

SECOND EDITION

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Seven Dooms for Sandpoint

ADVENTURE PATH

Player's Guide

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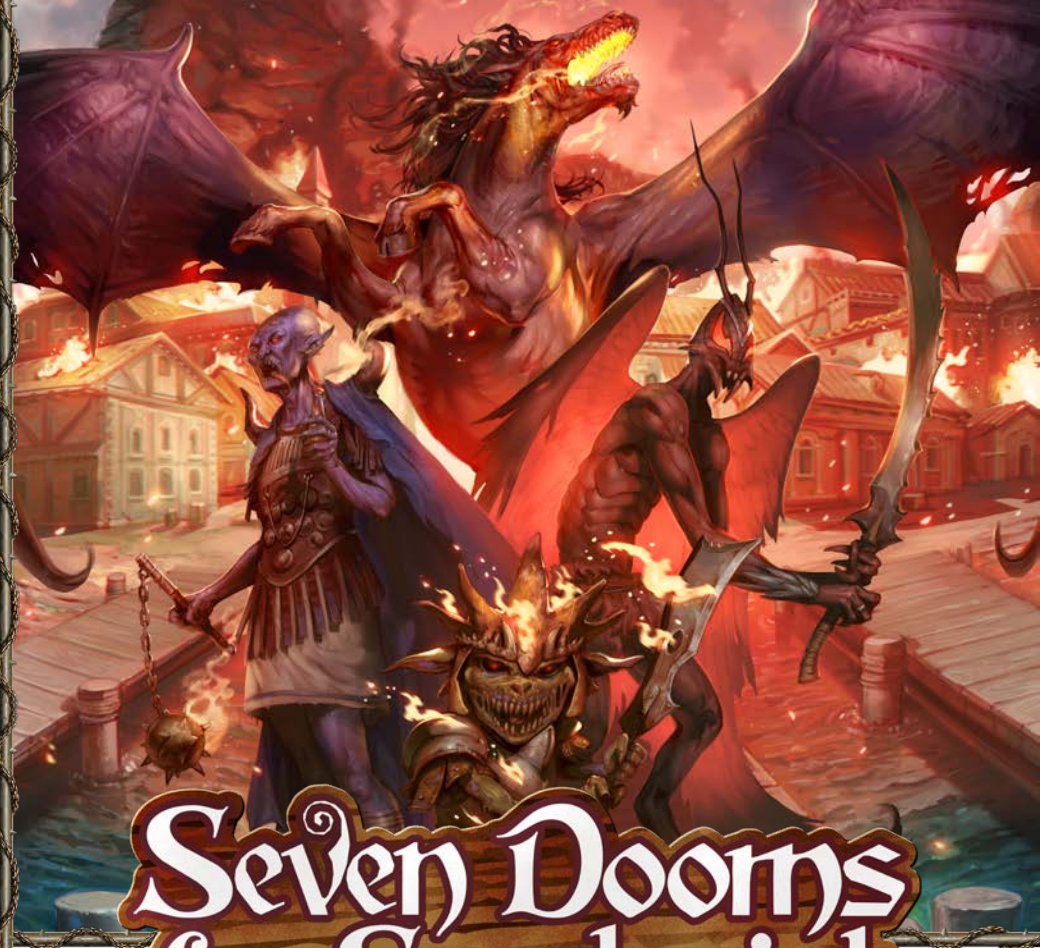
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How to Use This Guide

Welcome to the Seven Dooms for Sandpoint Adventure Path!

This Player's Guide will help you to prepare for a campaign set on Varisia's Lost Coast, focused on the town of Sandpoint and its hinterlands. Your characters take on the roles of established regional adventurers called upon by one of Sandpoint's religious leaders to aid in solving an unsettling mystery in the nearby town graveyard. You begin as 4th-level heroes who have already established a minor reputation in the region for being adventurers.

This Adventure Path is presented in one single oversized book, celebrating the 200th volume of the Pathfinder Adventure Path series! It also serves as a sequel for the very first adventure ever published as a Pathfinder Adventure Path: "Burnt Offerings." *Seven Dooms for Sandpoint* builds on a long tradition of plot hooks and stories begun in other adventures and Pathfinder products, particularly the Pathfinder First Edition book *Pathfinder Campaign Setting: Sandpoint, Light of the Lost Coast*. If you're familiar with these previous products, some of the developments and plot points in this campaign may not be as surprising, but for an adventure rooted as deeply in nostalgia as *Seven Dooms for Sandpoint*, that's perfectly fine!

To play in this campaign, all you need is the *Pathfinder Core Rulebook* and a character sheet. With your Game Master's permission, you can also use Pathfinder Second Edition supplemental rulebooks, campaign setting books, and other accessories to further customize your character.

The following pages contain specific suggestions to help you create a new character for *Seven Dooms for Sandpoint*. This Player's Guide is organized into the following sections:

- **Character Suggestions (page 3):** Guidance, practical advice, and specific tips for creating a 4th-level character that fits seamlessly into this campaign.
- **Sandpoint Gazetteer (page 17):** Much of what you (and your character) need to know about Sandpoint is presented in this gazetteer. Your GM has additional information about this town, should information you need not be present in this section.
- **Your First Adventure (page 28):** This section presents a guided walkthrough for you and the other players in your group to generate a unique history for your characters first three levels, if you're creating brand new characters for this Adventure Path.

WHERE ON GOLARION?

Seven Dooms for Sandpoint takes place in and around the town of Sandpoint on Varisia's Lost Coast, a stretch of land along its western coastline overlooking the Varisian Gulf. The adventure itself takes place in the year 4724 AR, 17 years after the events of "Burnt Offerings," the first adventure in the Rise of the Runelords Adventure Path.

Character Suggestions

The following information not only provides context for creating characters that fit well with the themes present in Sandpoint, but also helps you to build a character that will fit well in the overall storyline of the adventure.

WHAT CAME BEFORE

Since *Seven Dooms for Sandpoint* begins with the party being 4th level, character creation is a bit more involved than normal. The notes and advice on the following pages will help you create a brand new 4th-level character, while the section titled "Your First Adventure" on page 28 will help you and the other players at your table work out where your PCs have come from and what they accomplished before they begin this Adventure Path.

You can, of course, also use existing 4th-level characters—if you do so, you'll need to work with your GM as to why you've all come to Sandpoint and why your group has been called upon by local cleric Abstalar Zantus to help him with the situation in the local graveyard.

Rusthenge

This standalone adventure can serve as a perfect setup for *Seven Dooms for Sandpoint*. Notes in *Rusthenge*, as well as in *Seven Dooms for Sandpoint*, are available for your GM to forge a link between these two adventures. You'll still need to work with your GM for why your group's moved on from Chakikoth Isle and the Kindred Coast featured in *Rusthenge* to arrive at Sandpoint, but your characters should be precisely the level you need to be to catch Abstalar's eye and be ready to begin the Adventure Path.

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Burnt Offerings

One potentially unusual possibility is to use the very first Adventure Path adventure, “Burnt Offerings,” as the lead-in for *Seven Dooms for Sandpoint*. As mentioned above, the plot of this Adventure Path does serve as a sort of sequel for that adventure, so a group that plays through “Burnt Offerings” will not only be the proper level, but will also have an investment in the town and a connection to many of the characters who play significant roles in *Seven Dooms for Sandpoint*. Of course, this also assumes that those characters didn’t go on to finish the rest of *Rise of the Runelords*, and your GM will need to update “Burnt Offerings” to work with Second Edition rules. Taken as a one-shot adventure, though, “Burnt Offerings” functions quite well as a single adventure with a definitive story that comes to a conclusive end, allowing you to play through this story, then have your 4th-level characters go into semi-retirement for 17 years before they’re called out of retirement as *Seven Dooms for Sandpoint* begins!

Since *Seven Dooms for Sandpoint* begins 17 years after “Burnt Offerings,” you have another unique opportunity as well if your fellow players and GMs are on board—you could play children of characters previously played in *Rise of the Runelords*! If you choose this option, though, and your character’s high-level parents are still active in the world, consider the points in the “Where Are the Heroes?” sidebar.



WHERE ARE THE HEROES?

Seven Dooms for Sandpoint tells a new story for new heroes, and as such it works best if previous heroes who began their adventuring careers are no longer present in the town. If your table has retired high-level adventurers living or active in Sandpoint as part of its established canon, work with your GM to come up with a reason why those local legends are away from town for an extended period of time, leaving the task of saving Sandpoint from its latest dooms to your new group of PCs. This can be particularly challenging if you’re playing the child of one of these high-level adventurers, in which case you’ll need to come up with a reason why your parent(s) don’t just come in to do this adventure for you!

Sandpoint, Light of the Lost Coast

Another possibility is for your GM to create a bespoke adventure for you and your fellow players to go on in the town of Sandpoint. The Pathfinder First Edition book *Sandpoint, Light of the Lost Coast* presents a wide range of potential adventure seeds in town that a GM can build all manner of plot from. Note also that many of the plot elements that make up *Seven Dooms for Sandpoint* itself are discussed in that book as well, so if you intend to play in this Adventure Path, you should consider treating the contents of that book as spoilers. The Sandpoint gazetteer beginning on page 17 of this Player’s Guide is a spoiler-free resource for players to peruse when building a local hero.

Brand New to Town

While *Seven Dooms for Sandpoint* is filled with nostalgia and callbacks to previous adventures set in one of Pathfinder’s oldest established towns, its story is self-contained and still provides plenty of opportunity for adventure and excitement to characters (and players) who are brand new to Sandpoint!

ALIGNMENTS

Sandpoint is primarily a neutral good town, and the enemies you’ll be facing in this Adventure Path are decidedly evil, so non-evil characters make the best fit for a *Seven Dooms for Sandpoint* campaign. That

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said, as long as the PCs all get along, are eager to work together, and are protective of the town and invested in its well-being, any individual character alignments can work in this Adventure Path.

ANCESTRIES

While this Adventure Path never delves too far from the small town of Sandpoint and its hinterlands, the Lost Coast is a hotbed for adventuring.

Common Ancestries

Sandpoint is primarily inhabited by **humans** (mostly of Taldan, Shoanti, or Varisian ethnicity, but with representatives of all of the Inner Sea's human ethnicities among its citizens), but **halflings**, **elves**, **dwarves**, **gnomes**, **half-elves**, and **half-orcs** dwell there as well. There are even a small number of **goblins** dwelling in the town—something that would have been unheard of just a few decades ago! Goblin PCs would do well to be on their best behavior, of course, but since this adventure starts at 4th level, you can assume that a heroic goblin PC has already established themselves in town alongside the other PCs as a welcome local. Still, Sandpoint continues to periodically have difficulties with more aggressive goblin communities that remain in the hinterlands, and some people in town may still carry fearful prejudices close to their hearts. Work with your GM to establish an understanding if you wish to play a goblin character in this campaign, but also keep in mind that you are likely to encounter villainous goblins during the course of play! (The same goes, of course, for any of the core ancestries!)

Uncommon Ancestries

These ancestries are much less common on the Lost Coast, but a few of them might include some NPCs living quiet lives in town at the GM's whim. Speak to your GM before selecting an uncommon ancestry from this section, but these choices shouldn't present any significant thematic clashes with the Adventure Path as a whole.

Advanced Player's Guide Ancestries: Kobolds and orcs are known in Varisia. While they generally dwell far to the east, in the regions known as the Storval Plateau or the Cinderlands, their appearance on the Lost Coast isn't particularly unusual. As with goblins, you can assume that as part of your time spent as a 1st- to 3rd-level character in Sandpoint, you've built enough of a reputation that the locals won't react poorly to the presence of a kobold or orc.

Changelings, dhampirs, and planar scions are all known in the region as well. There are no particularly numerous enclaves of these versatile heritages in the region, but their presence isn't disruptive or out of place. In some cases, if you look particularly unusual or notable, certain locals might react with faulty predispositions against you and your heritage, but again, your established reputation in town as an adventurer will go a long way toward extending your welcome in town.

Lost Omens Ancestry Guide Ancestries: The practice of fleshwarping dates back to before Earthfall, when the runelords of ancient Thassilon dabbled in this magical tradition to create monstrous servants or hideous guardians. The most widespread fleshwarps in the region today are sinspawn, who remain pretty universally loathed or feared for their monstrous appearance or aberrant world views, but more unique fleshwarps, such as those presented in this book, can find safe havens on the Lost Coast.

Rare Ancestries

Any other ancestry not mentioned above is considered rare. While these ancestries can work from a game balance perspective, they aren't particularly on-theme for *Seven Dooms for Sandpoint*. If you wish to play a rare ancestry, speak with your GM first.

LOCAL PREJUDICES

Sandpoint has had its historic struggles with prejudice, be it clashes between indigenous Varisians and new Taldan arrivals, conflicts with local violent goblin communities, experiences with frightening fleshwarps like sinspawn, or ignorant but nevertheless damaging actions against heritages like aasimars. While some in Sandpoint still cling to their prejudices, others are taking steps to do better, and certain story elements in *Seven Dooms for Sandpoint* explore how the townsfolk of Sandpoint are trying to do just that. If you wish to play a goblin, aasimar, tiefling, fleshwarp, or other ancestry who you fear might face cruelty, chat with your GM to make sure your choice will work well for your table and game.

Regardless, the people of Sandpoint are mostly good and mostly welcoming—the presence of villains and scoundrels among the townsfolk are part of what builds compelling storylines for adventurers to go on and sets up wrongs for heroes to right. As mentioned above, you can assume that regardless of your character's ancestry (provided you have your

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GM's approval if you're playing an uncommon or rare ancestry), your character's actions during your first three levels of experience have given the people of Sandpoint plenty of time to come to admire and respect you. There are still antagonists waiting to confront you and your party in town, but their goals are tied specifically to the events awaiting you in *Seven Dooms for Sandpoint* and are not tied to your character's ancestry.

CLASSES

The pursuit of adventuring is common along the Lost Coast, particularly in the wake of so many significant events over the past 17 years—stories chronicled in Adventure Paths like *Rise of the Runelords*, *Second Darkness*, *Jade Regent*, *Shattered Star*, and *Return of the Runelords*, or in standalone adventures like *Feast of Ravenmoor*. As a result, all classes are appropriate for play in *Seven Dooms for Sandpoint*. Some, like the gunslinger, might find the availability of certain uncommon resources in town unreliable, while others, like the magi, may not find locals in Sandpoint to “talk shop” with, but all will have ample opportunities to shine during the adventures to come!

Alchemists are represented in town by two notable characters—Aliver “Pillbug” Podiker and Nisk Tander. Of the two, Nisk, who runs Bottled Solutions, is far more approachable and friendly. Aliver Podiker, who runs the Pillbug’s Pantry, is an abrasive and unpleasant man who has little interest in making friends with adventurers. All alchemical research fields are equally appropriate for *Seven Dooms for Sandpoint*.

Barbarians in the region are almost always lone warriors associated with an adventuring group, but are quite common and often admired for their strength and endurance. The Shoanti quahs of eastern Varisia are the most notable established groups for barbarians to hail from. All barbarian instincts are thematically appropriate for the region, but Giant is the most thematic, for Varisia has long been the homeland for numerous types of giants, and their legacy can be seen in the immense Thassilonian ruins scattered throughout the land.

Bards are particularly adored in Sandpoint, for the town has many theatrical traditions, be it competitive storytelling (“yarning”) at the Hagfish, full theatrical productions at the Sandpoint Theater, or the various venues throughout town that cater to and welcome performances of all kinds. And of course, the legacy of Sandpoint’s most famous bard, Ameiko Kaijitsu,

carries on in the Rusty Dragon—while she’s moved on to become empress of distant Minkai, many in town are still eager to share their favorite stories about the famous bard. All bard muses are excellent choices in *Seven Dooms for Sandpoint*. If you choose enigma as your muse, consider ties to the ancient mysteries of Thassilon. Note that a major part of this adventure involves building and fostering relationships with a number of local factions, so a bard who has strong social skills will be particularly useful during those parts of the campaign that take place in town.

