



OTARI GAZETTEER

RUINS OF GAUNTLIGHT

Chapter 1:
A Light in
the Fog

Chapter 2:
The Forgotten
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Though the immense metropolis of Absalom has long dominated the urban scene on Starstone Isle, civilization has always thrived across the island. Otari's beginning is relatively recent and involved a few false starts along the way. When Belcorra Haruvex arrived in the region in 4230 AR, drawn by a series of sinister visions, the coastal region was practically uninhabited. Here, she built *Gauntlight*, the keep surrounding the area, and the sprawling dungeons below the structure—without attracting notice. A group of adventurers known as the Roseguard eventually learned of Belcorra's villainy and slew her, but at the cost of one of their own: a rogue named Otari Ilvashti.

Having lost both their friend and their taste for adventuring, the three surviving members of the Roseguard decided to retire. They spent much of their savings constructing several buildings and a sizable pier in a sheltered cove south of the site of their final battle. Since their lost friend's fondest dream had been to settle down in a small seaside village, they named this new village after him.

For some decades, Otari prospered as a fishing village, though its population never grew beyond a hundred or so. The three surviving Roseguard adventurers lived to a ripe old age, ultimately passing away from natural causes—an accomplishment many adventurers never achieve.

With the passing of the last Roseguard, Aesephna Menhemes, in 4290 AR, Otari's fortunes began to dwindle. Within the span of a few years, its citizens had all drifted elsewhere. Otari lay abandoned for decades before a group of kobolds called the Stonescales moved in. When the kobolds started luring in passing ships during bad weather to ambush their crews and steal their cargo, it didn't take long for new adventurers to arrive and vanquish them.

While the adventurers moved on soon thereafter, their backer, Maklanni Menhemes, remained behind. Maklanni, Aesephna's granddaughter, conceived a plan

to revitalize Otari as a lumber town. It already contained dozens of buildings that only needed to be restored, after all, and the Osprey River remained ideal for a mill and lumberyard. However, one setback complicated Maklanni's plan—the steep slopes and cliffs surrounding Otari made transporting timber to the ocean difficult.

Maklanni's solution was ingenious—she constructed a wooden flume that allowed for the easy transport of lumber from the woods to her mill, and from there down an astounding loading ramp that extended from the top of the 200-foot-tall cliff to the harbor below. The mill and flume made Maklanni wealthy and revitalized Otari, although it made her an enemy of the Kortos Consortium, which had a stranglehold on the island's lumber industry. Two other small lumber companies broke from the Kortos Consortium and settled in Otari as well, each paying for use of Maklanni's invention.

Today, Otari is a thriving settlement—the largest on the coast between Absalom and Diobel. Maklanni is long dead, but her descendant Oseph carries on the family trade and also serves as the town's mayor. Unsavory representatives of the Kortos Consortium have secretly infiltrated Otari and seek to undermine the town's security. However, a far greater threat looms over the city: Belcorra has returned and is preparing to light the baleful fires of *Gauntlight* once again!

Otari at a Glance

Otari is nestled in a coastal valley between two looming cliffs. To the west, the cliffside rises to meet a well-cared-for graveyard. To the east, a fantastic feat of engineering draws the eye—the trestle supporting a wooden loading chute extends down from the cliff top to a loading platform built into the harbor. This ingenious construction swiftly delivers lumber processed further inland at the mill to waiting ships below.

The people of Otari are friendly and welcoming for the most part, although they tend to react with

OTARI

400 Feet

GAUNTLIGHT KEEP

FOGFEN

TO ABSALOM

1. The Giant's Wheel
2. Loading Flume
3. Menhemes Manor
4. Wrin's Wonders
5. Gallentine Deliveries
6. Blades for Glades
7. Odd Stories
8. Otari Garrison
9. Farmer's Guild
10. Crow's Casks
11. Crook's Nook
12. Otari Market
13. Otari Fishery
14. Ruins of the Thirsty Alpaca
15. Inkleholtz Manor
16. Chertel Manor
17. The Rowdy Rockfish
18. Dawnflower Library
19. Stone Ring Pond
20. Otari Graveyard



TO FARMLANDS

reticence toward those they suspect hail from Absalom. Trade with Absalom is important, but the townsfolk are proud and feel no need to accommodate visiting “city folk.” People in Otari typically subsist on fish along with vegetables from local farms (primarily potatoes, carrots, and other root vegetables), but more unusual fare isn’t hard to get from Absalom. Coffee is a mainstay and a favorite drink of the hardworking and early-rising residents.

