

# JADE REGENT



## SANDPOINT HINTERLANDS

THE LOST COAST NUMBERS AMONG THE MOST PICTURESQUE OF A THOUSAND ENCHANTING VARISIAN BACKDROPS. MISTY WOODLANDS ORNAMENT A LAND OF SUPPLE FIELDS AND MYSTERIOUS CLIFFS LIKE THE FLUTTERING SCARVES OF NATIVE DANCERS. SWAMPS AND RUGGED TORS HOLD SECRETS KNOWN ONLY TO THIS ANCIENT LAND'S LOST PEOPLES, DARING EXPLORERS TO PEEL BACK THE AGES AND DISCOVER EPICS ONLY GUESSED AT BY POETS. WAVES OF EMERALD LAP THE WILD COAST, DANCING BEFORE A GHOSTLY CHAIN OF ISLAND MOUNTAINS HIDDEN EVEN ON CLEAR DAYS TO ALL BUT THE KEEN-EYED AND LUCKY. THIS IS TRULY A PLACE OF WONDERS. BUT AS WITH ANY TRUE TREASURE, ITS MARVELS DO NOT GO UNGUARDED.

—CEVIL “REDWING” CHARMS, ESQ., EIDOLON

While the region known today as Varisia has long been inhabited (all the way back to the Age of Legend, when powerful wizards known as runelords ruled the region as the Empire of Thassilon), it wasn't until relatively recently that it came to the attention of the nations of the Inner Sea. Chelixa made an aggressive attempt to colonize Varisia, but conflict with its native peoples and the remote location made such attempts difficult. By the time of Aroden's death and the Chelish Civil War, Chelixa's colonies in Varisia had already become independent.

While the inland highlands of Varisia remain wild and untamed, a fair amount of its coastal lowlands are now civilized. Three cities in particular—Korvosa, Magnimar, and Riddleport—represent civilization's three greatest modern triumphs in the region. Each of these cities has a number of smaller villages in its outlying reaches, and of these smaller settlements, the town of Sandpoint is among the largest and most successful—the perfect spot for fledgling heroes to start careers of adventure.

## SANDPOINT

Founded in 4666 AR along the Lost Coast, just a day's ride north of Magnimar, Sandpoint has grown into a rustic and prosperous town of just over 1,200 citizens. The town has dealt with a number of disasters in the past 5 decades, including several powerful storms, goblin uprisings, trouble with dragons, devastating fires, and deranged serial killers. Yet Sandpoint weathered these trials and emerged stronger after each one. Today, the town hosts several thriving industries (including lumber, fishing, farming, and glassblowing) as well as a number of unique businesses and entertainment venues. The town seems comfortable in its transitory position between rural charm and urban convenience, and is a healthy and vibrant settlement despite its slow growth.

While Sandpoint itself doesn't play a huge role in "The Brinewall Legacy" (beyond being the likely home of the PCs and the starting point for the adventure), the following information should be enough to cover the basics. More information on the town can be found in *Pathfinder Adventure Path #1*.

### SANDPOINT

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

**Mayor Kendra Deverin** (NG female human aristocrat 4/expert 3)

**Sheriff Belor Hemlock** (CG human male fighter 4)

**Town Priest Abstalar Zantus** (CG male human cleric of Desna 4)

**Nobleman Titus Scarnetti** (LN male human aristocrat 6)

**Nobleman Ethram Valdemar** (NG male human aristocrat 5/expert 2)

**Noblewoman Ameiko Kajitsu** (CG female human aristocrat 1/bard 3/rogue 1)

### MARKETPLACE

**Base Value** 1,300 gp; **Purchase Limit** 7,500 gp; **Spellcasting** 4th **Minor Items** 3d4\*; **Medium Items** 1d6\*; **Major Items** —

\* The Resources section lists specific items for sale in Sandpoint at the start of this adventure. Every month, roll 3d4 to see how many new minor items are for sale, and 1d6 to see how many new medium items are for sale. Healing items that might be offered by the Sandpoint Cathedral or other individuals do not count against these limits.

## RESOURCES

Although Sandpoint is a relatively small town with citizens prone to living relaxed and unexciting lives, the town's hinterlands hold numerous opportunities for adventure. As such, many of Sandpoint's businesses cater to adventurers. The following locations and services offered in Sandpoint should be of particular interest to adventuring PCs.

