after she spurned him, to buy her shop out from under her. When Iremitiel investigated, he learned the man was an agent of the Veil, and that the smugglers' base of operations was located directly under Vernah's shop. Worse, he discovered the Veil would stop at nothing to gain control of the shop, as they wanted to take over ownership of all the buildings above

UNDERFLUME UPPER LEVEL



THE OLD LIGHT



UNDERFLUME LOWER LEVEL

1 SQUARE = 5 FEET

their base of operations so as to have multiple hidden entrances and exits from their hideout. Since Vernah had stymied their attempts at seduction and monetary temptation, the Veil was planning on having Vernah meet with an unfortunate accident very soon.

Iremiel started a one-man campaign against the Veil. Initially, his focus was on making the cost of doing business in town too much for the Veil to remain, but he underestimated their tenacity and stubbornness. When things escalated, Iremiel was forced to slaughter the Veil agents in Sandpoint, doing so under the cover of darkness during a particularly stormy night. This grisly ordeal culminated at a hidden shrine of Norgorber that the Veil had built under central Sandpoint, and it nearly cost Iremiel his life.

Vernah didn't question where Iremiel received his wounds when the elf appeared at her stoop, near death and exhausted. She took him in and kept him from succumbing to his wounds in those last few hours before dawn, when Iremiel recovered his healing capacity and was able to heal himself. Their daughter was conceived soon after, and as it became apparent that Vernah was pregnant, Iremiel finally told her the whole truth. She asked him to retire and come be a family, and he agreed. Iremiel spent the next nine months arranging for a replacement at the temple in Magnimar while secretly repurposing the old shrine to Norgorber once used by the Veil into a shrine of Calistria.

His daughter, Rynshinn, was born a few days before he made his official public "retirement" from the church. Leaving the Magnimarian church in the capable hands of another elf, a woman named Ayamyra, Iremiel moved in with Vernah a few days after their daughter was born.

Unfortunately for Iremiel, his official retirement from the church was his death sentence, for the sinister sponsor of the Kaspakar Veil had been watching and waiting. This was the Forever Man—guild master of Magnimar's thieves and a very vengeful man. By waiting for Iremiel's association with the church to publicly end before making his move, the Forever Man cunningly avoided escalating the cycle of vengeance even further. He assassinated Iremiel a week after he moved to Sandpoint, killing him in his own shrine to Calistria and leaving the body there, hidden away behind secret doors for years to come. Vernah never found out what happened to Iremiel, but she never gave up hope that he still lived (see Vernah's Fine Clothing on page 38 for details on Vernah, and Shroud's Shrine on page 74 for more on Iremiel's legacy).

For several years thereafter, the smugglers' tunnels lay quiet and forgotten, but when Jubrayl Vhiski gathered a group of like-minded Sczarni thugs together and founded the Bunyip Club, the tunnels began to see use once again. At the opposite end of town from where the

Bunyip Club were busy reclaiming the tunnels, a band of ghouls burrowed into the tunnels after expanding their warren below the Sandpoint Boneyard, inadvertently connecting the smugglers' tunnels to the Hellstorm catacombs below the church. The tunnels also served Thistletop's goblins as a hidden route into town during the events following the Swallowtail raid.

Today, the smugglers' tunnels feature a number of diverse and dangerous places for adventurers to explore. Recently, a group of goblins seeking a safe place to live have moved into a small, mostly forgotten hideout in the tunnels, and the shrine of Calistria—as well as Iremiel's body—has been discovered by a woman who needed a new focus in life. The Catacombs of Wrath remain mostly empty after heroes cleared them (and the temple of Lamashtu below—see *Rise of the Runelords* for maps of these areas) out a few years back, but five other areas of note are detailed briefly below.

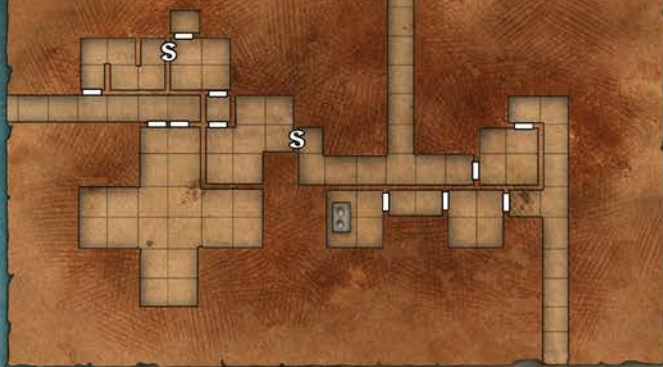
Several secret doors exist in the tunnels; all require a successful DC 20 Perception check to discover.

Bunyip Club Hideout

The Bunyip Club has no direct tie to the Veil, yet they have inherited the mantle of the previous organization as Sandpoint's smugglers. Comprised entirely of Sczarni women and men, the Bunyip Club's members don't limit their antics to smuggling alone—pickpocketing, forgery, coin shaving, petty burglary, and similar pursuits all lie in their wheelhouse, but under their leader Jubrayl Vhiski's strict orders, assault, murder, and other violent crimes are forbidden in Sandpoint or its hinterlands. This rule has helped keep the Bunyip Club from becoming perceived as a significant threat, allowing them to continue to operate in the town's shadows without significant opposition from its citizens. All according to Jubrayl's plans, although lately, two of his "allies"—an associate named Marley Jekkers (see Hag's Plummet on page 84) and one of his own, an unstable brute named Chertus Jheed (see page 72), increasingly threaten to compromise the Club's integrity. Jubrayl knows he'll need to make a decision of what to do with these two soon, before their actions bring the law or, worse, adventurers down on his head. If the PCs build up enough of a reputation, Jubrayl might even decide to get out ahead of the problem and hire the PCs to deal with the two troublemakers before they ruin everything he's worked so hard to build in Sandpoint.

The individual Bunyip Club members each keep their own homes throughout Sandpoint, but they also maintain a small complex below Downtown once used by the Veil as a staging area for their operations. This hideout includes a small armory, a treasury defended by nonlethal traps, a cross-shaped meeting room and private gambling den, and a set of rooms set aside for

BUNYIP CLUB HIDEOUT



SMUGGLERS' TUNNELS



CATACOMBS OF WRATH

HELLSTORM CATACOMBS

GHOUL WARRENS

SHROUD'S SHRINE

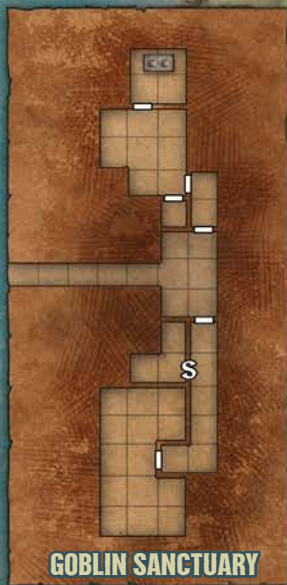
GOBLIN SANCTUARY

BUNYIP CLUB HIDEOUT

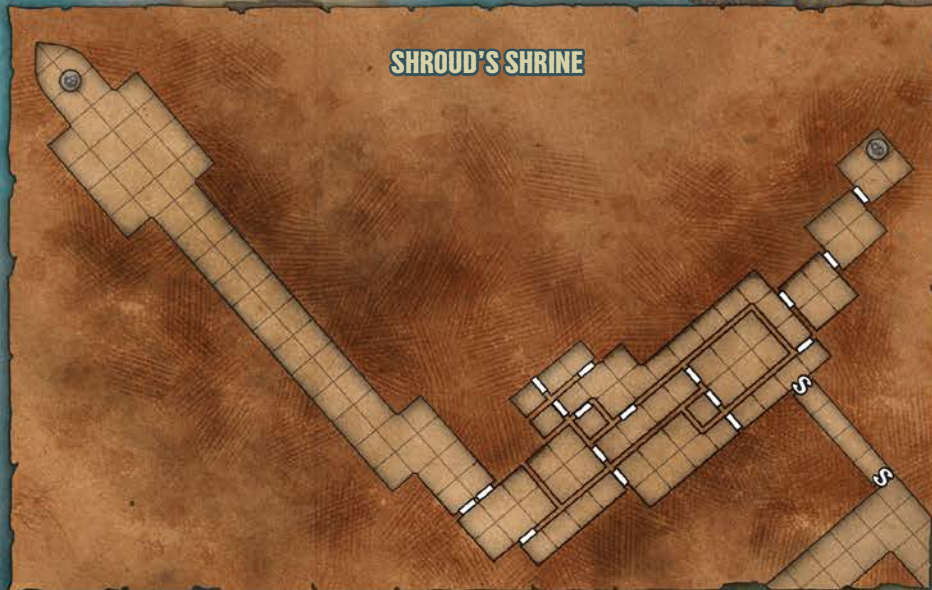


1 SQUARE = 5 FEET

GOBLIN SANCTUARY



SHROUD'S SHRINE



HELLSTORM CATACOMBS



Jubrayl as a private retreat. The hideout also serves individual members of the club as a place to lie low after a crime, as needed. If you need statistics for typical members of the Bunyip Club, use cutpurses (*Pathfinder RPG NPC Codex* 144) for rank-and-file members and charlatans (*Pathfinder RPG NPC Codex* 115) for higher-ranking members. One member of the club, though, deserves special mention: Chertus Jheed.

Chertus Jheed rose swiftly in the ranks among his brothers and sisters in the Bunyip Club, only to hit an unexpected ceiling when he realized Jubrayl wasn't interested in making him the Club's second-in-command. When Chertus approached Jubrayl for the title, the leader of the club laughed him down, saying "I don't need anyone's help leading you bunch, especially a hagfish like yourself, Jheed!" Chertus was stung by the rebuke, but swallowed his pride and internalized his shame. He's now been slowly attempting to build his own inner circle of supporters in the Bunyip Club so as to make a bid for seizing control of it from Jubrayl, but he hasn't quite yet built up the courage to make his move. The recent development of his girlfriend Gilseah leaving town has thrown an unexpected complication into Chertus's plans, though, and he's grown increasingly distracted by and obsessed with the woman who helped Gilseah escape Chertus's control: Hannah Velerin. His attempts to bully Hannah into revealing where Gilseah ran off to have so far met with no more success than his attempts to earn Jubrayl's approval, leaving the narrow-minded thug of a man increasingly frustrated and likely to make a rash move sometime soon.

CHERTUS JHEED

Male human brawler 4 (*Advanced Class Guide* 23)

CE Medium humanoid (human)

Init +1; **Senses** Perception +6

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +1 Dex, +2 dodge)

hp 46 (4d10+20)

Fort +7, **Ref** +5, **Will** +0

OFFENSE

Speed 30 ft.

Melee unarmed strike +8 (1d8+3) or

unarmed strike flurry of blows +6/+6 (1d8+3)

Special Attacks brawler's flurry, knockout 1/day (DC 15), maneuver training (grapple +1), martial flexibility 5/day

STATISTICS

Str 16, **Dex** 13, **Con** 16, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +4; **CMB** +7 (+8 grapple); **CMD** 20 (21 vs. grapple)

Feats Dodge, Improved Unarmed Strike, Skill Focus (Disable Device), Toughness, Weapon Focus (unarmed strike)

Skills Disable Device +10, Intimidate +8, Perception +6, Sleight of Hand +5, Swim +10

Languages Common, Varisian

SQ brawler's cunning, martial training

Other Gear +1 studded leather, burglar's bracers^{UE}, stolen jewelry worth 150 gp in all, lucky bird's feet (in fact the feet and tail of the clockwork songbird sought by Vorvashali Voon; see area 44), 25 gp

Ghoul Warrens

Ghouls are a growing problem in the Sandpoint hinterlands, particularly in Paupers' Graves (see page 87), but a small band of burrowing undead have, over the course of the past several years, infested the ground below Sandpoint's Boneyard. The ghouls are cunning diggers and, while their tunnels have crisscrossed back and forth, they take care to prevent subsidence and brace the tunnels with timbers and lumber scavenged from coffins and elsewhere. In all, a dozen ghouls dwell in these warrens, led by a ghastr named Wolgur Wrabs, who has plans to some day gather up an army of his kind in an attempt to take control of Paupers' Graves from the one who created him—Jeddiah Kheln.

The ghouls burrowed into the catacombs below the church at one point, but now avoid the area, for the dangers within and the lack of food to be found are, together, more than enough to stymie ghoulish curiosity. This entrance is the one the PCs will most likely discover into the catacombs, though, as what was once the primary entrance has not been used in thousands of years.

Goblin Sanctuary

Sandpoint has long had problems with goblins, but after the major raid on town a few years back (known today as the Swallowtail raid), goblins have laid low. The backlash from adventurers on local tribes, particularly on the Thistletop goblins, has cowed the creatures into a relative calm in the immediate vicinity, and while they may attack idle travelers along the Lost Coast Road, no goblins approach within 500 feet of Sandpoint these days, with the exception of a small and secretive group who has found a sanctuary in the smugglers' tunnels in the center of town.

Once a set of storage rooms used by the smugglers, these hidden chambers are now the domain of a tiny group of a half dozen goblins led by an unusually charismatic and forward-thinking goblin named Smink. After seeing the result of a full-on goblin raid, Smink has come to realize that goblins need to adapt and change if they're going to live in close proximity to humanity. She and her followers moved into this complex soon after the Swallowtail raid, and have been sneaking out at night to lurk in alleys and on rooftops to quietly observe humans, hoping to learn from their society and actions in a way that they'll one day, hopefully, be able to count

them as friends. Smink knows that day is not here, and that the memories of the Swallowtail raid are still too fresh in many local minds, but if she learns about the PCs, she might approach them at some point to ask their aid in helping her and her five friends to find true sanctuary within Sandpoint.