Champions are well known and admired on the Lost Coast for their roles not only in protecting society, but in setting inspirations to follow. In Sandpoint, two noteworthy paladins lead very different lives, yet both are always eager to encourage and support newcomers to the cause. Gaven Deverin owns Sandpoint’s Two Knight Brewery, an establishment that specializes in ciders, lambics, and seasonal beers and ales, while Jasper Korvaski tuns the local Mercantile League, where he oversees matters as diverse as land ownership, building construction, and the logistics of shipping via land or sea. In this Adventure Path, a champion should consider that *Seven Dooms for Sandpoint* features a large amount of underground exploration, and that a steed is not a good choice for a divine ally.

Clerics should consider the additional information presented next under Faiths for guidelines for which deity to worship.

Druids are well known in the region, but have no members living directly in the town of Sandpoint. No druid order is a bad choice for this Adventure Path, but keep in mind that there is relatively little wilderness exploration in *Seven Dooms for Sandpoint*. The following animals are the most common found on the Lost Coast, so choosing one of these as an animal companion will be on-theme (if you wish to choose a different animal companion, speak to your GM about how this animal might have become your companion under unusual circumstances): badger, bat (*Advanced Player’s Guide* 144), bear, bird, boar (*Advanced Player’s Guide* 144), cat, horse, snake, or wolf.

Fighters are among the most common adventurers in the region and will find ample opportunity to shine during *Seven Dooms for Sandpoint*. Sheriff Belor Hemlock is perhaps the town’s most famous fighter.

Gunslingers are uncommon in Sandpoint, and their initial arrival in town always draws plenty of gawkers and curious folks eager to see a demonstration of

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gunplay. If you wish to play a gunslinger, make sure your GM knows—local shops like Savah's Armory can stock gunslinger supplies, but if there are no gunslinger PCs in the group, her shop won't be offering guns and associated gear for sale without adjustments put in place by your GM.

Inventors aren't particularly common on the Lost Coast. Those who do come to Varisia are often seeking answers to the mysteries of Thassilon's ancient techniques for creating clockworks, and rumors abound of still to-be-discovered clockworks buried in ancient Thassilonian complexes. While no inventors currently live in Sandpoint, Vorvashali Voon, the proprietor of the local curio shop known as the Feathered Serpent, is always on the lookout for opportunities to talk with inventors, and if anywhere in town will carry supplies needed for such pursuits, it's his shop. No one innovation is more thematic than another in *Seven Dooms for Sandpoint*.

Investigators are often drawn to the Lost Coast in pursuit of ancient mysteries, and while none currently live in Sandpoint, many in town would be eager to trade stories or talk mysteries with them, including local sage Brodert Quink. Opportunities to research mysteries and investigate mysterious events occur often in this Adventure Path, so an investigator should find their skills useful numerous times during play. Alchemical Sciences and Forensic Medicine are slightly stronger thematic choices (but not much so) than Empiricism or Interrogation, as far as investigator methodologies are concerned.

Kineticists will find plenty of chances to shine during combat and exploration in *Seven Dooms for Sandpoint*, with those focused on the elements of air, earth, or fire potentially having the stronger thematic ties to the plot. Of all the classes presented here, kineticists are perhaps the least understood, with many locals mistaking them for sorcerers. Once made aware of their mistake though, most in Sandpoint are eager to find out more about this strange (to them) "new form of magic."

Magi will find their talents useful throughout this Adventure Path, but aren't overwhelmingly tied to its plot in a strong thematic way. Local wizards like Veznutt Parooh of The Way North or Ilsoari Gandethus of Turandarok Academy are always delighted to trade stories and talk magical theory with magi, while tavernkeeper Chask Haladan of the Curious Goblin might become intrigued by the melding of magic and weaponry a magus pursues,

although more as how it might apply to stage performances than to actual battle.

Monks are, like fighters, common on the Lost Coast, and will find ample opportunities to shine in this Adventure Path's numerous combats. Sandpoint's most famous monk is Jabyl Sorn, caretaker of the House of Blue Stones—a place for meditation and study alike. See Faiths on page 9 for additional guidance on religion or belief.

Oracles aren't quite as common on the Lost Coast as clerics, but the talents they bring to a party will be just as useful. The most thematically appropriate mysteries for an oracle in this Adventure Path are Ancestors, Cosmos, Flames, and Lore. See Faiths on page 9 for additional guidance on religion or belief.

Psychics aren't particularly common among the adventurers of the Lost Coast, and most locals will assume a psychic to be some other form of spellcaster. Those who focus their studies and powers on themes associated with ancient mysteries, the spirit world and supernatural threats, and the research of old magic and ruins will find themselves fitting in well during *Seven Dooms for Sandpoint*.

Rangers are respected on the Lost Coast, where many patrol the remote roads to make travel safer. While Sandpoint's most notorious ranger resident, Daviren Hosk (a bitter and cranky man whose hatred of goblins is slowly making him more and more of a local liability), isn't the most pleasant person to cozy up to, most of the town's other residents will quickly gravitate toward a ranger with questions about local events or just admiration for the job so many of them do in patrolling the Lost Coast Road. If you gain an animal companion, consult the suggestions for druids on page 6. If you take the Favored Terrain feat, underground is the single most important terrain to consider—no other terrain will feature significantly enough in the Adventure Path to give you a worthwhile advantage.

Rogues will find ample opportunities to shine during combat and dungeon exploration—many hazards await! Beyond the dungeon, though, a rogue will also have multiple opportunities to engage in a range of social and urban shenanigans in town; see the notes for bards and social encounters on page 6. Consider the advice for skills later in this Player's Guide when choosing where to focus your training.

Sorcerers are among the most respected adventures of all those on the Lost Coast, for the practice of sorcery among the indigenous Varisians dates back



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to an era before even Thassilon. During that time, sorcery provided Varisians under runelord rule a method to fight back against (or at least endure) the arcane cruelties visited upon them by the then-rulers of the land. To many Varisians, the practice of sorcery is a religious experience, while to others it is steeped inexorably with the magic of the land itself. As a result, sorcerers whose bloodlines afford access to divine or primal magic are more common, but all four types of bloodline are thematically appropriate. The most common are aberrant, angelic, demonic, fey, hag, imperial, and undead, but the most famous regional bloodline is the harrow bloodline. While the Harrow itself plays no role in *Seven Dooms for Sandpoint*, it can be an excellent thematic choice for any PC—this bloodline is detailed in the free *Stolen Fate Player's Guide*, available online at paizo.com. There have been many notable sorcerers living in Sandpoint over the years; some keep their magic secret, but others use their traditions for the good of the town. For many years, Risa Magravi was one such sorcerer, whose study of dreams and legend made her an important touchstone in the town's oral history. Risa recently passed away, but her daughter Lanalee seems more than capable of carrying on her mother's traditions.

Summoners aren't that well known on the Lost Coast, and are often mistaken for druids or other spellcasters who have somehow managed to earn the loyalty of a strange supernatural follower—the main exception to this generalization being those who summon phantom eidolons, who have a strong tradition among both the Varisians and Shoanti who have lived in these lands for so long. The most thematically appropriate choices for eidolons in this Adventure Path are angel, anger phantom, beast, demon, and devotion phantom.

Swashbucklers are similar to fighters, in that they'll find plenty of chances to do their thing in this Adventure Path. More so than fighters, though, their skill at social situations will be an additional asset when it comes to building local reputation and navigating Sandpoint's politics.

Thaumaturges are an excellent choice for this Adventure Path, although none currently live in Sandpoint. The wide range of ancient magical ruins and forgotten treasures hidden throughout the land are a particular draw for these treasure seekers. All thaumaturge implements are equally useful in this Adventure Path, though using an implement emblazoned with, or incorporating themes from, ancient Thassilon (such as an amulet bearing the

Sihedron symbol, a polearm akin to those once wielded by the runelords, or regalia in the style of the ancient empire) certainly fit well!

Witches are an important part of the region's history, although less so than sorcerers. For many, the witch is associated with more frightening elements of the region—be they associations with goblins, ghouls, or various demon cults—but those who are open-minded are quick to point out the more positive traditions preserved by Varisian witches of Desna, various worshippers of the empyreal lord mystery cults, or the increasing number of witches who seek more benign and helpful magics hidden in the ancient runes of old Thassilon. Speak with your GM when choosing your patron for additional guidance, but the patron themes of curse, fate, and rune are excellent choices in this Adventure Path. When choosing a familiar, keep in mind many of the region's traditional choices of bluetail skink, butterfly/moth, cat, osprey, owl, raven, rat, seagull, spider, and thrush.

Wizards are among the most respected and feared classes, particularly in the current era where so much harm and terror came to Varisia through the actions of runelords like Karzoug and Alaznist, whose recent return nearly brought ruin to the land. Wizards who follow more modern traditions of magic are always more immediately trusted as a result, and will find several potential wizardly allies in town, such as Veznutt Parooh or Ilsoari Gandethus. Due to the nature of the peril facing Sandpoint, but more because the school was traditionally regarded as “lesser” by the runelords of Thassilon, wizards who focus their studies on divination may find this Adventure Path particularly rewarding, though practitioners of any wizard school will find moments to shine. The pursuit and study of Thassilonian rune magic is on-theme for this Adventure Path, and there's a new faction in Sandpoint, the Runewatchers, who focus their efforts on studying these topics while also working to ensure new perils from ancient Thassilon are dealt with quickly. Wizards who actually study these schools—particularly those who pursue the traditions of the runelord archetype (*Secrets of Magic* 240)—will have a hard time earning the trust of Sandpoint's locals. Still, this archetype can make for particularly rewarding play in a *Seven Dooms for Sandpoint* game! If you want to play a character who uses the runelord archetype, speak with your GM to ensure they're comfortable with this potentially complicated but equally rewarding choice.

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FAITHS

Sandpoint has a wide acceptance of numerous faiths, but the most popular in town are those of Abadar, Calistria, Desna, Erastil, Gozreh, Sarenrae, and Shelyn, several of whom are represented in the town's multi-denominational cathedral. Clerics in town include Abstalar Zantus (worshipper of Desna and caretaker of the Sandpoint Cathedral), Naffer Vosk (gravedigger and worshipper of Sarenrae), Hayliss Korvaski (follower of Abadar and proprietor of the Sandpoint Boutique), and Hannah Velerin (kindly worshipper of Gozreh and Sandpoint's most beloved herbalist and midwife), but most other faiths are quite welcome in town, with those who worship a deity not represented at the Sandpoint Cathedral keeping small household shrines to their faith. Open worship of evil deities, particularly the worship of Norgorber and Lamashtu, is criminalized in town.

Beyond the more well-known deities, worship of the following divinities isn't unknown in Sandpoint, either among its citizens or its frequent visitors: Ashava, Black Butterfly, Kazutal, Milani, Noctacula, Shizuru, Tsukiyo, and Ylimancha. The Green Faith and Shoanti animism also have followers in town.

LANGUAGES

In *Seven Dooms for Sandpoint*, the primary language spoken is Taldane—this language is referred to as Common in this Player's Guide and throughout the *Seven Dooms for Sandpoint* Adventure Path.

Languages that will be handy to know at various points during *Seven Dooms for Sandpoint* include Abyssal, Aklo, Goblin, Necril, Thassilonian, Undercommon, and Varisian. More specific languages that aren't as useful for the entire campaign but that might become situationally important for a small number of encounters include Caligni, Celestial, Draconic, Elven, Shoanti, Terran, and Undercommon. Some of these languages might be available to your PC due to their ethnicity or heritage, while others might be ones you can gain by choosing one of the *Seven Dooms for Sandpoint* player backgrounds (starting on page 11), but for others, all of the above languages are open options for choosing for PCs who select the Multilingual class skill.

Other languages associated with the core ancestries will be helpful now and then when speaking with certain minor NPCs, but those NPCs generally also speak Common or at least one of the languages mentioned above. Languages beyond those listed above and

beyond those spoken by the core ancestries are unlikely to be of much use in *Seven Dooms for Sandpoint*.

SKILLS AND FEATS

You'll face a wide range of challenges and opportunities in *Seven Dooms for Sandpoint* in all three modes of play—encounter, exploration, and downtime. While the bulk of this adventure focuses on dungeon exploration and combat, significant portions see your group returning to Sandpoint to pursue social- and investigation-themed encounters. Skills that feature often in combat encounters (or immediately following), such as Acrobatics, Athletics, Medicine, and Stealth will be consistently useful through the campaign. All of these skills, save Acrobatics, also feature several specific examples where their use is helpful in overcoming non-combat encounters as well.

Arcana, Occultism, and Religion will see plenty of use throughout the adventure as you encounter strange magical effects in the form of hazards, research topics, or stranger things. Nature will as well, just slightly less often than the other three.

Social interaction will happen often in Sandpoint, but also now and then in the various site-based regions you'll be exploring. Diplomacy and Intimidation will be used often to resolve non-combat encounters, with Deception as well to a lesser extent.

Thievery will be particularly useful when you face locked doors or the numerous traps and hazards that lie in wait, but will have other applications as well. Society will be important in navigating certain site-based mysteries but even more so when navigating various social encounters in Sandpoint. You'll face several opportunities to use Crafting and Performance to your advantage, in addition to their usefulness in Earning Income. Survival is perhaps the least applicable skill in this Adventure Path—it could be helpful in a few encounters, but unless you intend on Tracking creatures often or retreating to the hinterlands to Subsist rather than take advantage of the numerous places to live in town, this skill is perhaps the least important in *Seven Dooms for Sandpoint*.

The most important Lore skill for *Seven Dooms for Sandpoint* is obvious: Sandpoint Lore. Beyond this, Academia Lore, Library Lore, Mercantile Lore, and Poetry Lore all have a few points where they'll be helpful in encounters, with Demon Lore and Sailing (or Piloting) Lore being useful each in specific encounters. And of course, Lore skills used to Recall Knowledge

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about creatures will be consistently useful through the Adventure Path—if you're interested in taking a creature lore skill, speak to your GM for advice. Lore skills have an additional use in this campaign as well: as the party's reputation and relationship with various folks in town grow, more locations will support the use of Lore skills as an option to Earn Income. These skills include Alcohol, Baking, Cooking, Engineering, Fishing, Forest (and to a lesser extent any terrain-based Lore), Guild, Labor, Mercantile, Sailing, Scouting, Scribing, Theater, and Underworld.

You should avoid feats that work best in large cities or rely upon long-distance travel, as these elements do not play a role here. Multilingual is a great choice if you want to pick up some of the uncommon or rare languages noted in Languages on page 9; feats that bolster your skill at downtime activities like research, social encounters, influencing, and the like will see use during your time spent in Sandpoint itself. Feats that aid in dungeon exploration and combat will, of course, be quite useful, but those relying upon mounts or wilderness-based play will not be.

Finally, it bears mentioning that while this is mostly a dungeon-crawl adventure, and while there might be the implication of being on a timer to complete the campaign, *Seven Dooms for Sandpoint* is an excellent campaign to pursue downtime activities, such as Crafting or Earning Income. The points where an imminent threat menaces town will be obvious and relatively uncommon, so your group should be able to take their time during this Adventure Path, coming and going from your homes in town as often as you need. Speak with your GM if you and your group are particularly interested in downtime or roleplaying interludes and encounters in Sandpoint, so they know to prepare for such play—in which case the GM can reference and research *Sandpoint*, *Light of the Lost Coast* for dozens of new encounters and plot points that can arise in town, depending on the players' interests and actions! Again, that book also contains a fair amount of spoilers for *Seven Dooms for Sandpoint*, so if you intend to play this campaign, you should keep that in mind. If you need more information about Sandpoint, your GM is the best resource to rely upon.

ARCHETYPES

As you grow more powerful, the option to select an archetype can help you further customize your character and make them more thematically

appropriate for *Seven Dooms for Sandpoint*. All multiclass archetypes work well for a *Seven Dooms for Sandpoint* campaign. Most of the other archetypes from the *Advanced Player's Guide* work well also, particularly the archaeologist and the loremaster, and to a lesser extent the ritualist. Cavalier isn't a particularly good choice due to the constraints on mounted combat present in dungeon exploration. Gladiators won't have many chances to show off their fighting to a crowd. There's not a lot of terrain variety, so horizon walker makes a sub-par choice. Pirates won't have any significant opportunities to do their thing, since there are no significant encounters that take place at sea.

