

cor-ri-gen-dum: an error in a printed work discovered after printing and shown with its correction on a separate sheet.

Players Guide Corrigendum

Page 10: Hide Shirt

Hide shirts are *light armor*.

(James Jacobs) They are, pretty much in every way, better than hide armor. This is intentional, and sort of an experiment I wanted to try. The image of a barbarian wearing hide armor is iconic, yet the way hide armor works in the PHB means that few barbarians will ever wear it since it's medium armor and slows them down.

Page 10: Barbarian Chew

Q: Is barbarian chew intended to be a one-use item? If it is, aren't 15 gp per portion a bit too much? And if not, what would be a reasonable amount of applications to be contained in such a little box?

A:(James Jacobs) It is indeed a one-use item. It's an expensive habit, and not one 1st level barbarians should pick up. For tough-guy high level barbarians, though, have at it!

Page 10: Klar

Based on the Thunder and Fang feat from Pathfinder#10 pg28 the Klar does function like a spiked buckler and the following should be added to the klar description on pg10:

“You can also use your Klar arm to wield a weapon (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don't get the klar's AC bonus for the rest of the round.”

Page 14: Varisian Tattoo

The spell-like ability (and their Varisian names) gained are:

Abjuration (Avidais): Resistance.

Conjuration (Idolis): Acid splash.

Enchantment (Carnasia): Daze.

Evocation (Ragario): Dancing lights.

Illusion (Vangloris): Ghost sound.

Necromancy (Voratalo): Touch of fatigue.

Transmutation (Avaria): Mage hand.

Burnt Offerings AP Corrigendum

Page 11: Initial Assault (EL1)

Q: Is there a map of the encounters for Initial Assault (EL1) page 11?

A:(James Jacobs) There's not a map; unless you count the map of Sandpoint, of course. Otherwise, the [city square flipmat](#) is a great choice for this battle. There's the main map of Sandpoint in the Sandpoint article... My hope was that map would suffice, would give GMs a place to start when preparing their own maps. It's not a perfect solution.

Page 12: Goblins(4)

The dogslicer melee attack damage does not take into account the Warchanters Inspire Courage which gives a +1 morale bonus on both to hit and damage.

Melee dogslicer +3 (1d4+1/19–20)

(James Jacob) All goblins are automatically proficient with dogslicers.

Page 12: Goblin Warchanter

Q: Goblin Warchanter listed with Exotic Weapon Proficiency:Whip feat. With a BAB of 0, how does it have this? Plus it also has Combat Reflexes feat as well, and as far as I can tell, it should only have one feat, not two.

A: Exotic Weapon Proficiency:Whip is a class weapon of the Bard.

Strength penalties do apply to bow damage. Which means that the warchanters should be doing only 1d4 points with their shortbows.

Ranged shortbow +5 (1d4/x3)

Page 13: Goblin Commando

1) The goblin commando only takes a -4 to hit with a bow if his mount double moves.

Otherwise shortbows have no penalty from firing from a mount. [SRD Link Mounted Combat](#)

2) The melee stats are incorrect for the horsechopper. The horsechopper should be +4 (1d8+3 /x3) and without the rage potion should be +3 (1d8+1 /x3).

Page 15: The Shopkeep's Daughter

Q: Is the DC check of 30 plus correct for a PC to get out of the situation with Shayliss w/o causing unnecessary complications for the party?

A:(James Jacobs) It is. If things go that far, the best bet for a low-level party is to run, really.

Page 19: The Missing Bartender

Q1: Who is the older sibling of the Kajitsus? Page 19 first claims he's the older brother, and then that she's the older sister.

A: Ameiko's the older sibling.

Q2: The 'Brotherhood' that Tsuto is raised by.. is that detailed somewhere?

A: Tsuto was raised in Turandarok Academy as an orphan. Turandarok Academy is detailed on page 67 of Pathfinder 1.

Q3: Where is the Kaijitsu family from? I gathered that they're not Chelaxian, given their Japanese-style names, and the mention of their "native tongue" on page 19; but I haven't seen anything about their background. Did I just miss this?

A:(James Jacobs) When I was working on Burnt Offerings, it was my understanding that Tian Xia is the name of the continent over there, and that Minkai was an empire. So Tian Xia would be Asia, while Minkai would be Japan. That of course may change, but in any event it doesn't change the fact that the Kaijitsu's fled/were exiled from there, fled over the north pole, ended up in Varisia, changed their names, and are now local nobles.