Exploring Otari

Significant locations in Otari are detailed on the following pages and correspond to the numbers on the map on page 66. Unlabeled buildings are wooden homes whose inhabitants work for nearby businesses or for one of the town’s three lumber concerns.

Many significant locations end with a stat block that summarizes the site’s name, general function, and level (for the purpose of determining any necessary values associated with it, such as the highest level task available to Earn Income). This stat block also notes the site’s address, wares and services for sale there (such as spellcasting services), and information about the most significant NPC who lives or works at the establishment. The NPC’s initial attitude condition to the heroes is also listed, along with DCs most likely to be useful when interacting with the NPC.

LOCATION SUPPORT

If a hero adjusts an NPC’s attitude condition to helpful (which might require completion of a listed task, but usually requires successful Diplomacy checks to Make an Impression), that NPC’s location supports the party in certain exploration and downtime activities. The specific benefits are based on the location’s traits and are listed below. This support generally lasts throughout the campaign, although you might decide certain actions lose a location’s support. The heroes can be supported by multiple locations in town, so long as they make enough friends!

Church: Faithful characters whose beliefs align with those of the church’s NPC (at your discretion) are permitted to use the location’s resources to retrain more efficiently. Retraining that would normally require a week takes only 5 days at this location, retraining that would normally require a month takes only 3 weeks, and retraining is generally free. Checks to Identify Magic, Treat Wounds, or Treat Disease on site gain a +1 circumstance bonus.

Discount: The location provides a 10% discount on its wares.

Employer: The location offers tasks up to its level to Earn Income with a specified skill.

OTARI

SETTLEMENT 4

N TOWN

Diverse lumber town and trade port with a storied past and its fair share of sinister secrets.

Government Mayor (elected leader)

Population 1,240 (60% humans, 8% halflings, 7% half-elves, 6% elves, 5% dwarves, 5% gnomes, 3% half-orcs, 2% goblins, 4% other)

Languages Common, Dwarven, Elven, Halfling

Religions Cayden Cailean, Erastil, Gozreh, Sarenrae

Threats aberrant horrors, eerie hauntings, kobolds, smugglers

Trinket Trade Otari has a long tradition of catering to adventurers, and consumable items of up to level 10 are available for sale in its shops.

Lardus Longsaddle (CN male human soldier 4) foul-mouthed and short-tempered captain of the town guard

Oseph Menhemes (N male human mayor 4) current mayor and patriarch of one of three local lumber companies

Vandy Banderdash (NG female halfling cleric of Sarenrae 5) chatty priestess of Sarenrae and unusually knowledgeable town historian

Wrin Sivinxi (CG female tiefling elf oddities merchant 5) eccentric occult items dealer, artisan, and collector of stories and rumors

Garrison: Martialy inclined characters can retrain more efficiently here (as Church). Checks to Gather Information or Treat Wounds on site gain a +1 circumstance bonus.

Housing: The location offers accommodations at a comfortable cost of living for no charge.

Library: Scholarly characters, as well as arcane and occult spellcasters, can retrain more efficiently here (as Church). Checks to Create Forgery, Decipher Writing, or Learn a Spell on site gain a +1 circumstance bonus.

Lodge: Primal spellcasters can retrain more efficiently here (as Church). Checks to Identify Magic or Subsist on site gain a +1 circumstance bonus.

Parlor: Socially inclined characters can retrain more efficiently here (as Church). Checks to Gather Information or Earn Income with Performance gain a +1 circumstance bonus.

Workshop: Heroes can use the location’s resources to Craft items associated with its purpose and gain a +1 item bonus to associated Crafting checks.

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THE ROSEGUARD

An adventuring party who made their name in Absalom, the Roseguard defeated the villainous Belcorra Haruvex and founded what is now the logging town of Otari. Today, the people of Otari honor them on founders' day, 3 Desnus. The Roseguard consisted of the following heroes.

Aesephna Menhemes: Aesephna was the party's healer. She was a cleric of Erastil who was always more comfortable in smaller towns than big cities.