As a special note, the runelord archetype (*Secrets of Magic* 240) and the harrower archetype (*Stolen Fate Player's Guide* 13) are both highly thematic choices for this adventure—the former because Thassilonian legacies are strong in Sandpoint and its hinterlands, and the latter simply due to the location this Adventure Path takes place in. Speak to your GM if you wish to use any of these unusual archetypes!

GEAR

If you're starting *Seven Dooms for Sandpoint* with established characters, such as a group that's played through and completed *Rusthenge*, you'll already have gear appropriate for 4th-level characters—although this also represents a great time to work with the GM to adjust existing PC wealth as needed so that no one PC has a disproportionate amount of gear than another.

If you're creating a brand new 4th-level character, though, you'll need to purchase your character's gear. To ensure fairness for each PC, the entire group should work together to choose one of the following methods to generate their gear.

Lump Sum: This method grants a lump sum of 140 gp to each PC to spend as they wish on any common items of 3rd level or less. With the lump sum method, the total value of your gear may well end up being less than what you'd get with the Pick your Items or Your First Adventure options, but you'll have greater control over the levels of items you can gain and can load up on larger numbers of lower-level items.

Pick Your Items: This method helps to avoid potential option paralysis for players who struggle with deciding on how to efficiently spend every single coin. When you pick your items, you select the following permanent items from any of the common treasures from the *Core Rulebook*:

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SUGGESTED CHARACTER OPTIONS

	Alignments	Ancestries	Classes	Languages	Skills	Archetypes
Strongly Recommended	Any non-evil	Dwarf, elf, gnome, goblin, halfling, half-elf, half-orc, human	Alchemist, bard, cleric, fighter, rogue, sorcerer, thaumaturge, witch, wizard	Common (Taldane), Aklo, Thassilonian	Arcana, Athletics, Diplomacy, Intimidation, Lore (varies), Occultism, Religion, Society, Thievery	Multiclass (of strongly recommended classes), Archaeologist, Loremaster, Runelord
Recommended	Any non-evil	Changeling, dhampir, fleshwarp, kobold, orc, planar scion	Barbarian, champion, druid, investigator, kineticist, magus, monk, oracle, psychic, ranger, summoner, swashbuckler	Abyssal, Goblin, Necril, Undercommon, Varisian	Crafting, Deception, Lore (varies) Medicine, Nature, Performance, Stealth	Harrower, Multiclass (of recommended and acceptable classes)
Appropriate	Any evil	All other ancestries (save for below)	Gunslinger, inventor	Caligni, Celestial, Draconic, Elven, Shoanti, Terran	Acrobatics, Survival	All others (save for below)
Not Recommended	—	Aquatic ancestries	—	Other languages	Lore (categories not specifically mentioned)	Cavalier, gladiator, horizon walker, pirate

- One 3rd-level item
- Two 2nd-level items
- One 1st-level item
- 30 gp to spend on consumable items of 3rd level or lower, or permanent items of 1st level or lower, as you see fit.

Your First Adventure: Finally, if you and your group have the time and inclination, you can gather with your GM to read through the interactive text presented as “Your First Adventure,” starting on page 28 of this Player’s Guide. This allows you to build a shared history of what your player characters accomplished in their first three levels of experience in Sandpoint, while also determining bespoke item and gear choices for each character as reflects your previous adventures. This is the recommended method, since it builds an established story and history for your PCs and helps to explain why Abstalar Zantus, Sandpoint’s most powerful cleric, seeks your group out for a mission at the start of the Adventure Path.

BACKGROUNDS

Seven Dooms for Sandpoint assumes that your 4th-level characters have already established themselves in Sandpoint as adventurers. Whether or not your PC is from Sandpoint isn’t as important, but it being your

character’s hometown will help to encourage motivation in preventing those seven dooms from occurring!

Standard Backgrounds

If you wish to simply pick a standard background from the *Core Rulebook*, most of those options work well for an adventurer who started their career in Sandpoint. Backgrounds that aren’t appropriate for a Sandpoint local include Emissary, Field Medic, Gladiator, Hermit, Miner, or Nomad.

Additional standard backgrounds are available in *Advanced Player’s Guide* and, like those in the *Core Rulebook*, most of these are excellent choices for a Sandpoint local. Those that aren’t include Insurgent, Outrider, Pilgrim, Squire, or Tax Collector. If you’re playing a goblin, the Refugee and Scavenger backgrounds from this book are particularly great options.

Seven Dooms for Sandpoint Backgrounds

The eight new backgrounds presented on the following pages are available to all characters in the Seven Dooms for Sandpoint Adventure Path. Each of these rare backgrounds are tailor-made to match this Adventure Path’s themes, and to prepare your character for success when they are called upon to save Sandpoint!

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Note that seven of these backgrounds adjust your reputation with two of Sandpoint's seven factions. This doesn't mean you're officially a member of any one faction, or that another is specifically out to get you, just that your history in town as defined by the background you chose has already started to color the party's overall reputation with these factions. Additional information about Sandpoint's seven factions appears on page 18; your GM should be able to answer any questions you may have that aren't covered in this Player's Guide (even if that answer is "You'll have to wait and see as the campaign plays out!").

CATHEDRAL CHILD

BACKGROUND

RARE

You grew up in the shadow of the Sandpoint Cathedral, perhaps literally. Abstalar Zantus, the caretaker of the cathedral, may be your adoptive father or religious mentor. Though Abstalar worships Desna, the Sandpoint Cathedral is multidominational and includes chapels devoted to Abadar, Desna, Erastil, Gozreh, Sarenrae, and Shelyn; so worshippers from all non-evil faiths are welcome here. Regardless of your beliefs, faith has been and remains a strong part of your life, and you've come to rely upon your faith to help you not only get through dangers in your adventures, but navigate the sometimes complex social problems that raise their ugly head in town. Conflicts between the cathedral and the Scarnettis seem like they've been growing lately.

You may live in one of the many apartments set aside for acolytes in the cathedral itself, or you might have family or own a small house elsewhere in town, but regardless of where you live, you've spent many an hour in the cathedral helping Abstalar—particularly when it comes to copying religious texts or otherwise serving as a scribe. It's likely you play the part of healer in the party, but the drive to join an adventuring group itself may have even been inspired by Abstalar himself, who could have recognized in you an eagerness for adventuring, even before you did.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Religion skill and the Scribing Lore skill. You gain the Battle Medicine skill feat.

Increase the party's reputation with Sandpoint Cathedral by 1 and reduce the party's reputation with the Scarnetti Consortium by 1.

CURIOUS APPRENTICE

BACKGROUND

RARE

Sandpoint features a wide array of shops and services. From blacksmiths to leatherworkers, general stores to curio

shops, taverns to theaters, or jewelers to cartographers, the number and variety of places available are often commented upon by visitors to the town as being unexpectedly welcome. Even with the closure of the now supposedly haunted Sandpoint Glassworks, or the damage done to many local establishments over the past few decades from fires, tsunamis, or monster raids, Sandpoint has always come back stronger. Growing up in town, you may have taken the opportunities for employment for granted, or perhaps your parents pulled strings to get you placed with a respected and talented local artisan, but being one of the town's shopkeepers or service providers was never really what you wanted for yourself. Your years spent as an apprentice certainly kept you fit, but your heart has always been closer to the strange, dark, and mysterious. Whenever there was a slow stretch at work, you were quick to look through the latest book you'd bought or borrowed, or to express yourself by writing lines of poetry, and you've likely made several trips to the big city of Magnimar to browse occult shops or bookstores. Yet the money you earned as an apprentice never really gave you enough to buy the oddities you saw for sale.

You hope that becoming an adventurer will solve this, for adventurers can not only find themselves with sudden windfalls of cash, but also have a knack for discovering strange occult mysteries and objects in their journeys and quests. Your family likely doesn't approve of your choice, especially if they expected you to follow a tradition or cashed in favors to secure your apprenticeship. Alternatively, you might still be trying to juggle two worlds and still work at your "day job," in which case you might have even been given a small room in the back of the shop as your own to stay in. Regardless, your work as an apprentice has earned you a lot of good favor with the Sandpoint Mercantile League—favor that's resulted in a growing animosity from the League's local competitor, the Scarnetti Consortium.

Choose two ability boosts. One must be to Intelligence or Strength, and one is a free ability boost.

You're trained in the Occultism skill and the Poetry Lore skill. You gain the Hefty Hauler skill feat (carrying around all those books builds muscles, after all!).

Increase the party's reputation with Sandpoint Mercantile League by 1 and reduce the party's reputation with Scarnetti Consortium by 1.

EAGER SCOFFLAW

BACKGROUND

RARE

You never met a law that didn't deserve testing, in theory at least and often in practice. This has likely strained

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relationships with your family and some friends, but is just as likely to have helped new friendships and relationships form. Whether or not those new associations are ultimately healthy, time will tell. Your childhood veered more toward pranks and minor crimes; if you were involved in a more serious crime you (so far) have avoided being caught for it, perhaps in part due to your quick wit. You know about Sandpoint's local criminal gang, the Bunyip Club and, while you're not officially a part of the group yet, they've taken notice of you—as has the town watch, unfortunately!

Traditionally, you might have family in town, but chances are that you're estranged with some or all of them, and either lived on your own in a rented room in the southern part of town, or in abandoned buildings or alleys using your Society skill to Subsist. Ever since you've started to adventure, you've likely been living in a long-term rental at one of Sandpoint's inns, or perhaps have arranged accommodations at a fellow party member's home. Joining the adventuring party made sense, since it's a great way to make money fast—provided you can stay alive.

Choose two ability boosts. One must be to Dexterity or Charisma, and one is a free ability boost.

You're trained in the Thievery skill and the Underworld Lore skill. You gain the Bon Mot skill feat (*Advanced Player's Guide* 203).

Increase the party's reputation with the Bunyip Club by 1 and reduce the party's reputation with the Town Watch by 1.

LOST COAST LOCAL

BACKGROUND

RARE

You've very likely lived in Sandpoint your whole life—if you haven't, then you've got family who does, and you've spent many months visiting them from your own home elsewhere on the Lost Coast. You might even be part of one of the many caravans of journeying Varisians who often pass through town during their travels. Regardless, your fondness for the climate, the terrain, the lifestyle, and the wonder of the Lost Coast suffuses your very bones, and at times you feel almost as if you were a fundamental part of the land itself.

You might have family ties to one of Sandpoint's original founding families, which included the Kaijitsus, the Valdemars, the Scarnettis, and the Deverins, although others were involved as well. Conversely, you might have family ties to the indigenous Varisians who have long regarded this part of the Lost Coast as home and who were part of the original accord with the Sandpoint Mercantile Guild that ensured Varisians a place in town and the opportunity to profit from Sandpoint's success. As such, your home might be anywhere in Sandpoint, and could well be one of its larger buildings if your family has dwelled in town for long enough.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Society skill and the Sandpoint Lore skill. You gain the Hobnobber skill feat.

Increase the party's reputation with Townsfolk by 1 and reduce the party's reputation with Scarnetti Consortium by 1.

MILITIA MEMBER

BACKGROUND

RARE

Although the official number of Sandpoint's town guards is only about a dozen, another two dozen people help to support the town garrison and the guards themselves. This is more than enough for most days in town, where the most dangerous things one might face on a typical day are a tavern scuffle, a pet stuck on a roof, or a minor public disturbance arising from a trivial altercation between neighbors. But if townsfolk have learned anything from the past two decades, it's that the town's relative peace can be shattered at any moment by goblins, giants, dragons, disasters, murderers, or more!

Sandpoint's come to rely on two additional forms of defense as a result, and the first of those is one you've belonged to since you could properly wield a weapon—the Sandpoint Militia. You grew up on Sandpoint's waterfront, perhaps the child of a fisher, sailor, or shipwright, and whether or not your parents approved of your choice to turn away from the sea to join the militia, you know it was the right choice. As a militia member, your duties were to help patrol the city, report suspicious activities, and help to deal with minor events or petty crimes before they have a chance to escalate. Your knack at tricking suspects into revealing their falsehoods, your knowledge about sailing and boats, and your connections on the town's waterfront quickly made you a valued member of the militia whenever help was needed down along the docks—even if this earned you a disparaging nickname or two from petty criminals associated with the Bunyip Club!

Whether or not you were involved in a major event over the past several years of your life or if your time as a militia member was relatively unremarkable, you've more recently joined the second line of the town's defense as an adventurer. When things get out of control and exceed the capacity of the town guard to deal with, local adventurers have stepped in to save Sandpoint time and time again and, by joining your group, you stand ready to serve in that capacity the next time ghouls, giants, or worse come to town!

As with most militia members, you likely are a lifelong resident of Sandpoint. Whether you still live with your family or have your own place, your home is modest but comfortable—yet you're not against camping out under

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the stars or spending a night watching from the wall or a rooftop when times require.

Choose two ability boosts. One must be to Strength or Wisdom, and one is a free ability boost.

You're trained in the Athletics skill and the Sailing Lore skill. You gain the Lie to Me skill feat.

Increase the party's reputation with the Town Watch by 1 and reduce the party's reputation with the Bunyip Club by 1.

NEWCOMER

RARE

You've only been in Sandpoint a short time, although what constitutes a "short time" depends on who you talk to. It could be that you've only just arrived in town in the past few weeks, or you might have moved here months or even years ago but have continually struggled to find a place to fit in with the locals. It doesn't help that you've been targeted often by allies of the Scarnetti family with offers of employment, support, or perhaps even friendship. Whether you've accepted these offers, or you've realized that the local aristocrats focus on new arrivals due to their increasingly sour reputation among most of the townsfolk, people have noticed. You haven't done anything yet to annoy the Scarnettis (that they've realized, at least), but many of the locals don't trust you and might even think of you as a Scarnetti snitch or patsy.

While your reasons for coming to Sandpoint are up to you, they should have something to do with your curiosity about the town, the Lost Coast, ancient Thassilon, the history of the Varisian lifestyle, or anything that might draw you to the region. You don't yet own your own home in town and aren't sure you ever will, since once you've completed your research you might not intend to stay in Sandpoint. You might have accepted an offer from a Scarnetti ally who had a room to let in their home (or nearby shed), could be paying for a room at one of the town's inns, or might be relying on one of your few non-Scarnetti friends in town for a place to stay. This could be one of your fellow PCs, or it might be someone in town whose place has a small library, such as Veznutt Parooh of The Way North, Brodert Quink (Sandpoint's oldest sage), Jabyl Sorn of the House of Blue Stones, or even Ilsoari Gandethus of Turandarok Academy.

Joining this adventuring group may have been a calculated move, a spur-of-the-moment choice, or because someone in the group is an old friend, but it's given you a bit more security and peace of mind. You suspect the decision could sour your reputation with the Scarnettis—but you might not mind!

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Diplomacy skill and the Library Lore skill. You gain the Additional Lore skill feat—the lore you choose represents the interest and focus of study that drew you to the region.

Increase the party's reputation with Scarnetti Consortium by 1 and reduce the party's reputation with Townsfolk by 1.

RUNELORD SCHOLAR

BACKGROUND

RARE

It seems hard to believe that just 17 years ago, barely anyone knew anything about ancient Thassilon. The towering monoliths and intimidating ruins, such as the immense ruined bridge extending from Magnimar, the strange rune-carved arch over Riddleport, or the partially collapsed tower here in Sandpoint known as the Old Light were sources of countless rumors, but were also held in such suspicious dread that they were rarely explored. When Runelord Karzoug woke from his slumber, though, and a now-legendary band of adventurers explored many Thassilonian ruins during their campaign against him, word of Thassilon spread like wildfire. Adventurers from across the Inner Sea region flocked to Varisia. Whether or not that had a hand in the increasing number of perils rising from old Thassilon or if that was just a coincidence, none can deny that today Thassilon is back, the runelords are either truly dead or returned to life, and the ancient empire's ruins are ripe for research.

As a local, you've been equally inspired and intrigued by stories of adventurers who explore these dangerous ruins, be they Sandpoint's own heroes or others who have explored more distant mysteries like Hollow Mountain, the Lady's Light, or Guiltspur. You hope one day to rediscover a Thassilonian ruin that's not yet been fully explored, but you also know that such pursuits are dangerous. Here in Sandpoint, a group called the Runewatchers has dedicated their resources to the research of Thassilon and their runelords, but while you've spoken with them many times, they've yet to fully accept you into their circle. And so you sought out the adventuring party you now belong to. With their aid, you hope to make some discoveries to truly impress the Runewatchers, but also are simply eager to sate your own curiosity about ancient Thassilon and the runelords who once ruled it.