Page 18: Gresgurt stat block

Q: It says Gresgurt's a ranger but no favored enemy is listed. I'm assuming that it's either dogs, horses, or longshanks. Anyone have thoughts on this?

A: His stats are basically the same as the generic goblin commandos, so his favored enemy is animals.

Page 20: Handout #1

Q: The note that Tsuto leaves for his sister, that is written in elvish?

A:(James Jacobs) The note is written in Minkai, who's closest real-world approximation is Japanese. We forgot to add this to Tsuto's languages, alas.

Page 22: A23 Smuggler's Entrance

Q1: Who re-opened the connection to the tunnels from the glassworks basement?

A:(James Jacobs) Tsuto unbricked the entrance to the Glassworks from the tunnels so he could have a sneaky way to smuggle goblins into town.

Q2: How did Tsuto know the family secret about the tunnels? Did Ameiko tell him?

A:(James Jacobs) The tunnels were mostly a secret, but not one that the Kaijitsus kept very well. Most of the older folk in Sandpoint suspect or even know that there are smuggler tunnels somewhere under town; it wouldn't be a HUGE problem for Tsuto to figure them out in the years after he left the orphanage.

Q3: If the tunnels were a Kaijitsu family secret, why was Delek using them to score with Nualia? How did Delek find them?

A:(James Jacobs) Again... they're not totally unknown to the locals. The Sczarni certainly know about them, and many of the local kids discover them by accident. Delek's one of those who discovered them (by way of the northern entrance) and felt they'd be a great place for some privacy.

Q4: I am confused on the actual layout of the smuggler tunnel under the glassworks. anyone have a visual representation of it?

A:(Slime) I had the same situation but I like to play with scales and maps so here's what I figured. Starting with the minor Rune-Well aligned with center of the north garrison wall (PF-5) I figured the tunnel's intersection is around the corner Rat Ally and Main (probably under the North-West house) and its' four branches are:

- 1) West-South-West to the glassworks (curving back to a north-south axis close to the glassworks, shown on the basement map).
- 2) North-North-West to the Catacombs (curving to an East-West arc, shown on the catacombs map, beneath the cliff south of the garrison)
- 3) East-North-East leads to the long coast-following tunnel ending with the beach-side cave about half-way to Thistletop.
- 4) East-South-East curving East leads to the collapsed end 400 feet later (possibly under Sandpoint Theater no. 23 or close) that would otherwise lead around the Turandarok river (not sure which part possibly under one of the bridges, maybe the Mill's pier no. 25, Hey! don't the Scarnetti run that ? Interesting ...)

Page 26: Catacombs of Wraith(Map)

Q: The dug out section B1 leads to area B6. How does this interact?

A:(James Jacobs) The tunnel to area B6 should be a dead-end tunnel with a hole in the floor that drops into the cell below. The map isn't as clear as it should be...

Page 26: Map marks for B13A and B13B

(James Jacobs) My gut tells me that areas B13A and B probably didn't need map tags if there's nothing there.

Q: Missing the content for the Cathedral of Wrath rooms B13A and B13B.

A:(James Jacobs) Both rooms are empty. They shouldn't have map tags. At one point I was gonna put stuff in there, I guess, but then decided that there was enough going on in the dungeon already. One may have been a meeting room, another may have been a dressing room, but that was 10,000 years ago. Nothings left in either of them now.

Page 26: B4 Washing Pool(EL2)

Q: I'm unclear on why the sinspawn would have left blood on the rim of the pool in area B4. Any guidance?

A:(James Jacobs) Erylium's been doing that to create sinspawn, actually. The blood spatters are left over from her last batch she cooked up.

Page 27: B6: Ancient Prison

Q: It says "If the alarm is raised". Maybe I missed it somewhere, but I didn't see anything about an alarm.

A:(James Jacobs) The "alarm" in question is generic. There's no specific area in the dungeon with an alarm spell or an alarm trap, but the monsters can still certainly roar and gibber and skitter down tunnels to warn their friends if they want.

Page 30: B13 Cathedral of Wrath(EL5)

Q1: Just to clarify things. The only way the PCs can dissipate the runewell's power is if they slit their wrists, which would mean that they would have to create approximately 4 sinspawn?

A1: tdewitt274: Or, deal with 7 "enraged" PCs (3 pts a piece).

A2:(James Jacobs) Yup. Other methods might work as well. Dispel evil would probably safely disperse some points. And a rod of cancellation would do a number on the runewell. Morden... ahem.... mage's disjunction would absolutely destroy the runewell. BUT: These alternatives are out of reach of a low level party.