**Sandpoint Cathedral:** Tended by Father Abstalar Zantus, a cleric of Desna, the Sandpoint Cathedral is a pantheistic temple that contains shrines to Abadar, Desna, Erastil, Gozreh, Sarenrae, and Shelyn. Zantus and his four 1st-level acolytes can provide a limited amount of healing every day.

**Magic Items for Sale:** Beyond the numerous healing items available at the Sandpoint Cathedral, several other shops in Sandpoint periodically offer magic items for sale as well. At the start of the Jade Regent Adventure Path, the following specific items are for sale at the listed shops (these items are in addition to Sandpoint's normal base gp value).

### MAGIC ITEMS FOR SALE

Item	For Sale at	Price
+2 dagger	Savah's Armory	8,302 gp
+2 spell resistance (13) studded leather armor	Savah's Armory	16,175 gp
periapt of health	The Feathered Serpent	7,400 gp
potion of protection from chaos	Pillbug's Pantry	50 gp
potion of levitate	Pillbug's Pantry	300 gp
ring of feather falling	The Feathered Serpent	2,200 gp
scroll of mirror image	The Curious Goblin	150 gp
wand of magic vestment (27 charges)	The Feathered Serpent	6,075 gp



**Places to Relax:** Sandpoint offers several places to relax and spend the night, including taverns, inns, and even a brothel. The **White Deer** and the **Rusty Dragon** are Sandpoint's two inns—their prices are comparable, but the Rusty Dragon specifically caters to adventurers, and its owner, Ameiko Kaijitsu, has been known to offer discount rates to adventurers in return for entertaining tales of their escapades. For taverns and eateries, visitors can choose between **Cracktooth's Tavern** (specializing in amateur entertainments, ale, and crunchy snacks), **Fatman's Feedbag** (specializing in enormous servings of mediocre food, rum, and bar fights), the **Hagfish** (specializing in seafood, gambling, and boasting), **Risa's Place** (specializing in potato dishes, cider, and stories; particularly valued by the locals since this place isn't well known by visitors), and the **Rusty Dragon** (specializing in spicy and exotic dishes, mead, and adventurers). The **Pixie's Kitten** is Sandpoint's only brothel, but its sense of style and panache belies the rural environs.

## RUMORS

Sandpoint's citizens are fond of gossip. You can use the following table to randomly determine a bit of scuttlebutt to reward PCs who ask around town for information. If you want to limit rumors the PCs hear to ones that have direct links to "The Brinewall Legacy," roll a d4 instead of a d8.

### SANDPOINT RUMORS

Roll	Rumor
1	The Soggy River Monster was seen again, this time by a fisherman on the New Fish Trail. He said it stood taller than a man, had white skin, and had a mouth that opened up all the way down its neck. It was eating what looked like a goblin on the far side of the river, which is why the farmer managed to escape. ( <i>True</i> —the Soggy River Monster is detailed on page 10.)
2	The Licktoad Goblins have never been much of a problem before, but now that they've found all those fireworks, they seem braver, that's for sure. Some folks say that they've even learned how to make them, and that they're getting ready set Sandpoint on fire! ( <i>True and false</i> —although the goblins have found a lot of fireworks, they haven't learned how to make them yet.)
3	It's been a long time since Old Megus came to town. My neighbor says it's because she used witch magic to turn into some sort of swamp zombie and now she's stalking Brinestump looking for people to eat! ( <i>False</i> —Old Megus's actual fate is detailed on page 18.)
4	That weird halfling who lives at the end of the New Fish Trail in Brinestump Marsh raises snakes as pets. I kid you not! He coddles them like my niece coddles her pet rabbit, Mr. Nibbles! Takes a special kind of weirdo to keep snakes as pets! ( <i>True</i> —the self-appointed "warden" of the swamp is detailed on page 11.)
5	Farmers around Egan's Wood say that there's been muddy hoofprints appearing on their roofs lately. Sounds like the Sandpoint Devil's looking for someone 'round those parts to carry off for a meal! ( <i>False</i> —the farmers faked the footprints and are just looking for attention.)
6	Some travelers coming from up coast say they saw a dragon—a big black one—flying around above central Mosswood. Hope they were drunk or something. We don't need dragons living that close to town! ( <i>True</i> —see Dragon's Punchbowl on page 65.)
7	A couple of weird holes have shown up in the fields around Pauper's 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>True</i> —see Pauper's Graves on page 67.)
8	A lot of the fishermen been talking about some sort of red seagull they been seeing lately. Thing is, the seagull always seems 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" of late, saying it's soaked in blood or something and that the bird's possessed by that maniac Stoot's ghost. ( <i>True</i> —this eerie red gull is in fact the disguised Red Bishop. See Grubber's Hermitage on page 66.)






