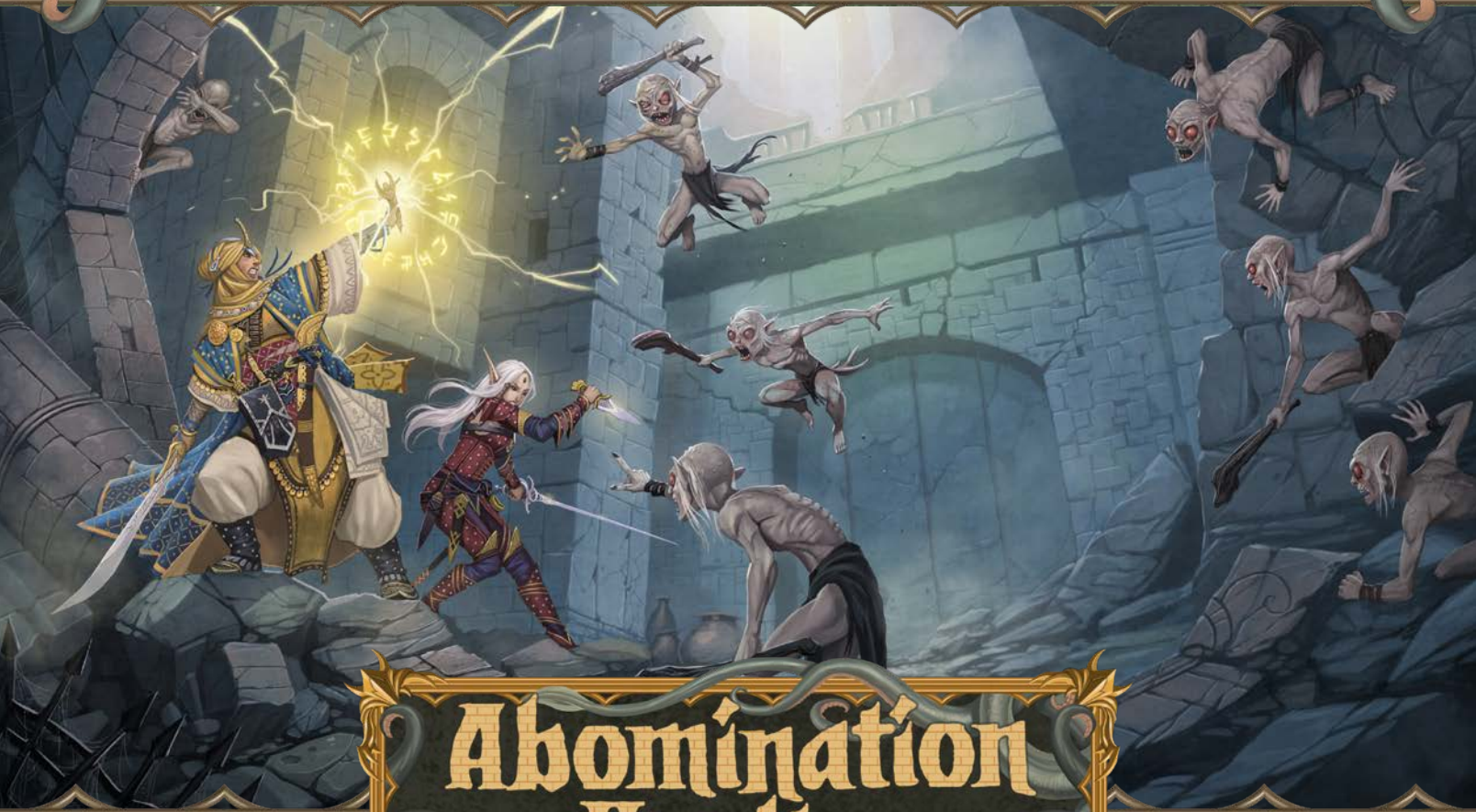


SECOND EDITION

PATHFINDER[®]



Abomination Vaults

ADVENTURE PATH

PLAYER'S GUIDE

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PATHFINDER

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Abomination Vaults

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When the mysterious lighthouse called Gauntlight glows with baleful light, the people of Otari suspect that it's an ominous prelude to sinister events. Heroes must explore the ruins around the lighthouse and delve into the dungeon levels below. Hideous monsters, deadly traps, and vengeful ghosts all await the heroes who dare to enter the sprawling megadungeon called the Abomination Vaults!