Otari Ilvashti: Otari, the group's rogue, was an optimist who kept the others hopeful with his charm and humor, even during their darkest hours.

Vol Rajani: Vol was the party's fighter, a capable and no-nonsense swordswoman who claimed to be exiled royalty from Nidal.

Zarmavdian: The group's wizard was a well-educated diviner who pursued outlandish conspiracy theories and occult lore.

1. THE GIANT'S WHEEL

The Otari Mill is known locally as the Giant's Wheel, as its towering, 30-foot-diameter waterwheel is truly a sight to behold. The wheel's immense size is needed to generate enough torque to power the mechanized treadmill loading logs into the flume and keep the saws running within the mill. Much of the lumberyard's income comes from the town's two larger lumber families, who pay to have their lumber processed here. The mill is a noisy place, with the constant grinding and churning of the wheel itself competing with the whine of the saws and the clatter of the loading ramp.

The Menhemes family leaves the day-to-day administration of the mill to a heavily scarred half-orc foreman named Klorte Hengus. In his youth, Klorte made a name for himself in Absalom's gladiatorial arena, the Irorium, by fighting with paired hatchets and picked up the moniker "the Lumberjacker." Klorte has put that violent past behind him and fails to see any ironic humor in the fact that he's now employed by honest-to-goodness lumberjacks.

THE GIANT'S WHEEL

LUMBER MILL 5

EMPLOYER

Address 10 Miller's Road

Klorte Hengus (LN male half-orc foreman 5, Indifferent, Perception DC 20, Will DC 20). If the heroes earn the support of the Giant's Wheel, Klorte allows them to Earn

Income using Survival by patrolling the flume's length. If you choose, encounters with local wildlife might live up a shift of flume-walking. If Klorte warms to the heroes, he might even gift them one of his old +1 hatchets.

2. LOADING FLUME

A mechanized treadmill runs from Otari Mill into a wooden flume filled with water from the Osprey River. The treadmill and chute transport timber from the Giant's Wheel hundreds of feet south to a loading chute, which itself descends to the harbor so the timber can easily be loaded onto ships. The loading flume has long been a draw to local youths who enjoy "riding the chute," but after a few unfortunate accidents, Klorte keeps a wary eye out for such foolishness.

3. MENHEMES MANOR

Mayor Oseph Menhemes lives in the family estate with his wife Emnala, their five children, and a small army of servants. One of the town's oldest structures, the cross-shaped building is a sprawling affair that's larger than the Menhemes clan needs. The entire west wing of the manor has been closed for two generations, while the eastern wing has been converted into a publicly accessible museum of Otari's history.

Oseph does his best to keep his roles as businessman and politician separate, devoting the mornings to work as a public figure and the afternoons to managing his company, Otari Lumber.

MENHEMES MANOR

MANOR 4

EMPLOYER

Address 10 Highside Road

Oseph Menhemes (N male human mayor 4, Indifferent, Perception DC 19, Will DC 19). If the heroes earn the Menhemes' support, they can Earn Income using Society to tutor the family's children and prepare them to fit into Absalom's social scene.

4. WRIN'S WONDERS

This curio shop bears no sign, but locals know it as Wrin's Wonders: a place to marvel at whatever strange new trinkets and offerings its equally strange owner might have come across. The structure consists of a ring of what appear to be standing stones arranged in a 60-foot-diameter circle surrounding a 15-foot-high dome of wooden beams covered with triangular pieces of canvas. Closer inspection of the standing "stones" reveals that they are also made of wood frames and canvas, cleverly painted to resemble granite. The area between the central dome and the surrounding circle is a collection of other dome-shaped tents used to store the shop's wares. When it's not raining, the fabric of

these domes is pulled aside so shoppers can admire what's for sale in the light of the sun—or the moon, for that matter, as Wrin's Wonders is always open.

Wrin Sivinxì has what she regards as a very good reason for the curio shop's strange arrangement—she sees safety in curves and menace in angles, and suffers from a touch of claustrophobia. The central dome is her domicile, and she's painted the interior surfaces to resemble a night sky featuring all the constellations of the Cosmic Caravan, so that even on overcast nights she can fall asleep under the stars.

More information about Wrin appears on page 90.