SMINK

Female goblin bard 3 (*Pathfinder RPG Bestiary* 156)

CG Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +3 Dex, +1 size)

hp 17 (3d8)

Fort +0, **Ref** +6, **Will** +7; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee mwk dogslicer +3 (1d4-1/19-20)

Ranged shortbow +6 (1d4-1/×3)

Special Attacks bardic performance 9 rounds/day (countersong, distraction, fascinate [DC 12], inspire competence +2, inspire courage +1)

Bard Spells Known (CL 3rd; concentration +4)

1st (4/day)—*cure light wounds*,
grease (DC 12), *hideous laughter*
(DC 12), *vanish*^{APG}

0 (at will)—*dancing lights*, *daze* (DC 11),
flare (DC 11), *ghost sound* (DC 11),
mage hand, *open/close* (DC 11)

STATISTICS

Str 8, **Dex** 16, **Con** 8, **Int** 13, **Wis** 14, **Cha** 13

Base Atk +2; **CMB** +0; **CMD** 13

Feats Iron Will, Stealthy

Skills Acrobatics +9, Climb +5,
Diplomacy +7, Escape Artist +11,
Perception +8, Perform (sing) +7,
Ride +7, Stealth +19

Languages Common, Goblin

SQ bardic knowledge +1,
versatile performance
(sing)

Combat Gear tanglefoot bag (2);

Other Gear +1 leather armor,
mwk dogslicer, shortbow, lucky
shiny rocks (actually quartz
crystals) worth 50 gp in all

Hellstorm Catacombs

While the chambers below the Old Light were once directly connected to the Hellstorm Flume, another, smaller complex was connected via an underground passage to the

standing stones that once served as an external focus for the flume. Those stones have been unwittingly revered by Varisians in the centuries since, and are now integrated into the central courtyard of the Sandpoint Cathedral. The chambers hidden below the cathedral have been discovered by local ghouls, but so far, the priests and acolytes of the cathedral do not suspect the presence of these rooms below.

The Hellstorm Catacombs are located 30 feet belowground. Had the foundation of the cathedral's basement above been dug only a few feet deeper, these hidden chambers would have been discovered. The earth directly below the central courtyard has never been disturbed, and so the hidden shaft below the centermost stone still exists, unknown to the cathedral's current occupants.

The catacombs themselves served as a place for soldiers and wizards in Runelord Alaznist's employ to stay, and the complex included a small armory and a nondenominational shrine to demon and glipphoth lords. Today, the catacombs are a dangerous place, littered with malfunctioning but still potent traps (averaging at CR 5 in power), several combusted^{B6} (undead remnants of soldiers who burned to death when the Hellstorm Flume backfired during Earthfall), some construct guardians (including caryatid columns^{B3} carved in Alaznist's likeness and graven guardians^{B3}

of Abraxas, Haagenti, or Yamasoth), and an agoraphobic advanced brimorak demon^{B6} named Azereza who thinks she can reactivate the flume if she prays hard enough (unfortunately, she can't).

A tunnel leading west from the catacombs comes to a dead end before long; this route once connected to the Underflume.

Its downward-sloping path and direction might suggest a deeper connection to the Old Light if the PCs think about it. In a secret room in the southern part of the complex, some explorers might discover a minor treasure that contains (among other valuables) an ancient piece of Thassilonian parchment that holds instructions for raising and lowering the central stone of the complex above, giving the PCs easy access to the complex from the central chamber. Five red



SMINK

stone pylons in that chamber bear lingering magic that no longer functions, but if a PC studies the area with *detect magic* and succeeds at a DC 25 Spellcraft check, he confirms that this chamber could once be used to focus a powerful magical effect originating from an undetermined source—in fact none other than the Hellstorm Flume’s fiery beam.

Shroud’s Shrine

Shayliss Vinder had always suspected her mother and father were ashamed of her and favored her older sister, Katrine, in all family matters. She increasingly went out of her way to seek their approval and attention, and when being helpful and kind didn’t work, she turned to tactics more scandalous and destructive. But it wasn’t until Katrine was murdered and her father fell into a blind fit of depression that Shayliss felt she knew the truth—with Katrine dead, her parents now considered themselves all but childless.

Depressed, frustrated, and mourning, Shayliss found herself contemplating taking her own life on the banks of the Turandarok River late one night when she spotted something strange—an awkward, deformed little man standing on a nearby rock, waving at her. Initially startled, she took a step toward him and he vanished, only to reappear a few rocks away. In this way, the weird little man led Shayliss to a hidden door in the banks of the river that opened into the smugglers’ tunnels. The “little man” was none other than the reincarnated Iremiel in his quickling body, and he led Shayliss, whom he had identified as someone to carry on his Calistrian legacy, to the secret entrance to his long-forgotten temple of Calistria below town.

Shayliss was astounded by the discovery and explored several of the rooms within the shrine. When she found Iremiel’s skeleton, still clad in his magic armor and cloak and still clutching his whip, she realized that this was the focus she’d been waiting for. Claiming the dead elf’s gear as her own, Shayliss began to spend most of her time in the shrine’s chambers, studying its lore and growing more and more inspired by Calistria’s teachings, particularly those of vengeance—for here, Shayliss found the inspiration she needed to find a way to not only avenge her sister’s death, but to make sure none of Sandpoint’s men ignored their wives or daughters ever again.

Shayliss now leads a double life. To the people of Sandpoint, she remains Ven and Solsta’s daughter, a quiet girl whose prior wild ways have been muted, people believe, by the shock of her sister’s violent death. Shayliss has taken advantage of the town’s (and her parents’) loss of interest in her to pursue a career of adventuring and exploration, focusing mostly on explorations of the southern Whisperwood rather than

local spots where she might be recognized. In this life, she calls herself Shroud and plays the role of a male avenger of Calistria.

Recently, Shroud has finally begun his work on Sandpoint, skulking about town after dark, listening at windows, watching and observing. As Shroud, his increasing focus is on men who don’t respect their families, and when he discovers proof that a man has been keeping secrets from his wife or children (whether due to an affair, a hidden stash of money, or any other cause), Shroud drafts up a list of the man’s indiscretions, posts the parchment in a public place (usually in one of the town squares), and then paints his mark on the front door to the house the man lives in. The mark takes the shape of yellow “Y” inscribed within a circle, and a PC who examines this mark and succeeds at a DC 20 Knowledge (religion) check immediately notes similarities in shape to the holy symbol of Calistria.

If the PCs get involved in tracking Shroud down, how he reacts to them depends in large part on their intentions. Shroud has a soft spot in his heart for adventurers, particularly women, and he recognizes that the PCs might just be an excellent tool for him to use to help reform Sandpoint. Whether or not the PCs agree that Sandpoint needs reformation as much as Shroud believes remains to be seen. Alternatively, if they cross paths with him, they may soon learn that Shroud can be a dangerous and vexing foe, one who prefers to work from the shadows and undermine reputations and alliances rather than to face a foe in head-on combat.

At the very least, if the PCs ally with Shroud, he might ask their aid (if he thinks they’re powerful enough) in investigating the western portion of the shrine. He’s not managed to access these chambers, for the defenses and locks Iremiel left in place are too cunning for Shroud to bypass. Within these chambers lie a few traps (average CR 7), but the primary danger within lies in a long, narrow inner sanctum, the end of which was once a shrine to Norgorber but that Iremiel had partially converted to Calistria’s faith. Over time, a dangerous agent of the god of thieves has been at work slowly undoing Iremiel’s work, and the statue of Calistria he crafted has half transformed into a depiction of Norgorber.

This strange entity is a neutral evil egregore⁵ that calls itself Empty Soul. Normally created by the interaction of many psychic minds, Empty Soul was instead created by the Forever Man’s displaced frustration over the loss of a presence in Sandpoint. Appearing as a cloak draped over an invisible human frame, Empty Soul is a slow-burning agent of the Reaper of Reputation who, despite its deliberate pace at corrupting the Calistrian shrine,

reacts swiftly and violently to any intrusions into the area by infidels. Left to its own devices for too long, Empty Soul may start its own cult devoted to Norgorber, targeting the Bunyip Club as its first inductees.

SHAYLISS VINDER, AKA SHROUD

Female/male human vigilante (zealot) 6 (*Pathfinder RPG Ultimate Intrigue* 9, 62)

CN/CG Medium humanoid (human)

Init +3; **Senses** Perception +6

DEFENSE

AC 21, touch 13, flat-footed 18 (+7 armor, +3 Dex, +1 shield)

hp 42 (6d8+12)

Fort +4, **Ref** +9, **Will** +7

Defensive Abilities unshakable (+6)

OFFENSE

Speed 30 ft.

Melee *Iremiel's whip* +9 (1d3+4 nonlethal)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +1 called whip)

Special Attacks startling appearance

Vigilante (Zealot) Spells Known (CL 6th; concentration +7)

2nd (3/day)—*hold person* (DC 13), *invisibility*, *silence* (DC 13), *spiritual weapon*

1st (5/day)—*command* (DC 12), *cure light wounds*, *disguise self*, *shield of faith*

0 (at will)—*brand*^{APG} (DC 11), *detect magic*, *detect poison*, *disrupt undead*, *light*, *stabilize*

Domain Vengeance inquisition^{UM}

STATISTICS

Str 10, **Dex** 16, **Con** 13, **Int** 8, **Wis** 12, **Cha** 16

Base Atk +4; **CMB** +4 (+6 dirty trick); **CMD** 17 (19 vs. dirty trick)

Feats Improved Dirty Trick^{APG}, Slashing Grace^{ACG}, Weapon Finesse, Weapon Focus (whip), Whip Mastery (*Pathfinder RPG Ultimate Combat* 123)

Skills Acrobatics +9, Bluff +10 (+14 when in her social identity), Diplomacy +9, Disguise +3 (+23 to appear as part of polite society while in her social identity), Knowledge (local) +3, Knowledge (religion) +3, Perception +6, Profession (merchant) +5, Sense Motive +7 (+11 when in her social identity), Stealth +8

Languages Common

SQ divine retribution, dual identity, inquisition (vengeance inquisition^{UM}), social grace, social talents (many guises^{UI}, safe house^{UI}, social grace^{UI}), vigilante talents (favored maneuver^{UI}, zealot smite 2/day [+0 attack and AC, +6 damage]^{UI})

Combat Gear *elixir of hiding*, *potion of cure moderate wounds*, *potion of darkvision*, *potions of pass without trace* (5), *potions of sanctuary* (3); **Other Gear** *Iremiel's armor*, mwk buckler, *Iremiel's whip*, cloak of resistance +1, silver holy symbol of Calistria, yellow silk scarf worth 50 gp, 68 gp

IREMIEL'S LEGACY

When Shayliss discovered Iremiel's body, she claimed his cloak, his whip, and his armor for her own. The cloak is a typical *cloak of protection* +1, but the other items are unique. Iremiel's armor is a suit of *armor of the unquenchable fire* (see *Inner Sea Gods*, page 250) made of mithral that is *defiant*^{UE} against humans, while his whip is a +1 *called*^{UE} whip that becomes a +3 *called* whip when wielded against anyone that its wielder suspects has betrayed him. These three items, along with her yellow silk scarf (worn about her lower face) are what she wears when she adopts her guise as Shroud.



SHROUD



THE SANDPOINT HINTERLANDS

This chapter presents information on numerous locations spread throughout the Sandpoint hinterlands (see the inside front cover for a map of the hinterlands). While a few of the following locations detail dangers, threats, wonders, and lore to be uncovered within, most are kept relatively short, often with stat blocks for important NPCs or monsters. In most cases, the exact details of a location's layout, inhabitants, and rewards are only summarized. This allows you to adjust and expand the hinterlands as you see fit to make your Sandpoint campaign your own!

RANDOM ENCOUNTERS

As the PCs explore, there's a chance they'll either stumble across something dangerous. Check for encounters once per day, with an encounter occurring 10% of the time. If an encounter occurs, the chances of it taking place in the morning, afternoon, evening, or late night are equal.

Bandits: This group of bandits could simply be looking for a bit of "road tax" (in which case, they're likely members of the Bunyip Club) or could be more violent criminals.

Patrol: This is an encounter with 1d4+1 soldiers mounted on horses. Usually these are members of the

Sandpoint Watch, but they could be a patrol of soldiers from Magnimar, a band of mercenaries on their way to or from Sandpoint, and so on. Patrols won't accost the PCs unless they're obviously engaged in suspicious activity.

Wild Animals: This is an encounter with one or more wild animals, such as coyotes, bears, boars, feral dogs, firepelt cougars (use statistics for a leopard), wolverines, or wolves, or even with harmless creatures like deer, wild horses, or birdlife. Wild animals normally avoid groups—if they attack, there should be a reason (the animal is diseased, perhaps, or maybe wounded, or even trained to violence by a brutal master).

Special: A special encounter is just that—something unusual or unique. This could be a chance run-in with a named NPC from Sandpoint out on an errand, an encounter with something strange (a distant dragon's roar, or a sinister red bird that flies away when spotted, or a set of hoofprints scorched into a rock, for example), or an encounter with a dangerous creature associated with the region in which the encounter takes place. For example, a special encounter in Egan's Wood could be with a giant spider, an ettercap, or even the Mutterer itself.

ASHEN RISE

The smaller of the two limestone escarpments in the area is Ashen Rise. Unlike Devil's Platter, Ashen Rise is relatively safe. The only perils explorers are likely to face up here are flocks of stirges or uncommonly aggressive ravens and crows.

One significant reason for Ashen Rise's safety is that it is relatively frequently patrolled by an elf who counts herself as Sandpoint's unofficial guardian. Shalelu Andosana particularly loathes goblins, and when she's not relaxing in town or in her comfortable but well-hidden campsite hut near the center of Ashen Rise, she's on patrol elsewhere in the hinterlands, keeping an eye on the goblin tribes and their activity.

If the PCs make a name for themselves, Shalelu seeks them out, hoping to get a read on their goals. She prefers to travel alone, and while she might agree to work with the PCs now and then, a better use for her is to have her "on hand" in case the PCs ever get in over their heads. In this case, you can have Shalelu appear to help out or rescue the party when things look bleak.