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Coming Together

The Abomination Vaults Adventure Path begins near the small town of Otari on the southern shore of the Isle of Kortos. A robust and spoiler-free description of the town can be found in this player's guide. While this gazetteer does mention things that aren't frequently discussed in polite company (such as the rough crew that hangs out at the Crook's Nook), the contents of this gazetteer are considered common knowledge among Otari's citizens. It's possible for some (or even all) of the heroes to hail from Otari, but that isn't necessary. Although most of the campaign's action takes place in the dungeon about a half hour to the north in the swampy Fogfen, the heroes will return to Otari many times and should come to rely on its people.

The heroes might or might not know each other, but all of them should have a friend in common: the town's eccentric oddities merchant, Wrin Sivinxi. Wrin's mixture of tiefling and elven ancestry is impossible to miss: her eyes are devoid of pupils, small ram horns curl around her elven ears, and her fingertips sparkle with motes of glittering light. Wrin is more than a collector of unusual items and occult lore; she's a scholar of the stars who possesses curious foresight about strange events (perhaps this foresight drove her to build a friendship with the heroes in the first place).

In any case, once Wrin collects the heroes to tell them of a strange light she has seen around Gauntlight, the mysterious inland lighthouse deep in the Fogfen, the campaign can begin!

ALIGNMENTS

There isn't any restriction on character alignments in the Abomination Vaults Adventure Path. The heroes aren't likely to be evil, as they should care about the fate of Otari and its people, but characters of any alignment could investigate strange clues and seek their fortunes in dungeons.

ANCESTRIES

For being a small town, Otari has an exceptionally open-minded view of people from elsewhere. In part, this attitude is due to the town's proximity to the cosmopolitan metropolis of Absalom, only a few days' travel away. Townspeople in Otari might consider other people strange—certainly, Wrin Sivinxi is considered a good-natured eccentric by most—but that's due to personal behavior, not ancestry. As the characters spend a lot of time delving into dark

dungeons, an ancestry with darkvision has advantages but isn't necessary. In short, any ancestry makes a good fit for the Abomination Vaults Adventure Path.

CLASSES

Members of any class will have plenty of moments to shine in the Abomination Vaults Adventure Path, but keep in mind that dungeon-delving makes up a significant part of the campaign. Characters who excel at diplomacy or deception will certainly have opportunities to talk their way out of dangerous situations and make allies out of enemies, but there's not really a web of intrigue and influence in the Vaults to support characters who excel at such things. Characters who can handle themselves in a fight with bizarre and monstrous foes will excel, but so will knowledgeable characters like bards and wizards who can unlock some of the mysteries the dungeon presents. Traps and hidden doors abound in dungeons, so a rogue makes an excellent addition to any Abomination Vaults party.

In addition, each volume of the Abomination Vaults Adventure Path contains a new archetype that heroes might find useful, but discovering some of these archetypes and unlocking access to them are parts of the adventure!

LANGUAGES

Although Common will likely suffice for most heroes, certain other languages might prove useful to know. Aklo, Elven, and Undercommon all have some use during this Adventure Path.

SKILLS AND FEATS

The heroes will perform best if their party contains a well-rounded selection of skills and feats. Acrobatics and Athletics are important for the physical mobility required in dungeons, while Occultism can particularly help to identify the strange creatures and decipher the clues that await in this particular eldritch ruin. The best Lore skills include Cavern Lore, Otari Lore, and Spirit Lore, but many other Lore skills might come into play. As far as good feats to take, Canny Acumen helps to spot (or avoid!) dangers, while feats like Incredible Initiative and Toughness make winning a fight much more likely.

BACKGROUNDS

The following backgrounds are particularly suitable to characters in the Abomination Vaults Adventure

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PLANNING FOR THE END

The Abomination Vaults Adventure Path takes characters from 1st level to 10th level and concludes at about 11th level. There are certainly opportunities to continue the campaign (such as with the Fists of the Ruby Phoenix Adventure Path, which starts at 11th level and begins in the next volume after Abomination Vaults concludes). As such, keep in mind that if you've got your eye on a particular 12th-level feat or 15th-level class feature, it's not something you'll likely get the chance to select during the Abomination Vaults Adventure Path.