Note: Erylium uses 6 points in the encounter.

Q2: Does killing a sinspawn give the runewell another point?

A:(James Jacobs) Nope.

Page 31: Erylium

Q1: Erylium is a flying opponent, and her Tactics section says that she flies above the party and uses ranged attacks against them. But I can't find a description of the room's height anywhere. Does anyone know how high up she can fly?

A:(James Jacobs) Erylium's room is about 20 feet high.

Q2: What is a Thaumaturge? I thought that was some type of prestige class? I was a bit confused to see that the Quasit was a "Thaumaturge."

A:(James Jacobs) Erylium, though... she's got levels in the thaumaturge class from Green Ronin's Book of Fiends. This version of the thaumaturge is a sort of variant cleric who worships and draws power from a demon lord; in this case, Lamashtu. All the relevant rules for the thaumaturge class are reprinted in Erylium's stat block.

Q3: How does she do enough damage to herself to cause her own blood to spill if she has DR 5/cold iron OR good?

A: Damage Reduction is often described as wounds healing immediately, or the weapon bounces off harmlessly. In this case the wound heals only after letting out a small amount of blood. She only needs a few drops to make the runewell work.

Page 35-36: C7 Gogmurt's Lair(EL4)

The Potions of *Speak with Animals* and *Tree Shape*, from the Goblin Druid Gogmurt, can't be made. You can't have potions with spells of range personal. Simply change these to be one-use wondrous items(ie. Elixirs). While scrolls is more correct for 3.5 this goes against the Pathfinder idea that goblins can't read. Click [HERE](#) for a list of Index Cards that includes these Elixirs.

Page 38: C18 Caged Horse (EL2)

Q1: How did the goblins get the horse across the bridge?

A:(James Jacobs) I suppose I should have gone into more detail about how the goblins pulled this stunt off... but basically, they managed to knock the horse unconscious in the initial fight (at great cost to their raiding party). The goblins were just as surprised they were able to accomplish that as anyone else, and working together, threw it into the cart. It took probably a dozen goblins, but they're persistent when it comes to setting up horses for torture. When they got to Thistletop, they probably had to abandon the wagon and carry or drag the horse; a tough job, but not impossible for a band of a dozen or more goblins eager to see their chief kill a real live horse. A on-its-side horse can fit through the Thistletop tunnels fine, especially if it's unconscious. And the rope bridge can be reinforced and tied off to be more stable with a little bit of work—the goblins keep it loose most of the time, but when it comes to getting horses into the fort, they can reinforce it.

All of it is basically a fantastically bad idea in the end, of course. The idea I was trying to get across is that goblins are very industrious when it comes to some ideas, but have a hard time looking forward to anticipate the likely outcome of their plans. Such as bringing a still alive horse into their home...

As for the wagon... it ended up in the same place most discarded wooden materials do in goblin society. They lit it on fire and danced around it while it burned.

Q2: How do the players get the horse off the island when the bridge is rigged to collapse.

A:(James Jacobs) getting the horse off the island likely requires that the bridge be reinforced, which basically equates to simply disabling the trap. So you could reinforce the bridge with a *DC 15 Disable Device* check or *Knowledge(Architecture and engineering)*. Then the bridge will be fine for leading or even riding the horse across it... although you should probably also throw in a *Handle Animal* check or *Ride* check in this case.

Page 41: C24 Treasury(EL3)

C24 is the small room just south of the stairwell in the Northwestern corner of the structure.

Page 42: C25 (Submerged Sea Cave) and C26 (Sea Cave)?

(James Jacobs) C25 is west, C26 is north.

Page 44 to 45: D2 Bruthazmus the Bugbear

Bruthazmus the Bugbear should have an 17 Str with the following weapon changes.

- Damage for *heavy flail* 1d10+4
- Damage for *mwk. composite longbow* 1d8+3

His favored enemy bonus should be +2.

Other Gear should list Leather Armor not Studded Leather.

Page 47: D7 Tentamort Hunting Grounds(EL4)

Reach 5ft(10ft with sting)

Should read Reach 5ft(10ft with Tentacles)

See [Monster Cards](#) for a list of index cards that can be given to players including the Tentamort.

Note: In the original writeup for the Tentamort you could cut off its tentacles, but in 3.5 you would use rules for sunder. If you wish to allow your players this ability add the following to the Tentamort writeup.

