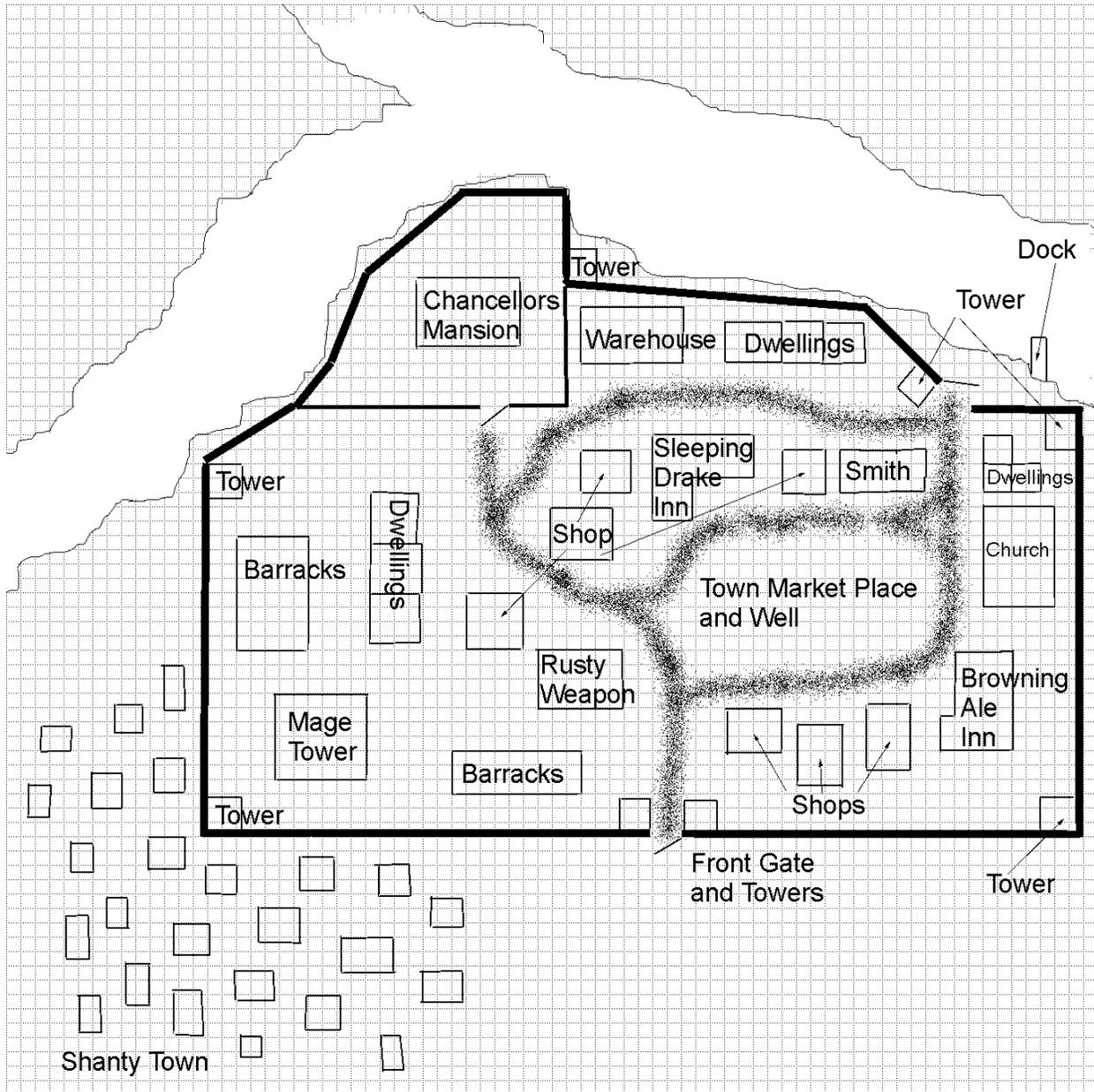


Town of Sandpoint



The map is not to scale. It is provided to give you an idea of the town's layout.