Path, although heroes can select any background they choose and need not confine their selection to those provided below. People come from all walks of life to seek their fortunes, after all. Among the backgrounds presented in the *Core Rulebook*, the best choices are acolyte, bounty hunter, farmhand, field medic, guard, hunter, martial disciple, miner, nomad, or scout.

BIBLIOPHILE **BACKGROUND**

You love few things more than a good book, and as a result, Odd Stories is your favorite shop in Otari. The bookseller Morlibint supplies you with fiction, anthologies, and other delightful reads, and he's always eager to discuss his latest finds with you. You know that imagination is the greatest magic, but a working knowledge of actual magic helps, too.

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

You're trained in the Arcana skill and the Library Lore skill. You gain the Arcane Sense skill feat.

ELDRITCH ANATOMIST **BACKGROUND**

You're a trained physician who can ably tend wounds of many kinds. But more than a practitioner, you're a scholar. Some cultures shape flesh to extreme degrees, creating aberrations from humanoid forms. The fleshforges of distant Nex practice this fleshwarping, as do certain subterranean societies you hope to one day study—preferably from a safe and clinical distance.

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

You're trained in the Medicine skill and the Fleshwarp Lore skill. You gain the Assurance skill feat with Medicine.

FOGFEN TALE-TELLER **BACKGROUND**

You know there are monstrous things out in the swamp known as Fogfen; you've seen these things through the mist, gliding through the murky water and heaving themselves over sodden bits of land. No one in Otari believes your tales of swamp monsters from the depths, even when you embellish the creatures of your stories with fangs, wings, or tentacles. You'll just have to prove to them that there are truly monsters out there, and that they were wrong to doubt you.

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

You're trained in Athletics and the Swamp Lore skill. You gain the Titan Wrestler skill feat.

MARKET RUNNER **BACKGROUND**

Keeleno Lathenar, the proprietor of Otari Market, is a grim and bitter man. A werewolf named Jaul Mezmin mauled his wife, Ayla, to death 30 years ago. Keeleno has never forgotten nor forgiven this attack, and he believes against all odds that Jaul has evaded justice and is alive and well. Running errands for Keeleno around town, you've gotten to know him almost as well as you know Otari. Keeleno's suspicions have rubbed off on you a bit, so you keep a wary eye on other people—particularly around the full moon.

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

You're trained in the Diplomacy skill and the Otari Lore skill. You gain the Hobnobber skill feat.

RUIN DELVER **BACKGROUND**

You've looked through some of the smaller ruins in the Otari hinterlands but have never quite built up the courage to check out the creepy lighthouse called Gauntlight. You've heard that these ruins are pretty well picked over, and mostly collapsed, but you always planned to some day explore them and perhaps find some bauble left behind from the centuries-old battle where the Roseguard slew an evil sorcerer. You know that the crumbled stone of old ruins has a tendency to shift, so you'd better step lightly if you get the chance to explore Gauntlight.

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

You're trained in Acrobatics and the Roseguard Lore skill. You gain the Cat Fall skill feat.

STARWATCHER **BACKGROUND**

You're one of Wrin Sivinx's closest confidantes. You've spent many long nights with her under the stars, learning

the tales associated with the Cosmic Caravan and how the heavens can predict the future. You know that Wrin has paralyzing claustrophobia; she sees menace in angles and danger in confined spaces, which is why her shop is an all domed canvas that opens to the sky. If Wrin thinks there's trouble, you'll be the first to offer to help.

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

You're trained in the Occultism skill and the Astrology Lore skill. You gain the Dubious Knowledge skill feat.

WITCHLIGHT FOLLOWER **BACKGROUND**

While in a dismal forest or remote swamp, you caught sight of a string of lights bobbing through the trees. You stepped forward for a closer look, and then still further when the lights retreated a few paces. Then you remembered the rumors. Will-o'-wisps, rushlights, corpse lanterns—whatever they're called—such evil creatures lead people to their doom. With a supreme effort of will, you broke free from the alluring enchantment, and you've resolved to never let the strange lights of remote wildernesses claim you again.

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

You're trained in Survival and the Wisp Lore skill. You gain the Terrain Expertise skill feat with both swamp terrain and subterranean bodies of water.