An opponent can attack a tentamort's tentacles with a sunder attempt, using slashing weapons only, as if they were weapons. A tentamort's tentacles have 10 hit points each. If a tentamort is currently grappling a target with the tentacle that is being attacked, it usually uses another limb to make its attack of opportunity against the opponent making the sunder attempt. Severing one of a tentamort's tentacles deals 5 points of damage to the creature.

Page 50: Lyrie Akenja

Q: The spells Lyrie has under Spells Known, are these her prepared spells? Are they also in the spellbook? The two lists are different so I presume that they are prepared and also in the spellbook.

A:(James Jacobs) Those spells SHOULD be listed as "spells prepared." When an NPC has a spellbook, we don't repeat spells she has prepared in the list of spells in the spellbook; that's just a waste of space. So yeah, the spells she has to cast on PCs are indeed also in her spellbook.

Page 51 to 53: E4 Observation Deck(EL6)

Q: Why does Nualia have a threat range of 18-20 with her bastard sword? Is it just a mistake, or am I missing something?

A:(James Jacobs) That's a typo. Should be 19-20.

Page 55 to 56: E10 Malfeshnekor's prison(EL7)

Q1: In Malfeshnekor's prison K10, it says "Each rack in the northern corners contains 30 eternal candles..." So is that 30 candles in all or 30 per rack, and if that is so how many racks are there?

A:(James Jacobs) Correct; there's 60 in all.

Q2: What do you guys do about Malfeshnekor? The greater Bhargest is deadly to a 3rd level party. With three rounds to spell up I will have to try hard to not kill the party. With a mass bull str, a blink spell and a rage spell, the Bhargest will have a 50%miss chance, and a +2 to con, which gives him a +10 hps, and a +7 to Str.

A:(James Jacobs) Malfeshnekor is indeed deadly to a 3rd level party. He's not INTENDED to be the boss of the adventure, and the last few encounters between him and Nualia are supposed to show explorers of Thistletop that things are getting tougher quickly. The way I envision it, a group of PCs defeats Nualia and hits 4th level and retreats to Sandpoint, where the next adventure begins. The second half of the bottom level of Thistletop's intended to be "bonus" content; the PCs can come back there when they're ready to try to finish off the encounters there, but avoid them doesn't mean that "Burnt Offerings" is over. I probably should have been a bit more clear about that in the adventure, alas...

Page 59: Sandpoint Demographics

(James Jacobs) Most of Sandpoint is Chelaxian. If someone's Varisian or Shoanti, we mention it. I'd hazard a guess that the ethnicity breaks down something like 65% Chelaxian, 30% Varisian, and 5% Shoanti, though.

Page 66: #18 - Cracktooth's Tavern

(James Jacobs) Jesk "Cracktooth" Berinni is *Human*.

Page 72: Thassilon

Q: On page 72 of Pathfinder #1 is that Xin-Shalast on the picture?

A:(James Jacobs) It isn't. That's a picture of Runelord Alaznist's palace over the city of Xin-Bakrakhan, the city of wrath, at the height of the fall of Thassilon. Much of this city sunk under the waves, and the ruins that remain above water are known today as Hollow Mountain?no one really knows that there's an ancient sunken city in the Varisian Gulf.

Bestiary Corrigendum

Page 87: Goblin Dog

Q: Is the Goblin Dog's jump modifier really +14? Do they have a racial bonus of +8 that was omitted from the skill section?

A:(James Jacobs)Yup; it really is +14. It breaks down like this:

Ranks: 4

Strength Mod: +2

Speed of 50: +8

TOTAL: +14

It's the speed modifier that sneaks in there. You get a +4 bonus on Jump checks for every 10 feet faster than 30 your speed is. For every 10 feet slower than 30, you get a -6 penalty.

Page 90: Sinspawn

The stat block for the Sinspawn's initiative modifier is incorrect. It should be +5 (+1 Dex and the Improved Initiative feat for an additional +4).

Page 94: Sandpoint Devil

(James Jacobs)The sandpoint devil is an outsider. A native outsider, like a tiefling or rakshasa, both of which are creatures of flesh and blood as well.

Burnt Offerings FAQ – James Jacobs

Q: Two sourcebooks are mentioned that I've never heard of, The Book of Fiends and the Tome of Horrors; what are these books?

A:(James Jacobs) Green Ronin's The Book of Fiends (and PDF). Necromancer Games' Tome of Horrors.

Q: The runelord of greed is the main enemy of the campaign, correct? However, most of the villains in the adventure are affiliated with the runelord of wrath. Should the focus be on the runelords generally as opposed to the specific runelord being fought?