SHALELU ANDOSANA

SHALELU ANDOSANA

Female elf fighter 2/ranger 4

CG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +12

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 natural)

hp 53 (6d10+16)

Fort +10, **Ref** +8, **Will** +3; +2 vs. enchantments, +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk short sword +8/+3 (1d6+1/19–20)

Ranged +1 composite longbow +11/+6 (1d8+1/x3)

Special Attacks favored enemy (goblinoids +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*resist energy*

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +7; **CMD** 21

Feats Dodge, Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Acrobatics), Weapon Focus (composite longbow)

Skills Acrobatics +12, Knowledge (nature) +8, Perception +12, Stealth +15, Survival +10, Swim +10

Languages Common, Elven, Goblin

SQ elven magic, favored terrain (forest +2), hunter's bond (companions), track +2, weapon familiarity, wild empathy +3

Combat Gear *sleep arrows* (10), *potion of delay poison*, *potions of lesser restoration* (2), *wand of cure light wounds* (25 charges), antitoxin (2); **Other Gear** +1 studded leather, +1 composite longbow with 20 arrows, masterwork short sword, *amulet of natural armor* +1, *campfire bead*^{APG}, *cloak of resistance* +1, backpack, bedroll, climber's kit, flint and steel, manacles, silk rope (50 ft.), sunrods (3), trail rations (4 days), waterskin, winter blanket, wooden holy symbol of Desna, 8 pp, 2 gp

BISTON'S POND

Named after an eccentric Varisian druid who lived here his whole life, this pond gathers at the convergence of Weasel Creek and the larger Turandarok River. Goblins often fish along the eastern shore, and the dilapidated shack

that once served as Biston's home still sits on the western shore, supposedly haunted by the old druid's spirit. These stories are lent credence by the unusually hostile attitude of the coyotes, wolves, boars, and other wild animals that dwell in the area. The pond itself is relatively shallow and well stocked with trout and freshwater flounders.

The stories of Biston's home being haunted are entirely true. Biston's ghost lingers in the area, and while he's unlikely to immediately manifest when a group approaches, his presence can be felt in the way the local wildlife seems particularly hostile. Any wild animals encountered in this area will be much more likely to attack than flee, but they'll generally start an encounter merely by growling or threatening intruders. Biston himself was well loved by the region's wildlife, and it is his anguish and despair that are agitating the animals. If Biston's ghost can be put to rest, the wildlife in the region will revert to normal behavior within a day.

When he lived, Biston was something of a misanthrope, and his surly attitude helped to ensure that locals rarely visited him. If the PCs ask around town or if they attempt to recall knowledge they may have heard themselves, a successful DC 20 Diplomacy or Knowledge (local) check reveals that Biston had no friends in town, and that the last time anyone remembers seeing him alive on one of his rare visits to Sandpoint for supplies was 15 years ago. If the check's result exceeds the target DC by 10, the PC hears or remembers in particular that Biston was eager to track down a magic item called a *cauldron of brewing*^{UE}.

Biston was murdered by one of Sandpoint's more disreputable merchants—Aliver Podiker. When Biston

HINTERLAND ENCOUNTERS

Road/ Farmland	Forest	Swamp	Hills/ Escarpment	Result	Average CR	Source
01-10	01-15	—	01-10	Bandits	Varies	Varies
11-75	16-25	—	—	Patrol	Varies	Varies
76-90	26-50	01-20	11-40	Wild animals	Varies	Varies
91-92	51-65	21-40	41-55	1d6 goblins	1	<i>Bestiary</i> 156
—	—	41-45	56-60	1 giant gecko	1	<i>Bestiary</i> 3 186
—	—	46-55	61-65	1 goblin snake	1	<i>Bestiary</i> 3 132
—	66-68	56-65	—	1d4 ghouls	3	<i>Bestiary</i> 146
—	69-70	—	66-75	1 ogre	3	<i>Bestiary</i> 220
—	71-76	66-75	—	1d4 goblin dogs	3	<i>Bestiary</i> 157
—	77-80	—	76-80	1 harpy	4	<i>Bestiary</i> 172
—	81	76-80	81	1 will-o'-wisp	6	<i>Bestiary</i> 277
93-100	82-100	81-100	82-100	Special	Varies	Varies

visited Aliver's shop and asked for a *cauldron of brewing*. Aliver told him he had none in stock but that he could order one from Magnimar and have it delivered by the end of the week. Biston paid Aliver in platinum coins on the spot, and in so doing sealed his fate.

Aliver figured that a man who paid for wares in platinum might have more wealth stashed away in his remote shack. When the cauldron arrived, Aliver coated it with dragon bile poison, and when he delivered it soon thereafter, Biston was swiftly incapacitated by the poison. Aliver finished the helpless druid off with his dagger and robbed him. Not wanting to arouse suspicion by trying to fence Biston's very recognizable armor, he cut his losses there, weighed the corpse down with rocks, and sank body and armor alike into the nearby pond before returning home. He kept the *cauldron of brewing* for himself.

Aliver's crime was nearly perfect, and none suspect him of Biston's death. But Biston himself remembers, and if the PCs investigate the region, it shouldn't be long before he manifests before them. When he does so, he howls in rage, his throat slit open with red ectoplasm wafting out of the wound. He doesn't attack on sight, but instead cries out, "My cauldron! He took my cauldron! The fat alchemist took my cauldron after he took my life!" Biston's death has left his ghost traumatized and confused, and if the PCs don't promise within 5 rounds to aid him by looking for his cauldron, he grows impatient and attacks. Depending on how the PCs interact with him, he might give additional clues. If anyone speaks Druidic to the ghost, he suddenly grows calm for a few rounds. His eyes fill with sadness, and he looks at the person who spoke to him in Druidic and says, "It was Podiker who slew me, and it is Podiker who must pay," and then he fades away; the ghost won't manifest again for 24 hours, and during that time the local wildlife remains calm.

In order to put Biston to rest, the PCs must either bring Podiker to justice for the murder or return the promised

cauldron of brewing to Biston's body, which now lies in the center of the pond. Finding the skeleton in the mud and silt requires a successful DC 25 Perception check while near the center of the pond, where the water is at its deepest (a mere 15 feet deep). *Detect magic* can aid in this search, for the body still wears Biston's very recognizable suit of +1 *wild leather armor*, the front emblazoned with the symbol of the Green Faith.

BISTON

CR 7

XP 3,200

Male old human ghost ex-druid of the Green Faith 7
CN Medium undead (human, incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor, +2 deflection, -2 Dex)
hp 63 (7d8+28)

Fort +7, **Ref** +0, **Will** +9

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +5 (7d6 Fort. DC 15 half)

Special Attacks telekinesis (DC 15)

STATISTICS

Str —, **Dex** 7, **Con** —, **Int** 14, **Wis** 18, **Cha** 14

Base Atk +5; **CMB** +3; **CMD** 15

Feats Combat Casting, Craft Magic Arms and Armor, Craft Wand, Improved Initiative, Toughness

Skills Bluff +9, Craft (alchemy) +12, Disguise +9, Fly +6, Handle Animal +12, Knowledge (nature) +14, Perception +12, Stealth +8, Survival +16

Languages Common, Druidic, Elven, Goblin, Varisian

BRINESTUMP MARSH

While Brinestump Marsh is a relatively small region, it is fantastically overgrown with vegetation. Given the

frequent stretches of muddy bogs and snaking waterways, moving through the marsh is a tiring and frustrating process. As a result, it has never been fully explored, and very few of Sandpoint's locals ever visit the place, apart from some fishers and herbalists who never venture far from New Fish Trail as it winds through the northern portion of the fen. The presence of monsters in the swamp, not the least of which is a tribe of goblins known as the Licktoads, only further wards off idle exploration. The swamp is also home to giant vermin (particularly spiders), reefclaws, and venomous snakes, but its three most notorious denizens are the mysterious Soggy River Monster (a sinspawn that escaped from the catacombs of wrath below Sandpoint), Old Megus the witch (who has been dead for many years), and Vorka (a goblin cannibal much feared by the Licktoads).

DEVIL'S PLATTER

The western edges of Devil's Platter are known haunts for the Birdcrunchers—a small tribe of relatively nonaggressive goblins who dwell in numerous caverns along the Platter's western edge. Deeper in, it's rumored that the place is controlled by devil-worshiping bugbears who avoid the light of day but emerge at night from caves to light their fires. The bugbears have little interest in cooperating with each other, and in any event, their presence is overshadowed by one of the hinterlands' most notorious sites: the Pit (see page 88).

DRAGON'S PUNCHBOWL

This bowl-shaped island is little more than a series of stony ridges surrounding a small lake. Wyverns roost in caves here, and rumors hold that a dragon visits the place once or twice a year for unknown reasons. In fact, until recently, two black dragons lived in the partially flooded caverns accessible from the punchbowl's lake. The eldest of these is the black dragon Scarhorn, a brutish creature with a missing horn who recently kicked her younger sibling Black Fang out of their lair after a violent argument over treasure hoards. Black Fang settled into a new lair in the Tors only to be slaughtered by adventurers, much to Scarhorn's amusement.

Today, Scarhorn spends much of her time scouring the farther islands of the Varisian Gulf for treasure, particularly in the ruins of Xin-Bakrakhan on the lower slopes of Rivenrake Island, or (thanks to her ability to breathe water) in the depths of the Varisian Gulf. Scarhorn was, of course, not born with the name—her true name is Auhlzodrue, but others have long known her by her missing horn, an old wound she suffered in a fight against a group of dragonslayers who ended up being not quite as successful as those who slew Black Fang.

The dragon's hoard lies in the deepest of these submerged caverns, a chamber that doubles as her den.

Heroes who manage to brave her lair's defenses and defeat the dragon will be well rewarded, for her hoard consists of 60,000 cp, 11,000 sp, 1,300 gp, 500 pp, 10,000 gp in assorted art objects and gemstones, a suit of *+1 light fortification full plate* bearing the Thassilonian symbol of wrath, a *+2 bastard sword* with a hilt carved to look like two coiled serpents, a *shatterspike* that glows with red light and bears the name "Bloodglutton" in Varisian, a *staff of size alteration* with 7 charges, a pair of *gloves of swimming and climbing* made of kraken hide (when underwater, these gloves grant a +2 bonus to the wearer's grapple checks made to maintain a grapple), and a single ruby the size of a human eye worth 12,000 gp inside of a silver snuff box (itself worth 50 gp) etched with images of pixies dancing with mushrooms.

SCARHORN (AUHLZODRUE)

CR 14

XP 38,400

Female old black dragon (*Pathfinder RPG Bestiary* 92)

CE Huge dragon (water)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., dragon senses; **Perception** +25

Aura frightful presence (240 ft., DC 25)

DEFENSE

AC 32, touch 8, flat-footed 32 (+24 natural, -2 size)

hp 225 (18d12+108)

Fort +17, **Ref** +11, **Will** +15

DR 10/magic; **Immune** acid, paralysis, sleep; **SR** 25

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.

Melee bite +25 (2d8+13/19-20 plus 2d6 acid), 2 claws +25 (2d6+9), 2 wings +20 (1d8+4), tail slap +20 (2d6+13)

Space 15 ft.; **Reach** 15 ft.

Special Attacks acidic bite, breath weapon (100-ft. line, 16d6 acid, Reflex DC 25 for half, usable every 1d4 rounds), crush (2d8+13, DC 25)

Spell-Like Abilities (CL 18th; concentration +21)

Constant—*speak with reptiles*

At will—*darkness*, *plant growth*

1/day—*corrupt water*

Sorcerer Spells Known (CL 7th; concentration +10)

3rd (5)—*beast shape I*, *dispel magic*

2nd (7)—*alter self*, *command undead* (DC 15), *locate object*

1st (7)—*alarm*, *charm person* (DC 14), *comprehend languages*, *shield*, *true strike*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *mending*, *prestidigitation*, *read magic*

STATISTICS

Str 29, **Dex** 10, **Con** 23, **Int** 16, **Wis** 19, **Cha** 16

Base Atk +18; **CMB** +29; **CMD** 39 (43 vs. trip)

Feats Combat Expertise, Critical Focus, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Sickening Critical, Vital Strike

Skills Appraise +24, Fly +13, Intimidate +24, Knowledge

(arcana) +24, Knowledge (geography) +21, Linguistics +9,
Perception +25, Spellcraft +24, Stealth +13, Swim +38

Languages Aklo, Aquan, Common, Draconic, Giant,
Thassilonian, Varisian

SQ swamp stride, water breathing

EGAN'S WOOD

This small copse of trees grows along the lee of Ashen Rise, a thick tangle of pine trees once owned by a local eccentric named Egan who forbade any clearing of the land for farming. Although Egan died long ago, the giant spiders that infest his woods remain very much alive.

The woods today are reputed to be the haunt of a mysterious monster that many of Sandpoint's parents use to keep their children in line. Known as the Mutterer, this creature has grown in fame over the past 5 years, after a group of adventurers attempted to search for Egan's

(nonexistent) buried treasure. Only one adventurer survived, and his wild-eyed stories of being lost in the woods took hold in Sandpoint's heart: While chasing the group, *something* muttered half-heard phrases of hunger as it snatched his fellow party members into the canopy above via cunningly placed nooses and traps.

The adventurer has long since recovered from the ordeal and left Varisia entirely, while the Mutterer still lives within the forest. The creature is a particularly vocal ettercap whose talents at stalking prey and setting traps have more than earned him his reputation. Characters who search the woods might even find the Mutterer's den, a horrific place where all of those he's captured have been strung up like marionettes from lines of spider silk. Many of these bodies still clutch bits of gear and treasure that, if the PCs can survive the Mutterer's attentions and those of the spiders he commands, could be well worth the risk. Among these treasures is a Tiny +2 *cold iron returning dagger*, clutched by an unfortunate thief's dead hands—this dagger was stolen from Savah's Armory (see page 20), and she'll reward well for its return.

Today, some parents have taken to disciplining disobedient children with creepy bedtime rhymes about the Mutterer. The following morbid rhyme is among the more commonly repeated verses about this local fright.

