

PATHFINDER

ADVENTURE PATH™

THE PATH OF DESTINY

When a trove of fireworks falls into the hands of the goblins of Brinestump Marsh, the people of Sandpoint fear an explosive invasion. But there's more afoot in the soggy wilderness than goblin hijinks and dangerous pyrotechnics. An investigation reveals mysteries and menaces aplenty, but also a treasure holding the answer to not just one of Varisia's greatest mysteries, but a conspiracy spanning continents and empires. Can the adventurers piece together a puzzle that links the owner of a sleepy village tavern to the unsolved destruction of a fortress-settlement? And can they withstand the ancient forces and secret destiny that have waited for them for decades?

This volume of *Pathfinder Adventure Path* launches the Jade Regent Adventure Path and includes:

- "The Brinewall Legacy," a Pathfinder RPG adventure for 1st-level characters, by James Jacobs.
- An exploration of the hinterlands surrounding the town of Sandpoint, a region that's anything but peaceful, by James Jacobs.
- A look into the mysteries of the oni, cunning fiends that can assume humanoid forms, by Mike Shel.
- Murder in a distant land in the *Pathfinder's Journal*, by Dave Gross.
- Four new monsters by James Jacobs and Tim Nightengale.



JADE REGENT: The Brinewall Legacy



JADE REGENT

THE BRINEWALL LEGACY

By James Jacobs

PART 1 OF 6



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GOBLINS

Goblins have lived along the Lost Coast for as long as anyone can remember, but that certainly doesn't mean they're welcome. Viewed as pests by most and monsters by all, goblins' reliance on the garbage of greater societies has ensured their simpering, cavoring proximity to better civilizations since the start. Goblins are naturally craven, gleefully foolish, and ever eager to visit atrocity and pain upon those they encounter, a combination that one might think would have led to their eradication by their betters long ago. But goblins are fecund and stubborn if nothing else. Much to the distress of the rest of us, goblins are here to stay.



SEA DRAKES

Many are the terrors that dwell in the watery deeps of the Varisian Gulf. Hungry reefclaws, ravenous bunyips, and foul-blooded devilfish are well-known horrors to the fisherfolk of the region, yet the dreaded sea drake is perhaps the most ferocious of the Gulf's regular predators. As with the other terrors, these monsters prefer to dwell near coastlines, where they can prey upon their favored meals—fishermen and sailors. Their lightning breath and uncanny knack for capsizing boats to better get to the juicy morsels within have earned sea drakes a special place in the hearts of those who travel the Gulf—a place of fear and hatred.



SANDPOINT DEVIL

They say it's bad luck to see the Sandpoint Devil—that it's the son of a widow who brokered a deal with a devil to gain a child, and that it stalks children and snatches them from their beds through windows left foolishly open. They say the beast is so hideous that even drawings and pictures of the fiend are prone to bursting into flame. That the Sandpoint Devil actually exists is not debated—it's been sighted by too many reputable folk, and savaged too many innocent victims to be completely a myth. Rumors abound as to its lair and its genesis, but the Devil itself is very much a real creature—flesh and blood and smoke and fire and all.



TENGUS

They are not common among the cities and villages of Varisia, but the people of this land know well the stories of the tengus. Far to the south, the pirates of the Shackles believe them capable of absorbing bad luck, and keep tengu “mascots” on their ships to combat fate, while to the north in the Linnorm Kingdoms, the crow folk dwell in ghettos and earn rightful reputations as scoundrels and sneaks. To the Varisians, a tengu is at once a curiosity and perhaps something to be wary of, for the region has long been plagued by myths of demons who take the shapes of birds and seek to pluck the eyes and tongues of those who ask too many questions.