Your home in Sandpoint is modest, and likely cluttered with books and research materials or strange ruined objects that could be junk or ancient Thassilonian treasures. Your family might support your passion, or it could be a source of contention that's forced you to seek your own accommodations elsewhere in town. Many villagers look askance at your obsession with forces that have brought

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peril and ruin to Sandpoint. No matter what you've said to allay their fears, plenty of folks in town worry that you might dig up something that everyone in Sandpoint will come to regret.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Arcana skill and the Academia Lore skill. You gain the Multilingual skill feat, but one of the languages you gain from this feat must be Thassilonian.

Increase the party's reputation with Runewatchers by 1 and reduce the party's reputation with Townsfolk by 1.

SCARNETTI-CONNECTED

RARE

There's no denying that the Scarnettis, once one of Sandpoint's most established and successful families, have fallen on hard times. When locals were hired to help rebuild the Scarnetti manor after the giant raid on Sandpoint 17 some years ago, rumors about the family's shady deals with local criminals associated with the Bunyip Club began to spread. While no hard evidence ever came to light, those associated with the Bunyip Club cut ties and Titus Scarnetti had to spend years trying to rebuild the family reputation while also replenishing the family treasury after rebuilding their ostentatious cliffside mansion. With the Varisian Compact coming up for renewal, old wounds have resurfaced as well; people haven't forgotten the actions of Alamon Scarnetti, who nearly destroyed Sandpoint before it was born when he led a drunken raid against local Varisians after diplomatic discussions became strained.

Your relationship with the Scarnettis has ensured you're part of all of this, like it or not. You don't bear the family name, but you might be a distant relation from Riddleport

BACKGROUND

or Magnimar hoping for a new chance at life. You could be a petty criminal whose fines were paid by the Scarnettis in return for a promise of service for several months or years. You might even admire the family's tenacity and see in the Scarnettis a chance for your own fortune. The majority of your work for them has either been at one of the family's mills (the Sandpoint Lumber Mill or the Scarnetti Mill), or as one of their agents and "watchdogs" at another business in town, where you were expected to keep an eye out for rumors and opportunities that the family could benefit from. Your knack at making lies seem like compliments helped you excel in this role, and while the Scarnettis do seem to appreciate your apparent loyalty (or at least the services you've provided in the past), they haven't yet fully embraced you into their circle. Whether that's something you want or seek to escape from, you can't ignore the fact that your reputation as a Scarnetti ally has tarnished your standing with the Sandpoint Cathedral, simply as a side effect of the growing animosity between the two factions.

Your home might be with your family, or you could have been staying in a room rented to you at a discount (or perhaps even free of charge) from the Scarnettis, but those accommodations have recently come to an end. Joining this new adventuring group gives you an opportunity to make some of your own money, perhaps get out from under the Scarnettis' shadow, or might even be the leverage you hope to build to finally earn old Titus's approval.

Choose two ability boosts. One must be to Charisma or Dexterity, and one is a free ability boost.

You're trained in the Intimidation skill and the Mercantile Lore skill. You gain the Charming Liar skill feat.

Increase the party's reputation with the Scarnetti Consortium by 1 and reduce the party's reputation with the Sandpoint Cathedral by 1.



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Sandpoint Gazetteer

The town of Sandpoint is briefly summarized on the following pages—enough information has been given to help you find your way around town and to learn the names of many of those who live here. Some of these locations and NPCs have minor roles in *Seven Doots for Sandpoint*, while a few of them will play major roles—you'll need to play the adventure itself to find out more, though!

Sandpoint, Light of the Lost Coast is an excellent resource for GMs who wish to breathe more life into Sandpoint, but players should refrain from referencing this book if they intend to play in this Adventure Path. However, a few of the details in *Sandpoint, Light of the Lost Coast* are deliberately changed in this Adventure Path, so even if you have read this book before, you won't know all of the secrets and plot twists ahead. Some of them might be deliberately different than you expect in this case, while others are brand new to this adventure.

Although the people of Sandpoint are a friendly and welcoming group overall, as with all settlements and societies there are elements of unpleasantness, some dating all the way back to Sandpoint's foundation in 4666 AR. The four founding families (a group called the Sandpoint Mercantile League that included the Kaijitsus, the Valdemars, the Scarnettis, and the Deverins) chose a sheltered cove some 50 miles north of their hometown of Magnimar to settle, only to find the site already claimed by local Varisians, who used the cove as a traditional waypoint during their travels along the Lost Coast. Initial attempts to work with the Varisians to ensure they would retain a place in the town-to-be collapsed when Alamon Scarnetti led several of his kin in a drunken attempt to murder the Varisians and blame the slaughter on local goblins. The attack backfired horribly, with more Scarnettis slain than Varisians, and in the months that followed it seemed that the dream of Sandpoint was done for as Magnimar's Varisian Council demanded punishment for all members of the Sandpoint Mercantile Guild.

Thanks to the remarkable diplomatic skills of a young bard named Almah Deverin, the two groups reached a peaceful accord. Not only did Almah manage to assuage the Varisians' call for blood payment, but she also salvaged the plans for Sandpoint by promising to incorporate the worship of Desna into the town's cathedral and offered the Varisian Council a generous share of all profits made by Sandpoint-based ventures for the next four decades. Salvaged

from the near disaster, Sandpoint went on to become a thriving community, and Sandpoint's government elected to extend the compact for another 20 years—much to the consternation of a few locals. Now, with this extension due to expire in a mere two years, the Scarnettis and their allies have already started work on ensuring that this "unfair allocation of profits" won't last beyond 60 years.

In those 60 years, and despite the intolerances clung to by a minority of Sandpoint's citizens, the town grew into a thriving and welcoming settlement. The lumber and fishing industries boomed, becoming the town's most profitable exports, while local farms helped to ensure self-sufficiency. Yet while blatant racism and willful hate seemed to be limited to only a few in scope, greater tragedies struck the town over the past two decades: an infamous pattern killer's murderous spree; the Sandpoint Cathedral fire; goblin raids; giant and dragon attacks; a sinkhole that opened in the middle of town; tsunamis; and the regional horrors unleashed by Runelord Alaznist. These events have left the people of Sandpoint wondering if their home has become cursed—or is perhaps even doomed.

What none yet realize is that there's not just one doom in Sandpoint's future, but seven!

SANDPOINT

SETTLEMENT 4

NG TOWN

Diverse coastal town caught in the middle of sinister plots

Government Mayor (elected leader)

Population 1,240 (89% humans, 3% halflings, 2% elves, 2% dwarves, 1% gnomes, 1% half-elves, 1% half-orcs, 0.5% goblins, 0.5% other)

Languages Common, Shoanti, Varisian

Religions Abadar, Calistria, Desna, Erastil, Gozreh, Sarenrae, Shelyn

Threats ancient hidden dangers, criminals, ghouls, goblins

Quick to Chat The majority of Sandpoint's citizens are eager to gossip and spread news. The Gather Information exploration activity takes half as long as normal in Sandpoint (typically reducing the time to 1 hour). If a character has the Hobnobber feat, then the Gather Information activity takes only a quarter as long for that character while they are in Sandpoint (typically reducing the time to 30 minutes).

Abstalar Zantus (male human cleric of Desna) town priest

Belor Hemlock (human male fighter) sheriff

Kendra Deverin (female human politician) current mayor

Titus Scarnetti (male human aristocrat) notorious nobleman

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SANDPOINT FACTIONS

Power shifts over time in any community. Currently, seven distinct factions hold most of the influence in Sandpoint. Some of these have held power since the town's foundation, while others are brand new to the political scene. Traditionally, power in Sandpoint has resided among its four founding families, but with the Kaijitsus and the Valdemars having turned their attentions elsewhere, and the Scarnettis only now emerging from a bevy of legal issues, political power in Sandpoint has moved away from a faux aristocracy toward a larger set of factions representing a wider and more accurate view of the town's interests. Each of these factions represent groups with which your characters can build reputation, but as ever in matters political, earning favor with one faction can earn the hatred of another.

Bunyip Club: This group consists of an organized band of criminals led by Jubrayl Vhiski and is the closest thing in Sandpoint to a thieves' guild. Their members rarely engage in violent crime, and while their actions in town are more of a nuisance than a threat, rumors say that the Bunyip Club holds more power over Sandpoint than anyone expects. The Bunyip Club allegedly keeps a secret hideout somewhere in the old smuggling tunnels below Sandpoint.

Runewatchers: The newest group to rise to power are the loosely affiliated Runewatchers. Ever since Thassilon's legacy leapt to the forefront of Varisia's international reputation (triggered in no small part to events that took place right here in town 17 years prior), the Runewatchers have collected lore and tales about old Thassilon while also keeping an eye out for new problems associated with the ancient nation's legacy. The Runewatchers meet on the first day of each season at Brodert Quink's home (area S8) to share rumors and news, though these gatherings have mostly become glorified social visits of late.

Sandpoint Cathedral: Sandpoint's current religious leader is Abstalar Zantus, an elderly man who, it's rumored, is eager to retire and pass the proverbial torch to a new priest. The cathedral itself is the largest building in town (area S1).

Sandpoint Mercantile League: The oldest faction in town is the Sandpoint Mercantile League. Originally

formed by the town's four founding families, the Mercantile League today counts most of Sandpoint's merchants, innkeepers, and providers among its number. The Sandpoint Mercantile League bases its operations out of a large building near the town's waterfront (area S40).

Scarnetti Consortium: After several brushes with legal trouble, local businessman and aristocrat Titus Scarnetti consolidated and rebuilt his holdings into the Scarnetti Consortium. With the retreat of the Valdemars from town, the Scarnettis have bolstered their presence in Sandpoint's industries, and today the Consortium is the greatest rival to the long-established Mercantile League. The Scarnetti Consortium is run by the Scarnettis themselves from their manor (area S48).

Town Watch: Sheriff Belor Hemlock continues to command the town watch, although he's increasingly relied upon the assistance of his wife Kaye Tesarani to handle the delicate matters of politics and public relations. The town watch patrols both the settlement's streets and the roads through its hinterlands, and are responsible for the safety of the citizens. The town watch is based out of the Sandpoint Garrison (area S10).

Townsfolk: Finally, there are the townsfolk themselves, ably represented by their mayor, Kendra Deverin. Kendra keeps a manor to the south of town, but the business of running Sandpoint and seeing to the needs of its people is focused in the town hall (area S11).

LIVING IN SANDPOINT

Whether or not your characters are locals or visiting Sandpoint from elsewhere, for the duration of this adventure it's assumed you'll be living in Sandpoint. If you chose one of the backgrounds created for *Seven Dootms for Sandpoint*, you'll have been given some advice on where your home might be in town. Work with your GM to decide where your character lives, if they have family in town, and whether they own their own home—potentially choosing from one of the many unlabeled buildings on the town's map. Homeless PCs can always attempt to Subsist in the alleys (with a DC 13 Society check), by hiding in a Hazard location (with a DC 15 Stealth check), or by camping in the immediate hinterlands (with a DC 17 Survival check).



Kendra Deverin

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Earning Income

While it's expected that your characters' primary source of income during this Adventure Path is adventuring, there's plenty of opportunity to augment wallets and coffers during downtime via Earning Income. Any PC can attempt to Earn Income in Sandpoint by attempting a Crafting, Lore, or Performance check, but the maximum Task Level that can normally be attempted in town is equal to that of Sandpoint's level: 4.

A shady PC can attempt to Earn Income through petty crime such as pickpocketing, running con games, or even minor burglaries, but without support from the Bunyip Club, a freelance criminal in Sandpoint runs a greater risk of punishment. As with other methods, unsupported Thievery in town is limited to a maximum Task Level of 4. If a PC fails at an attempt to Earn Income with Thievery, they can abandon any payment they would have earned from the failure to escape repercussions, otherwise they're caught in the act (a critical failure guarantees being caught). Each time a PC is caught during freelance Thievery, the party loses 1d4 Reputation Points from every faction. For minor crimes, the PC is expected to return all stolen property and pay a fine to the town equal to twice the value of the property they stole or face a number of days in jail in the garrison (area **S10**). An agent of the Bunyip Club is likely to approach a captured PC to offer them a chance at freedom if they join the Club—see Earning Reputation below.

Earning the support of an NPC who lives at an Employer location (see Earning Support below) often allows a PC to use other skills to Earn Income, or unlocks higher Task Levels to pursue.

Earning Reputation

As your party spends time in Sandpoint, they'll earn Reputation among the town's seven most influential factions. Each of these factions represents one of the seven seats on the Town Council; the factions themselves are summarized further below.

Reputation in Sandpoint is tracked using the rules presented on pages 164–165 of the *Pathfinder Gamemastery Guide*. While individual PC actions (up to and including ramifications from your background)

can adjust reputation, the party earns reputation for these seven factions as a group, not as individual PCs. The GM should keep track of the PCs' current reputation category and current Reputation Points publicly, so you'll always know where the group stands with the seven factions.

The GM has information about the party's starting Reputation and point value for each faction, along with any advantages and disadvantages for each tier of reputation. A full list of Sandpoint's factions appears above.

Earning Support

It's possible to build relationships with important individuals in Sandpoint as well as with the town's factions. By adjusting a key NPC's attitude condition to helpful, that NPC's location supports the party in certain exploration and downtime activities. There's no limit to the number of locations that can support the party; once a PC gains the support of a location, they retain it until significant events say otherwise.

Some locations allow certain types of characters to retrain efficiently once they've made that location's NPC Helpful. In such a location, retraining that would normally require a week takes only 5 days, retraining that would normally require a month takes only 3 weeks, and the retraining itself is generally free.

Every location's first tag indicates what faction it belongs to. The first time anyone in the party earns the support of a location, the party increases their Reputation Points with that faction by 1, unless they are already Admired (or better) or Hated (or worse), in which case no Reputation Points are earned.

Benefits of Support

If you gain the support of a location, the entire party earns benefits based on that location's traits, as detailed below. (Note that some locations offer additional hidden benefits; your GM will reveal these benefits as opportunities arise during play.)

Criminal: Characters who focus on criminal activities can retrain efficiently at this location. A PC who uses Underworld Lore to Earn Income gains a +1 circumstance bonus on the check. A PC can use Thievery to Earn Income here, but a critical failure on this check may result in legal action or possible imprisonment.



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Employer: The location offers tasks up to its level for PCs to Earn Income using Crafting (to craft items associated with the location) or any of the skills mentioned in the entry once it supports the PCs.

Garrison: Martialy inclined characters can retrain efficiently here. On-site Gather Information or Treat Wounds checks gain a +1 circumstance bonus.

Hazard: The site offers dangers of the GM's design. Despite the risks, hazards can serve as places to hide out, as they are not often traveled by locals. A PC can attempt to Subsist at a Hazard site with a DC 15 Stealth check.

Housing: The location offers supported PCs a 10% discount for accommodations (in the case of a commercial operation) or a comfortable living at no charge (in the case of a poorhouse or similar location).

Library: Scholastic-themed PCs, as well as arcane and occult spellcasters, can retrain efficiently at a library. On-site Create Forgery, Decipher Writing, Research, or Learn a Spell checks gain a +1 item bonus.

Lodge: Primal spellcasters can retrain efficiently here. On-site Identify Magic or Subsist checks gain a +1 circumstance bonus.

Merchant: A PC can sell goods for 55% of their value, instead of half, to a Helpful NPC merchant. All items for sale and services provided at this location are discounted by 5%.

Municipal: If a PC secures the friendship of a Helpful NPC at a municipal site, they've earned the support of one of Sandpoint's leaders. A PC can "cash in" a favor with a Helpful NPC at such a site to help with all sorts of other problems, such as avoiding a jail sentence or fine, securing access to a restricted location, or learning a closely guarded secret. The exact nature and magnitude of the favor is left to the GM to adjudicate, but once the favor is granted, that NPC cannot be called upon for another favor for some time (typically one year, but this duration can shift as the GM sees fit to match the scope of the favor).

Parlor: Socially inclined and skill-focused PCs can retrain more efficiently here. On-site Gather Information or Performance checks (to Earn Income) gain a +1 circumstance bonus.