The Mutterer is on the roof, can't you hear his groans?

The Mutterer is in the walls, he wants to eat your bones!

The Mutterer is in your room, he'll be there through the night,

The Mutterer is 'neath your bed, and soon you'll feel his bite!

So mind your mum and dad, young one: stay quiet as a mouse,

Or else they'll leave the front door wide and let him in the house!



THE MUTTERER

CR 5

XP 1,600

Male ettercap rogue 2 (*Pathfinder RPG Bestiary* 129)

NE Medium aberration

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 17, touch 15, flat-footed 12 (+4 Dex, +1 dodge, +2 natural)

hp 53 (6 HD; 4d8+2d8+26)

Fort +5, **Ref** +8, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +8 (1d6+4 plus poison), 2 claws +8 (1d4+4)

Special Attacks sneak attack +1d6, poison (DC 16), traps, web (+8 ranged, DC 16, 4 hp)

STATISTICS

Str 18, **Dex** 19, **Con** 19, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +4; **CMB** +8; **CMD** 23

Feats Dodge, Improved Initiative, Skill Focus (Stealth)

Skills Acrobatics +13, Appraise +7, Climb +21, Craft (traps) +15, Perception +10, Stealth +16

Languages Common

SQ rogue talents (fast stealth), trapfinding +1

FARMLANDS

The farmlands south of Sandpoint are relatively safe, but farmers are always getting into trouble with local wildlife or various local dangers—particularly goblins or mites.

The hinterlands' newest group of bandits has taken up residence in an abandoned farmhouse located on the southeasternmost fringe of the farmlands. This group formed when Kaye Tesarani, madam of the Pixie's Kitten (see page 52), learned that a bouncer she employed at her brothel, a foul but charismatic man named Ludrik, had poisoned the thoughts of the other guards. All three men were already bitter exiles from the Lands of the Linnorm Kings, and Ludrik played upon his kin's insecurities. When Kaye recently discovered that Ludrik had been growing more inappropriate and aggressive with the men and women who worked at the Kitten, she fired all four of the barbarians. Ludrik was about to start a fight when Kaye used her *wand of scare* to rattle the barbarians, so they opted instead to flee town.

Ludrik and his kin haven't yet made a move against Sandpoint or traffic on the Lost Coast Road, but they'll do so soon. In the meantime, they've been hunting, tattooing their backs with grisly and crude images of exposed ribs, and plotting their revenge on not just the Pixie's Kitten, but everyone in Sandpoint for various imagined slights to their fragile egos. The three barbarians who work for Ludrik are all 3rd level; Ludrik himself is detailed below.

LUDRIK

CR 4

XP 1,200

Male human barbarian (savage barbarian^{APG}) 5

CE Medium humanoid (human)

Init +4; **Senses** Perception +7

DEFENSE

AC 16, touch 16, flat-footed 10 (+4 Dex, +2 dodge)

hp 48 (5d12+10)

Fort +5, **Ref** +5, **Will** +2; +1 morale bonus vs. fear

Defensive Abilities improved uncanny dodge, naked courage +1

OFFENSE

Speed 40 ft.

Melee +1 *greatsword* +8 (2d6+4/19–20)

Special Attacks rage (13 rounds/day), rage powers (powerful blow +2, swift foot +5 ft.)

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 8, **Cha** 13

Base Atk +5; **CMB** +7; **CMD** 23

Feats Dodge, Intimidating Prowess, Iron Will, Power Attack

Skills Acrobatics +4 (+8 to jump), Bluff +6, Intimidate +11, Perception +7, Stealth +9, Survival +7

Languages Common

SQ fast movement

Combat Gear *potion of barkskin* +2 (3), *potion of cure light wounds* (3), *potion of enlarge person*; **Other Gear** +1 *greatsword*, 4 pp, 10 gp

FOXGLOVE BLUFF

This bluff has held an old seaside manor house named Foxglove Manor since it was built in 4624 AR, but a series of tragedies saw the place abandoned for many years. Known today as “The Misgivings,” the place is reputedly haunted. The decrepit manor was recently explored by a group of heroes not long after the Swallowtail raid, during which they tracked down and cornered a ghost named the Skinsaw Man who had been plaguing the region. Since then, the house has been quiet—the heroes claim to have exorcised the unquiet spirits that once dwelled within, and ownership of the house has reverted to Magnimar, as no heir has been located to inherit the estate. Over the years, Magnimar has repeatedly lowered the asking price for the house, but no one wants to buy the place; it's currently on the block for a mere 2,000 gp. (If the PCs purchase the building, whether the manor remains haunted is left to you to decide.)

GRUBBER'S HERMITAGE

A notorious generator of shipwrecks, Grubber's Hermitage is a small, isolated island containing a thorp of a dozen fishing families—insular folk that generally don't welcome visitors.

Sandpoint citizens theorize that lepers, ghosts, or worse infest the island, but in fact, the people of Grubber's Hermitage have been enslaved by a supernatural and deadly entity known as the Red Bishop, a mothman cleric of Pazuzu. The Red Bishop played a key role in the corruption of Jervis Stoot into a maniacal serial killer, but this was only the first of several manipulations of events in the region toward a devastating endgame—a massive loss of life the Red Bishop hopes will be enough to attract the attentions of the demon Uvaglor and transform the depths of the Pit, where Uvaglor was conceived eons ago, into a rift between this world and that demon's realm in the Abyss. The slaughter and subjugation of Grubber's Hermitage is but his latest atrocity.

Adventurers play a specific and special role in the Red Bishop's plan, for the years of pain and suffering he has engineered in the region are only part of what he needs to open the depths of the Pit to Uvaglor's realm. Before the Pit can become the portal the Red Bishop hopes to see opened, a potent ward left in the depths by Sazzleru, an ancient priestess of the empyreal lord Ashava, must be destroyed. Much to the Red Bishop's frustration, wards prevent him or other forces of evil from doing so—only the acts of a group of nonevil and powerful mortals can undo Sazzleru's ancient work.

And so the Red Bishop hopes to cultivate a group of "heroes" in the region by encouraging and fostering mayhem. Once the Red Bishop feels the PCs are powerful enough, he appears before the group and informs them that they are his "children." After all, it was because of the terrors he has fostered that the PCs gained experience and grew powerful. He likens himself to the party's muse, their parents, and even their gods, and informs them that now they have grown powerful enough to withstand the terrors deep in the Pit. There they will find a powerful ward left by a long-dead priestess. If the PCs can destroy it, the Red Bishop promises that he and all of those who serve him will leave Sandpoint forever. If the PCs refuse, he informs them that he'll raze the town to the bedrock—and will ensure that all who perish in this devastation know it was the heroes' refusal to comply that brought this doom.

Of course, if the PCs do as the Red Bishop desires, they'll aid the demon Uvaglor by transforming the pit into a portal to his realm. True to his word, the Red Bishop and his followers will leave Sandpoint alone, but those who serve Uvaglor will bring more ruin to the Lost Coast than a mere priest of Pazuzu ever could on his own.

RED BISHOP **CR 15**

XP 51,200

Male mothman cleric of Pazuzu 11 (*Pathfinder RPG Bestiary* 2 194)

CN Medium monstrous humanoid

Init +11; **Senses** darkvision 60 ft.; Perception +28

DEFENSE

AC 30, touch 18, flat-footed 22 (+6 armor, +7 Dex, +1 dodge, +6 natural)

hp 229 (20 HD; 11d8+9d10+131)

Fort +16, **Ref** +16, **Will** +23

Resist electricity 10; **SR** 17

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee +3 *unholy longsword* +21/+16/+11/+6 (1d8+3/19–20 plus 2d6 vs. good) or
2 claws +19 (1d6)

Special Attacks channel negative energy 9/day (DC 21, 6d6), mind-warping gaze

Mothman Spell-Like Abilities (CL 12th; concentration +18)

Constant—*blur*

At will—*detect thoughts* (DC 18), *ghost sound* (DC 16), *misdirection*

3/day—*greater invisibility*, *major image* (DC 19), *modify memory* (DC 20), *nightmare* (DC 21), *phantasmal killer* (DC 20), *shadow walk* (DC 21), *suggestion* (DC 19)

1/day—agent of fate, *false vision*, *mind fog* (DC 21), *mislead*, *project image* (DC 22)

Cleric Spell-Like Abilities (CL 11th; concentration +21)

At will—master's illusion (11 rounds/day)

13/day—*copycat* (11 rounds), *lightning arc* (1d6+5 electricity)

Cleric Spells Prepared (CL 11th; concentration +21)

6th—*chain lightning*^D (DC 26), *geas/quest*, *heal*, *plague storm*^{UM} (DC 26)

5th—*breath of life* (DC 25), *charnel house*^{HA} (DC 25), *false vision*^D, *mark of justice*, *plane shift* (DC 25)

4th—*chaos hammer* (DC 24), *confusion*^D (DC 24), *cure critical wounds* (2), *curse terrain*^{HA}, *sending*

3rd—*cure serious wounds* (2), *dispel magic* (2), *gaseous form*^D, *magic circle against good*, *speak with dead* (DC 23)

2nd—*cure moderate wounds* (3), *darkness*, *death knell* (DC 22), *hold person* (DC 22), *invisibility*^D, *silence* (DC 22)

1st—*cure light wounds* (4), *deathwatch*, *doom* (DC 21), *obscuring mist*^D, *sanctuary* (DC 21)

0 (at will)—*bleed* (DC 20), *detect magic*, *light*, *mending*

D Domain spell; **Domains** Air, Trickery

STATISTICS

Str 10, **Dex** 24, **Con** 22, **Int** 17, **Wis** 30, **Cha** 22

Base Atk +17; **CMB** +24; **CMD** 35

Feats Agile Maneuvers, Blind-fight, Combat Expertise, Demonic Obedience, Dodge, Flyby Attack, Improved Initiative, Selective Channeling, Weapon Finesse, Weapon Focus (longsword)

Skills Fly +28, Intimidate +19, Knowledge (engineering) +13, Knowledge (local) +13, Knowledge (planes) +16, Knowledge (religion) +16, Perception +28, Sense Motive +23, Spellcraft +26, Stealth +19

Languages Common, Sylvan, Undercommon (can't speak); telepathy 100 ft.

SQ change shape (red gull or hawk, beast shape II), chosen of Pazuzu, possession, true temptation

Combat Gear *ring of delayed doom*^{APG}; **Other Gear** +3 *unholy longsword*, *belt of physical might* +2 (Dex, Con), *bracers of armor* +6, *headband of inspired wisdom* +6

SPECIAL ABILITIES

Chosen of Pazuzu (Ex) As one of the chosen priests of Pazuzu, the Red Bishop carries a large amount of potent gear—his CR has been increased by 1 as a result. He can also change shape at will to assume the form of a red gull or hawk.

HABE'S SANATORIUM

A wealthy alienist named Erin Habe owns and runs this three-story brick hospice, more properly known as the Saintly Haven of Respite. Recently, Erin fell under the influence of a smooth-talking necromancer, but when heroes brought the necromancer to justice, Erin repented and swore to keep his sanatorium focused on healing rather than taking advantage of its occupants. So far, he's kept his word, and his patients today are well cared for.

A recent arrival at the sanatorium is a particularly vexing young woman named **Auberta Korantai** (N female human ranger 3) who claims to hear voices whispering among the trees and swaying grass in the wind. Habe is particularly intrigued by Auberta's claims, since they seem to match certain accounts of explorers in Sandpoint's early days who sought the headwaters of the Turandarok River—the same region in which Auberta claims to have been lost for a month before staggering into town with her strange stories. Erin has come to believe that something strange does dwell far upriver, but he hasn't the time to get away from his responsibilities here to investigate.

In the meantime, he's done his best to make Auberta comfortable. Whenever she gets too worked up, Erin calms her nerves by allowing the woman to fiddle with a strange little wind-up mechanism that makes muted, discordant tunes that soothe Auberta's fears. A PC who sees this device and succeeds at a DC 20 Knowledge (arcana) check recognizes it as a winding mechanism for a small clockwork creature—it is, in truth, the winding core for the clockwork songbird that Vorvashali Voon seeks (see The Feathered Serpent on page 53). Erin isn't eager to give the device to the PCs, claiming he found it for sale in a streetside booth in Magnimar years ago and bought it on a lark.

If the PCs speak to Auberta, they'll need to wait for one of the woman's rare moments of lucidity. One day, she and her friend Aylen Rass decided to hike the Turandarok River and seek its headwaters. Auberta has no memories of the hike today—all she remembers after she and Aylen set out is staggering into Sandpoint many days later, covered with tiny little bloody wounds, clutching Aylen's bloody shirt to her chest, and shrieking about the "faceless one behind the fog." She grows distraught if anyone attempts to question her further, lapsing back into a semicatatonic state, mumbling short prayers to Desna over and over to keep her safe from the whispers in the blowing grass and rustling branches.

Auberta is suffering from a combination of amnesia and schizophrenia brought on by her harrowing ordeal. If the PCs can cure her (this requires *greater restoration* or similar magic) or if they merely provide Erin with any commonplace wind-up musical toy (such as one of the pocket-sized music boxes for sale at the



RED BISHOP

Feathered Serpent) Erin gives them the clockwork winding mechanism for free in gratitude. Even if cured, though, Auberta has no memories of what happened up the river.

