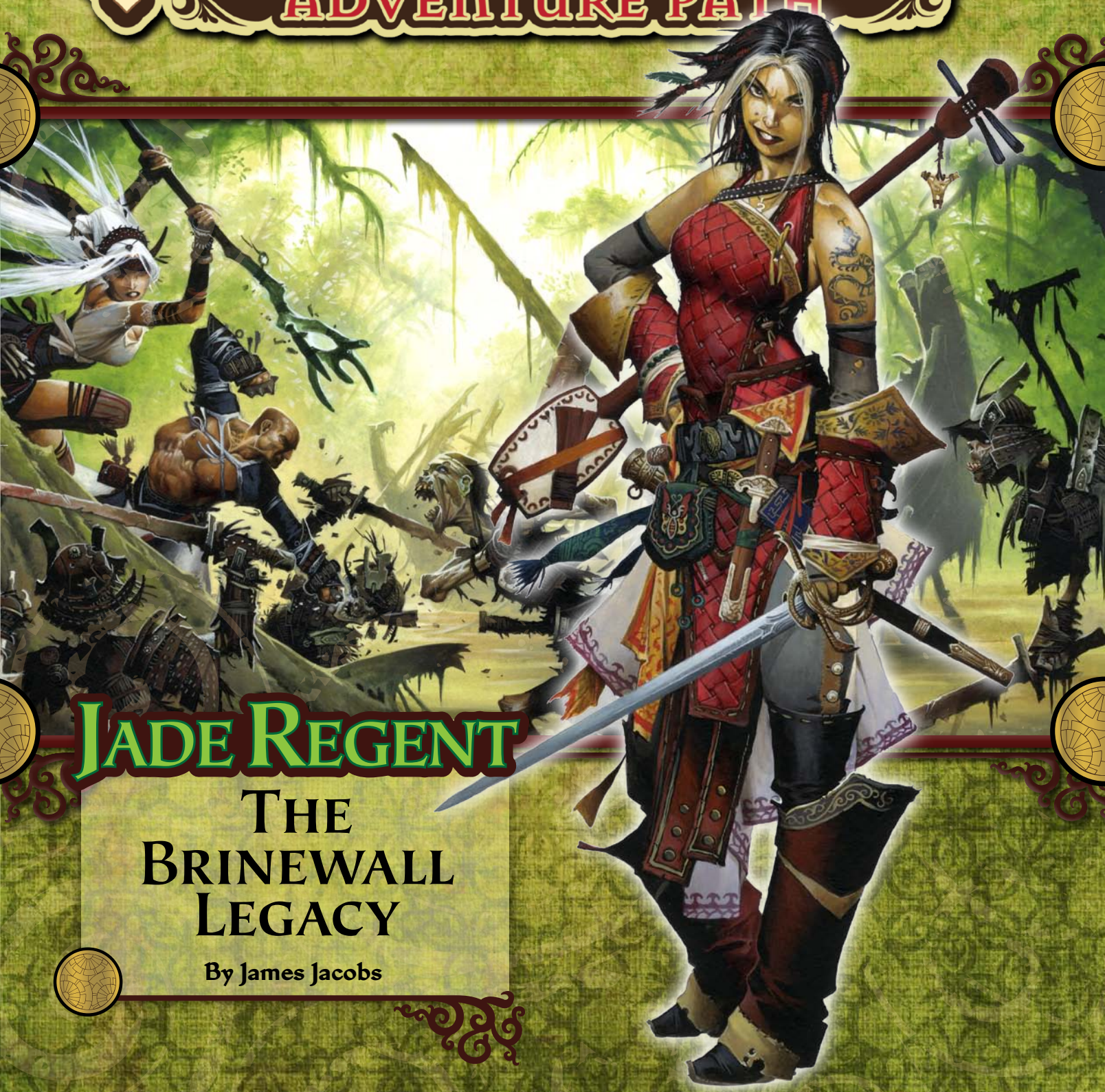


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JADE REGENT

THE BRINEWALL LEGACY

By James Jacobs



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, cavorting 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.



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.