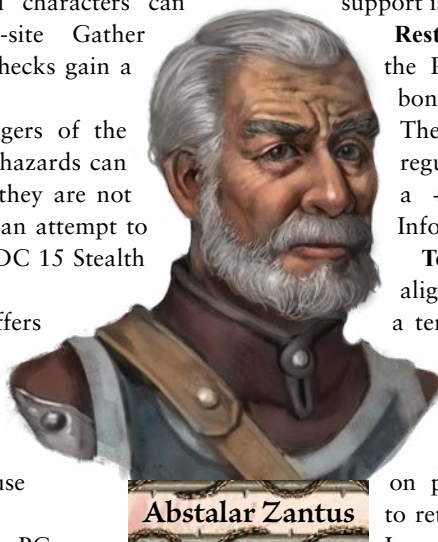
Residence: Earning the support of an NPC at a residence grants the PCs a specific and unique benefit associated with that NPC; your GM has more information on this benefit and will reveal it when support is earned.

Restaurant: The allied NPC helps to keep the PC fed, granting a +1 circumstance bonus on Society checks made to Subsist. The PC also becomes a well-known regular of the restaurant, and gains a +1 circumstance bonus to Gather Information attempts made therein.

Temple: Faithful PCs whose beliefs align with those of the temple can use a temple to retrain efficiently. Checks to Identify Magic, Treat Wounds, or Treat Disease on-site gain a +1 circumstance bonus.

Venue: Bards and PCs who thrive on public performances can use venues to retrain efficiently, and attempts to Earn Income with Performance checks gain a +1 circumstance bonus.

Workshop: A supported PC may utilize the location's workshop and resources to Craft relevant items, and gains a +1 item bonus on all associated Crafting checks.



Abstalar Zantus

EXPLORING THE TOWN

The most important locations in Sandpoint are presented in very abbreviated format on the following pages. Only the briefest descriptions of the buildings and their inhabitants are given here. If you're looking for a more in-depth exploration of any of these locations, consult your GM.

Each location is presented as 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, and a few lines of descriptive text about the location and any important NPCs who live or work there.

See the map on page 21 for precise building locations.

S1. SANDPOINT CATHEDRAL

TEMPLE 5

SANDPOINT CATHEDRAL LODGE MERCHANT MUNICIPAL TEMPLE

Address 60 Church Street

Wares healing magic, religious items (including +1 versions

Sandpoint



Junk Beach

Northgate

Lost Coast Road

Tanner's Bridge

Sandpoint Bridge

Lost Coast Road

Schooner Bay Road

Boggy Creek



0 150 300 Feet

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of the favored weapons of Sandpoint's most prominent deities: crossbows, starknives, longbows, tridents, scimitars, and glaives), divine scrolls, spellcasting services Sandpoint Cathedral is the largest building in town. It's a multid denominational church containing shrines devoted to Abadar, Calistria, Desna, Erastil, Gozreh, Sarenrae, and Shelyn, but it welcomes worshippers of all non-evil faiths. The cathedral is attended by **Abstalar Zantus** (male human cleric of Desna).

S2. SANDPOINT BONEYARD CEMETERY 3

SANDPOINT CATHEDRAL EMPLOYER MERCHANT

Address 60 Church Street

Wares spellcasting services

The town's official graveyard is attended to by **Naffer Vosk** (male human cleric of Sarenrae), who offers spellcasting services in addition to taking care of the graves.

S3. THE WHITE DEER INN/TAVERN 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER HOUSING RESTAURANT

Address 150 Church Street

Wares standard food and drink, including pepper-crusted venison, seasonal drinks from Two Knight Brewery, the "big pork pie" that feeds four, and weedwraps (strips of candied venison wrapped in fresh seaweed); lodging This establishment is kept by **Garridan Viskalai** (male human innkeeper), and is one of Sandpoint's tallest buildings at three stories. While the accommodations here are more spacious than those at the Rusty Dragon, Garridan's gruff demeanor and the (some would say) plain decor make this inn less popular than its competitor to the south.

S4. THE WAY NORTH SHOP 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER LIBRARY MERCHANT

Address 140 Cliff Street

Wares local regional maps and novelty treasure maps ranging in price from 5 sp to 10 gp; spellcasting services This specialized shop, run by **Veznutt Parooh** (male gnome wizard), offers a staggering range of maps ranging from regional surveys to novelty treasure maps.

S5. RINGS AND THINGS SHOP 3

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 10 Church Street

Wares jewelry and art objects (typically ranging from 5 sp to 10 gp), moneylending services This jewelry store also doubles as a moneylending service.

Its proprietor, **Maver Kesk** (male human jeweler), retains a half-dozen trusted tough locals as guards.

S6. JUNKER'S EDGE

TOWN DUMP 3

HAZARD

Address no street address; located at the western end of Junker's Way

Sandpoint's town dump is little more than a cliffside; the refuse that collects below is theoretically washed out to sea by the daily tide, but in fact the trash accumulates on the beach below and attracts dangerous scavengers.

S7. GORVI'S SHACK HOME 3

BUNYIP CLUB CRIMINAL RESIDENCE

Address 140 Tower Street

The task of keeping Sandpoint clean falls to **Gorvi** (male half-orc cleaner), an unpleasant man who maintains an unpleasant group of youths to take care of an unpleasant but important job. The value of the services Gorvi and his garbage collectors provide to the town allows them to get away with more illegal activities than one might wish or expect.

S8. BRODERT'S HOUSE

HOME 7

RUNEWATCHERS LIBRARY RESIDENCE

Address 130 Tower Street

Wares sage advice and research

Brodert Quink (male human sage) is one of Sandpoint's oldest citizens, but he remains spry and alert, and is among the greatest authorities on the Lost Coast on all matters Thassilonian.

S9. LOCKSMITH

SHOP 4

SANDPOINT MERCANTILE LEAGUE MERCHANT WORKSHOP

Address 90 Tower Street

Wares locks and locksmithing services

This shop's owner, **Volioker Briskalberd** (male dwarf locksmith) never saw the need for a fancy name for his place of business. One of Sandpoint's longest-lived residents, Volioker takes pride in the fact that he's never succumbed to threat or bribery from local criminals.

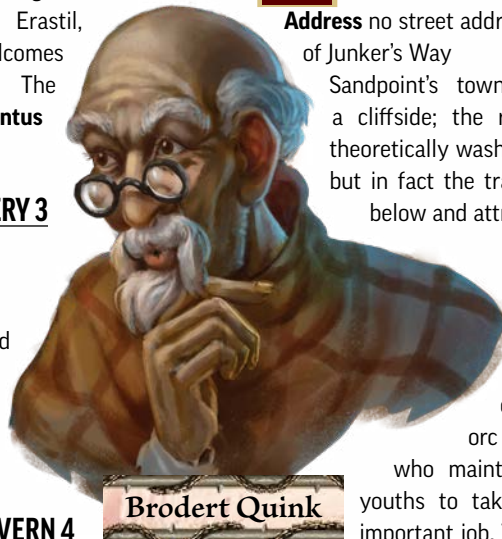
S10. SANDPOINT GARRISON

BARRACK/JAIL 5

TOWN WATCH EMPLOYER GARRISON MUNICIPAL

Address 210 Main Street

The town's jail and guard barracks were recently reconstructed after a sinkhole into an ancient Thassilonian



Brodert Quink

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dungeon destroyed the street just north of this stone building. **Belor Hemlock** (male human sheriff) has served as the leader of the town guard for nearly two decades and shows no sign of retiring anytime soon.

S11. SANDPOINT TOWN HALL COURTHOUSE 5

TOWNSFOLK MUNICIPAL

Address 140 Main Street

This large building is the political heart of Sandpoint; it's here that all important town meetings take place. While you never know which of Sandpoint's leaders (if any) might be present at the town hall, its latest clerk, **Shayliss Vinder** (genderfluid human clerk) is increasingly filling the role of the town hall's primary attendant.

S12. SAVAH'S ARMORY SHOP 4

SANDPOINT MERCANTILE LEAGUE MERCHANT

Address 20 Tower Street

Wares armor, shields, weapons, ammunition, runes

Sandpoint's largest weapon and armor shop is run by **Savah Bevaniky** (female human fighter), who is caught between delight at the increase in business the upswing of adventurers has brought and nervous fear that there's a sinister reason why there's been so much need for adventurers the past several years.

S13. RISA'S PLACE

TAVERN 3

SANDPOINT MERCANTILE LEAGUE EMPLOYER RESTAURANT

Address 100 Undercliff Way

Wares standard food and drink, including specialties like huckleberry tarts, "peppers 'n' pig" (skewers of wild boar and hot peppers), spiced potatoes, and Turandarok Reserve spiced cider (chilled to order via a *ray of frost*)

This restaurant's namesake recently passed away, but Risa's daughter **Lanalee Magravi** (female human sorcerer) has taken up her mother's role, retaining the name out of respect and keeping the family tradition of magic-enhanced repasts alive.

S14. ROVANKY TANNERY

SHOP 3

SANDPOINT MERCANTILE LEAGUE MERCHANT WORKSHOP

Address 10 Undercliff Way

Wares leather goods

The leather goods on sale here are high quality, and you should expect to wait a bit for any custom orders, as Larz Rovanky (male human leatherworker) is something of a perfectionist.

S15. RED DOG SMITHY

SHOP 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT WORKSHOP

Address 190 Festival Street

Wares smithing services (Das doesn't sell his work here, but his work can be purchased in several local shops)

Named for its owner's affection for large red mastiffs, Red Dog Smithy is known as much for the smithing services offered by owner **Das Korvut** (male human fighter) as it is for his legendary temper.

S16. THE PILLBUG'S PANTRY

SHOP 6

BUNYIP CLUB CRIMINAL EMPLOYER MERCHANT WORKSHOP

Address 100 Tanglefoot Alley

Wares alchemical items and supplies, poisons, potions

Hidden away at the end of Tanglefoot Alley is this cluttered alchemical shop. Its proprietor, **Aliver Podiker** (male human alchemist), earned the nickname "Pillbug" as a child for reasons he's never quite admitted to. While his shop sells plenty of legal supplies, the fact that you can pick up poisons, drugs, and other illegal alchemical supplies here is one of Sandpoint's worst-kept secrets.

S17. BOTTLED SOLUTIONS

SHOP 3

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT WORKSHOP

Address 60 Raven Street

Wares alchemical items and supplies, potions (any time one uses an alchemical item purchased from here, roll a secret DC 2 flat check—on a failure, that item is faulty and has no significant effect when used)

For those who prefer a less shady place to purchase their alchemical supplies, **Nisk Tander** (male half-elf alchemist) provides at Bottled Solutions. Yet for all his legitimacy, it's known around town that he tends to be a bit sloppy in his work, and if you want to be sure your purchase works as advertised, local advice is to swallow your scruples and pay a visit to the Pillbug's Pantry.

S18. CRACKTOOTH'S TAVERN

TAVERN 3

SANDPOINT MERCANTILE LEAGUE PARLOR RESTAURANT VENUE

Address 50 Raven Street

Wares standard food and drink, including specialties like "Director's Choice" (sweet blackberry wine), "drunkfish vittles" (strips of beer-soaked fish and potato strips), "Tooth Cracker" (rum said to be able to crack teeth if you keep it in your mouth too long), and "Understudy" (cheap ale with a shot of even cheaper whiskey)

Popular with patrons of the Sandpoint Theater, **Jesk**



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"Cracktooth" Berinni (male human tavernkeeper) is a jovial man who encourages anyone and everyone to take to the stage in his common room to try their hand at performing.

S19. HOUSE OF BLUE STONES MONASTERY 4

TOWN WATCH GARRISON LIBRARY TEMPLE

Address 30 Glass Street

This stone building is primarily a single large chamber, its floor decorated with blue stones that help those who visit find meditative peace and tranquility. **Jabyl Sorn** (female human monk) also keeps a growing library of old books and scrolls in the basement, but doesn't grant access to her eclectic library to just anyone.



Lanalee Magravi

cp), general seating (1 sp), balcony seating (1 gp; includes refreshments)

It's not many small towns that boast such a large and well-constructed theater as this, the pride and joy of local thespian **Cyrdak Drokus** (male human bard), who's always on the hunt for the next big star to headline one of his plays. Rumors have been flying that his next big play is a biography of his romance with Jasper Korvaski. Whenever he's asked about the veracity of these claims, Cyrdak shakes his head with a smile and offers a pithy comment along the lines of "My, what a scandalously delicious idea! Wish I'd thought of it!" before winking playfully. .

S20. SANDPOINT GLASSWORKS RUIN 5

HAZARD

Address 10 Glass Street

Once one of Sandpoint's most valuable industries, the glassworks are now abandoned and presumed haunted.

S21. SANDPOINT SAVORIES SHOP 5

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 90 Main Street

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

It's not just the tantalizing smells wafting from this bakery six mornings a week that make it a local favorite—the love and skill **Alma Avertin** (female human baker) puts into her creations is in every bite. Lately, however, folks have been gossiping about the clashes between her and her daughter Arika, who recently left town to become an adventurer.

S22. THE CURIOUS GOBLIN SHOP 5

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT PARLOR

Address 40 Main Street

Wares books (focusing on fiction and local history), scrolls, spellcasting services

This cozy bookstore is well-stocked with a wide range of books and topics, as reading is a popular pastime among many of Sandpoint's locals. Proprietor **Chask Haladan** (male human bard) often hosts impromptu gatherings here for folks to chat, debate, and share knowledge.

S23. SANDPOINT THEATER THEATER 6

RUNEWATCHERS EMPLOYER MERCHANT PARLOR VENUE

Address 90 Festival Street

Wares Pauper's Pit (no chairs and bad view of the stage—1

S24. CARPENTER'S GUILD GUILDHALL 5

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT WORKSHOP

Address 60 Festival Street

Wares carpentry services

Most of the buildings in Sandpoint were built by members of the local Carpenter's Guild, and its leader, **Aesrick Battlehorn** (male dwarf carpenter), is always eager for a new challenge—although the guild's long-running feud with the local shipyard continues to gnaw at him.

S25. SANDPOINT LUMBER MILL LUMBER MILL 3

SCARNETTI CONSORTIUM EMPLOYER

Address 120 River Street

Not long after the goblin raid 17 years ago, a grisly murder took place here at the Sandpoint Lumber Mill. **Ibor Thorn** (male human logger) has largely recovered from the shock, but still has nightmares now and then—rumors are that some sort of haunt has infected the mill, although the Scarnettis claim these are false.

S26. GENERAL STORE SHOP 5

SANDPOINT MERCANTILE LEAGUE MERCHANT

Address 30 Main Street

Wares general goods and groceries, imported alcohol (price varies from 5 sp to 5 gp per bottle)

The Sandpoint General Store provides all the staples you'd need at affordable prices. It's the oldest store in town, something its current owner, **Ven Vinder** (male human grocer), takes great pride in.

S27. TURANDAROK ACADEMY SCHOOL 6

RUNEWATCHERS EMPLOYER LIBRARY MERCHANT MUNICIPAL

Address 10 Main Street

Wares spellcasting services

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While the primary purpose of Turandarok Academy is to serve as a local orphanage first and a school second, its headmaster, **Iisoari Gandethus** (male human wizard), also offers his spellcasting talents to those who can afford them.

S28. MVASHTI'S PLACE

HOSTEL 5

TOWNSFOLK HOUSING LODGE MUNICIPAL

Address 50 Festival Street

Wares lodging (floor space or bed—no private rooms), spellcasting services

Once the home of a beloved ancient named Niska Mvashti, this building now serves as a hostel and waystation for traveling Varisians. **Jiolan Verneeth** (agender human witch) does their best to ensure that travelers passing through town have a comfortable place to stay, but is quick to kick out anyone they determine is being disrespectful of Varisian tradition.

S29. GROCER'S HALL

GUILDHALL 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 20 Festival Street

Wares standard food and drink, farming supplies

This open-air building is where many of Sandpoint's local farmers come to trade their produce. **Olmur Danavakus** (male halfling grocer) took up the post of grocer guildmaster after the previous guildmaster was murdered by Chopper nearly 20 years ago. He has since grown into the role with a smile—he's now one of Sandpoint's most beloved institutions, particularly by the local youths who've come to love the weekly "candy-grab": sweets and candies Olmur gives out each Sunday.