General Information

The town of Sandpoint is a walled community. Some of the surrounding land has been cleared and is used for crops and livestock but it is first and foremost a trading community and will be for the next while. Goods are channelled through on their way to the port town of Alard.

Queen Aquilina gave Chancellor Lucas Urban his position within this town as a favor to his father and to allow him to prove himself as a landowner. Her

empire, Kaatji is the driving force behind the expansion through this area. Right now, all material that comes from here channels through lake Sargasso and works its way to her capital city Josellee. As goods move to her capital city, her Chancellors in Alard, Merton, Stang and Shirken collect taxes for the Empire. Lucas, Chancellor of Sandpoint has a 10-year grace period in which he does not collect taxes for the crown. At the moment, the taxes he collects are used to increase his own wealth. After the grace period is over (another 4 years) the Queen will send

her own people out to Sandpoint to assess the situation and see how Lucas has down.

As you reach the northern section of this area, past the Ste-Foy City Ruins, you will find competing empires after the resources within these areas. These areas will eventually see more development by forces loyal to Aquilina, which will mean boarder skirmishes between the two powers as both try to use the resources within the area to their own advantage.

The mage tower has been here for a long time. As is common for a mage tower, once people realized there was a wizard here, they started to collect around it for the protection the tower and the wizard offered (people tend not to collect around towers with evil wizards). The mage in this tower is called Arista Kemp. She is rarely seen in town and very rarely holds an audience. From time to time she is seen leaving the town or visiting the Chancellors mansion although no one knows why (rumours abound).

One thing to realize about Sandpoint; this is about as far from civilization as you can get. The characters will get virtually nothing for the stuff they sell (unless they have the proper skills) and will pay huge prices for anything they buy. This is how the frontier works. If they want to buy things at book prices then they have to work your way down to the eastern edge of Uta and visit some of the "cities" that are there.

What this means is that you multiply book value by three times and treat the new figure as book value (a Trock or Dwarf will find things very expensive here), You may want to consider letting the group set up a shop of their own and make some money that way. Just keep in mind that someone has to be there to make the sales and that it will not take long for the taxman to visit.

History

Sandpoint itself sits at the centre of a very ancient city. Most of that city is overgrown with bush and is now hidden from view. Only the Mage Tower survived intact.

The town of Sandpoint has been slow to redevelop. Like many towns it started out as a single fortified inn located in the middle of nowhere. The inns owner was the father of Ira Tate, now one of the town's permanent merchants. Back in those days, the tower was sealed and no one tried getting into it. As the locals would say "don't really want to know what makes them screaming noises you hear coming from it at night". Arista showed up when Ira was still a young girl of about 16. Arista stayed at the Inn for a long time as she figured out the Tower and explored the surrounding area. It took many years for the two women to strike up a friendship. It did eventually

happen and the two women have been friends ever since.

A Note on Base Value

The value given for items described in these pages always assumes that a group will not know what they are doing when they go to sell the items. This figure is known as an item's **Base Value**. With the right skills the group will get more money for the items listed.

The required skills are:

- Business
- Evaluate Goods
- Merchant Skill
- Fence Skill

The Base Value amount you get for an item is 20% of book value. With one of the above listed skills you get 40%, with two you get 60%, with three you get 80% and with all four you get 90% of book value.

To put it in regards to how much stuff is worth, as based on the price given, use the following.

- No Skills: Use the Price Given
- One Skill: Multiply the price by 2
- Two Skills: Multiply the price by 3
- Three Skills: Multiply the price by 4
- Four Skills: Multiply the price by 4.5

Note that this applies to loot only (things the group might steal or find on their adventures). It does not apply when an NPC is offering a reward or is offering a set amount for items they are looking for (for example, should the group bring a dear carcass to an inn, the inn will pay the stated amount).

Barracks

There are two barracks in the town. The main barracks is near the western edge of the town. The smaller is situated just off the town's southern gate. The main barracks holds 80 soldiers. The smaller only about 20 giving the town it's 100-man militia.