ERIN HABE

Male human expert 4

LN Medium humanoid

Init +1; **Senses** Perception +6

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 25 (4d8+4)

Fort +1, **Ref** +2, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk dagger +5 (1d4+1/19–20)

STATISTICS

Str 12, **Dex** 12, **Con** 10, **Int** 15, **Wis** 9, **Cha** 8

Base Atk +3; **CMB** +4; **CMD** 15

Feats Iron Will, Skill Focus (Bluff), Skill Focus (Sense Motive)

Skills Bluff +9, Craft (tailor) +9, Diplomacy +6, Heal +6, Knowledge (local) +9, Perception +6, Profession (alienist) +6, Sense Motive +9, Sleight of Hand +8

Languages Common, Shoanti, Varisian

Combat Gear *potions of cure light wounds* (2);

Other Gear +1 padded armor, masterwork dagger, masterwork manacles

HAG'S PLUMMET

Old Varisian tales recount the tragic tale of young Bevanaka, who found a gray hair on her scalp and sought out an old witch for an elixir of beauty. The witch gave her the potion, but warned her that the effects would last only as long as she didn't fall in love. For many years, Bevanaka lived as a lonely but beautiful woman, until the day her loneliness grew too great and she fell in love with a young man. Bevanaka grew old in the blink of an eye but hoped her true love would still love her. Alas, she was wrong. Horrified by her sudden aging, the young man spurned her. In a fit of despair, Bevanaka threw herself from the cliffs that became known as Hag's Plummet. Since then, these cliffs have been a popular place both for young lovers to sneak away and profess their love as well as for suicides.

Today, a group of smugglers led by an illusionist named Marley Jekkers has taken up residence in the sea caves below Hag's Plummet. Marley has taken on Bevanaka's name, claiming to be the vengeful woman reincarnated into a new body. Marley's smugglers have allied themselves with the Bunyip Club, but their relations have grown strained, and Bunyip Club leader Jubrayl Vhiski might just hire the PCs to head out to Hag's Plummet to do what they can to convince Marley to move on from the region (see Bunyip Club Hideout on page 70).

MARLEY "BEVANAKA" JEKKERS

Female human illusionist 5
NE Medium humanoid (human)

Init +2; **Senses** Perception -1

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 30 (5d6+10)

Fort +2, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4/19-20)

Illusionist Spell-Like Abilities (CL 5th; concentration +8)

6/day—blinding ray

Illusionist Spells Prepared (CL 5th; concentration +8)

3rd—*illusory script* (DC 17), *major image* (DC 17),
suggestion (DC 16)

2nd—*acid arrow*, *invisibility* (2), *mirror image*

1st—*alarm*, *charm person* (DC 14), *color spray* (DC 15),
disguise self, *mage armor*

0 (at will)—*acid splash*, *detect magic*, *ghost sound*
(DC 14), *message*

Opposition Schools evocation, necromancy

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 17, **Wis** 8,
Cha 14

Base Atk +2; **CMB** +2; **CMD** 14

Feats Combat Casting, Craft

Wand, Iron Will, Scribe

Scroll, Spell Focus (illusion),
Toughness

Skills Appraise +8, Bluff +7,

Disable Device +7, Disguise +7,

Knowledge (arcana) +8,

Knowledge (local) +11, Linguistics +7,

Profession (sailor) +7, Swim +5

Languages Aquan, Common, Goblin,

Halfling, Shoanti, Varisian

SQ arcane bond (dagger), extended illusions

(+2 rounds)

Combat Gear *wand of displacement* (10 charges), *wand of magic missile* (CL 5th, 22 charges), *wand of silent image* (27 charges); **Other Gear** dagger, lead-based ink for *illusory script* (3 at 50 gp each), 146 gp

THE MOORS

The moors that stretch through much of the hinterlands consist of poor-quality soil and stony ground. The northernmost of these is Ashen Moor, a stretch of low-lying land that slopes gradually to the west toward Hag's Plummet. On the far side of Brinestump Marsh from Ashen Moor lies Bleaklow Moor, a higher-altitude swath of land said to be infested by ghouls below its barren expanse. Whisperwood Moor, the largest of the three moors, lies to the southeast and is often shrouded in fog well into the day. Goblin dogs, wolves, worgs, and worse hunt here, often coming north to prey on the livestock of outlying farmlands.

MOSSWOOD

Mosswood's trees tend to be redwoods and pines, resulting in much more open forest floor than in undergrowth-heavy Nettlewood to the north. Mosswood's primary inhabitants are goblins. These goblins are not a single tribe but a loose collection of extended goblin families who comprise the largest grouping of goblins in the Sandpoint hinterlands. Currently, the Mosswood goblins consist of 34 different families of various sizes. The smallest number only a few goblins (with the Slugtongues being the smallest of the small) up to the largest tribe: the notorious Gugmuts. Led by Big Gugmut himself, an unusually tall and muscular goblin who claims to have had a hobgoblin for a mother and a wild boar for a father, the Gugmut family

numbers nearly three dozen. Of course, only about a quarter of the Gugmuts are actually related to Big Gugmut, with the others consisting of other goblins “adopted” into the tribe after a rather grueling indoctrination ceremony involving blindfolded wild animals, bags of bees, clothing made from thorny vines, and special mushrooms cooked into rancid stew.

Between the Slugtongues and the Gugmuts, the other Mosswood tribes bicker and vie among each other for power and territory. New families rise and old ones fall with some regularity, but among the Mosswoods stand a few stalwart clans that have endured for years. The Gugmuts are the most prominent, but others, like the infamous Bloodfangs, exist as well.

One region of Mosswood is known as Hungry Hollow. The carnivorous plants that grow within this long and moist stretch in northeastern Mosswood are notorious among the goblins, for it is a place that, despite their better judgment, they have a hard time ignoring. All manner of meat-eating plant life dwells in this not-quite-swamp, including ravenous slime molds^{B2}, shambling mounds, giant sundews^{B6} that exude the scent of rotting fish and pickles (a scent most goblins can’t resist), and immense crypt flowers^{B6}.

Deeper in the wood lie the Lost Tors, densely forested hills the goblins of Mosswood prefer to avoid. On certain nights when the fog is light and the moon dark, fires can be spied burning atop the lower of these tors, and figures capering and dancing atop them lend credence to goblin tales that werewolves dwell in the region.

The true source of danger in the Lost Tors comes from the elven witchpriest Issandra. She tends a small shrine devoted to the worship of Lamashtu under one of the tallest of the Lost Tors. The witchpriest prefers to come and go via a portal in the shrine that links its inner sanctum to a distant shrine in Katapesh, where Issandra is all but worshiped by a slaving tribe of gnolls. Periodically, she brings groups of gnolls to the region to aid her in rituals (and it is these creatures, not werewolves, whose hilltop fires have worried goblins), but for now she’s merely keeping an eye on the region. She knows that the Red Bishop seeks to open a portal in the Pit to Uvaglor’s realm (see Grubber’s Hermitage on page 81), and if she determines the mothman is nearing his goal, she might step in to contact the PCs herself, explaining that, in this case, the enemy of an enemy is an ally. She has no desire to see proof of her goddess’s ancient dalliance with a base creature



like Pazuzu gain footing in this world once again, and while she’s an evil sadist, her help might just be what a group desperate to oppose the Red Bishop’s machinations might need.

ISSANDRA CR 14

XP 38,400

Female elf ranger 5/witch 10 (*Pathfinder RPG Advanced Player’s Guide* 65)

CE Medium humanoid (elf)

Init +5; **Senses** low-light vision; Perception +22

DEFENSE

AC 27, touch 17, flat-footed 21 (+7 armor, +1 deflection, +5 Dex, +1 dodge, +3 natural)

hp 177 (15 HD; 5d10+10d6+110)

Fort +12, **Ref** +12, **Will** +10; +2 vs. enchantments

Defensive Abilities freedom of movement;

Immune sleep

OFFENSE

Speed 30 ft.

Melee +2 *human bane khopesh* +16/+16/+11

(1d8+11/18–20), +1 *human bane light mace* +15 (1d6+8)

Special Attacks favored enemy (elves +2, humans +4), hexes (agony [10 rounds], blight [100 feet], charm [2 steps, 3 rounds], disguise [10 hours], flight [*feather fall at will*, *levitate* 1/day, *fly* 10 minutes/day], healing [*cure moderate wounds*])

Ranger Spells Prepared (CL 2nd; concentration +4)

1st—*alarm*, *resist energy*

Witch Spells Prepared (CL 10th; concentration +13)

5th—*baleful polymorph* (DC 18), *feeblemind* (DC 18)

4th—*black tentacles*, *divine power*, *dimension door*

3rd—*dispel magic*, *greater magic weapon*, *lightning bolt* (DC 16), *waters of Lamashtu* (*Pathfinder RPG Book of the Damned* 186)

2nd—*bull’s strength*, *cure moderate wounds*, *death knell* (DC 15), *hold person* (DC 15), *web* (DC 15)

1st—*command* (DC 14), *cure light wounds* (2), *ray of enfeeblement* (DC 14), *unseen servant*

0 (at will)—*bleed* (DC 13), *detect magic*, *message*, *touch of fatigue* (DC 13)

Patron strength

STATISTICS

Str 16, **Dex** 20, **Con** 20, **Int** 17, **Wis** 14, **Cha** 8

Base Atk +10; **CMB** +13; **CMD** 30

Feats Arcane Strike, Combat Expertise, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Endurance, Exotic Weapon Proficiency (khopesh), Improved Familiar, Toughness, Two-Weapon Fighting

Skills Disguise +14, Fly +23, Knowledge (arcana) +16, Knowledge (local) +13, Knowledge (religion) +18, Perception +22, Spellcraft +21, Swim +7

Languages Abyssal, Common, Elven, Goblin, Varisian,
SQ blessed by Lamashtu, elven magic, favored terrain
(underground +2), hunter's bond (companions), track +2,
weapon familiarity, wild empathy +4, witch's familiar
(quasit named Yrogmak)

Gear +3 glimmered mithral chain shirt, +2 human bane
khopesh, +1 human bane light mace, amulet of natural
armor +3, belt of physical might +4 (Dex, Con), ring of
protection +1, bone unholy symbol of Lamashtu

SPECIAL ABILITIES

Blessed by Lamashtu (Ex) Issandra has received a
permanent +2 inherent bonus to her Strength, Dexterity,
and Constitution as a result of her overindulgence of the
waters of Lamashtu.

NETTLEWOOD

North of Mosswood lies Nettlewood, a frustratingly
tangled forest whose heavy undergrowth is often host
to dense patches of stinging nettles. Whereas the trees
of Mosswood grow tall and stately, those north of the
Lost Coast Road in Nettlewood are lower and share
much of their growing space with snarls of nettles and
thorny underbrush. Nettlewood's dense undergrowth
makes it one of the least explored regions in the
Sandpoint hinterlands.

Two locations of note in Nettlewood are actually sites
found along the densely forested cliffs that overlook the
Varisian Gulf—Thistletop and Tiruvinn's Lair.

Thistletop

Once, during the height of Thassilon, several immense
statues of Runelord Karzoug stood sentinel along his
nation's border. Today, these statues have all collapsed.
One of the statue's immense fallen heads came to rest
here at the edge of Nettlewood. Visible from the sea but
difficult to approach due to the treacherous rocks and
reefs that run just offshore of the Lost Coast for many
miles north of Sandpoint, the strange landmark known
as Thistletop has long been the domain of a particularly
violent tribe of goblins, the same tribe responsible (with
the able aid of a bitter outcast named Nualia) for the
devastating Swallowtail raid.

The original Thistletop goblins were wiped out
by heroes in response to that raid, leaving the site
abandoned. Many other goblin tribes eagerly tried to
settle in the location, as the dungeon and stockade on
its crown were considered prime real estate for their
kind, but time and time again, strange occurrences and
spooky hauntings drove the goblins out.

The source of these hauntings is none other than the
unquiet spirit of Chief Ripnugget. Once the leader of
the Thistletop goblins, Ripnugget was slaughtered by
adventurers, yet he did not rest in death. In time, the
goblin rose from the dead as a graveknight, fueled by

latent abyssal energies left behind from the potent burnt
offerings and sinister rituals his onetime ally Nualia
performed within Thistletop's underground shrine. As
a graveknight, Ripnugget spent several years venting
his rage in those dungeons, rising up from below to
periodically butcher or at least scare off any goblins who
dared settle above. But now Ripnugget's wrath has cooled
enough that he can finally turn his attentions outward
once again. After a trip to Paupers' Graves, where he
seized control of a few ghouls, Ripnugget has slowly
started to build his tribe again, using those ghouls to
infect captured goblins. When these slaving minions
succumb to ghoulish fever, they rise even more ravenous
than they were in life. Ripnugget is nearing the time
when his goblin ghoulish tribe is powerful enough that he
feels confident on marching on Sandpoint once again—
and this time he won't stay home, he'll lead the charge!

RIPNUGGET

CR 6

XP 2,400

Male goblin graveknight fighter 5 (*Pathfinder RPG Bestiary*
156, *Pathfinder RPG Bestiary* 3 138)

NE Small undead

Init +6; **Senses** darkvision 60 ft.; Perception +9

Aura sacrilegious aura (30 ft., DC 15)

DEFENSE

AC 24, touch 13, flat-footed 22 (+7 armor, +2 Dex, +4 natural,
+1 size)

hp 67 (5d10+35)

Fort +9, **Ref** +5, **Will** +6 (+1 vs. fear)

Defensive Abilities channel resistance +4, rejuvenation;

DR 10/magic; **Immune** cold, electricity, fire,
undead traits; **SR** 17

OFFENSE

Speed 30 ft.