S30. VERNAH'S FINE CLOTHING

SHOP 5

SANDPOINT MERCANTILE LEAGUE MERCHANT

Address 70 Prickleback Lane

Wares clothing, nonmetallic light armor

With a mix of down-home rustic options and fancier outfits for nights out on the town, **Rynshinn Povalli** (female half-elf tailor) ensures that there's something tempting on the rack in this shop, regardless of the shopper's nature.

S31. WHEEN'S WAGONS

SHOP 3

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 30 River Street

Wares wagons, wheel repairs, courier service

In hopes of turning around a failing business, **Bilivar Wheen** (male human wheelwright) added a home-grown courier service to his offerings, although so far it's resulted in little change for the constantly down-on-his-luck wagon maker.

S32. SCARNETTI MILL

GRAIN MILL 3

SCARNETTI CONSORTIUM EMPLOYER

Address 40 River Street

This mill processes all of the flour and grain produced by local farmers. The mill's manager, **Courrin Whesterwill** (male human miller), continues to struggle to make ends meet, even as the mill itself makes a tidy profit for its owners, the Scarnettis.

S33. THE HAGFISH

TAVERN 4

SANDPOINT MERCANTILE LEAGUE PARLOR RESTAURANT

Address 70 Water Street

Wares standard food and drink, including specialties like Crab 'n' Clam chowder, Jargie's Reserve (a shot from Jargie's special collection of Shackles rum), lingcod pot pie, and "Hag's Challenge" (Old Murdermaw stout with a tiny splash of hagfish slime)

At one of Sandpoint's most popular taverns, **Jargie Quinn** (male human tavern keeper) promotes opportunities for locals and visitors alike to earn their name on the ceiling beam—all they have to do is down a mug of slimy water from the tank of his pet hagfish Norah! Games of "yarning" (a tall tale-telling competition) are also frequently played here.

S34. VALDEMAR FISH MARKET

SHOP 5

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT

Address 10 Water Street

Wares fish and seafood

Seafood is a mainstay of many of Sandpoint's tables, and although local institution **Turch Sterglus** (male human fisher) is getting on in years, his devotion to keeping the fish market stocked is commendable.

S35. SANDPOINT MARKET

MARKET 5

SANDPOINT MERCANTILE LEAGUE MERCHANT PARLOR VENUE

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

Wares general goods and food

This marketplace is empty most days, but twice a week it fills with vendors—the farmers' market every Moonday and the town market every Fireday draw traveling merchants from throughout western Varisia.

S36. SANDPOINT MEAT MARKET

BUTCHER 3

SANDPOINT MERCANTILE LEAGUE MERCHANT

Address 120 Market Street

Wares meat

This building doubles as a slaughterhouse and a butcher's shop. Local braggart **Chod Bevuk** (male human butcher) has a penchant for exaggeration and rumormongering.

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S37. THE RUSTY DRAGON

INN/TAVERN 5

SANDPOINT MERCANTILE LEAGUE	EMPLOYER	HOUSING	PARLOR
RESTAURANT	VENUE		

Address 80 Market Street

Wares standard food and drink, including banquets (multi-course meals of experimental offerings during festivals and big events), "cheese blossoms" (spicy cheese-curd-stuffed artichoke hearts), curried salmon, raspberry mead, barbecued abalone, and seasonal ales; lodging

Sandpoint's most famous inn/tavern was, until just over a decade ago, run by a woman named Ameiko Kaijitsu, until she discovered she was destined to become the empress of distant Minkai. Today, the Rusty Dragon is run by Ameiko's long-time employee and friend, Bethana Corwin (female halfling innkeeper), who does her best to honor Ameiko's legacy while adding her signature home-cooked comfort foods to the menu.



Bethana Corwin

S38. GOBLIN SQUASH STABLES

LEVEL 4

SANDPOINT MERCANTILE LEAGUE	EMPLOYER	MERCHANT
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Address 60 Market Street

Wares stabling

Sandpoint's largest stables are owned and managed by **Daviren Hosk** (male human ranger), a man whose hateful attitudes toward goblins have increasingly worn on certain members of the community, while cruelly delighting others.

S39. TWO KNIGHT BREWERY

LEVEL 4

SANDPOINT MERCANTILE LEAGUE	EMPLOYER	MERCHANT
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Address 20 Market Street

Wares beer and ale, including specialty drinks like "Old Murdermaw" stout, raspberry mead, "Tooth Cracker" rum, "Turandarok Reserve" apple cider, and various seasonal offerings like "Cinnamon Whisper" (winter seasonal cider), "Dryad's Kiss" (spring seasonal lambic), "Buzzbarker" (summer seasonal wheat beer), "Flaggin' Dragon" (autumn seasonal ale), and "Cryptic Cider" (a very rare autumn seasonal cider)

Many of Sandpoint's taverns proudly serve alcohol brewed here at Two Knight Brewery. After the murder of one of the two founders by Chopper, surviving brother **Gaven Deverin** (male human paladin) struggled for many years to rekindle his passion for brewing, but today many of his creations are favorites of discerning connoisseurs throughout western Avistan and beyond.

S40. MERCANTILE LEAGUE

LEVEL 4

SANDPOINT MERCANTILE LEAGUE	EMPLOYER	MERCHANT
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Address 110 Market Street

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

Here, one can arrange for passage via ship to many other ports, secure accommodations for overland travel via caravan, send messages, ship goods, or shop for a new home in Sandpoint or nearby along the Lost Coast. **Jasper Korvaski** (male human paladin) continues to attend to the League's day-to-day business. His recent marriage to his long-time-lover Cyrdak Drokus was the final step in a decades-long plan—one that Cyrdak playfully noted "could have used some edits to shorten the run time" after patiently waiting for Jasper to make his move.

S41. SANDPOINT BOUTIQUE

LEVEL 4

SANDPOINT MERCANTILE LEAGUE	EMPLOYER	MERCHANT
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Address 90 Market Street

Wares equipment, clothing, weapons, tools, and art objects; spellcasting services

One can never be sure of what unexpected surprises and treasures might turn up at the Sandpoint Boutique. Proprietor **Hayliss Korvaski** (female human cleric of Abadar) often makes trips to other towns and cities to restock, as well as maintaining a wide network of adventuring contacts who keep her in good supply of dungeon-rescued treasures.

S42. FEEDBAG

TAVERN 5

BUNYIP CLUB	CRIMINAL	EMPLOYER	MUNICIPAL	PARLOR	RESTAURANT
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Address 10 Salmon Street

Wares standard food and drink, including cheese curd soup, "Foamer's Gulp" (frothy ale served in an oversized mug), "lard fries" (strips of pork skin fried in seasoned lard), and "Old Murdermaw" stout

When one envisions the classic rowdy tavern where the food is dubious and the brawls are plentiful, the Feedbag is there to provide! Easily the most notorious tavern in town, the Feedbag is also a popular hangout for those associated with the Bunyip Club, and the group's leader, **Jubrayl Vhiski** (male human rogue), can often be found holding court and having drinks herein.

S43. THE PIXIE'S KITTEN

BROTHEL 4

SANDPOINT MERCANTILE LEAGUE	HOUSING	MERCHANT	PARLOR
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Address 60 Salmon Street

Wares companionship, lodging

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The town's brothel is run by **Kaye Tesarani** (female human rogue) with style and grace. Her employees are well cared for and protected by a combination of Kaye's often unexpected sorcerous skills, a trio of unflappable guards, and Kaye's marriage to Belor Hemlock, the town's sheriff.

S44. THE FEATHERED SERPENT SHOP 5

SANDPOINT MERCANTILE LEAGUE MERCHANT

Address 10 Rum Street

Wares adventuring gear, curiosities, artwork, windup toys, magic items, spellcasting services

While there are many shops in Sandpoint that cater to adventuring essentials, this curio shop is perhaps the best place to visit if you're looking for something unusual or have something to sell. Shopkeeper **Vorvashali Voon** (male human shopkeeper) is friendly, gregarious, and has a supernatural knack for understanding how magic items work.



Vorvashali Voon

S45. HANNAH'S SHOP 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT MUNICIPAL

Address 30 Hook Street

Wares restorative and medicinal alchemical supplies, spellcasting services

While the clerics at Sandpoint Cathedral do their best to take care of Sandpoint's sick and needy, they can't help everyone. **Hannah Velerin** (female elf cleric of Gozreh) isn't officially associated with the cathedral, but she does her best to help carry the load of caring for those in need, particularly when it comes to providing support and care for the women of Sandpoint.

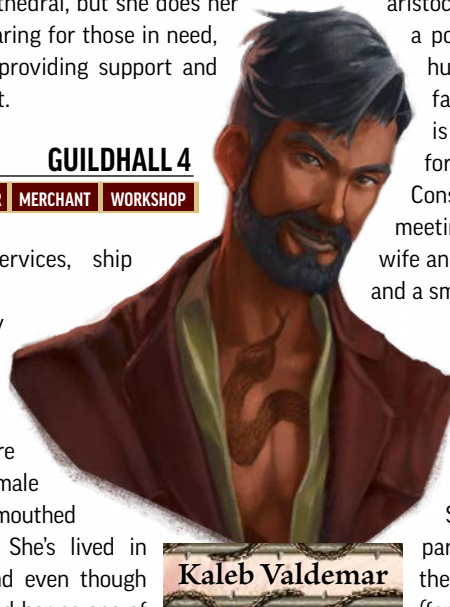
S46. SANDPOINT SHIPYARD GUILDHALL 4

SANDPOINT MERCANTILE LEAGUE EMPLOYER MERCHANT WORKSHOP

Address 10 Hook Street

Wares ships, shipbuilding services, ship passage to other ports

The town's shipyard is modest by the standards of a larger city, but for a town of Sandpoint's size, the resources here for building and repairing vessels are significant. **Jhalevia Stensin** (female human harbormaster) is a foul-mouthed but fair woman from Thuvia. She's lived in Sandpoint for several years, and even though the townsfolk have fully accepted her as one of



Kaleb Valdemar

their own (in no small part due to her creativity in cursing and skill at managing the shipyard), she still feels a bit like an outsider and looks forward to a day when she'll feel like this is truly her home—and perhaps to the day when she'll finally work up the courage to ask Sandpoint's mayor, Kendra Deverin, out on a date.

S47. VALDEMAR MANOR MANOR 1

HAZARD

Address 30 Schooner Gulch Road

Once the home of one of Sandpoint's founding families, Valdemar Manor is now boarded up and slowly falling into ruin. With the death of patriarch Ethram some years back, the remaining Valdemars closed up their Sandpoint home and relocated to their estate in Magnimar. **Kaleb Valdemar** (male human wizard), Ethram's only surviving son, periodically returns to Sandpoint to take care of what local concerns the family still maintains, but when he does, he tends to stay in an inn rather than return to his manor—most assume that it's only a matter of time before he decides to sell.

S48. SCARNETTI MANOR MANOR 4

SCARNETTI CONSORTIUM EMPLOYER MUNICIPAL RESIDENCE

Address 25 Schooner Gulch Road

While the Valdemars have mostly moved on to Magnimar and the Kaijitsu family's sole remaining member in town gone on to rule Minkai, the era of Sandpoint's faux-aristocracy is on the wane. This is something of a point of frustration for **Titus Scarnetti** (male human aristocrat), who's long enjoyed his family's position of power and respect, and is somewhat bitter at having now to "work" for that same place by founding the Scarnetti Consortium and spending more time on political meetings. He lives in this sprawling manor with his wife and children, his elderly aunt and her children, and a small army of servants.

S49. KAIJITSU MANOR MANOR 5

TOWNSFOLK EMPLOYER MUNICIPAL RESIDENCE

Address 35 Schooner Gulch Road

When Ameiko Kaijitsu left on her journey to Minkai to take on the role of empress, Sandpoint continued to be an important part of her heart and soul. She chose to leave the manor in good hands, with **Velarie Naserin** (female human major domo) and her wife **Anyia**

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(female human groundskeeper) taking care of the place so that when Ameiko returns for a visit, she has somewhere familiar and comfortable to stay.

S50. DEVERIN MANOR

MANOR 6

TOWNSFOLK EMPLOYER MUNICIPAL RESIDENCE

Address 40 Schooner Gulch Road

Unlike Titus Scarnetti, **Kendra Deverin** (female human mayor) has eagerly embraced the changes to Sandpoint's political scene—having power and representation spread across seven diverse factions has served the town well, even if it is quite a bit more work. She shares this manor with her brother, her sister-in-law, and her five nephews.

Your First Adventure

The following interactive narrative is intended to guide you, as a group, through a number of decisions made during your first three levels of adventuring while also giving your group a built-in backstory as to why you're all known in Sandpoint as local adventurers. It's best to go through the following steps as a group, reading the text aloud, making decisions as a group, navigating Obstacles together, and gaining treasures and gold. You'll level up three times during this process, ending your first adventure at 4th level with a customized history that explains who you are in Sandpoint and why Abstalar calls upon you at the start of *Seven Dooms for Sandpoint*. While you can go through these choices as a group without a GM, it's best to do so in your GM's presence so they can learn who your characters are and where they're from at the same time you do, and so they can step in to make narrative changes to the following text if they wish to further customize this experience to your group.

Each PC begins this adventure with 1 Hero Point. While death isn't a concern in the following interactive text, you may wish to spend a Hero Point to reroll a failed skill check. You can regain Hero Points only after being defeated in an Obstacle; this represents the tides of fate, having turned against you, bolstering you in the future (and helps to prevent groups from being defeated too often!).

GETTING STARTED

ENTRY 1

Every player starts with their completed 1st-level character. Take a moment to introduce your characters to the other players. Using your characters' backgrounds as inspiration, work out how you all know each other and came together as a group, and if you're Sandpoint locals or if you came from somewhere else.

OBSTACLES

The actual adventures your group takes part in are represented here as Obstacles. These are a chance to earn Victory Points and extra treasure by using one of three checks to overcome the Obstacle, as described in the text's entry. At an Obstacle, each PC must attempt one of these three checks to earn Victory Points according to the following results.

Critical Success The PCs gain 2 Victory Points.

Success The PCs gain 1 Victory Point.

Critical Failure The PCs lose 1 Victory Point.

Triumph: To overcome the Obstacle, your group must accumulate a total number of Victory Points equal to the number of players - 1. If your group consists of four players, you must accumulate 3 Victory Points to overcome the Obstacle. Proceed to the Triumph entry.

Defeat: If you fail to overcome the Obstacle, your group fails at their adventure. This does not equate to a total party kill, though! Instead, you'll be rescued or otherwise escape from the situation; you'll earn fewer rewards, but each PC will earn a Hero Point to help them in the next Obstacle. Proceed to the Defeat entry.

You all grew up in Sandpoint: Go to Entry 2.

None of you have ever been to Sandpoint: Go to Entry 3.

A NIGHT IN VALDEMAR MANOR

ENTRY 2

OBSTACLE

You and your friends may not have all been born in Sandpoint, but you all grew up together in town! In fact, you started your adventuring career when you were childhood friends.

Some kids in town believe that Valdemar Manor is haunted, while others insist that the Sandpoint Devil itself has moved into the abandoned mansion. There must be a reason why the Valdemarks left the place after old Ethram Valdemar died a few years ago.

The manor is all boarded up now. Some of your friends swear they've seen weird lights shining between the slats after dark, while others are convinced they've heard weird noises coming from the ruin. No one has dared go into the house yet, much less attempt to spend the night—that is, until now! Your group was dared to sneak into Valdemar

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Manor, look around the old building, and spend the night. If you can make it through the night, you'll surely become local legends!

After you sneak down to the old mansion and search the grounds, you find some loose boards over a window into the manor's kitchen. You pry them loose, then spend an hour exploring the manor's dusty, abandoned interior. You fight with some giant spiders that had moved into the ground floor and an entire swarm of them upstairs. In the manor attic you're attacked by several unsettling leathery homunculi that appear to have been left behind by one of the Valdemarks, and finally settle in for the night—a night increasingly filled with creepy sounds, strange lights, and an unexpected attack!