Of the 100-man militia in Sandpoint, 15 are followers of the god Hussar. These members are Acolytes and do not wear the blackened chain armour or the black long sword that is normally associated with full cult members. All of these followers attend the church for sermons and wear Hussars symbol in plain view (Hussar's symbol is the number seven, or a stylized sword whose blade makes a number seven).

Each barracks has its own leader. Rhys Tsigane currently leads the larger barracks. Maia Sedgwick leads the troops in the smaller of the two barracks. Rhys and Maia know each other and work well together. Although Maia is a better fighter than Rhys,

Town of Sandpoint

she is not as good a leader and hence is subordinate to Rhys.

The soldiers in the barracks are normal human militia (example given). Most have worked for Rhys and Maia for a very long time and have developed a lot of loyalty towards the two.

Rhys Tsigane (combat sheet provided)

Alignment: Neutral Good
Nature: Fearless and compassionate
Honesty: 8
Materialism: 7

Rhys leads the local militia and is a full member of the cult that follows the god Hussar. Rhys has always been associated with the military. He left home to make a name for himself and has been building up his reputation as a leader ever since. He makes the deals that give these fighters their work. He keeps them in training. Rhys fights along side of the people he leads and in fact would not ask any one of them to do anything he himself would not attempt. Over the years, his men have built up a huge loyalty towards Rhys... it is even possible to say that they would die to the last man for him or avenging his death.

Maia Sedgwick (combat sheet provided)

Alignment: Neutral Good
Nature: Professional and Dedicated
Honesty: 8
Materialism: 7

Maia has worked hard to get where she is. She is a good fighter (better than Rhys in fact) and has the complete trust of Rhys.

Town Militia (combat sheet provided)

Alignment: Neutral
Nature: Varies but generally very loyal to Rhys and Maia
Honesty 5-8
Materialism 4-6
Most members of the militia have been with Rhys and Maia for a fair length of time. The unit (as a whole) has been here for about 3 years and most are comfortable with the area and with the people within it.

Black Smith

The black smith shop is actually two businesses in one. The Black Smith that runs the shop is called Horace Huge. He runs the shop with a Weapons / Armour Smith named Granite Rockfollower. Horace is human and Granite is a dwarf.

The shop is very successful. There is a large section where the forge fires, anvils and tools are kept. The back of the building houses the shops owners and the shop's apprentices. No one that works in the shop is married or has serious female attachments. The shop currently employs three apprentice Black Smiths. One of the lads, a short stocky fellow, has been taken under Granite's care and is being taught the fine art of weapon making.

At any given time, there will be 1d6 metal weapons for sale. Roll 1d6 on the table below for the actual weapons that are in stock. There can be more than one weapon of the same type available.

- 1) Long Sword
- 2) Short Sword
- 3) Flail
- 4) Mace
- 5) Halberd
- 6) Two Handed Sword

Generally, there are not a lot of weapons available since most are bought up as soon as they are produced. Because of this, Granite charges five times book value for any melee weapon he makes. All the weapons he has for sale are for a RS rating of 1. The good news is that any melee weapon made by Granite carries a one-point damage bonus due to the quality of his work. In addition, Granite can make any of the Gunpowder weapons listed in the player's handbook (with the standard listed stats). It will take 3-6 weeks game time to produce such a weapon and will sell for ten times book value. Payment for a gunpowder weapon must come up front. Granite can make any sized weapon that is asked for, with the appropriate mark-up in its price. The time required is always one to two weeks.

Horace Huge

Alignment: Neutral
Nature: Brilliant and Abrasive
Horace is a very smart man. This may account for his Abrasive personality since he does not suffer fools very well. For this reason he allows Granite to talk to most people since he is content to do his work and teach his apprentices how to do things right (just doing a job is not enough, there is a right way to do it and that pretty much sums up Horace's attitude towards things).

Granite Rockfollower

Alignment: Good
Nature: Honest
Granite is above all else, honest. He always does the best work that he can and always tries to give good value for the price he charges for things. He does not like saying bad things about people, even if he knows them to be true.