## THE HINTERLANDS

This volume's adventure focuses on Brinestump Marsh, only one of the numerous adventure sites located within a few hours' walk of the town of Sandpoint. Yet several other intriguing sites exist in the Sandpoint hinterlands—areas ripe for new adventurers to test their mettle. Some of these sites are relatively safe to explore, but others could well contain challenges for parties of 7th level or higher. The following gazetteer briefly describes several different locations in the Sandpoint hinterlands beyond Brinestump Marsh where adventures could take place—each location is listed with a suggested CR so that you can build level-appropriate challenges for that area. In the case of an area listing a range of numbers for its CR, that site features multiple encounter areas suitable for longer-term exploration in a multilevel complex or ruin. Entries without CRs listed are generally safe and have few indigenous dangers.

**Ashen Rise (CR 1):** The smaller of the two limestone escarpments in the area is the so-called Ashen Rise. Unlike Devil's Platter, Ashen Rise is relatively safe—the only peril explorers are likely to face up here are flocks of stirges or uncommonly aggressive ravens and crows.

**Biston's Pond (CR 2):** Named after an eccentric Varisian druid who lived his whole life on the western shore, this pond gathers at the convergence of Weasel Creek and the larger Turandarok River. Goblins from Mosswood often fish along the eastern shore, and the dilapidated shack



# SANDPOINT HINTERLANDS



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 who dwell in the area. The pond itself is relatively shallow and well-stocked with trout and freshwater flounders.

**Brinstump Marsh (CR 1):** This tangled, overgrown swampland is presented in detail in Part One of this volume's adventure.

**Devil's Platter (CR 3):** The edges of Devil's Platter are known haunts for the Birdcrunchers—a small tribe of relatively nonaggressive goblins that dwells in numerous caverns along the Platter's western edge. Deeper in, it's rumored that the place is controlled by devil-worshipping bugbears who avoid the light of day but emerge at night from caves to light their fires. Numerous clefts, cracks, and caverns lie scattered throughout the bleak, desolate expanse of this limestone escarpment. Routes up the sheer sides are few, and are often sites of goblin or bugbear ambushes.

**Dragon's Punchbowl (CR 8–11):** 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 out of their lair (see the Tors on page 67). 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.

**Egan's Wood (CR 2):** 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. His shack lies hidden somewhere in the woods. Although Egan died long ago, the giant spiders that infest his beloved woods remain very much alive. They rarely emerge from the woods, which is fine with the farmers who toil in the surrounding flatlands.

**Farmlands (CR 1):** 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. At any given time, at least two or three farms need help in running off predators or mischief-seeking troublemakers.

**Foxglove Manor (CR 4–5):** This old seaside manor house was built in 4624, but a series of tragedies saw the





THE RED BISHOP

place abandoned for many years. Known today as “The Misgivings,” the place is reputedly haunted. Foxglove Manor is presented in detail in *Pathfinder Adventure Path #2*.

**Grubber’s Hermitage (CR 6–9):** 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. Of late, little has been heard from the Hermitage—with no love lost between this thorp and Sandpoint, no one has gone to investigate the silence as of yet. In fact, the people of Grubber’s Hermitage have recently been devastated by a supernatural and deadly entity known as the Red Bishop, a mothman cleric of Pazuzu whose strange obsession with Sandpoint brought it to the region. The Red Bishop played a key role in the corruption of Jervas Stoot into a maniacal serial killer several years ago, and this was but the first in several manipulations of events in the region

toward a devastating endgame known only to it. The slaughter and subjugation of Grubber’s Hermitage is the latest atrocity engineered by the Red Bishop, who now dwells on the island and manipulates the town’s few remaining survivors from the safety of a corrupted monastery of Gozreh that looms above the town.

**Habe’s Sanatorium (CR 1):** A wealthy alienist named Erin Habe owns and runs this three-story brick hospice, more properly known as “The Saintly Haven of Respite.” Some folk whisper that the asylum is less a place of healing and more a place for its reclusive owner to perform strange experiments on the desperate souls in his care. Habe’s Sanatorium is detailed in *Pathfinder Adventure Path #2*.