Overcome DC 13 Arcana to discover clues that a troublemaking villain is using sorcery to frighten people, DC 15 weapon or spell attack to fight your foes, or DC 17 Stealth to bravely hide from the things that come out at night

Triumph: Go to Entry 4.

Defeat: Go to Entry 5.

ABOARD THE SEA DRAKE

ENTRY 3

OBSTACLE

You and your friends have never been to Sandpoint, but events will send you in that direction soon enough. Were you relatively local to the Lost Coast when you first gathered as an adventuring group, or did you hail from somewhere beyond Varisia's borders?

Select one of the PCs whose parents are old friends with Milton Scarnetti. Milton hires the group to deliver a small box containing several legal documents and a silver signet ring to a distant town. Milton explains that his family are minor aristocrats in this distant town of Sandpoint, but that he's long since disavowed them and wants to officially cut ties. He has little interest in speaking to Titus Scarnetti, his estranged brother and a man whose name he has trouble saying without scowling, and explains that the documents are the legal notes that officially abandon his interest in a potential Scarnetti inheritance. The return of his Scarnetti signet ring is more of a personal (and snide) goodbye. Milton offers to pay for a round trip to and from Sandpoint, but your group has been itching for a change of scenery and you've decided this is a great chance to travel somewhere new.

You set out on board the ship *Sea Drake*, a passenger and merchant vessel that semi-regularly makes the trip to the west coast of Varisia, unaware that a group of cultists on board have much more nefarious plans.

Overcome DC 13 Occultism to recognize the sinister secret rites of the *Sea Drake* in time to prepare a proper defense, DC 15 weapon or spell attack to fight your foes, or DC 17

Deception to keep the cultists from realizing you're on to them

Triumph: Go to Entry 6.

Defeat: Go to Entry 7.

MADE IT THROUGH THE NIGHT!

ENTRY 4

It turns out that the source of the weird sounds and strange lights was an infestation of gremlins led by a jinkin sorcerer named Murzle that had invaded the Valdemar Manor cellar. The creatures crept up in the middle of the night to attack your group, but you were ready and handily defeated them in battle, then chased Murzle back into a previously hidden secret room in the basement. Therein, you discovered an old taxidermy of the Sandpoint Devil—cunningly stitched together from the parts of a dead horse, a giant bat, and a giant lizard. For a moment you were convinced that you'd met the real thing, but it was just an animated construct left behind as a guardian—one that ended up helping you defeat Murzle when the jinkin drew the construct's attention! You managed to defeat the taxidermy Sandpoint Devil (in part thanks to Murzle's desperate magic), and found a fair amount of treasures and trinkets scattered around the laboratory.

When the sun rose, you all snuck out of the manor with your pockets full of loot and returned home, perhaps to some unhappy parents who spent the night looking for you. Of course, you told no one about what you'd been up to all night, since you weren't supposed to break into Valdemar Manor in the first place, but word of your bravery still spreads through your social circles in town over the next few years. By the time you all reach adulthood a few years later, the perception that you're adventurers has already begun.

Reward: You discovered a fair amount of treasure in the hidden room in the Valdemar basement, trinkets you decided to keep for yourselves—surely, if the Valdemarks still wanted it, they would have taken these things with them when they'd moved to Magnimar years ago!

Each PC selects one of the following items as a reward (either gained from pilfered loot, or as a reward given by townsfolk grateful for the truth about the manor):

- A 2nd-level common talisman of your choice
- A 2nd-level common elixir or a dose of *silversheen*
- Two scrolls containing any two common 1st-level arcane or occult spells of your choice
- Two *minor healing potions*

Each PC also gains 20 gp, representing a fair split of the coins and other valuables left behind by the Valdemarks (or additional rewards from a thankful town).

Increase the party's reputation with Townsfolk by 1.

The party advances to 2nd level! Go to Entry 8.

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RUN AWAY!

ENTRY 5

Between the strange lights, frightening sounds, and an attack by shrieking shapes that carried knives and had lots of sharp teeth, your group couldn't bear to stay past midnight in Valdemar Manor. Instead, when things got overwhelming, you fled. You returned home to your furious guardians, humiliated and covered with mysterious cuts and scrapes. For the next several months, you not only had to endure oppressive rules and curfews, but other kids in town teased and mocked you for your failure. It would be several years before you could look back and laugh about your night in Valdemar Manor.

Reward: You didn't recover much treasure during your adventure, but one good thing came from those curfews—they gave you the focus needed to save up a fair amount of money by doing odd jobs around town until you became adults. Each PC gains 20 gp. Fortunately, luck may soon turn your way; each PC gains 1 Hero Point.

The party advances to 2nd level! Go to Entry 8.

TROUBLE ALONG THE WAY

ENTRY 6

It wasn't long into the voyage to Sandpoint before your group discovered something sinister going on with some of the people aboard the *Sea Drake*. Several last-minute additions to the crew, along with some of the paying passengers, were in fact cultists devoted to the vile goddess Nhimbaloth. They planned to seize control of the ship and run it aground near an ancient place of power, hoping to sacrifice everyone else and "feed their ghosts to the Empty Death" in return for eldritch insights.

When they attempted their mutiny, your group fought back. The battle was a harrowing one with some close calls, including an attack from an eerie glowing monstrosity called up from the ocean depths that would have sunk the ship were it not for your group's swift action. In the confrontation, the cult leader noticed a strange red seagull perched atop one of the ship's masts and was distracted long enough by this omen for your group to deal a final blow.

The *Sea Drake* made it to Sandpoint safe and sound. When you made the delivery, Titus Scarnetti initially reacted poorly, living up to Milton's description, but quickly grew delighted: "That's one less distraction now that the deadbeat's out of my life officially!" Whether he regarded your group with suspicion or calculation, only time can tell.

Reward: Whether it was treasure and gear discovered among the belongings of the defeated cultists, or rewards given to you by the Scarnettis, you arrive in Sandpoint much richer than when you left.

Each PC selects one of the following as a reward:

- A 2nd-level common talisman of your choice
- A 2nd-level common oil, poison, or a dose of *silversheen*
- Two scrolls containing any two common 1st-level divine or primal spells of your choice
- Two *minor healing potions*

Each PC also gains 20 gp, representing a fair split of the coins and other valuables discovered among the cultists or rewarded to the party by the Scarnettis for delivering Milton's package.

Increase the party's reputation with the Scarnetti Consortium by 1.

The party advances to 2nd level! Go to Entry 8.

SHIPWRECK SURVIVORS

ENTRY 7

While your group may have heard rumors about the plot unfolding among some of your fellow voyagers, neither you nor the rest of the crew were prepared for that awful night along Varisia's coastline. The mutiny was swift and violent, and the cult called up a horrific glowing monstrosity from the depths of the sea to crack the ship open while they watched from the safety of the *Sea Drake's* lifeboats. You and your group abandoned the doomed ship, clung to flotsam, and only barely avoided the monster's attention before washing ashore on a barren rock over a mile out to sea.

During those harrowing few days marooned on that barren isle, your group survived by squeezing rainwater out of soaked clothes and eating what few raw shellfish you could pluck from the tidepools. A strange red seagull kept showing up to watch you, shrieking as if in mockery at your desperate efforts to survive and always evading any attempts to catch it for food.

On the fourth day, the weird red seagull abandoned you, and you may have taken this as a sign that your deaths were near—but then you were spotted by sailors on another ship on its way to Sandpoint! They rescued you from the rock, got you food and water, and a kindhearted cleric of Desna even gave you some pocket money to help you recover from your ordeal. While you'd managed to keep ahold of your personal gear through the ordeal, Milton's package was lost to the depths when the *Sea Drake* sunk. Whether your group verbally delivers the news about Milton to Titus Scarnetti or not, the Sandpoint Scarnettis aren't particularly impressed. Hopefully your time in Sandpoint will bring better luck!

Reward: The kindhearted Desnan's gift of gold will surely help you recover from your ordeal and to prepare for your next adventure. Each PC gains 20 gp. Fortunately, luck may soon turn your way; each PC gains 1 Hero Point.

The party advances to 2nd level! Go to Entry 8.

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WHAT'S NEXT IN SANDPOINT?

ENTRY 8

You're in Sandpoint, either having grown up here or arriving for the first time. Advance your character to 2nd level.

Whether you were victorious or defeated, you can now spend the money you earned on any common items of 1st level or lower. You can also save this money to make purchases later in your adventuring career.

Your reputation as adventurers in Sandpoint is only just getting started. Where do you go from here? What is your group's second adventure?

You took jobs as guards on a trip to the city of Magnimar:

Go to Entry 9.

You discovered a ghoulish plot by an undead necromancer:

Go to Entry 10.

CAPTURED BY RATTLEBONES!

ENTRY 9

OBSTACLE

Sandpoint's had its troubles with goblins in the past, but for most of your lives, things have been pretty calm—and as a result, kind of boring. So when local businessman Bilivar Wheen put up a notice that he was seeking guards to accompany him on a trip to Magnimar, your group jumped at the chance for travel (and a hopefully profitable payday). You showed up early in the morning to find that the baker's daughter, a woman named Arika Avertin, had already arrived. Fortunately, Bilivar hired all of you, and you all set out within the hour.

Normally the trip from Sandpoint to Magnimar is a safe one, but this time, luck was not on your side. Halfway to town, you were jumped by a group of goblins! These goblins were led by a snarling bugbear named Skincarver, and before you knew it, they managed to split your group in two, separating you from Bilivar, Arika, and the other travelers. It wasn't long before the goblins captured you all and brought you back to their hideout in the forest, where they tossed you into a pit and left a few hungry goblin dogs tied nearby to keep an eye on you.

From down in the pit, you heard the goblins discussing their plans. You also learned a bit about their history—they called themselves the Rattlebones, and they flocked to Skincarver over the years after previous violent enclaves like the Thistletop goblins and the Licktoads were defeated by adventurers. This new group hoped to gather enough strength to get revenge on Sandpoint for sending adventurers out to get them, but fear that one of their old leaders, Ripnugget, had come back from the dead and was hunting "goblin traitors" caused the Rattlebones to be extra timid in their preparations. Now, though, it seems the time is right to strike, and as you listened to the goblins argue about whether it was better to ransom you back to

Sandpoint or to kill you and send your corpses back as a threat, you knew you had to escape—and quickly!

Overcome DC 14 Athletics to break your bonds and clamber out of the pit, DC 16 weapon or spell attack to attack the goblins, or DC 18 Nature to recruit the goblin dogs (and several other animals) to aid in defeating the goblins

Triumph: Go to Entry 11.

Defeat: Go to Entry 12.

THE NECROMANCER'S PLOT

ENTRY 10

OBSTACLE

Some 17 years ago, a nest of ghouls infested an old manor further down the coast. While Sandpoint's boneyard seems relatively free from the influence of undead, this isn't for lack of trying, so when your group started to hear rumors of a necromancer's plot to plunder an ancient ruin, you knew what you had to do!

Local priest of Desna Abstalar Zantus supplied your group with some extra healing potions and vials of holy water to arm you for the fight ahead. After some investigation, your group learned that the necromancer was a man named Grizmere who had taken up residence at an abandoned farm to the southeast of town on the edge of Whisperwood Moor.

When you reached the old farm, the partially collapsed barn and the ruined farmhouse were the least interesting points. More notable was the excavation in one of the fallow fields that had revealed a once-buried ancient stone shrine devoted to some sort of fiend god. The shrine had a trapdoor that led down to a secret dungeon below the moors, in which Grizmere had already begun the task of assembling his undead platoon!

Overcome DC 14 Religion to use your knowledge of how to fight undead, DC 16 weapon or spell attack to fight your foes, or DC 18 Medicine to be able to treat the necromantic diseases and afflictions your group is exposed to

Triumph: Go to Entry 13.

Defeat: Go to Entry 14.

DEFEATING THE GOBLINS

ENTRY 11

The Rattlebone goblins weren't prepared for your ferocity and ingenuity as you made your escape. After recovering your gear, you turned the tables on the goblins and took steps to either defeat them in battle, run them off, or frighten them into disbanding. In the climactic fight against Skincarver, the dying bugbear called out to Ripnugget, begging the legendary goblin leader to save him—but no salvation came, and the murderous Rattlebone leader perished at your hands.

In the aftermath, you made a surprising discovery: Bilivar, Arika, and the other travelers hadn't escaped the

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initial Rattlebone ambush after all. You found them in a separate prison pit at the opposite side of the Rattlebone encampment, completed the mission, and returned in triumph to Sandpoint. The town watch in particular lauded you for your actions against this goblin threat—not only did you escape, but you made the Lost Coast a bit safer to travel for all!

Reward: Be it treasures discovered among the Rattlebones, or rewards given to you by the town watch, you come out of your adventure much richer!

Each PC selects one of the following as a reward:

- A common +1 weapon of your choice or +1 *handwraps of mighty blows*
- A low-grade cold iron or silver shield or common weapon of your choice
- A common worn permanent magic item of 2nd level or lower
- A satchel containing three common 3rd-level alchemical bombs or a single scroll of a common 2nd-level spell

Each PC also gains two *minor healing potions* and 25 gp, representing a fair split of the coins and other valuables found at the Rattlebone hideout.

Increase the party's reputation with the Town Watch by 1.

The party advances to 3rd level! Go to Entry 15.

RESCUED BY ARIKA

ENTRY 12

While your group had a few opportunities to escape, luck was not with you. Just when it was looking bleak, the sound of battle tore through the camp. It turns out that Arika managed to escape back to town and returned with help in the form of several members of the militia and town watch. The resulting rescue was harrowing, and a few locals on the militia may even have been killed or severely wounded, but in the end, you managed to escape back to Sandpoint. The Rattlebone goblins and their leader Skincarver remained at large. They periodically harassed travelers over the following months, but you never did get a chance at revenge—but perhaps that's for the best, since they beat you once before?

Reward: You didn't have a chance to grab much more than your gear and a few handfuls of treasure from the Rattlebone hideout as you were rescued. Each PC gains 25 gp. Fortunately, luck may soon turn your way; each PC gains 1 Hero Point.

The party advances to 3rd level! Go to Entry 15.

VANQUISHING THE DEAD

ENTRY 13

It turns out that the necromancer Grizmere was undead himself—a ghoul whose actual plans weren't to raid

Sandpoint, but to track down a lost temple to the demon lord Kabriri that was rumored to be hidden somewhere in the Sandpoint hinterlands. He was only half-right when he dug up the buried temple here; the shrine was devoted not to Kabriri but to a different demon lord: Abraxas, lord of forbidden lore.

Your group explored the temple and clashed not only with Grizmere's minions, but a host of fiendish serpents and minor demons left behind by the temple's original inhabitants. While at first you may have suspected the ruins were of Thassilonian make, it soon became apparent that, while still quite old, this temple to Abraxas was much more recent—only a thousand years old rather than ten thousand. The final battle against Grizmere was harrowing, but you survived, and in his notes you discovered his plans to seek his true quarry elsewhere in the Sandpoint hinterlands. Whether that site actually exists or is little more than unsettling rumor, no one can say.

Reward: Your group recovered a fair amount of treasure during the exploration of the Abraxan shrine, but Abstalar also rewarded you well for the services of defeating an undead necromancer before he established himself as a significant local threat.

Each PC selects one of the following as a reward:

- A common +1 weapon of your choice or +1 *handwraps of mighty blows*
- A suit of full plate (emblazoned with images sacred to Abraxas, but Abstalar pays to have those unsavory features reworked to the faith or imagery of your choice)
- A common worn permanent magic item of 2nd level or lower
- A leather case containing three shots of common magic ammunition of your choice or a single scroll of a common 2nd-level spell

Each PC also gains two vials of *holy water* and 25 gp, representing additional rewards from Abstalar.

Increase the party's reputation with the Sandpoint Cathedral by 1.

The party advances to 3rd level! Go to Entry 15.

UNDEAD IN THE MOORS

ENTRY 14

You underestimated the dangers that Grizmere and his undead minions posed, and all you managed to do when your group infiltrated the old temple of Abraxas was force his undead hand. After you fled, Grizmere led his skeletons and zombies on an attack against several local farms to gather up "fresh ingredients" to replace the minions you did manage to defeat before you ran home. Abstalar Zantus, along with an unlikely (and very temporary) coalition of

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defenders recruited from the town watch and the Bunyip Club, managed to confront Grizmere and defeat him before he murdered too many farmers, but word of how your group shook this metaphorical undead hornet's nest did your reputation in town no favors.