WRIN'S WONDERS SHOP 5

DISCOUNT LIBRARY LODGE

Address 60 Osprey Street

Wares adventuring gear, eclectic bric-a-brac, magic items (non-ammunition consumable items, held items, staves, wands, worn items)

Fortune Telling Wrin performs an astrological fortune telling (using her Read the Stars ability) for anyone who provides her with an unusual item or story.

Spellcasting Wrin's spellcasting services are available, but she's limited to the spells listed in her stat block (page 90).

Wrin Sivinxì (CG female tiefling elf oddities merchant 5, Friendly, Perception DC 22, Will DC 22). Wrin's Wonders supports the heroes as long as Wrin's convinced they're making genuine efforts to explore *Gauntlight's* mysteries. When Wrin's Wonders supports the heroes, Wrin Reads the Stars for them for free as often as they'd like.

5. GALLENTINE DELIVERIES

A large sign depicting a man riding at breakneck speed on horseback as he balances a stack of packages in one hand stands out in front of this large building. Owned and operated by Oloria Gallentine, a retired Immenwood ranger, Gallentine Deliveries handles Otari's post, both within town limits and beyond.

GALLENTINE DELIVERIES COURIER 4

EMPLOYER GARRISON

Address 120 Roseguard Road

Wares stabling, transportation (caravan or carriage)

Deliveries Local deliveries cost 1 cp per Bulk and are generally delivered within 24 hours. Deliveries to Absalom or Diobel (or for points beyond) cost 5 cp per Bulk and are delivered weekly; for 1 gp per Bulk, a delivery can be expedited to arrive in 2 days.

Oloria Gallentine (LN female human ranger 4, Indifferent, Perception DC 21, Will DC 19). If the heroes earn the support of Gallentine Deliveries, they can make local deliveries, allowing them to Earn Income using Society.

6. BLADES FOR GLADES

Otari's primary smithy specializes in the construction of saws, axes, and other tools used in the lumber trade. The current owner of Blades for Glades is a bitter man named Carman Rajani, who boasts of being descended from one of Otari's founders, Vol Rajani. He hopes to supplant Oseph Menhemes as the town's mayor someday, but after losing four mayoral elections in a row despite his pedigree, Carman is planning other ways to seize his birthright. (Carman makes his move during the start of the second adventure in the Abomination Vaults Adventure Path.)

BLADES FOR GLADES SHOP 5

DISCOUNT EMPLOYER WORKSHOP

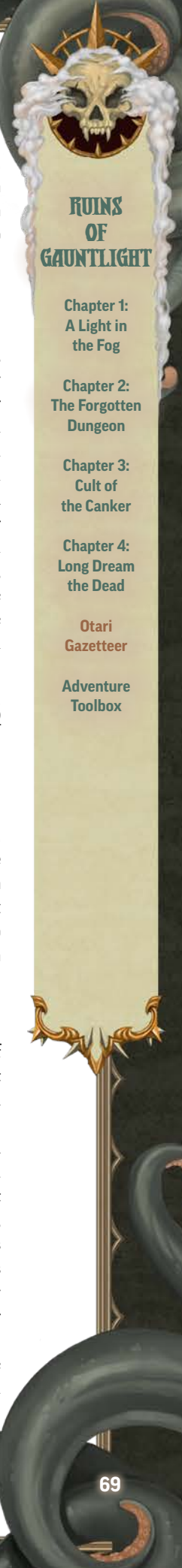
Address 50 Ilvashti Street

Wares metal adventuring gear, metal weapons, metal shields, metal armor

Carman Rajani (LE male human scoundrel 6, Unfriendly, Perception DC 22, Will DC 20). If the heroes gain the support of Blades for Glades, Carman might take them on as part-time apprentices—provided the heroes don't strike Carman as being too nosey or law-abiding. A hero whom Carman doesn't regard as a potential snitch can Earn Income using Crafting.

7. ODD STORIES

A three-story stone tower rises from the back half of this one-floor wooden bookstore. A sign above the front door depicts a stack of open books with lines of magical energy rising from the pages. While the shop's owner is indeed a wizard, Morlibint had the sign commissioned in an attempt to portray the power of imagination within the fanciful fiction works and anthologies that are his specialty. Morlibint sells other texts as well, although he leaves the nonfiction curation to his husband Carlthe, whose expertise makes *Odd Stories* the primary source of textbooks and teaching tools for Inkleholtz's educational pursuits (see Inkleholz Manor on page 72). Morlibint has bright red hair that he keeps closely cut to his scalp. Despite his perpetual scowl, he warms quickly to the presence of other scholars and wizards, for he's always excited to "talk shop."