A:(James Jacobs) Actually... while a few of the villains in Burnt Offerings are associated with wrath, the entire dungeon in Thistletop is associated with Greed and Karzoug. Nualia and her henchmen aren't really associated with any of them, though. The way the campaign's built, the seven-pointed star (the Sihedron Rune) is the only "face" to the bad guys for a bit. It's a slow reveal for the PCs who and what is exactly going on, and the focus on Runelords doesn't really start till late in adventure #3.

Q: A little harder question here- does Mr. Jacobss have any recommendations on the DC's for knowing information about ancient Thassilion? I read another thread where he said another GM was probably okay with what he had already revealed.. but since I haven't run it yet and I have the benefit of foresight, could he give me some insight on how much info he would dole out for certain DC checks?

A:(James Jacobs) It's a base DC 30 to know simple information about Thassilion, using bardic knowledge or Knowledge (history). There'll be some advice given in Pathfinder 2, but keep in mind that the vast majority of the information given in Pathfinder 1's section on Thassilion is currently "forgotten." The PCs will have a chance to learn a lot of this information near the end of the fourth adventure. For now, don't give up too much information. The PCs can certainly learn with a DC 30 check that the seven-pointed star is known as the Sihedron Rune, and that it symbolizes the seven schools of magic of Thassilion. But much more beyond this should remain secret until adventure 4.

Q: One thing I'd like to see in future books, is more definitive data on where the ancient runelords used to have their cities. There is discussion of that, but I'd like to sort of be able to pinpoint it a little more on the current map of Varisia. That isn't exactly a question, but I'd welcome any elaboration.

A:(James Jacobs) That information will be revealed for sure in Pathfinder 6. We may do some revelations in Pathfinder 4 and 5, though. So far, though... the city of lust was where Korvosa is now, the city of wrath was where Hollow Mountain is now, and the city of greed is way up high in the Kodar mountains. We haven't really placed the other four yet.

Q: Seemed a bit small so I looked at the amazing players guide, specifically, the map on the inside back cover. This scale is also set in miles but is much larger, making perfect sense. Is the scale on page 33 in Burnt Offerings correct or a minor error, if it is incorrect, can you post the correct scale?

A:(James Jacobs) The scale shown on the hinterlands map is correct, as is the scale on the map of Varisia. The region around Sandpoint detailed on page 33 is a VERY small portion of Varisia. You can pretty much walk to any of the locations on the Hinterlands map in a day or less. The width of one of single scale bar on the big Varisia map is 15 miles, about twice as many miles across as the width of the Sandpoint Hinterlands map. In other words, the black dot that locates Sandpoint on the Player's Guide map of Varisia would pretty much cover the entire map of the hinterlands presented on page 33 of Pathfinder 1 if it were scaled to the same size.

Q: Language question: Thassilonian is described as the language of ancient magic. Which language do arcane casters use/need for their spells - Draconic or Thassilonian? Is Thassilonian possible as a PC language? Are there still people speaking it and how could a PC have learned it?

A:(James Jacobs) Magic in Golarion works the same as in the core rules: it uses the Draconic language as a base. Thassilonian is simply an ancient language.

Q: Is the name "Thassilon" itself common knowledge, even if even the slightest details about that realm are not? For example, would your run-of-the-mill PC know that the mysterious ruins that dot the landscape are of "Thassilonian" origin, or would he just remember that they are the remnant of "an empire that's been dust for a long time"? Just curious, since many of the Ecology style articles feature the name, and I'm wondering if these are safe for my players to read.

A:(James Jacobs) The name "Thassilon" is probably about as common knowledge as "Mu" or "Lemuria" in our world, but in Varisia, the Hold of Belkzen, and other modern regions that now exist where Thassilon did long ago, that common knowledge is probably about the same as we have for "Atlantis." A fair number of folks know the name, and know some legends, but those legends are vague and often false.

But yeah... there's enormous monoliths all over Varisia. They can't be ignored, so the name "Thassilon" is pretty well known. The first few adventures in Runelords were a little weird there, since we skewed things a little bit more obscure regarding Thassilon since, for the first groups playing Runelords hot off the press, both Thassilon AND Varisia are equally mysterious. By enhancing the mystery of Thassilon like we did, the hope was to make it MORE mysterious than Varisia.

Now that Golarion's pretty well established, players who start up a new Runelords game already have a lot of background material on Varisia and Golarion. In which case, you can throw the word Thassilon around with more ease.