Cosmic Caravan Pantheon

As friends of Wrin Sivixi, the heroes all know that she follows a pantheon of deities collectively known as the Cosmic Caravan. Any hero who wants to can also follow this pantheon. The rules for following a pantheon are set forth on page 92 of *Pathfinder Lost Omens Gods and Magic*, and the details of the Cosmic Caravan are as follows.

COSMIC CARAVAN

Areas of Concern constellations, fortune telling, the night, hope for a better tomorrow

Alignment CG (CG, CN, NG)

Divine Font *harm* or *heal*

Divine Ability Dexterity or Charisma

Divine Skill Occultism

Domains darkness, fate, freedom, moon

Alternate Domains star, void

Cleric Spells 1st: *object reading*^{APG}, 2nd: *glitterdust*, 6th: *blanket of stars*^{APG}

Edicts spend time stargazing or meditating in moonlight, aid those who live in regions where Zon-Kuthon (or

other religions that espouse the night as a bastion for evil) hold sway, help the desperate or forlorn to see potential for a better life in the future, travel with no particular destination in mind

Anathema portray the night as a time of evil, destroy astronomical or astrological equipment, spend the night in the same place twice in a row

Favored Weapon starknife

The Cosmic Caravan is known to astronomers and astrologers alike as a collection of constellations in the sky, said to travel forever in a circle around the star Cynosure. The association of a diverse array of gods and demigods thematically linked with the stars and the spaces between is a relatively new faith that first rose to prominence in western Avistan, particularly in Varisia, Nidal, and Ravounel. The deities worshiped by the faithful of the Cosmic Caravan include: Desna, Groetus, and Sarenrae; the empyreal lords Ashava, Black Butterfly, and Pulura; the elven god Ketephy; and the outer god Yog-Sothoth. This faith has been gaining ground particularly in Nidal, where the worship of the night is overwhelmingly associated with Zon-Kuthon, and a rising number of Cosmic Caravan worshipers seek to oppose or, one day, even overthrow the Midnight Lord's theocracy to reclaim the night from the implications that all who dwell in the dark are evil.

Otari Gazetteer

Otari is a thriving, diverse lumber town and trade port with a storied past and its fair share of sinister secrets. Founded by a group of adventurers over 400 years ago, the town has weathered attacks from kobolds and strange monsters, economic woes and windfalls, and cycles of prosperity and strife. Today, the town is a prosperous community and one of the largest settlements along the island's southern coast.

Otari is nestled in a coastal valley between two looming cliffs. The Osprey River flows into the sea through the middle of this valley, and the sturdy stone to either side of this river supports hundreds of buildings and a deep harbor. Otari rarely floods, but the numerous caves, warrens, and channels dug beneath the town do so regularly.

Though day-to-day life in Otari resembles that in any small town, its skyline stands out due to the enormous waterwheel at its eastern edge, the ingenious and enormous flume that brings lumber down the cliffside for easy transportation, and a stunning domed



1. **The Giant's Wheel**
An enormous waterwheel that powers the lumber equipment in the Otari Mill.
2. **Loading Flume**
This long wooden chute takes lumber from the Giant's Wheel down a flume into the harbor.
3. **Stone Ring Pond**
A mysteriously clear pool surrounded by ancient standing stones.
4. **Wrin's Wonders**
A peculiar curio shop run by an eccentric woman who collects rumors.
5. **Gallentine Deliveries**
A delivery service always in need of fast, reliable help.
6. **Blades for Glades**
Otari's primary smithy, which sells armor and weapons in addition to saws and axes.
7. **Odd Stories**
A bookstore run by a fiction-loving wizard.
8. **Otari Garrison**
A squat, bunker-like stone building that houses Otari's civic guards.
9. **Crow's Casks**
A brewery and tavern popular among local farmers and merchants.
10. **Crook's Nook**
A sailors' tavern built as a bridge across the Osprey River.
11. **Otari Market**
The one-stop shop for food, tools, and other everyday gear.
12. **Otari Fishery**
Fishery and shipyard by day, gathering place for games and entertainment by night.
13. **Ruins of the Thirsty Alpaca**
Once the largest tavern in town, until it suddenly collapsed in a recent disaster.
14. **The Rowdy Rockfish**
A surprisingly calm and quiet tavern.
15. **Dawnflower Library**
A large library and temple to Sarenrae, with shrines to many other deities.
16. **Otari Graveyard**
A cliff-top cemetery that's mostly quiet but has a sinister atmosphere.

temple to Sarenrae to the west. The town's location near a major highway and its long history as a home to various adventuring parties draw many visitors. Lively trade passing through means unusual wares (and even magic items) aren't too difficult to find.