ODD STORIES

DISCOUNT **LIBRARY**

Address 100 Roseguard Road

Wares books, formulas, arcane and occult scrolls

Spellcasting Morlibint typically has the following arcane spells available for paying customers: **2nd** *comprehend languages*, *detect magic*, *dispel magic*; **1st** *ant haul*, *mending*. Other spells may be available at your discretion, if arranged a day in advance.

Morlibint (LN male human wizard 4, Indifferent, Perception DC 17, Will DC 19). Odd Stories automatically supports heroes seeking books on Morlibint's behalf (see Side Quest on page 40).

8. OTARI GARRISON

This squat stone building houses Otari's civic guards, who keep the peace and patrol the Roseguard Road, which leads off toward Absalom, to ensure it stays clear of banditry and trouble. Clad in distinctive green and white uniforms, the Otari Guard also serve as firefighters and barristers, switching predominantly to the latter role when they reach the age of 40. The head of the guard is Captain Longsaddle. This elderly but hale man was a veteran of Absalom's city guard who "retired" to Otari a decade ago. He took up the mantle of leader after its previous captain, Trusk Hanely, drowned in an unfortunate misadventure involving a bit too much raspberry mead and an ill-advised boast regarding how long he could hold his breath. Those among the guard who remember Trusk do so fondly, for Longsaddle is short-tempered, foul-mouthed, and much stricter than his dwarven predecessor. The town's jail is in the basement of the building, but its cells are rarely used to hold any criminals other than petty crooks or drunkards.

OTARI GARRISON

BARRACKS 4

EMPLOYER **GARRISON**

Address 20 Drake Street

Wares armor, shields, weapons, ammunition, talismans, runes

Lardus Longsaddle (CN male human fighter 4, Unfriendly, Perception DC 19, Will DC 21). If the heroes earn the support of the Otari Garrison, the guards express a strong need for equipment upkeep and maintenance; the heroes can Earn Income using Crafting.

9. FARMER'S GUILD

This building and its nearby yards provide stables, auction houses, livestock pens, butcher shops, and a guildhall for the region's farmers. Otari's Farmer's Guild handles the distribution of goods from the various nearby farms and ranches, ensuring that the members are paid well for their toil while saving them

SHOP 4

the trouble of having to spend too much time on deliveries of goods in town. The guildhall maintains a dozen rooms that are free of charge to visiting farmers, but available for rent to others. The current guildhead is a business-minded halfling woman named Jala Highstepper who maintains a shrine to Erastil in the side yard. She's not a cleric herself, and hopes someday to convince a visiting priest of Erastil to settle in Otari and take up the mantle of representing the regional farmers, despite the fact that she's done an admirable job of it herself so far.

FARMER'S GUILD

GUILDHALL 2

EMPLOYER **HOUSING**

Address 70 Roseguard Road

Wares lodging, animals

Jala Highstepper (N female halfling guildhead 2, Indifferent, Perception DC 16, Will DC 16). If the Farmer's Guild supports the heroes, they can work as inspectors for incoming shipments. This allows the heroes to Earn Income using Nature to successfully weed out foodstuffs that are rotten, infested, or otherwise not fit for public consumption.

10. CROW'S CASKS

A sign over the door to this two-story stone building depicts a group of drunk crows perched on a leaky cask. Crow's Casks is more than just a popular tavern and brewery—it's a shrine to Cayden Cailean. Its proprietor, a tengu alchemist named Magiloy, gives the establishment its name.

If Magiloy's misspent youth aboard a half dozen pirate ships in the Shackles gave her anything, it was a fondness for unusual alcohol. Now well into her twilight years, Magiloy likes tending bar and inventing new drinks for locals and visitors to enjoy. The two most popular drinks currently are a spiced pumpkin rum and a sour blackberry ale. Of last month's somewhat disastrous attempt to brew a goblinpepper stout, Magiloy prefers never to speak.