Melee +1 dogslicer +15 (1d4+10/19–20 plus 1d6 fire) or
slam +7 (1d3+4)

Special Attacks channel destruction (1d6 fire), devastating
blast (2d6 fire, DC 15, 3/day), undead mastery (25 HD,
DC 15), weapon training (light blades +1)

STATISTICS

Str 18, **Dex** 14, **Con** —, **Int** 14, **Wis** 12, **Cha** 17

Base Atk +5; **CMB** +8; **CMD** 20

Feats Improved Initiative, Iron Will, Mounted Combat, Ride-
By Attack, Spirited Charge, Toughness, Weapon Focus
(dogslicer), Weapon Specialization (dogslicer)

Skills Handle Animal +11, Heal +6, Intimidate +11,
Perception +9, Ride +20, Stealth +16; **Racial Modifiers** +4
Ride, +4 Stealth

Languages Abyssal, Common, Goblin

SQ armor training 1, graveknight armor, phantom mount,
ruinous revivification (fire)

Other Gear +1 breastplate, +1 dogslicer (*Pathfinder RPG*
Advanced Race Guide 118)

Tiruvinn's Lair

The black dragon Scarhorn is not the only dragon of note to dwell in the Sandpoint hinterlands, but if anything, the bronze dragon Tiruvinn is even more reclusive and secretive. Dwelling in a sea cave with no aboveground entrances, the underwater mouth of which lies below the cliffs at the northernmost edge of Nettlewood, Tiruvinn once engaged with the Varisian travelers more often than he does today. With the encroachment of civilization, particularly as represented by Sandpoint, Tiruvinn has taken pains to keep to the shadows. He knows of Scarhorn and suspects that, in time, the black dragon won't be able to resist raiding Sandpoint, and it's against such an event that Tiruvinn is waiting to reveal himself. In the meantime, he now and then makes contact with adventurers or other strange locals who catch his eye or attract his attention. Only one of Sandpoint's citizens knows the truth about the dragon—Ameiko Kajitsu, who met the dragon in his human form early in her adventuring career and impressed him by seeing through his disguise. The two became friends, and while they don't often spend time together, Tiruvinn remains secretly amused and proud that his friend named her tavern after him, after a fashion.

TIRUVINN

CR 13

XP 25,600

Male adult bronze dragon (*Pathfinder RPG Bestiary* 104)

hp 184

PAUPERS' GRAVES

After Sandpoint was founded, many poor and desperate laborers from Magnimar came north to help build the town, following a promise that those who helped build would never want for a home. But raising a town from nothing on the Lost Coast was a dangerous prospect. Disease, accidents, poor judgment, and attacks by creatures both mundane and otherwise saw many deaths during those early years, and for several of those years, Sandpoint didn't have a great solution for its dead. Those with coin could pay to have their bodies transported 50 miles back south to be buried in Magnimar's Cenotaph or other graveyards, but the poor and indignant who helped build the town had no such luxuries. Burial in unsanctified ground being a poor option at best for many of these superstitious folk, their best option was the small Varisian graveyard a mere 3-1/2 mile walk east from Sandpoint.

The local Varisians welcomed the new dead into their graveyard, for to them (a few unfortunate rough false starts with some of the less tolerant settlers aside), the

new townsfolk had quickly become friends. Moreover, the graveyard was certainly large enough to serve the town. As more and more of Sandpoint's common folk came to make their final home there, the place became known by the name it is called today—Paupers' Graves.

With the consecration of the first Sandpoint Chapel and its attendant (and much more conveniently located) cemetery, Paupers' Graves grew less and less used. With townsfolk increasingly electing to be buried closer to home, those who went to Paupers' Graves were increasingly those whose bodies no one cared for or cared to remember. The homeless, the unfortunate, and the truly desperate became the true heritors of the graveyard. And after the priest of the Sandpoint Chapel opened the Sandpoint Boneyard to all, regardless of financial situation, even these doubtless dead dried up.

For the next few years, Paupers' Graves grew more and more abandoned and overgrown. Undergrowth encroached



and unscrupulous folk increasingly snatched stones from the graveyard walls for foundations under cover of night. But it wasn't until after Jediah Kheln came to town that Paupers' Graves truly died.

Freshly broke after losing his wealth to treacherous kin and forced to flee Magnimar after a heist went horribly wrong, Jediah Kheln hoped to use Sandpoint as a base of operations to rebuild his wealth so as to someday return to Magnimar and get revenge on those who betrayed him.

It was then that a strange and foul-smelling man came to Jediah, early one morning an hour before dawn. The man spoke of a graveyard a few miles east of town that held within its overgrown grounds a crumbling statue of a Varisian dancer. No one visited the graveyard anymore, according to the strange man, and so no one would miss the theft of the silver medallion hidden within a secret compartment in the statue's chest.

Desperation and greed compelled Kheln into accepting the challenge, and he set out for Paupers' Graves that very evening. At the graveyard's heart he found the statue, a depiction (unknown to him) of the empyreal lord Ashava, and hidden in her bosom he found the silver medallion—a potent charm that had, for centuries, warded the graveyard from the fell attentions of all manner of evil spirits. Kheln knew none of this, of course, and in removing the charm from the statue, he removed the graveyard's protections.

As he exited the graveyard, visions of handfals of gold dancing in his head, the strange man met him, stepping out of the shadows with that strangely fluid chuckle. He pulled back his hood to reveal to Kheln the truth—the man was a ghast. Kheln attempted to flee, but the ghast leaped upon him and bit him in the throat—enough to paralyze and infect him with ghoul fever, but not enough to kill him. As Kheln lay helpless in the dirt, the ghast introduced himself as Kanker, priest of the demon lord of graves, Kabriri, and he thanked Kheln for doing what he could not—disarming the graveyard's protection. Kheln's payment, Kanker explained as he casually kicked the now-useless silver medallion over the side of the cliff into the surf below, was eternal life as a ghoul.

Paupers' Graves Today

Since the fateful day when Jediah Kheln removed its magical protection, Paupers' Graves has done more than slide into anonymity: it has become the focus of numerous whispers and fireside tales. Today, people say that Paupers' Graves is no place for living souls, and travelers hold their breath as they hurry past the tangled, forsaken cemetery. By day, the graveyard is foreboding enough, but at night, as the cold fogs drift in from the Varisian Gulf, strange laughter and ominous rustlings echo from the not-so-abandoned graveyard. Those few who visit Paupers' Graves do so for sinister gain, for the

place has developed something of a reputation as being a place of power for dark rituals and vile ceremonies, yet even the idle cultist who comes to the graves hesitates to linger long after dark. Locals fear that someday soon, a more powerful cult might find a way to forge a terrible and lasting alliance with the ghouls they say dwell in Paupers' Graves, but they don't realize just how infested the place has become.

No bodies remain today in Paupers' Graves, and the ground below is a warren of ghoulish activity ruled by the man who brought undeath to the place; Jediah Kheln has, at long last, found a place to call home.

JEDIAH KHELN

CR 6

XP 2,400

Male ghoul rogue 5 (*Pathfinder RPG Bestiary* 146)

CE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 14, flat-footed 15 (+2 armor, +3 Dex, +1 dodge, +3 natural)

hp 64 (7d8+33)

Fort +5, **Ref** +9, **Will** +7

Defensive Abilities channel resistance +2, evasion, trap sense +1, uncanny dodge; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +8 (1d6+4 plus disease, paralysis), 2 claws +8 (1d4+4 plus paralysis)

Ranged alchemist's fire +7 (1d6 fire)

Special Attacks sneak attack +3d6, disease (DC 15), paralysis (1d4+1 rounds, DC 15)

STATISTICS

Str 18, **Dex** 17, **Con** —, **Int** 13, **Wis** 16, **Cha** 18

Base Atk +4; **CMB** +8; **CMD** 22

Feats Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)

Skills Acrobatics +13, Bluff +14, Disable Device +13, Escape Artist +13, Knowledge (local) +10, Perception +13, Sleight of Hand +13, Stealth +16

Languages Common, Undercommon

SQ rogue talents (combat trick, fast stealth), trapfinding +2

Combat Gear *potions of inflict moderate wounds* (4), alchemist's fire (3), unholy water (2); **Other Gear** leather armor, *amulet of natural armor* +1, *eversmoking bottle*

THE PIT

In the ancient past, long before the rise of Azlant, during the near-mythical era known to scholars as the Age of Creation, Lamashtu and Pazuzu met for the first time and descended to a world in the Material Plane to enjoy a short-lived but violently ardent dalliance in the mortal realm. The result of this blasphemous union lay dormant in the world until it finally emerged during the Age of Anguish

to conquer the Varisians even as they were beginning to recover from their slavery under Thassilon's rule and the devastation of Earthfall. This fiend was Uvaglor, a vrock who had a unique third eye in his brow that could see brief glimpses into the future, and the gaping rent it left on the landscape would become known as the Pit.

Uvaglor was eventually defeated by a priestess of Ashava named Sazzleru and banished to a prison in the Maelstrom, but the Pit remained a blight. Knowing that leaving the Pit unwarded could result in a devastating wound between worlds, Sazzleru worked great magic to weave a ward into the Pit's deepest reaches to contain the Abyssal infection left so long ago, ensuring that none who served that realm could undo her work. Yet even thus warding, the evil energies in the Pit would go on to influence things, drawing cultists and monsters of all types to its depths—the most notorious of which (but by no means the most powerful) would gain infamy as the Sandpoint Devil.

The caves, complexes, and chambers built into the Pit's walls over the centuries constitute the most complicated and sprawling dungeon in the Sandpoint hinterlands. This dungeon isn't intended to be explored all in one run, but instead to be a place adventurers return to time and time again as they gain power. Near the Pit's edge, the challenges are appropriate for lower-level parties, but as one climbs deeper into the depths, the dangers increase significantly.

The Pit itself is roughly circular in shape, measuring 50 feet in diameter. Its edges are smooth and crisp, and have resisted ages of erosion. Even a cursory examination suggests that the Pit is no naturally occurring fissure. A permanent layer of fog roils 50 feet down, perpetually blocking sight of the Pit's depths. Soundings have revealed that the Pit is 150 feet deep—an accurate measurement, although often if one drops a rope that long into the Pit, something unseen grabs it and tugs.

A brave explorer could certainly levitate or fly down the Pit's walls, but wiser adventurers take advantage of the crisscrossing ledges, stairways, and carved handholds that serve as ladders winding down along the pit's inner walls. Here and there, cave entrances provide access to dungeon complexes that extend out from the Pit; there are 11 such entrances in all; only the top four are located above the mist line. The dungeons these caves open into are described briefly below.

The upper four caverns are claimed by a goblin tribe, two bickering gatherings of dark folk, and a maze of mites and gremlins. Below the fog line, the denizens grow more dangerous, and include an exiled drider sorcerer named Ziondriel, a fungal realm ruled by Yizularun the fungus queen⁸⁶, a cabal of derros who have discovered an ancient Thassilonian cloning laboratory, and a tangle of wormlike monsters in the service of the neothelids of Denebrum.

Yizularun's domain is of particular note, for deep in these dungeons stands a magically locked door she's never been able to open—a door carved with the Sihedron rune. This is the that door Ilsoari's mysterious key can open (see Turandarok Academy on page 35), but what fabulous Thassilonian mysteries lie beyond are truly unknown.

The ninth cave entrance is located a mere 30 feet from the Pit's floor—a sprawling complex once used by Thassilonian construct builders, now claimed by a tribe of troglodytes led by a serpentfolk cleric of Ydersius named Vizmivool. Deep within these caves lie areas even Vizmivool hasn't been able to explore, for here the clockwork constructs still rule. One deep chamber bears a complex door held shut by a magical lock that can be defeated by the song sung by the clockwork songbird Vorvashali Voon hopes to rebuild (see The Feathered Serpent on page 53).

The final two cave entrances are at the pit's floor. The first of these opens into a damp, mold-encrusted cavern that serves as the den of none other than the Sandpoint Devil (*Pathfinder Campaign Setting: Inner Sea World Guide* 311), while the other opens into an ancient temple devoted to the demon lord Kabriri. This dungeon now serves as the domain of the ghost alchemist Kanker. This temple complex is the largest of the dungeons in the pit, yet even it is not the deepest danger.

The pit's floor bears an ancient, immense, complex carving placed there by the priestess Sazzleru to prevent the location from spawning a portal to the Abyss similar to the ones that created the Worldwound. This ward can be removed only by powerful mortals who themselves are not willing agents of the Abyss, but the exact method by which such a task could be performed is left to you. Certainly, such a feat should be avoided, lest the PCs feel they have no other choice after hearing the Red Bishop's cruel ultimatums (see Grubber's Hermitage on page 81). If the ward is removed, the pit itself will link to the Abyssal realm of the Misbegotten Prince Uvaglor, a powerful unique vrock whose attentions will bring great woe to the land. See *Pathfinder Campaign Setting: Demons Revisited* for full details on Uvaglor.

KANKER

CR 12

XP 19,200

Male ghost alchemist 10 (*Pathfinder RPG Bestiary* 146, *Pathfinder RPG Advanced Player's Guide* 26)

CE Medium undead

Init +7; **Senses** darkvision 60 ft.; Perception +18

Aura stench (10 ft., DC 18, 1d6+4 minutes)

DEFENSE

AC 29, touch 18, flat-footed 24 (+5 armor, +3 deflection, +5 Dex, +6 natural)

hp 175 (12d8+121)

Fort +18, **Ref** +18, **Will** +13

Defensive Abilities channel resistance +2, evasion;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee +2 *conductive light flail* +14/+9 (1d8+6), bite +10 (1d6+2 plus paralysis and disease), claw +10 (1d6+2 plus paralysis) or bite +15 (1d6+2 plus paralysis and disease), 2 claws +15 (1d6+2 plus paralysis)

Ranged bomb +16/+11 (5d6+5 fire)

Special Attacks bomb 15/day (5d6+5 fire, DC 20), paralysis (1d4+1 rounds, DC 18)

Alchemist Extracts Prepared (CL 10th; concentration +15)

4th—*touch of slime*^{UM} (DC 19), *vitriolic mist*^{UM}

3rd—*beast shape I*, *displacement*, *fly*, *haste*

2nd—*detect thoughts* (DC 17), *false life*, *invisibility*, *resist energy*, *see invisibility*

1st—*anticipate peril*^{UM} (DC 16), *bomber's eye*^{APG}, *disguise self*, *expeditious retreat*, *identify*, *negate aroma*^{APG} (DC 16), *shield*

STATISTICS

Str 19, **Dex** 25, **Con** —, **Int** 21, **Wis** 16, **Cha** 24

Base Atk +8; **CMB** +12 (+14 trip); **CMD** 32 (34 vs. trip)

Feats Brew Potion, Combat Expertise, Improved Trip, Martial Weapon Proficiency (light flail), Throw Anything, Toughness, Vital Strike, Weapon Finesse

Skills Acrobatics +19, Climb +9, Craft (alchemy) +20, Disguise +22, Intimidate +22, Knowledge (arcana and religion) +20, Knowledge (dungeoneering) +11, Perception +18, Spellcraft +20, Stealth +12, Swim +6

Languages Abyssal, Aklo, Common, Necril, Undercommon, Varisian

SQ alchemy (alchemy crafting +10), discoveries (explosive bomb, fast bombs, precise bombs [5 squares], spontaneous healing^{UM}, strafe bomb^{UM}), mutagen (+4/-2, +2 natural armor, 100 minutes), poison use, swift alchemy

Gear +2 *studded leather*, +2 *conductive light flail*^{UE}, *cloak of resistance* +4, *ring of evasion*, *ring of protection* +3, alchemist formula book, 517 gp

THE PYRE

The ancient Varisians of the region used this promontory for many rituals, including their yearly Swallowtail Festival, but the Pyre hasn't been so used since Sandpoint's founding. In recent months, a man who has become particularly notorious along the Lost Coast Road has taken up secret residence in a narrow cave halfway down the cliff side below the Pyre. This man dresses in audacious colors (he is particularly fond of reds and oranges) yet is incredibly stealthy. He targets groups that have affiliations with arcane spellcasters, ignoring money and art when magical items and spellbooks are to be had. Self-styled as the Crimson Cad, this unique robber has particularly vexed the town of Galduria, where the bounty for his capture recently crested 2,000 gold coins. In truth, Crimson Cad is a dhampir who fled from Ustalav after escaping prison in Caliphas. He has taken care to never rob anyone within a day's travel of Sandpoint, and never wears his outlandish colors in town—so far, none have realized the bandit dwells here, but if he were worried that his secret was out, Crimson Cad would do his best to silence the leak as swiftly and as mercilessly as possible.