Just over 1,200 people live in Otari. While most of its residents are humans, some dwarves, elves, and other ancestries also live here. The majority of its residents work in the local fishing and lumber industries. For the most part, people in Otari are friendly and welcoming, though they prefer its small-town feel and make lighthearted fun of visitors from big cities. Coffee is a mainstay, a favorite drink among the hardworking and early-rising townsfolk.

Oseph Menhemes, a descendant of one of Otari's founders, has served multiple terms as the town's elected mayor thanks to his easygoing efficiency and the townspeople's general deference to tradition. He also runs one of the town's main lumber companies, making him wealthy as well as influential.

WHO'S WHO IN OTARI

In addition to the tiefling curio vendor and stargazer Wrin Sivinxi, the heroes are likely to encounter some of the following individuals during their adventures in and around Otari.

Lardus Longsaddle

The Otari Guard keeps the peace in town, and their leader is the gruff and stout Captain Lardus Longsaddle. Any heroes who get in trouble with the Otari Guard should hope to deal with anyone other than the captain—his curse-laden tirades are legendary, and he's inclined to issue short jail sentences for minor infractions. Conversely, heroes who catch criminals earn a rare (though often short-lived) position on Captain Longsaddle's good side.

Oseph Menhemes

The current mayor of Otari is Oseph Menhemes, patriarch of one of three local lumber companies and owner of Otari's massive Giant's Wheel and Loading Flume. Though dedicated to his role as a public servant and a devoted family man with many children, Oseph is ambitious and wants to expand the town's lumber-processing capacities.

Vandy Banderdash

The head priestess of Otari's largest temple, the Dawnflower Library, is a chatty woman named

OTARI

SETTLEMENT 4

N TOWN

Diverse lumber town and trade port with a storied past and its fair share of sinister secrets.

Government Mayor (elected leader)

Population 1,240 (60% humans, 8% halflings, 7% half-elves, 6% elves, 5% dwarves, 5% gnomes, 3% half-orcs, 2% goblins, 4% other)

Languages Common, Dwarven, Elven, Halfling

Religions Cayden Cailean, Erastil, Gozreh, Sarenrae

Threats aberrant horrors, eerie hauntings, kobolds, smugglers

Trinket Trade Otari has a long tradition of catering to adventurers, and consumable items of up to level 10 are available for sale in its shops.

Lardus Longsaddle (CN male human soldier 4) foul-mouthed and short-tempered captain of the town guard

Oseph Menhemes (N male human mayor 4) current mayor and patriarch of one of three local lumber companies

Vandy Banderdash (NG female halfling cleric of Sarenrae 5) chatty priestess of Sarenrae and unusually knowledgeable town historian

Wrin Sivinxi (CG female tiefling elf oddities merchant 5) eccentric occult items dealer, artisan, and collector of stories and rumors

Vandy Banderdash. Always eager to greet newcomers, regardless of their faith or vocation, Vandy has a surprising knack for recommending the perfect bit of reading to people she has only just met. Though open-minded on almost every subject, she has no patience for thievery, as her sister stole several valuable books from the temple and fled not long ago.

Yinyasmera

The shrewd Yinyasmera owns Crook's Nook, making her one of the town's most prominent business owners. The fact that she's also the head of the Osprey Club, Otari's thieves' guild, only increases her influence. She's loyal to her town and rarely permits her thieves to target locals, although outsiders are fair targets for con games or robberies. Heroes unafraid to step outside the law eventually come to Yinyasmera's attention.

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GATHERING PLACES

Gathering places are at the heart of every settlement, and Otari is no exception.

Crow's Casks

A sign over the door to this two-story stone building depicts a group of drunk crows perched on a leaky cask. Crow's Casks is more than just a tavern—it's a brewery and a shrine to Cayden Cailean, the god of heroes, bravery, and ale. Its proprietor, Magiloy, is a retired pirate who enjoys experimenting with new drinks. She's always looking for enthusiastic customers to taste her latest concoctions.