**Hag’s Plummet:** Old Varisian tales recount the tragic tale of young Bevanaka, who found a gray hair 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 age, he spurned her. In a fit of despair, Bevanaka threw herself from the cliffs at Hag’s Plummet. Since then, these cliffs have been a popular place both for young lovers to sneak away and profess their love and for suicides.

**The Moors (CR 2):** The three moors that stretch through much of the hinterlands consist of poor-quality soil and stony ground. The northernmost 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 (CR 3):** One of two significantly sized woodlands to the east of Sandpoint, Mosswood is the less tangled, less dangerous of the two, yet the forest is far from safe. Mosswood’s primary inhabitants are goblins, and the Mosswood tribe remains the largest of the Sandpoint goblin tribes today. Part of the Mosswood goblins’ tenacity doubtlessly comes from the tribe’s chieftain, Big Gugmut, who claims to be the son of a hobgoblin and a wild boar. Mosswood’s trees tend to be larger, mostly redwood, resulting in much more open forest floor than undergrowth-heavy Nettlewood to the north.

**Nettlewood (CR 3):** North of Mosswood lies Nettlewood, a frustratingly tangled forest. 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 of the hinterlands.

**Pauper's Graves (CR 3–4):** Before Sandpoint was settled, Varisians often visited the coastline here, one of many traditional graveyard sites used by the travelers in the region. When Sandpoint began construction, a large influx of poor and desperate laborers from Magnimar came to the region, hoping to be rewarded for helping build a new town by being given a place in it, and were buried here. Today, these bodies are gone, devoured by the ghouls now inhabiting the twisting warrens beneath the area.

**The Pit (CR 2–7):** The most notorious site on Devil's Platter is a dark, circular pit hidden somewhere near the escarpment's center. From above, the Pit is only accessible by flight or via a winding network of mazelike furrows in the Platter's surface, while from below the numerous caves that branch off of the Pit's walls connect to underground lairs throughout the hinterlands. In this way, the Pit forms the nexus of a "mini-Darklands" below the region. Something like a sinkhole, the circular shaft stretches nearly a hundred feet across, its inner walls crisscrossed with ledges and rope ladders leading deeper into the mist-shrouded depths. Numerous cave entrances along these ledges lead into complexes within the escarpment itself—goblin tribes, infestations of gremlins, sinister lairs inhabited by derros and dark folk, and troglodyte warrens are among the dangers one faces in these numerous caverns. The deepest reaches of the pit share an ancient temple devoted to Kabriri (the demon lord of ghouls) and the lair of the infamous Sandpoint Devil. The connection between the denizens of this temple of Kabriri and the ghoul activity in the region seems obvious, but what unholy link the ghouls and their cult leaders might have to the Sandpoint Devil is unclear.

**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.

**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.

**Shank's Wood (CR 2):** This small pine and eucalyptus forest is relatively small. The goblins of the Seven Tooth tribe claim this forest as their territory, and often sneak west to raid Sandpoint's junkyard for "treasure."

**Sog's Bay (CR 2):** 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.

**Thistletop (CR 3–4):** Perhaps the most aggressive goblin tribe in the region, the Thistletop goblins and their unusual lair are presented in great detail in *Pathfinder Adventure Path #1*.

**The Three Cormorants (CR 5):** 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.

**Tickwood (CR 2):** 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.

**The Tors (CR 1–7):** 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 new secrets and small hidden complexes that await discovery. In addition, the black dragon Scarhorn's bitter and surly younger brother Black Fang has recently settled in an old tomb in the Tors, where he makes plans to gain enough resources and strength to return to Dragon's Punchbowl and reclaim the home he sees as rightfully his own. Traditionally, neither dragon has bothered Sandpoint much, since they have little desire to rile up would-be dragonslayers so close to home, but the recent upset in their living situation could well drive Black Fang to extreme measures.

**Whisperwood (CR 2–4):** 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. Solitary bugbear stalkers lurk in these woods, along with a few Sczarni hideouts. 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.

**Wisher's Well (CR 4–8):** One of the lesser-known Thassilonian ruins in the region, this landmark consists of a circular stone tower only 30 feet high from the outside that drops away into a 100-foot-deep shaft ending in a deep pool of water on the inside. Of course, all manner of monsters dwell in the flooded caverns below the well, including a small tribe of skum and a slightly larger tribe of faceless stalkers. Both tribes are ruled by an albino aboleth named Vorimorath, who came to the region via submerged tunnels deep below, likely drawn by the promise of strange Thassilonian treasures in the flooded depths.