CROW'S CASKS

TAVERN 4

CHURCH **DISCOUNT** **EMPLOYER** **PARLOR**

Address 10 Shrike Street

Wares beverages, meals, alchemical items, potions, oils, divine scrolls

Magiloy (CG female tengu brewer 4, Indifferent, Perception DC 21, Will DC 17). If Crow's Casks supports the heroes, Magiloy might hire them as taste testers—a job that's quite a bit more harrowing than one might expect. A taste tester can Earn Income using Fortitude saves, but on a critical failure, something they've tasted sits poorly and the hero becomes stupefied 1 for 24 hours.



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11. CROOK'S NOOK

Any town with a successful economy inevitably generates its own home-grown band of thieves and scoundrels, and Otari is no exception. Crook's Nook serves several purposes: it's a public bridge over the Osprey River, a tavern known for serving the best seafood in town, and a cheap place to stay for the night. Its attic serves as the guildhall for Otari's thieves' guild, the Osprey Club—a function that's perhaps the town's worst-kept secret, as evidenced by the edifice's very name.

The owner of Crook's Nook is a lanky woman named Yinyasmera. While she's never run for mayor, her influence in town remains as strong as that of any publicly elected official thanks to her position in the Osprey Club. Yinyasmera keeps her illicit operations from overly inconveniencing Otari's citizens and economy, so Captain Longsaddle turns a blind eye.



Yinyasmera

CROOK'S NOOK

INN/TAVERN 5

DISCOUNT EMPLOYER HOUSING PARLOR

Address 10 Wisp Street
Wares beverages, meals, lodging, illicit goods, thieves' gear
Yinyasmera (CN female human smuggler 5, Indifferent, Perception DC 22, Will DC 20). If the heroes return Yinyasmera's missing "employees" (see area **A17's** Side Quest on page 15), Crook's Nook supports them as long as they keep quiet about the Osprey Club. If Crook's Nook supports the heroes and they express interest in illicit work, Yinyasmera suggests minor crimes against visitors (pickpocketing, petty burglary, con games, and the like). This allows the heroes to Earn Income using Thievery, but on a critical failure, their actions are spotted and Yinyasmera cuts them off from future jobs. Further legal woes might arise for the heroes as well, at your discretion.

12. OTARI MARKET

One part open-air farmer's market, one part log-cabin trading post, the Otari Market is a gathering place for locals and a one-stop shop for all manner of general goods. Tended by a dour, humorless man named Keeleno Lathenar, Otari Market is open every day from dawn to dusk, with one exception: Keeleno closes the market down on every Gozran 5th in honor of his dear departed wife, Ayla, who was

mauled to death 30 years ago. The killer turned out to be a werewolf druid named Jaul Mezmin, whom Keeleno believes remains at large to this day. Keeleno remains bitter and fearful toward druids, particularly those who worship at Stone Ring Pond.

OTARI MARKET

SHOP 2

DISCOUNT EMPLOYER

Address 80 Menhemes Street
Wares food, adventuring gear, simple weapons, light armor
Keeleno Lathenar (N male human market owner 2, Indifferent, Perception DC 14, Will DC 14). The Otari Market won't support the heroes if any of them are known to be (or profess to be) druids. The Otari Market otherwise automatically supports heroes who return Ayla's necklace to Keeleno along with evidence of Jaul's death (see area **D14's** Side

Quest on page 60). If the Otari Market supports the heroes, they can stand guard over the market and Earn Income using Intimidation. At your discretion, a minor encounter with a cutpurse or other petty crook might take place during a work shift.

13. OTARI FISHERY

Family Tanderveil turned her back on what could have been a lucrative position as a captain among the Gray Corsairs to retire to a safer job here in Otari—the loss of a leg during a raid on a pirate ship having convinced her that serving as a harbor warden would be a wiser decision for her longevity. The jolly and irreverent Family maintains a growing collection of peg legs for various occasions that she regularly swaps out. Every night, from an hour before sundown to an hour before midnight, Family opens the fishery's ground floor to sailors, laborers, and travelers for games, snacks, and entertainment.

OTARI FISHERY

GUILDHALL 3

EMPLOYER PARLOR

Address 10 Fisher Street
Wares beverages, meals, transportation (sailing ship)
Family Tanderveil (NG female human harbor warden 3, Friendly, Perception DC 18, Will DC 16). Once the heroes earn the support of the Otari Fishery, they can help keep the town's pier in repair or work aboard a fishing vessel. They can Earn Income using Crafting, Nature, or Sailing Lore.