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From time to time Granite helps out at the Mage Tower, a fact that he is very secretive about. He aids Arista in the making of her golems. He does the metal work while she wields the magic that brings the creatures to life. For this reason, Granite wears a ring of passage to the mage tower (he will not be attacked by any of the golems within the tower).

Apprentices

Medwin Kavin is currently being taught how to make weapons. Medwin is much shorter but is far wider and a lot stronger than the two other apprentices. He has a very even temper and a fairly friendly disposition.

Seth Gordon is tall and fairly lanky but strong enough to do the work. He is a hard worker and tends to kid around a lot, something that gets him into trouble with Horace from time to time (and makes Granite think that he is totally useless). Of the three apprentices he is the most likely to get yelled at if he should stop and talk to strangers.

Sadi Makarios is the smartest of the shops three apprentices and is a very hard worker. He makes friends easily and is liked by the people of town. Anything told or asked of him will become general knowledge within the area after a few days time.

Caravans

A lot of Caravans come through Sandpoint. These are made up of merchants coming in to the city on their way to Alard, or are coming inland to see what they can sell and pick up at the inns and such found nearer the mountains. When the Caravans come into Sandpoint they will generally set up a booth, to buy and sell goods. They will stay for a few days before packing up and moving on. Since there are a good dozen trade routes through the area, not more than a few days go by before a new caravan shows up.

Caravans are charged a set rate of 25 Talons per pack animal per day in Sandpoint. Caravans normally consist of 2+2d4 animals and normally use Horses and Mules for pack animals. Wagons cannot travel the roads that are to the west of the Red Ale Inn.

Church

The town's only church is dedicated to the worship of Hussar, one of the Human gods for fighters. A woman named Neva Ettore leads the church.

Neva Ettore (combat sheet provided)
Alignment: Neutral Good

Nature: Friendly and Always willing to talk (and convert others to the religion)

Honesty: 9

Materialism: 3

Neva has been a follower of Hussar from a very young age. She is the most competent fighter in the town and a great asset to the town since she would never hesitate to aid in the defense of the town.

The local church is dedicated to Hussar, the patron deity of human warriors. The church is fairly small with a worship area, a small meeting area and a library. The head priest, Neva, privately owns the level two library found in the church. She sleeps at one of the small houses found in the town.

If the group does not get into any trouble with church members (and gives the church a donation or two), Neva will allow them access to the library.

Within the town there are about 20 acolytes (15 belonging to the militia and five others who work in the surrounding area as trappers and bodyguards. Rhys Tsigane is the only other person in town that is a full member in the church.

Chancellor

Lucas Urban is the town's Chancellor. It is a position earned by birth and given him by Queen Aquilina. Lucas has been very good at making money and accumulating wealth, but he has not done a lot to ensure his long-term position here (see the write up on the Chancellor's mansion for more information on this).

Docks

There are two small docks built out into this section of the river. The docks are not large and tend to hold boats whose capacity is 20 people or less. Although you can make your way down and upriver from this point, you do not go far before being forced to portage your goods over rapids and small falls.

The beach around this point in the river has a lot of sand built up. The townsfolk tend to come out on the beach, and wash themselves and their cloths just west of the docks.

General Merchants

General merchants include merchants that have tables and tents set up in the marketplace on a semi-permanent basis. The price is 50 talons for a table and 250 for a tent, paid weekly.

The town always has 6 + 1d6 general merchants set up in the town's market place. There is a bit of overlap in the product they carry but it is rare to find

more than 3 merchants with the same item for sale. Each merchant will have a 20% chance of having the item you want. Items sold by these individuals are marked at triple book price. Merchant personalities range from kind to Jerk and all of those present have a slick presentation when trying to sell you something but it really is a buyer beware situation. The merchants go by first name alone.

Before you start your game you should decide on whom the group will meet first. Merchants will not generally give their name unless asked and there should be no reason why the group would ask for a name until they have talked or dealt with a specific merchant for a while.