CRIMSON CAD

CR 5

XP 1,600

Male dhampir magus 5/rogue 1 (*Pathfinder RPG Bestiary* 2 89, *Pathfinder RPG Ultimate Magic* 9)

LE Medium humanoid (dhampir)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 41 (6d8+11)

Fort +5, **Ref** +8, **Will** +4; +2 vs. disease and mind-affecting effects

Defensive Abilities negative energy affinity; **Resist** undead resistance

Weaknesses light sensitivity

OFFENSE

Speed 30 ft.

Melee mwk rapier +4 (1d6/18–20)

Special Attacks arcane pool (+2, 4 points), magus arcana (still magic), sneak attack +1d6, spell combat, spell recall, spellstrike

Spell-Like Abilities (CL 1st; concentration +3)

3/day—detect undead

Magus Spells Prepared (CL 5th; concentration +7)

2nd—alter self, blur, glitterdust (DC 14)

1st—color spray (DC 13), expeditious retreat, grease (DC 13), jump, silent image (DC 13)

0 (at will)—arcane mark, dancing lights, mage hand, ray of frost

STATISTICS

Str 10, **Dex** 18, **Con** 11, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 17

Feats Arcane Strike, Deceitful, Persuasive, Toughness **Skills**

Acrobatics +12, Bluff +10, Diplomacy +8, Disguise +10, Intimidate +8, Knowledge (local) +6, Perception +9, Sleight of Hand +12, Spellcraft +8, Stealth +12

Languages Common, Nocril, Varisian

SQ resist level drain, trapfinding +1

Combat Gear potions of inflict light wounds (3, each labeled “healing potion”); **Other Gear** mithral shirt, mwk rapier, hat of disguise, cloak of resistance +1, spellbook, colorful clothing worth 60 gp, 30 gp

RAVENROOST

This ragged range of broken hills is decorated here and there by isolated copses of eucalyptus and pines. Not a lot lives here apart from relatively harmless wild animals, although of late, the ravens that give the hills their name seem unusually loud and aggressive. A small tribe of goblins known as the Birdcrunchers is known to dwell in the southern reaches of Ravenroost that rise between the Lost Coast Road and Devil’s Platter, while the northern hills contain the notorious ruined tower known as Raven’s Watch. The tower was originally intended to serve as a prison, but construction on it ceased soon after

Sandpoint was founded. The dungeons below the tower have hosted several criminals over the decades, the first of which were a band of Droskar-worshipping dwarves who expanded the dungeons below the tower before falling to madness after being exposed to strange influences from a purple crystal they dug up. Since then, many others have used Raven’s Watch as a home, most recently a vile priest named Thelsikar who was defeated by the same heroes who slew the dragon Black Fang. While no other criminal has yet claimed the site, the strange purple crystal at the heart of the dungeon’s second level still pulses, sending out its sinister call to lure in yet another cruel-minded person to work its evils. This crystal is in fact a shaitan genie named Aurzadni who has spent eons trapped in this immobile form, buried here by a now long-dead enemy who traveled far from Katapesh to ensure that Aurzadni would never be found by his allies. Thus entombed, Aurzadni remained conscious but unable to affect the world, and went mad long before he was finally brought to light by the digging of the duergar. Now, the trapped genie can live vicariously through the criminal acts of those he influences. Should the PCs manage to discover and defeat the cursed shaitan, they’ll find ample treasure left in the nearby rooms from its past hosts—including a tiny little clockwork wing, another component of the songbird Voon hopes to reconstruct (see The Feathered Serpent on page 53).

SHANK’S WOOD

Stretching for just over a mile along the Lost Coast less than an hour’s walk east of the town of Sandpoint, Shank’s Wood is well known as the domain of the Seven Tooth goblins. But these woods are more than just the stomping grounds of an industrious tribe of goblins—wild animals, goblin dogs, and more than a few murderous bugbears live within the borders of this woodland.

Composed primarily of pine and eucalyptus trees, Shank’s Wood is crisscrossed by dozens of intersecting game trails—or as many locals know them, “goblin trails”—often used by the Seven Tooth goblins. The wood itself was nameless until a mere decade ago, when a somewhat notorious Sczarni thug named Vyron “Shank” Jethzme fled to the woods from Sandpoint after he stabbed his sister’s lover to death in a back-alley brawl. Shank lived in the woods for several years, becoming something of a local legend among those who traveled the north Lost Coast Road and among the Seven Tooth goblins, for Shank was quite skilled at ambushing travelers and goblins alike, either for supplies or just for kicks. After 3 years, though, Shank’s ambushes tapered off, leading many to suspect he’d finally ambushed something that was a bit more capable of fighting back. Nevertheless, the name stuck, and to this day supposed “shank sightings” periodically pop up among the local hunters and trappers.

SOG'S BAY

This shallow bay has a notorious reputation for being a shipwrecker. Dozens of sandbars and hidden perils fill the area, and the masts of unfortunate ships protrude from the shallows in multiple spots. Ships take pains to not approach the shore too closely here, so gradual is the change from sea to swamp. The waters of the bay are thick with reefclaws, giant crabs, giant urchins, and other tidal predators and scavengers. The most infamous of these predators is a massive fish the locals have long called "Old Murdermaw." Many claim to have sighted this sea monster of a fish, but to date, none have survived a face-to-face encounter.

OLD MURDERMAW

CR 7

XP 3,200

Unique giant red snapper

N Huge animal (aquatic)

Init +6; **Senses** blindsense 30 ft., low-light vision;

Perception +12

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, -2 size)

hp 82 (11d8+33)

Fort +10, **Ref** +11, **Will** +6

OFFENSE

Speed swim 50 ft.

Melee bite +15 (2d8+13 plus grab)

Space 15 ft.; **Reach** 15 ft.

Special Attacks fast swallow, swallow whole (2d6+12 bludgeoning damage, AC 15, 8 hp)

STATISTICS

Str 28, **Dex** 14, **Con** 17, **Int** 1, **Wis** 12, **Cha** 3

Base Atk +8; **CMB** +19; **CMD** 31

Feats Improved Initiative, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception)

Skills Perception +12, Swim +26

THE THREE CORMORANTS

Three towering sea stacks protrude from the waves here, their crowns supporting miniature forests of eucalyptus and cypress trees. A small group of harpies dwells amid these trees, but apart from periodically tormenting goblins, the monsters don't meddle with mainland concerns. The harpies are led by Seru, a soft-spoken but cruel creature who enjoys tormenting victims with false promises of escape if only they'll entertain him with a story or joke he's never heard before. Whether or not a victim's tale is new to him, Seru inevitably informs them, "Sorry, love, but I've heard that one before" before he and his four sisters dig in and feed on the hapless victim.

The harpies all keep their own nests atop the highest of the Three Cormorants, and it is here that proof of their cruelty can be found in the wide range of bodies strewn

across the clearing between their treetop nests. Characters who investigate these bodies find that the harpies don't bother stripping the dead of their treasure—after all, the corpses already lay strewn across their domain, so why bother? Among the dead are two bodies in particular that the PCs might find of particular interest. The first of these is the badly decayed corpse of a man named Darsus Lorgen, who can be identified by the leather ledger tucked into his *handy haversack*; this is Vorvashali Voon's missing Riddleport contact (see The Feathered Serpent on page 53). The other is the corpse of poor Ardam Anker, the halfling merchant who was recently lured from his camp by Seru and whose companions have left word of a reward for information on his whereabouts at the White Deer (see page 12); despite his death, the halflings honor their promise and pay the reward if his body is returned to them. At your discretion, others who might go missing in the region could end up here as well.

SERU

CR 7

XP 3,200

Male harpy sorcerer 5 (*Pathfinder RPG Bestiary* 172)

CE Medium monstrous humanoid

Init +5; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 20, touch 15, flat-footed 15 (+4 armor, +5 Dex, +1 natural)

hp 84 (12 HD; 7d10+5d6+29)

Fort +6, **Ref** +11, **Will** +9; +2 vs. poison

Resist electricity 5

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee +1 dagger +15/+10 (1d4+2/19-20), 2 talons +14 (1d4+1)

Special Attacks captivating song, claws (1d6+1, treated as magic weapons, 8 rounds/day)

Sorcerer Spells Known (CL 5th; concentration +10)

2nd (5/day)—*alter self*, *bull's strength*, *scorching ray*

1st (8/day)—*cause fear* (DC 16), *charm person* (DC 16), *mage armor*, *magic missile*, *summon monster I*

0 (at will)—*acid splash*, *daze* (DC 15), *flare* (DC 15), *ghost sound* (DC 15), *message*, *prestidigitation* (DC 15)

Bloodline abyssal

STATISTICS

Str 12, **Dex** 20, **Con** 12, **Int** 9, **Wis** 10, **Cha** 21

Base Atk +9; **CMB** +10; **CMD** 25

Feats Arcane Strike, Combat Casting, Eschew Materials, Great Fortitude, Improved Great Fortitude, Toughness, Weapon Finesse

Skills Bluff +12, Disguise +9, Fly +12, Linguistics +2, Perception +9, Perform (sing) +10

Languages Auran, Common, Goblin, Varisian

SQ bloodline arcana (summoned creatures gain DR 2/good)

Combat Gear wand of lightning bolt (16 charges); **Other**

Gear +1 dagger, 98 gp

THE TORS

Situated to the east of Devil's Platter, these three groups of stony hills are known collectively as the Tors. Named after three adventurers who explored many of the nooks, caverns, and old Varisian tombs here before Sandpoint was founded, the Tors hide many secrets and small hidden complexes that await discovery.

Several other old Varisian tombs scattered through the Tors may still hold dangers and treasures of their own, but one significant treasure the PCs might track down is not located in a dungeon at all. Should the characters manage to decipher the treasure map owned by Veznutt Parooh (see The Way North on page 13), a day's exploration and a successful DC 20 Survival check should be enough to figure out which of the Varisian cairns is the "Great Bear's." The PCs should encounter a wyvern or drake or other dangerous creature as they approach the site, but once that menace has been dealt with, it's a matter of only a half hour of digging to unearth a large sea chest that wouldn't look out of place on an Ulfen longship.

The chest is cunningly locked with a clasp shaped like a coiled linnorm, and while the key can be purchased by lucky shoppers at the Sandpoint town market (see page 42), the lock can be picked with a successful DC 35 Disable Device check. Within is a treasure stashed by an Ulfen raider who died many decades ago, before he was able to return to claim his hidden stash: 110 sp, 260 gp, a set of tarnished silverware worth 140 gp, six gold wedding bands worth 100 gp each, and three items stolen from murdered raider companions: a *+1 bashing light steel shield* bearing an image of a rampant linnorm, a *+1 troll bane battleaxe* with a handle wrapped in mammoth fur and bearing the name "Trollgutter" in Hallit (this axe's bane quality works against only trolls, and damage dealt by the axe suppresses trolls' regeneration as the damage were fire damage), and a *belt of mighty constitution +2* decorated with coiling patterns of wrestling linnorms.

TICKWOOD

Although giant ticks are known in this wood, the primary denizens of this long, narrow forest of pines, firs, and redwoods are boars. As a result, the wood is a popular hunting ground among the wealthier residents of Sandpoint.

As in the Tors, a buried treasure awaits discovery in Tickwood, but the map to this treasure is more cleverly hidden than the other, being hidden within a book for sale at the Curious Goblin (see page 31). Following this treasure map to its destination takes 2d4 hours of maddening navigation of difficult-to-spot landmarks, requiring a successful DC 15 Survival check.

The treasure itself was stashed here by one of Titus Scarnetti's ancestors, a woman named Ezanna who was racked with guilt over the betrayal her uncle Alamon



committed against the local Varisians. Within the buried chest lies a short note that apologizes to the reader for the atrocities committed by her uncle, as well as a deed—this deed serves as legal claim over one of the earliest buildings built in Sandpoint: the Scarnetti Mill (see page 39). While Titus will surely scoff and rage against this claim, it'll take just a week for justices in Magnimar to verify the deed, and that its dying owner's last wish to will ownership to a Varisian who finds the treasure should be honored.