THE STONESCALE WARRENS

When the Stonescale kobolds took over Otari, they used the buildings above as a sort of camouflage, living in an extensive network of tunnels that connected many of the buildings below ground. Today, this network is a complicated tangle of flooded or collapsed tunnels. Thieves and smugglers from the Osprey Club use some, while others have become the dens of monsters. One tunnel leads all the way to the Abomination Vaults; see area **C2** on page 37.

14. RUINS OF THE THIRSTY ALPACA

The Thirsty Alpaca was once the largest tavern in Otari, but in a recent disaster, excavations by a small band of overeager kobolds attempting to expand some of the old Stonescale warrens below the building caused the structure's dramatic collapse. Several employees and a few visitors from out of town perished in the accident, and the tavern's owner has gone missing. Today, the locals avoid the ruins, for strange lights and eerie sounds there have given the place a reputation of being haunted. In truth, a few kobold sappers survived the collapse and are keeping the townsfolk away from their lair with spooky tricks.

15. INKLEHOLTZ MANOR

Whistledown Cutters is a successful lumber company thanks to the cunning business sense of its owner, Aymora Inkleholtz. She's invested funds to bolster Otari's educational services, a shrewd move that's made her admired by Otari's parents. Many have been pushing Aymora to run for mayor the next time elections come along, but for now, the half-elf is happy raising her family and building her business's legacy.

INKLEHOLTZ MANOR

MANOR 4

EMPLOYER

Address 75 Wisp Street

Aymora Inkleholtz (NG half-elf lumber magnate 4, Friendly, Perception DC 17, Will DC 19). If Inkleholtz Manor supports the heroes, Aymora offers them work in a classroom she maintains in town. This allows the heroes to Earn Income

using Lore associated with one of the four disciplines that the Inkleholtzes hope to foster in the local children: literature, mathematics, science, and history.

16. CHERTEL MANOR

Wrab Chertel is the current patriarch of one of Otari's three lumber concerns, Chertel Timber. The Chertels are struggling with a combination of poor management, labor disputes in distant lumber camps, and difficulties with financing. Wrab suspects the other companies of meddling in his business and sabotaging both lumberjack morale and equipment alike; in truth, the Kortos Consortium is behind Wrab's woes. By forcing Chertel into desperate hiring, the Kortos Consortium has managed to place an increasing number of its own agents in Otari.

CHERTEL MANOR

MANOR 4

EMPLOYER

Address 5 Zarmavdian Street

Wrab Chertel (N human lumber magnate 4, Unfriendly, Perception DC 19, Will DC 17). If Chertel Manor supports the heroes, Wrab offers extra money for keeping an eye on his competition—the Menhemes and the Inkleholtzes—as well as his own workers. The heroes can Earn Income using Perception, but on a critical failure, word of their spying gets out and Chertel no longer offers the job.



Breda Venkervale

17. THE ROWDY ROCKFISH

Despite its name, The Rowdy Rockfish is the quietest and quaintest of Otari's taverns. A sign depicting a rockfish with his fins up in a boxing pose hangs above the door of this two-story wooden structure, but within, the calm demeanor of its patrons leads some to wonder if this might be the one tavern in the Inner Sea to never host a barroom brawl. The Rockfish's current proprietor is a matronly dwarf named Breda Venkervale, a stoic but shrewd businesswoman who took over the bar after her son Lasda, the previous owner, vanished without a trace. A few locals saw the red-bearded Lasda walking out of town with a hooded stranger. Over a year has passed, and Breda suspects that her son is gone for good.

ROWDY ROCKFISH

INN/TAVERN 3

HOUSING PARLOR

Address 50 Zarmavdian Street

Wares beverages, meals, lodging

Breda Venkervale (LG female dwarf innkeeper 3,

Indifferent, Perception DC 16, Will DC 20). The Rowdy Rockfish automatically supports the heroes if they bring Lasda home (see area **D9**'s Side Quest on page 56).

18. DAWNFLOWER LIBRARY

Otari's largest temple stands at the town's westernmost edge, atop an upraised shelf that juts out far below the clifftop. The library is constructed in the Qadiran style of Sarenite temples, with two smaller minarets flanking a golden dome. The building's position allows it to catch the rays of the rising sun, which transforms the dome into a brilliantly glowing testament to the sun goddess—at least, on days that aren't fogged in or overcast.