None of the General Merchants has a huge amount in the way of assets. Most are just normal people with a little money trying to make a talon or two. No more than 2 of those present should have a magic item for sale, although each one present would have a 75% chance of knowing if an item brought to them was magical. They will try to pick up such items as cheaply as they can. For the two merchants that have magic items for sale you have to decide which two and what they have for sale. These items were not purchased at anywhere near book price. Both items were bought from people that did not know what they had, although the merchants will try to get triple catalogue price for them now.

Gada: Small pretty lady with the heart of a jackal. She would be the one to smile as she sticks a knife in your back. Gada is very successful as a businessperson though.

Garrvie: short dark hair with moustache. Comes across as generally caring.

Ovadia: Large slow moving and speaking man with bad body odour. Friendly and always willing to cut a deal (probably because he has to).

Jocasta: Heavy set woman with a friendly smile and cheerful disposition.

Enos: Small thin man that makes one think of a hawk. Has a very high-pitched voice that carries well.

Lisa: a short female elf with an odd yellow tint to her skin and hair.

Rudd: Fast talker. Barely lets you get a word in edgewise before butting in and telling you what you really need to buy.

Enid: a very tall pale lady whose booth never seems to be all that busy.

Roe: someone who actually seems normal and sincere. Rae will actually listen to you and do his best to find what you need. May even ask you to

wait for a sec or two as he dashes off to buy the needed item from one of the other merchants in the town.

Cat Man: this tall lanky fellow is not called the Cat Man because he looks like a cat; he is called The Cat Man because he always has half dozen cats in his booth. He is pleasant but always keeps an eye on anyone who pets one of his cats.

Stanley: this fellow is short and stocky and very pleasant to talk to. The problem he has is that he always wants to make the big deal and gives as little time as possible to the small deals that he is “forced” to make as the day goes by. He would really like someone to bring him something of great value and then pay nothing or next to nothing for it. His guile skill is quite developed... the best in the area.

Miles: this fellow is of medium age and a bit overweight. In fact he is downright homely, has a large potbelly and could bore a wart off a frog. His father is a very successful businessman and sent his only son here so he would not have to deal with him. Miles is very good-natured and does not try to be boring... he just is. Think of someone that would greet a customer with “I’ve had just horrible gas all day...” and talk about it for the next 20 minutes.

Myra and Gordon: This couple have come here to make their fortune. They are perhaps the most helpful of the bunch that is here, being new to the place. They try their best to give a fair price for the stuff they buy but do not have a great deal of spare cash.

Clyve: is a bit sour having been here for too long and seen to many good deals slip through his fingers. He will tend to take the attitude of “go to everyone else first, tell me what they offer and I will beat their price”. He is smart enough to know what the others will offer within 5% of what they will actually offer (well, not that smart really since everyone offers pretty much the same amount for a given item).

Jail and Sheriff Nasser Albin

Nasser is a bit of a hard ass. That said, he is very good at keeping the peace. No fight will finish inside the town walls before he will show up. His booming voice will stop ANY fight. He will give one warning. First time offenders can pay him a 100 Talon fine to stay out of the town’s jail. A repeat offender will spend time in the jail.

Nasser only concern is that people do not fight each other in the town. He does not care if they take it out into the country and duel it out (so long as proper duelling etiquette is followed). If you are going to

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fight in the town, it will be for the town against the creatures that would see it wiped off the face of the earth.

Nasser has the power to deputise any and all if he needs to. In addition, he is liked and respected in town and has the full support of the local militia. If there is a group that needs dealing with (i.e., other than the players characters you are running through the adventure) he will not hesitate to walk up to the group and inform them that they are now deputies and are going to help him catch / subdue whoever the hell he wants them to subdue and catch.

Nasser Albin (combat sheet provided)

Alignment: Neutral good

Nature: total no nonsense do as I say kind of guy

Honesty: 8

Materialism: 6

Nasser has a legitimate care for the people he was hired to protect. He will not suffer any type of backtalk and has earned a reputation as a fair man. Although he is not the best weapons fighter in the town, he can generally hold his own long enough for help to arrive.