Reward: Before you were forced to flee Grizmere's overwhelming forces, you managed to gather up a few handfuls of treasure in the old temple. Each PC gains 25 gp. Fortunately, luck may soon turn your way; each PC gains 1 Hero Point.

The party advances to 3rd level! Go to Entry 15.

A DANGEROUS DEVELOPMENT

ENTRY 15

Your reputation as local adventurers is growing. Advance your character to 3rd level.

Whether you were victorious or defeated in your second adventure, you can now spend the money you earned on any common items of 2nd level or lower. You can also save this money to make purchases later in your adventuring career.

Your next adventure promises to be the most dangerous one yet—what does it entail?

You explored a haunted building in the middle of town: Go to Entry 18.

You explored an ancient Thassilonian dungeon: Go to Entry 16.

You confronted an eerie secret society hiding out in a sea cave: Go to Entry 17.

A BRAND-NEW OLD DUNGEON

ENTRY 16

OBSTACLE

Legacies of Thassilon can be found throughout Sandpoint and the town hinterlands. Some are impossible to miss, like the town's Old Light, or the toppled statue of Karzoug whose fallen head is known today as Thistletop. Others are well hidden and come to light in surprising ways, such as the old shrine to Lamashtu under central Sandpoint that was exposed to the air 17 years ago after a sinkhole formed above it.

The group known as the Runewatchers are Sandpoint's newest faction, but they've risen swiftly in local prominence and power as a result of their knowledge about Thassilon—having local experts on ancient dangers that increasingly pose threats to town will do that! As knowledgeable as they are, though, the Runewatchers are largely scholars or retired adventurers, folks who have little interest in the "fieldwork" element of going out and gathering more information about Thassilon's legacy. When rumors of a new Thassilonian complex in the hinterlands begin to circulate, the Runewatchers turn to Sandpoint's up-and-coming adventurers—your party.

These rumors suggest an old complex is hidden within or below the towering sea stacks east of town, a location known as the Three Cormorants. The Runewatchers approach your group with a request to explore these three sea stacks, providing you with some resources (in the form of tattered map fragments hinting at the location of hidden dungeon entrances) and some warnings (notably, that the Three Cormorants are well known today as the nesting grounds for a group of harpies).

They also warn you that you might have some competition—rumors that the complex in question was an alchemical laboratory once run by an agent of Runelord Karzoug have already leaked enough that there's been talk of rival adventurers making the trip to this "brand-new old dungeon." The Runewatchers hope your group can get there first or, if not, at least make what discoveries you can before rival adventurers plunder or destroy the site.

Overcome DC 16 Diplomacy to navigate the complex politics present in those who now dwell in the dungeon, DC 18 weapon or spell attack to fight your foes, or DC 20 Performance to impress the harpies and secure access to the complex without fighting

Triumph: Go to Entry 19.

Defeat: Go to Entry 20.

UNWELCOME COMPETITION

ENTRY 17

OBSTACLE

Not everyone in Sandpoint has the luxury of going to the town watch for help when things don't go their way. For members of the Bunyip Club, they're traditionally on their own when faced with threats to their livelihood. Sometimes, such threats menace others in Sandpoint too and become a problem for the whole town, but when a rival group of criminals begin to flex their influence over the region in a way that goes unseen by most of Sandpoint's citizens, the Bunyip Club makes an unusual decision to recruit your party to their cause.

It's said that the criminals of the Bunyip Club use a hidden complex in the smuggling tunnels below Sandpoint as their current hideout, but this wasn't their original base of operations. They've moved around over the years, shifting from one site to another as their numbers have grown or as secret sites have been compromised. One older hideout the Club hasn't had much use for lately is a smuggler's den built into a sea cave to the east of town. The discovery by a low-ranking member of the Club that a group of troublemaking squatters—men and women armed with machetes and clad in leather armor that looks like it's been burned—have moved into the cave.

Gressel Tenniwar, proprietor of the notorious Feedbag, has contacted you with a request from the Bunyip Club.

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If you can make your way to the old smuggler's den and "get rid" of the squatters without letting anyone else in Sandpoint know, the Club will reward them handsomely. The Bunyip Club wants to keep their old hideouts as options for potential regional safe houses, and they can't do that if rival gangs move in. In addition, several old supplies and devices remain in storage at the old site—Gressel informs your group that you can make use of these supplies to set up traps to take out the intruders and, furthermore, lets you know that if you find anything worth anything in there, it's yours to keep!

Overcome DC 16 Intimidation to confront the squatters and threaten them to cease operations in the region, DC 18 weapon or spell attack to fight your foes, or DC 20 Crafting to take advantage of the supplies and create several traps to aid in defeating the squatters

Triumph: Go to Entry 21.

Defeat: Go to Entry 22.

EXORCISING THE GLASSWORKS

ENTRY 18

OBSTACLE

It seems like every town has their tradition of ghost stories and haunted houses. Your group may have already brushed up against one of Sandpoint's local legends if you dared to spend a night in Valdemar Manor, and by now you've heard the popular whispered rumors that the ghost of Sandpoint's most prolific murderer, Jervis Stoot (more commonly known as "Chopper"), sometimes stalks the town's alleys or the region's secluded beaches.

But the Sandpoint Mercantile League has an entirely different ghost problem on their hands, and your recent escapades in the region have attracted their attention. Jasper Korvaski, the town planner, contacts your group with a job offer: explore the town's glassworks and rid it of its haunts.

For many years, Sandpoint Glassworks produced a wide range of fine glassware, from windowpanes to cookery to artwork, but all this ended when its owner, Lonjiku Kaijitsu, was murdered by his own son, Tsuto, inside the building 17 years ago. The sole surviving Kaijitsu in Sandpoint, Ameiko, had the building boarded up and let it sit, ignored, for many years until she left Sandpoint entirely to pursue her destiny on the far side of the world. Ameiko signed over ownership of the glassworks to the Mercantile League but, for many years, the group did nothing with the property—in part because no one left in town had the skills to rekindle the forges, but also due to persistent rumors that the place had become haunted.

Today, town planner Jasper Korvaski is ready to take steps to address this situation. He's been in talks with

several glassworkers from Magnimar who are eager to reopen Sandpoint's iconic forge, but first he has to be sure the building is safe. Jasper's impressed with what he's heard of your group and he asks you to investigate the building—and if the rumors are true, to find a way to put its unquiet spirits to rest.

Overcome DC 16 Society to research the building's history and prepare for possible spirits, DC 18 weapon or spell attack to fight your foes, or DC 20 Thievery to disable many of the trap-like haunts that infest the glassworks

Triumph: Go to Entry 23.

Defeat: Go to Entry 24.

STRANGE ALLIANCES

ENTRY 19

The dangers your group encountered on (and below) the Three Cormorants were significant, but the combination of the Runewatchers' information with your own talents and abilities was more than enough to complete your mission! Still, the rival adventuring group did end up being the most significant threat you faced, for this group (who had come to the dungeon seeking rare alchemical poisons and supplies at the behest of an unnamed patron) managed to "dig in" to one of the dungeon's deeper wings, which housed many of the more significant depositories of lore.

Yet you brought more than tactics to the dungeon. Be it with the harpies who ruled above, the sinspawn who had been trapped within another wing of the dungeon below, or the unusually intelligent clan of reefclaws who had moved in to the deepest, flooded dungeon level—or perhaps with all three—your group managed to recruit unlikely allies who provided aid in laying siege to the rival group. Even when they desperately unleashed an imprisoned alchemical abomination from an ancient apparatus deep in the dungeon, you and your unusual allies won the day.

The fact that you returned to Sandpoint with not only some intriguing Thassilonian items and detailed maps, but also a tentative alliance with several of the complex's inhabitants, delighted the Runewatchers. While they were obviously eager to travel to the site and explore it now that you'd established an understanding with those dwelling above, within, and below, they didn't forget to pay you well. Still, the identity of whoever hired those rival adventurers to search the laboratory for samples of strange, rare fungal ingredients and alchemical lore for "the distillation of dreams" worries you. Someone in Sandpoint is up to something, and if your actions below the Three Cormorants didn't totally disrupt their plans, you're at least hopeful they've delayed them long enough for someone—perhaps even your group—to learn more!

Reward: Between the reward paid to your group by

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the Runewatchers and the items and treasures you discovered in the dungeon itself, your group made a tidy profit from this latest adventure.

Each PC selects one of the following as a reward:

- A wand of any common 1st-level spell
- Any common worn magic item of 3rd level or lower
- A formula for any 3rd-level or lower magical tattoo (*Treasure Vault* 119–123) or two scrolls containing an uncommon 2nd- or lower-level spell (subject to GM approval)
- Any combination of 3 common 4th-level or lower alchemical consumables

Each PC also gains a common weapon of their choice (choosing from a +1 *weapon*, a low-grade cold iron weapon, or a low-grade silver weapon) and 30 gp—payments from grateful Runewatchers eager to dig into the information you brought back for them.

Increase the party's reputation with the Runewatchers by 1.

The party advances to 4th level! Go to Entry 25.

IN OVER YOUR HEADS!

ENTRY 20

The harpies who rule the Three Cormorants gave you a fair bit of trouble, and perhaps you should have taken that struggle to heart before pressing on into the dungeons below. It was obvious that a rival group had already entered the complex, but when they ambushed your group, things quickly turned bad—especially when the conflict released an ancient alchemical abomination that slaughtered the rival group and nearly did you in as well! It was more luck than skill that enabled your group's panicked escape from the dungeon before you could properly explore its secrets.

Reward: The repercussions of your failure in the ancient alchemy lab are unfortunate, but what bits of lore you managed to discover are better than nothing. Between what minor treasures you were able to scavenge and the pittance paid to you by the Runewatchers, you each earn 30 gp.

The party advances to 4th level! Go to Entry 25.

THE DEVIL'S DISCIPLES

ENTRY 21

Finding the old smuggler's den was somewhat tricky, but your group had the foresight to approach early in the morning during low tide, giving you the advantage of the pre-dawn shadows and an easier time navigating the narrow beaches at the base of the coastal cliffs. You caught some of the squatters by surprise and, either by eavesdropping or interrogating them, you learned the group called themselves the Devil's Disciples—a sort of secret society following a nameless leader who believed that the Sandpoint Devil was on the verge of becoming a god.

While it would soon become clear that the disciples who dwelled in this cave were the society's lowest-ranking members, they were nonetheless fervent in their belief and deadly with their machetes. With hell hounds, an allied ogre, and (ironically) an actual bunyip to bolster their numbers, the Devil's Disciples put up quite a fight before they were defeated. Their leaders are still out there, so you made sure to leave no clues behind as to who swept in and took this group out. Whether or not their beliefs about the Sandpoint Devil are true, though, who can say?

Reward: The Devil's Disciples were relatively well equipped, in part from scavenging the supplies left behind by the Bunyip Club. No matter, for now this treasure is yours!

Each PC selects one of the following as a reward:

- A wand of any common 1st-level spell
- Any common worn magic item of 3rd level or lower
- A pouch containing 3 *invisibility potions*
- Any combination of 3 common 4th-level or lower ammunition, snare supplies, or poison doses.

Each PC also gains a common weapon of their choice (choosing from a +1 *weapon*, a low-grade cold iron weapon, or a low-grade silver weapon) and 30 gp—payments for services rendered by the Bunyip Club.

Increase the party's reputation with the Bunyip Club by 1.

The party advances to 4th level! Go to Entry 25.

A NARROW ESCAPE

ENTRY 22

It took some doing to even find the old smuggler's den. The rocky beaches along the coast east of town aren't easy to navigate, especially at high tide, and the coastal cliffs make approaching from land dangerous. Things didn't get easier once you found the cave, for the troublemaking squatters turned out to be far more organized and dangerous than you expected. Initial conflicts against them made it clear that the group was some sort of secret society that worshipped the Sandpoint Devil, but when the group brought out their fire-breathing hounds, your group had to admit defeat and flee the scene. Gressel wasn't happy to hear of your failure and didn't pay you a thing.

Reward: While the Bunyip Club didn't pay you for your failure, you did manage to scrape together a bit of coin and snatch some trinkets from the smuggler's den before you had to flee. Each PC gains 30 gp.

The party advances to 4th level! Go to Entry 25.

BRINGING PEACE TO THE DEAD

ENTRY 23

Although Sandpoint Glassworks is located in the heart of town, the building feels alone. With its windows boarded up and entrances locked tight, the building has descended over the years into a sort of social shadow. People pass by on the

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street without giving it a second thought during the day, while after dark, glimpses of strange lights or eerie sounds keep the curious away.

Using a key provided by the Sandpoint Mercantile League, entering the abandoned glassworks was a simple matter, but as you explored the stone building, it quickly became apparent that exorcising its spirits would be anything but. Malevolent hauntings attempted to lay you low: bleeding beds that lure you to sleep only to inflict nightmares of being stabbed to death, sweeping and overwhelming bouts of shame that attempt to leave you helpless, and a deadly furnace prone to belching out goutts of shrieking fire were some of the sinister manifestations you encountered, while elsewhere, shades of undead goblins—spirits who became trapped in the glassworks when the town was invaded 17 years ago—sapped your strength. But the greatest threat of all was the enraged ghost of Lonjiku Kaijitsu himself, who manifested from a pile of glass fragments that once encased his corpse. The ghost was horrific indeed, his limbs blackened and pierced with shards of glass, his face but a skull lit from within by fire, his shadow a choking cloud of soot.

Putting Lonjiku to rest required more than defeating him in combat. You had to scour the building for every shard from the shattered cocoon of glass he died within, clean them with holy water, and then bury them in a grave at the Sandpoint Boneyard. Once you did so, his ghost moved on, and without its influence, the remaining fell influences in the building faded with the next sunrise.

Reward: The glassworks itself had very little in the way of treasure to be discovered, but the Sandpoint Mercantile League was more than generous in rewarding you for exorcising the building so that it could be restored to use. Each PC selects one of the following as a reward:

- A wand of any common 1st-level spell
- Any common worn magic item of 3rd level or lower
- A *channel protection amulet*
- Any combination of 3 common 4th-level or lower elixirs or potions

Each PC also gains a common weapon of their choice (choosing from a +1 *weapon*, a low-grade cold iron weapon, or a low-grade silver weapon) and 30 gp—the remainder of

your payment from the Sandpoint Mercantile League for making the glassworks safe to reopen.

Increase the party's reputation with the Sandpoint Mercantile League by 1.

The party advances to 4th level! Go to Entry 25.

WHERE GHOSTS RULE

ENTRY 24

Using a key provided by the Sandpoint Mercantile League, your entrance into the Sandpoint Glassworks was quick and easy. This did not last. It wasn't long before writhing shadows of long-dead goblins rose from the ash smears on the walls, chilling your souls and chasing you deeper into the haunted building. Fire spewed from furnaces, knife wounds manifested without reason on your flesh, and worst of all, the burning ghost of Lonjiku himself rose up to scorch you with blasts of molten glass. It was less than an hour before you somehow managed to stagger back out of the building, your bodies in agony and minds reeling. The Sandpoint Mercantile League was disappointed to learn that the haunting presence within was too much for you to handle, but to their credit, they did pay you for your trouble. In any event, the legacy of Sandpoint's haunted glassworks only grows in the wake of your failed attempt to exorcise it.

Reward: The Sandpoint Mercantile League pays each PC 30 gp and reevaluates their plans for the building.

The party advances to 4th level! Go to Entry 25.

AN INVITATION FROM ABSTALAR

ENTRY 25

Your group has firmly established their reputation in Sandpoint as adventurers of note, even if you had a few failures along the way. Advance your character to 4th level.

Whether or not you were victorious in your third adventure, you can now purchase any common items of 3rd level or lower. You can also save the money you earned for later purchases in your adventuring career.

Not long after you recover from your latest adventure, your group receives an invitation from Abstalar Zantus at the Sandpoint Cathedral to have lunch with him—and to discuss a delicate matter that he seems convinced your group can be trusted to address.

You visit Abstalar in the Sandpoint Cathedral: Begin *Seven Dooms for Sandpoint*!

Seven Dooms for Sandpoint

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