In addition to the note and the deed, Ezanna stashed 450 gp, a silver-and-pearl brooch containing her husband's picture (this was one of the Scarnettis who perished during Alamon's betrayal), and a *ring of protection +2* inscribed with "Ezanna—My Love."

TURANDAROK RIVER

The Turandarok River is far from the largest waterway in Varisia, and it's nowhere near the heaviest traveled, but it is among the most mysterious. Though it is used by Sandpoint's citizens as a water source, for its numerous fishing spots, and as a method to transport lumber from logging sites in Tickwood or the fringes of Mosswood, few today realize is that the farther upriver one goes, the stranger and more mysterious the Turandarok River gets.

The regional Varisians understood this. The word "Turandarok" translates loosely into "Path from Nowhere," for as well mapped as the river's mouth and route through the Sandpoint hinterlands is, none can honestly say to have tracked the river to the source. (A more literal translation of the word might be "River without Beginning," but most

translators opt for the more poetic version mentioned above.) Among the oral histories of Varisians, a great mystery lies at the headwaters of the Turandarok, one that they have long learned to accept and ignore, for attempts to follow the route upstream are fraught with peril.

The Turandarok flows along the southern boundary of Mosswood as it winds east from the Sandpoint hinterlands, then winds a lazy route through the vast eastern expanse of the eastern Whisperwood Moor. After about 50 miles as the crow flies (a distance closer to 100 along the river's winding course), the Turandarok flows into the Shy Hills, a densely wooded region that covers 200 square miles. No other river flows through the Shy Hills, so the Turandarok's source must lie somewhere within.

When Sandpoint was founded, several groups of explorers sought the river's source, much to the consternation of local Varisians. Some who made the attempt spoke of strange dreams, eerie visions, and disturbing sounds from the seemingly always foggy stretches through Whisperwood Moor. Attacks from will-o'-wisps, strangely aggressive wildlife, and glimpses of long-departed friends and enemies further eroded the resolve of those who turned back before reaching the Shy Hills. Of those who managed to reach those woods, even fewer have returned, and those who do are close-mouthed about what they experienced there, united in the conviction that there is no need to find the river's source after all.

In time, interest in finding the source waned. After all, no real economic benefit could be gained, and the river's course passes few locations bearing much interest. Now and then, an explorer or two gets the urge to try their hand; those who don't simply vanish often return mentally scarred, amnesiac, or worse—Habe's Sanatorium hosts the latest such victim (see page 83).

The truth of what lurks in the Shy Hills is likely beyond the ability of even the hardest of adventurers to untangle, for this remote stretch of wilderness has been the primeval domain of a powerful, mysterious, and evil fey creature called a whisperer^{B6} for longer than humanity has dwelled in the region. It has little interest in expanding its domain beyond the hills, but those who dare enter the densely wooded reach should count themselves lucky for escaping with their bodies and minds intact.

WHISPERWOOD

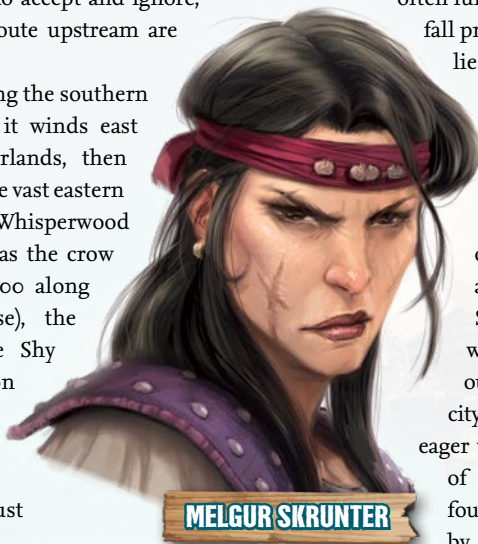
Only the northern tip of this large forest intrudes into the Sandpoint hinterlands. Whisperwood runs along much

of the Lost Coast, its towering redwoods a humbling testimony to the grace of nature. Tales of hidden Thassilonian ruins from both Shalast and Bakrakhan often lure adventurers into these woods, but most fall prey to the wolves, bugbears, and thugs who lie in wait for intruders.

The closer one gets to Magnimar, the more the domain of these bandits falls into the much more organized Rushlight Society, a sort of highway bandits' guild that masterminds many of the robberies and criminal activities along the Lost Coast Road. The Rushlight Society is led by a charming and duplicitous woman named Miiro Duvanti, operating out of its hidden headquarters near the city of Magnimar. Korvosan sympathizers eager to support and even increase the dangers of robbery in western Varisia originally founded the society (one of many attempts by Korvosa to undermine the stability of its primary regional rival), and even the smaller

local bandit groups don't fully understand its goals. And as of late, the same can be said for its Korvosan supporters, as the Rushlight society increasingly seeks anonymity and independence to pursue its own goals without being manipulated or directed by the distant city's interests.

Here in the Sandpoint hinterlands, though, the most active of the current bandit groups is composed universally of dissatisfied and disheveled men known as Skrunter's Boys. Led by the eponymous Melgur Skrunter, a woman who spent some time working for Jasper Korvaski at the Sandpoint Mercantile League, these bandits specialize in ambush tactics, rushing in fast and quick to startle and frighten merchants into giving up their wares before they can work up the bravery to fight back. Skrunter's Boys, like Melgur herself, have a bark that's worse than its proverbial bite, and if they face even semicompetent opposition they'll scatter, only to nurse their wounded egos, gather anew, and plan their next heist or robbery.



MELGUR SKRUNTER

MELGUR SKRUNTER

CR 3

XP 800

Female human ranger 2/rogue 2

CN Medium humanoid (human)

Init +4; Senses Perception +5

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +4 Dex)

hp 34 (4 HD; 2d8+2d10+10)

Fort +5, Ref +10, Will +0

Defensive Abilities evasion

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+1/19-20)

Ranged mwk composite longbow +9 (1d8+1/x3)

Special Attacks combat style (archery), favored enemy (humans +2), sneak attack +1d6

STATISTICS

Str 12, **Dex** 18, **Con** 14, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +4; **CMD** 18

Feats Deceitful, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Skills Acrobatics +9, Bluff +8, Climb +6, Diplomacy +6, Disguise +8, Handle Animal +6, Intimidate +6, Knowledge (local) +4, Knowledge (nature) +4, Perception +5, Sleight of Hand +9, Stealth +9, Survival +5, Swim +6

Languages Common

SQ rogue talent (weapon training), track +1, trapfinding +1, wild empathy +3

Combat Gear *potion of cure light wounds*, *potion of pass without trace* (2); **Other Gear** +1 studded leather, longsword, mwk composite longbow (+1 Str) with 4 *sleep arrows* and 20 arrows, 32 gp

WISHER'S WELL

This landmark consists of a 30-foot-tall stone tower with an interior that drops away into a 100-foot-deep shaft ending in a deep pool of water. All manner of monsters dwell in the flooded chambers below, including a tribe of skum and a slightly larger tribe of faceless stalkers who have been surgically altered to breathe water. Both tribes are ruled by an albino aboleth named Vorimorath who came to the region via submerged tunnels, drawn by the promise of strange Thassilonian treasures in the flooded depths.

Today, Vorimorath, known to its minions as the “Deep Ghost,” rules a tiny empire in the dungeon complex below Wisher’s Well. The entire place is flooded, and those who would seek to explore it must contend with this fact first and foremost. Vorimorath has recently finished studying the significant number of carvings and repositories of magically waterproofed lore in the complex, which was once a hidden underwater laboratory for a transmuter named Mazmiranna (who in time would abandon this complex to become the fifth Runelord of Greed). Eager to find new Thassilonian discoveries, Vorimorath has been sending its skum and faceless stalker agents out to other locations—the skum to sites in the Varisian Gulf, and the faceless stalkers on raids, disguised as humanoid adventures, to locations like the Pit.

The complex below Wisher’s Well is a dangerous place to explore, for many of the chambers have had their ancient Thassilonian guardians and wards restored by Vorimorath, who prides itself in its skill and power in the ways of ancient runelord traditions. An underwater river connects the deepest cavern here to Sog’s Bay (see page 92), but Vorimorath is not above using its magic to exit the well via flight and transformation to explore the world on “human legs” now and then.

VORIMORATH, THE DEEP GHOST

CR 9

XP 6,400

Variant aboleth transmuter 7 (*Pathfinder RPG Bestiary* 8)

LE Large aberration (aquatic)

Init +7; **Senses** darkvision 60 ft.; Perception +18

Aura mucus cloud (5 ft., DC 17)

DEFENSE

AC 26, touch 14, flat-footed 23 (+4 armor, +2 deflection, +3 Dex, +8 natural, –1 size)

hp 110 (13 HD; 6d8+7d6+59)

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

OFFENSE

Speed 10 ft., swim 60 ft.

Melee 4 tentacles +10 (1d6+4 plus slime)

Space 10 ft.; **Reach** 10 ft.

Aboleth Spell-Like Abilities (CL 16th; concentration +20)

At will—*hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 20)

3/day—*dominate monster* (DC 23), quickened *hypnotic pattern* (DC 16)

Transmuter Spell-Like Abilities (CL 7th;

concentration +12)

8/day—telekinetic fist (1d4+3 bludgeoning)

Transmuter Spells Prepared (CL 7th; concentration +12)

4th—*dimension door* (2), *extended fly* (2)

3rd—*extended alter self* (2), *dispel magic*, *lightning bolt* (DC 18), *slow* (DC 18)

2nd—*alter self* (3), *blindness/deafness* (DC 17), *disfiguring touch*^{UM} (DC 17), *levitate*

1st—*mage armor*, *magic missile*, *ray of enfeeblement* (DC 16), *reduce person* (2, DC 16), *touch of gracelessness*^{APG} (2, DC 16), *unseen servant*

0 (at will)—*detect magic*, *mage hand*, *message*, *open/close*, *touch of fatigue* (DC 15)

Thassilonian Specialization transmutation; **Opposition Schools** enchantment, illusion

STATISTICS

Str 18, **Dex** 16, **Con** 18, **Int** 20, **Wis** 15, **Cha** 19

Base Atk +7; **CMB** +12; **CMD** 27 (can’t be tripped)

Feats Arcane Strike, Combat Casting, Eschew Materials, Extend Spell, Improved Initiative, Improved Natural Attack (tentacles), Lightning Reflexes, Quicken Spell-Like Ability (hypnotic pattern), Scribe Scroll

Skills Bluff +17, Knowledge (arcana) +21, Knowledge (dungeoneering) +21, Knowledge (history) +20, Perception +18, Sense Motive +15, Spellcraft +21, Swim +27

Languages Aklo, Aquan, Common, Undercommon, Aboleth, Thassilonian, Varisian

SQ arcane bond (ring of protection +2), physical enhancement (+2 Str)

Gear *ring of protection* +2, *ring of mind shielding*

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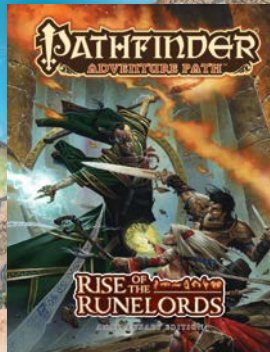
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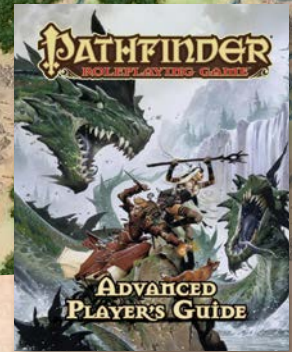
RISE OF THE RUNELORDS

This is where it all started! Leap into the fray with the anniversary edition of the *Rise of the Runelords Adventure Path*!



MAGNIMAR

Discover the city where Sandpoint's settlers hail from in *Pathfinder Campaign Setting: Magnimar, City of Monuments*.



ADVANCED PLAYER'S GUIDE

Look in the *Pathfinder RPG Advanced Player's Guide* for campaign traits for your Sandpoint game!



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DRAGON'S
PUNCHBOWL

SANDPOINT HINTERLANDS

GRUBBER'S
HERMITAGE

THE
PYRE

THE OLD
LIGHT

SANDPOINT

THE THREE
CORMORANTS

THISTLETOP

NETTLEWOOD

PAUPER'S
GRAVES

SHANK'S WOOD

RAVENROOST

TICKWOOD

TUP AND A ROK PIVER

LEB'S TORS

RIGG'S TORS

TASK'S TORS

MOSSWOOD

DEVIL'S PLATTER

THE PIT

BISTON'S
POND

WEASEL CREEK

WISHER'S
WELL

HABE'S
SANATORIUM

ASHEN RISE

EGAN'S
WOOD

FARMLANDS

WHISPERWOOD MOOR

ASHEN MOOR

HAG'S
PLUMMET

SOG'S
BAY

BRINESTUMP
MARSH

BLEAKLOW MOOR

FOXGLOVE
BLUFF

FOXGLOVE RIVER

SOGGY RIVER

WHISPERWOOD

..... FARM ROADS
—— LOST COAST ROAD



Miles





WELCOME TO SANDPOINT

The town of Sandpoint has been through a lot, whether it's goblin raids, dragon attacks, or crazed killers stalking the night. In *Pathfinder Campaign Setting: Sandpoint, Light of the Lost Coast*, this fan-favorite town is presented in rich and vibrant detail, including full stat blocks for the region's important NPCs, dozens of quests, and expanded information on every major location in the town and the hinterlands beyond. *Sandpoint, Light of the Lost Coast* also includes a double-sided, pull-out poster map of Sandpoint and the surrounding area, a region that has featured prominently in Pathfinder since the campaign setting's birth in 2007, including in the best-selling *Pathfinder RPG Beginner Box* and iconic Adventure Paths like the *Rise of the Runelords*. This oversized, 96-page campaign setting book is a guide to creating your very own campaign in Pathfinder's most popular town!

Pathfinder Campaign Setting: Sandpoint, Light of the Lost Coast is intended for use with the Pathfinder campaign setting, but it can be easily adapted to any fantasy world.



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