The jail is a two-room building, a cell and an office. The office holds a desk and has a fireplace. The fire is lit only when the sheriff is there so the night can be long and cold should he decide to spend it at home.

Inns and Taverns

There are 3 inns within Sandpoint, all situated around the outside of the market square. The names of them are.

The Browning Ale (Inn Description Supplied)

This tavern has the sign with a painting of a mug full of deep brown ale.

Owner: Meinrad Brooks

Capacity: 8

Stable Capacity: 9

The Sleeping Drake (Inn Description Supplied)

This Inn has a sign with a painting of a sleeping drake (what else) with a sword sticking out of its head (probably why its sleeping).

Owner: Pio Peirs

Capacity: 10

Stable Capacity: 15 (no stables just hitching posts)

The Rusty Weapon (Inn Description Supplied)

This inn has a sign over the door that shows a picture of an old rusty sword.

Owner: Ashley Tidbit

Capacity: 13

Stable Capacity: 32+

See the separate write up on these Inns / Taverns.

Library

There are three libraries in town although in all likelihood, the group will not have access to more than 2 of them. The first is in the Chancellors Mansion; the second in the Church and the third is in the Mage Tower.

Church Library

So long as the group is civil to the local church, and gives the odd donation towards the cause, the members of the church will allow the group access to the church's level 2 library. Refer to the **Church** entry for more information.

The Chancellors Library

The chancellor Lucas Urban will only allow the group access to his library if the group has done work for him, and they have not managed to piss him off while doing it. The Chancellor's library is level 4.

Mage Tower

The owner of the mage tower Arista Kemp will not let anyone have direct access to her library. She has the best library in the entire area (level 8). The problem is that she does not let outsiders touch her library let alone see it due to its magical nature (see the write up on the mage tower). Should the group get to do some work for Arista and she likes them, she will offer to research the magic items they bring her. Her price is 20% of their total purchase value.

Permanent Merchants

There are 6 permanent merchants in town. These are people that actually own shops and live in Sandpoint on a permanent Basis. Unless otherwise noted, these people sell items for triple book value. There is a 30% chance that any given merchant will have what you want. The names of these merchants are:

Roe Leez

Roe is a tiny man, not quite a midget but very close. He has pitch-black hair and a voice that is much deeper than his size would indicate. He is here for the money and is very unlikely to give a deal unless he knows that someone else has the same item. Then, and only then, will he come down in his asking price.

Zuleika Carey

Zuleika is tall and thin, but is otherwise unremarkable. He is in fact, the scumbag you want to meet if you want to sell something that is stolen. A character that has the Underworld Adventure skill will realize this if they can make a successful skill check. Zuleika will not hesitate to ripe the group off. He has connections to the thief's guild in Alard. Although the occasional assassin enters the area, they have not set up a local guild or "brotherhood" yet. At the moment, Zuleika represents the underworld in Sandpoint.

Mansi Mahala

Mansi is a pretty lady that comes across a very friendly. She has long deep brown hair that she keeps in a single braid. Her prices are always four times book value, although she will always be willing to wheel and deal her way down to three times book value.

Ira Tate

This very small lady looks like she is about 150 years old. She has been in Sandpoint for a long time, claiming to be in the area before Arista arrived. She has many stories about the early days in Sandpoint. One of her favourites goes something like this:

"Arista" she will say, "she was such a whelp of a girl. Always gittin herself in trouble. I remember once, after she finally got that darn tower door open. She wern't in there for 10 minits when out she runs. Had this pack of critters on her from who knows where. Big things that could barely fit through the door, with tentacals and at least a hundred eyzs each. Well here she is running like mad, straight into the woods with them things right on her heels snappin and bitten and trying to catch her with them tentatcals. Figured we'd never see her again. But sure enough, not morean a couple hours later she shows up, all haggard and tired and kinda beat up looking. Never did see those things again though she wuz pretty nervous goin near the woods after that and that made us all kinda nervous. For awhile anywaze. It was such a sight!"