Crook's Nook

Crook's Nook serves several purposes in town—the large wooden structure functions as a bridge over the Osprey River, as a cheap place to get a room for the night, and as a tavern well known for serving the best seafood in town. Trapdoors in the tavern's floor allow direct access to the river below for fishing, and foolhardy (or inebriated) patrons sometimes wrestle over these openings to determine who's stronger and who's getting wet. The building's attic serves as the guildhall for Otari's thieves' guild, the Osprey Club—a function that's perhaps the town's worst-kept secret, as evidenced by the building's very name.

Otari Fishery

Every night, from an hour before sundown to an hour before midnight, Tamily Tanderveil opens the ground floor of the town's main fishery to sailors, laborers, and travelers alike, offering a comfortable and welcoming place to gather for games and entertainment. A small menu is offered for those who wish to have drinks or snacks while gaming here, the proceeds of which Tamily frequently gives back in the form of contests and prize money for various impromptu gaming tournaments.

Otari Garrison

The headquarters of the Otari Guard is a sturdy stone building hung with green-and-white banners that match the guards' uniforms. These guards keep the peace in town and patrol the surrounding roads to ensure they stay free of banditry and trouble. They also serve as the town's firefighters.

Rowdy Rockfish

Despite its name, the Rowdy Rockfish is the quietest and quaintest of Otari's taverns. A sign depicting a rockfish with its fins up in a boxing pose hangs outside, but within, the calm demeanor of the tavern's patrons might make someone wonder if it's the only tavern in the Inner Sea to never host a barroom brawl. The Rockfish's current proprietor is a dignified dwarf named Brelde Venkervale, a stoic businesswoman who took over the bar after her son, Lasda—the previous owner—vanished without a trace. She still seeks out information about her missing son, certain that he still lives.

LANDMARKS

Whether approached by sea or by land, Otari has several distinctive landmarks that everyone in town knows. Even newcomers to town soon learn to orient themselves by these structures.

Dawnflower Library

Otari's largest temple is built at the town's westernmost edge, atop an upraised shelf that's nevertheless far below the cliff top. The library's position allows it to catch the rays of the rising sun, which transform its central dome into a glowing testament to the sun goddess Sarenrae—at least when the sky is clear.

While principally dedicated to Sarenrae, the Dawnflower Library welcomes all non-evil faiths. The building's two wings each contain shrines, and the center houses a wide range of books, including histories, satires, textbooks, and maps to innumerable exciting locales.



Morlibint



Yingasmera

The Giant's Wheel

This towering waterwheel is truly a sight to behold. With a diameter of 30 feet, the immense wooden wheel generates the torque needed to power a mechanized lumber mill and turn a treadmill that transports cut logs. The Giant's Wheel has belonged to the Menhemes family for generations, but it isn't exclusively used by the Otari Mill. The other two lumber companies pay to use the waterwheel, allowing Oseph to keep an eye on his competition. The constant noise of the wheel's grinding and churning competes with the whine of the saws and the clatter of the loading ramp. At night, the busywork of the mill can be heard in the town below.

Day-to-day operation of the Giant's Wheel and its mill fall to its foreman, the heavily scarred ex-gladiator named Klorte Hengus. In his youth, Klorte made a name for himself as a gladiator in a distant metropolis, fighting with paired hatchets as "the Lumberjacker." The serious Klorte considers that violent past behind him, and he fails to see any irony in the fact that he now works for actual lumberjacks.

Lumber Flume

This long flume sends water diverted from the Osprey River and timber from the Giant's Wheel hundreds of feet south to the harbor for easy loading onto ships. The loading ramp has long been a draw to local youths who enjoy "riding the chute" from the clifftop above to the harbor below, but Klorte keeps a wary eye out for such foolishness.

Stone Ring Pond

A total of two dozen standing stones, each exactly 12 feet high, stand like sentries around the shores of a shallow pond. The site is usually occupied by polite but aloof pilgrims of Desna (patron of travelers) or of Gozreh (patron of nature). A kindly nature priest named Worliwynn permanently resides there, and she helps the loggers work harmoniously with nature.

GOODS AND SERVICES

Heroes need quality equipment for their adventures, so your party might look to make some purchases

while they're in Otari. The following shops can serve as more than just places for heroes to spend their hard-earned wealth; their proprietors are interesting people who can aid the heroes in other ways.