A dozen acolytes of various faiths attend to Dawnflower Library. Shrines to Cayden Cailean, Erastil, and Gozreh can be found in the western portion of the building, while the primary shrine to Sarenrae takes up the eastern portion. The rest of the building contains the stacks. Dawnflower Library has a wide range of books ranging from fiction to history, satire to textbook, and even includes a sizable collection of (mostly) tasteful erotica. The current head priestess of the library is a chatty halfling woman named Vandy Banderdash, a devotee of Sarenrae. Always eager to greet newcomers regardless of their faith or vocation—with the exception of thieves, whom she cannot abide—Vandy has a strange knack for recommending literature tailored to the tastes of people she's only just met.

DAWNFLOWER LIBRARY

TEMPLE 5

CHURCH DISCOUNT LIBRARY

Address 10 Dawnflower Street

Wares healing magic, religious items (including +1 versions of the favored weapons of Otari's most prominent religions: rapiers, longbows, tridents, and scimitars), divine scrolls

Spellcasting Divine spells are available for purchase from Vandy or her acolytes. *Heal*, *remove disease*, and *restoration* are always available, with other spells available at your discretion.

Vandy Banderdash (NG female halfling cleric of Sarenrae 5, Friendly, Perception DC 20, Will DC 22).

19. STONE RING POND

Two dozen standing stones, each exactly 12 feet high, stand sentinel around the shores of this shallow pond. These stones were raised generations ago by the church of Gozreh soon after Otari was retaken from the Stonescale kobolds, and have remained a place of worship for druids, rangers, and naturalists ever since. The waters of the pond are unusually reflective but, despite whispered rumors, aren't magical.

A small cabal of nomadic clerics and druids faithful to Gozreh include Stone Ring Pond in their peregrinations, and there's always a few temporarily camping nearby. For the most part, these travelers have avoided contact with Otari for 30 years, ever since one of their number, Jaul Mezmin, soured their relationship with the town. A werewolf who'd kept his nature from even the other priests, Jaul lost control one night and slaughtered a half dozen locals before he was driven over the cliffside into the ocean below. His body was never recovered.

About 5 years after Jaul's disappearance, an idealistic gnome druid named Worliwynn heard of Jaul's rampage and came to Otari specifically to repair the damage the werewolf had done to the Gozrens' reputation and guide locals interested in living in greater harmony with the land. A generation later, Worliwynn has been largely successful, with the significant exception of still-grieving Keeleno Lathenar. Worliwynn shares more than grief with Keeleno. She also suspects that Jaul survived his fall from the cliff. She patrols the Otari hinterlands nightly, vigilant for any sign that Jaul might have returned to his old hunting grounds.

STONE RING POND

TEMPLE 4

CHURCH LODGE

Wares druid equipment, nature-themed magic items, primal scrolls

Spellcasting Divine spells are available for purchase from Worliwynn or the Gozrens. *Dispel magic*, *heal*, and *restore sense* are always available, with other spells available at your discretion.

Worliwynn (NG female gnome druid 4, Friendly, Perception DC 19, Will DC 21). Stone Ring Pond automatically supports the heroes if they deliver justice to Jaul Mezmin (see area **D14**'s Side Quest on page 60), whether by killing or capturing him.

20. OTARI GRAVEYARD

Looming over the western cliffside and crowned by a grove of scraggly trees that no living person in town can remember ever having borne living leaves, the Otari Graveyard is tended by the Dawnflower Library acolytes. A wooden stairway ascends the cliff face from the library below, but most priests prefer to take the half-hour walk through town to tend the graves. Cremations and burials at sea have become more popular in Otari, so burials in the graveyard tend to be the province of older families who value tradition. While the graveyard itself is spooky and unsettling, it doesn't have any undead problems within its boundaries—at least, not until the *Gauntlight* shines upon it again during this volume's adventure!

RUINS OF GAUNTLIGHT

Chapter 1:
A Light in the Fog

Chapter 2:
The Forgotten Dungeon

Chapter 3:
Cult of the Canker

Chapter 4:
Long Dream the Dead

Otari Gazetteer

Adventure Toolbox