Ira is so old that she can remember back when they would capture Orcs and put them in crates and ship them back to the big city zoos. Ah, the good old days, she often laments.

Ira's biggest problem is her voice. It has gotten so high in her old age that it could crack ice.

Despite this, she is a good person and is generally liked. Her store does not have a lot of product (most of the shelves are half empty) but then she is here because she is just not ready to retire. She is one of the few privileged that has a house in the town (Arista bought it for her and keeps an eye out to make sure she keeps well). Ira has known Arista from the day she first came into town. It is through Arista's magic that she is now as old as she is. Arista is currently working on a potion that will give a few years worth of youth back to her friend.

Atara

Atara is a Calt. She is a very shrewd merchant but fair in her dealings. This is Jacynth's favorite merchant in town (Jacynth is the apprentice that does all the buying for the Arista (who owns the mage tower).

Gordon Wat

Gordon is another excellent merchant that has great connections or at least he is very good at getting those hard to find stuff.

Shanty Town

This is the name given to the area outside the wall, by the SW corner of the city. It consists of dozens of little huts and buildings that many of the locals have come to call home. Some of these hovels are better than others and a few house families that are trying to make a go of it as farmers of one type or another. Others are just there living as best they can, waiting and hoping for some form of construction project that will allow them to earn enough to get out of this place and back to civilization. The majority of those here are trappers and hunters that go out looking for the furs, gold and gems that have made this place what it is. This type only uses the area long enough to sell what they have and then head back into the wilderness looking for more game. For every two that leave, one is never seen again and one arrives from downriver to take his place.

If the group wants, they may look through the buildings in this area. It is first come / first serve. If you find a building empty you can stay there. So long as you stay, it is yours. On a given night there is a 90% chance of being able to find a building that is empty.

Town Market

The town market is a fairly large area filled with tables and tents. During daylight hours it is a very busy place, always crowded with people bringing in furs, pelts, and items to trade for the supplies the trappers and prospectors need to survive in the

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wilderness. Trade deals happen on a minute-by-minute basis in this area. See the write up on General Merchants and Permanent merchants for information on the people that buy and sell in this area. Catch a thief in this area and the thief is likely to be hung or loose a hand and that, if the sheriff saves them from the crowd.

Town Well

The town well is situated in the exact centre of the town's market. It is a simple pump that brings the water up from the ground. A trough carries the excess water off towards the river. Anyone who wants to can make use of the pump and on the whole, the townsfolk prefer the well water to the water found in the river.

Walls and Gates

During the day, the towns militia keeps at least 5 men on each wall. Two soldiers guard each tower as well as man the town's front and rear gate. There is a tower along the cities northern end that allows the guards within a good view of the river and docks.

Each tower has a metal hoop that can send out an alarm when hit. In any alarm the entire militia becomes active within a few minutes, being evenly distributed throughout the four walls and towers (about 25 people per side).

A half-hour before dark, the main gates are closed and the number guarding the walls and towers double that found during the day. In addition, two man patrols cycle through each tower and wall section each half hour (these patrols start and end at the larger barracks).

See Barracks for additional information on the soldiers and their leaders (listed below).

Rhys Tsigane (combat sheet provided)

Maia Sedgwick (combat sheet provided)

Town Militia (combat sheet provided)

Warehouse

Lucas (the towns Chancellor) owns this warehouse. A lot of the tax revenue that is collected for Lucas is in the form of furs and animal hides and parts. As this material accumulates it is placed here. Once there is enough of it, Lucas hires a merchant to take it to Alard where it is sold off for cash.

There is nearly enough material here now for a caravan. The material would fill a caravan of 8 pack animals and has a base value of about 4500 talons.

Adventure Hooks

The group is told of some of Arista's exploits when she first got to the area, to find out that some hold

more truth than others. The critter with the hundred eyes and tentacles that Arista lost in the woods shows back up and is really pissed at being lost in the *&#^\$ woods for 100+ years.