Brelda Venkervale

Blades for Glades

The primary smithy in town specializes in crafting saws, axes, and other tools used in the lumber trade, but the skilled smiths here also produce quality armor, shields, and weapons. The owner of Blades for Glades is a misanthropic man named Carman Rajani, who's as happy to sell a sword to split a monster as a hatchet to fell a tree. He's descended from one of Otari's founders and believes himself entitled to better treatment from the townspeople than his surly demeanor earns him.

Crow's Casks

This brewery's proprietor, Magiloy, creates magical potions in addition to delicious (but sometimes questionable) beverages—your GM will have information about what sorts of potions and dubious drinks might be for sale during any one visit. Magiloy might reserve special potions or good deals for those who fetch rare ingredients for her or for those who break up the tavern's occasional bar fights.

Dawnflower Library

Otari's largest temple contains more than ordinary books; the clerics also sell scrolls, wands, and magic weapons. True to her reputation of being unusually knowledgeable, the high priestess Vandy Banderdash can often direct visitors to exactly the scroll or weapon they need.

Gallentine Deliveries

Oloria Gallentine is a seventh-generation citizen of Otari and the owner of the fastest and most reliable delivery service in the area. Oloria can probably acquire anything the heroes need that they can't find in Otari, although the price for such orders might be steep.

Odd Stories

The wizard Morlibint specializes in fanciful fiction, but he and his husband also sell textbooks, teaching

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THE ROSEGUARD

An adventuring party who made their name in Absalom, the Roseguard defeated the villainous Belcorra Haruvex and founded the logging town of Otari. Today, the people of Otari continue to respect and honor the Roseguard on Founder's Day, 3 Desnus. The Roseguard consisted of the following heroes.

Aesephna Menhemes: Aesephna was the party's healer. She was a cleric of Erastil who was always more comfortable in smaller towns than big cities like Absalom.

Otari Ilvashti: Otari, the group's rogue, was a charming optimist who kept the others hopeful with his charm and humor, even during their darkest hours.

Vol Rajani: Vol was the party's fighter, a no-nonsense swordswoman who claimed to be exiled royalty from Nidal.

Zarmavdian: The group's wizard was a well-educated diviner who pursued outlandish conspiracy theories and occult lore.

tools, and scrolls. Morlibint is incredibly well-read and can help the heroes decipher tomes in ancient or unusual languages they might encounter in their adventures. He eagerly purchases rare books the heroes come across in their adventures, hoping to resell them at a profit (after reading them, of course).

Otari Market

Part open-air farmer's market, part log-cabin trading post, the Otari Market is a one-stop shop for basic goods. Available wares include all adventuring gear, light armor, and simple weapons. The market's owner is the dour, humorless Keeleno Lathenar. Keeleno pays handsomely for wolf pelts, as a wolf-like monster slew his wife years ago, and he hopes to one day acquire the skin of her killer.

Wrin's Wonders

This odd, domed building is always open. The proprietor, Wrin Sivinxi, sells adventuring gear and magic items. Wrin is a bit unusual, seeing menace in every corner and truths in the constellations above, but she's eager to get to know adventurers and show off the many magical trinkets in her collection.

DANGEROUS LOCALES

Even a town as small and comfortable as Otari has its fair share of dangerous places nearby that many locals know to avoid.

Gauntlight Keep

About a half hour's walk north of Otari is a sprawling swamp called Fogfen. Ruined Gauntlight Keep lies within, overgrown with moss and overrun with vermin. Over the last several generations, hopeful explorers have poked around the ruins, but they're generally considered unsafe and wholly picked over today. The most mysterious feature of Gauntlight Keep is a lighthouse that towers above the ruins, curiously far from the shore. The lighthouse hasn't ever shone its light in living memory, but there's nevertheless a vague unease about the structure in Otari—if its eerie light shines, sinister things must be afoot.

Otari Graveyard

High on the cliff above the Dawnflower Library, the Otari Graveyard holds crumbling mausoleums and groves of leafless trees. Few enter this ancient cemetery other than the acolytes who tend it, as it's hard to reach even though it looms over the town. Rumors of undead roaming the cemetery at night persist among Otari's most superstitious townspeople.

Otari Hinterlands

The old hills and forests around Otari have been inhabited since long before the town existed. Fallen fortresses of would-be warlords, dank barrows crawling with undead, and caves filled with monsters and forgotten treasure are all rumored to lie within a few hours' walk of Otari.

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