Q: When the PCs rescue Ameiko, with her father now deceased, she is the owner of the Glassworks as well as a large manor and an inn. Any ideas on what she does after the PCs clear out the Glassworks? Does she sell her father's business? Does she move into the manor or sell it too? Has anyone done anything interesting with this part of the story? I like to add side stories for the PCs on what NPCs have done while they were gone to keep the place alive and changing.

A:(James Jacobs) Yup; Ameiko does indeed become the legal inheritor of the Glassworks and the family mansion. As I've hinted elsewhere, Ameiko's very likely going to be one of the main NPCs in an upcoming Adventure Path in Pathfinder (one that's still a few years away, though); in that adventure, she'll start off as one of Sandpoint's more successful business owners/nobles; in other words, she does indeed keep the glassworks in the family.

Q: First of all I found it interesting that Lonjiku Kaijitsu's stats do not contain info on his race (p. 59 and 71). I assume this is just an error, especially since Ameiko is human.

A:(James Jacobs) With the exception of Tsuto (who's a half-elf), the entire Kaijitsu family is human. In fact, as a general rule, if an NPC is mentioned in any Paizo product and that race is not expressly mentioned in his stats... you can assume he's human.

Q: Are there any other Kaijitsu siblings, cousins or Aunts and Uncles living in Sandpoint? I assume there are relatives in Magnimar.

A:(James Jacobs) There are a couple more Kaijitsu families in Magnimar. In Sandpoint, there are several Lonjiku kids. If I remember correctly again... Ameiko's the older, followed by Tsuto, followed by probably two sisters and a brother.

Q: Second - I don't quite understand why Tsuto had his father make sure nobody was at the Glassworks during the festival. I don't see there was any activity at the Glassworks that particular day. Tsuto obviously left Sandpoint after the raid to deliver the casket (according to his journal), but he then returns, with a number of goblins, to stay at the Glassworks... But why?

A:(James Jacobs) Because Tsuto knows the glassworks more than other locations in town, because they're connected to the tunnels, and because Tsuto and his goblins visited these tunnels and the glassworks before the raid on Sandpoint. In fact, you'll note that in the raid on Sandpoint, the goblins pretty much show up out of nowhere; that's because they were loaded into covered wagons at the Glassworks after invading unseen via the tunnels. Tsuto, himself disguised, then saw to bringing the covered wagons of goblins up to the festivities where the goblins were left to wait patiently (a minor miracle) for a few minutes until the raid was supposed to begin. But since the Glassworks were one of several initial staging points for the invasion, and since Tsuto didn't want his dad or any of the workers noticing or hearing the goblins before the raid began, he wanted the Glassworks to be empty.

Q: There are a few days between the raid on Sandpoint until Tsuto kills his father. However, his father comes to the Glassworks to meet with Tsuto. Does this mean that Tsuto, and his band of goblins, in fact occupy the Glassworks for a few days after the raid? Without anybody noticing?

A:(James Jacobs) After the raid, the surviving goblins flee Sandpoint by whatever route they can. Tsuto gets out quickly as well. For a day or two or three, neither Tsuto nor goblin are in the basement, but Tsuto has to come back there relatively soon before his father notices the knocked-down brick wall in the basement (he probably hides it with some stacked crates or something until then), bringing with him some more goblins.

Q: It appears Lonjiku's father wasn't the founding Kaijitsu of Sandpoint, as he "inherited" the Glassworks from the tunnel builder. So who was the founding Kaijitsu?

A:(James Jacobs) Yeah; there have been 4 generations of Kaijitsus in Sandpoint. Again, I have their lineage worked out somewhere, since the Kaijitsus are scheduled to be a big deal in an upcoming Adventure Path, but if I remember right, Ameiko's about 22 years old, with Tsuto being a few years younger... let me take a quick stab at a timeline...

- *42 years:* Great-grandfather helps found Sandpoint, builds glassworks. At this point, Lonjiku is about 5 years old, his father is about 25, and his great-grandfather is about 50.
- *41 years:* Great-grandfather is involved with smuggling operation and agrees to let the Glassworks (at the time one of the few established businesses in town) be an anchor point for the tunnels.
- *35 years:* Great-grandfather dies, ownership of Glassworks passes to grandfather, who discovers the true nature of his father's relationship with the smugglers, and wants out.
- *34 years:* Smugglers driven from Sandpoint. Grandfather bricks over the tunnel entrance to the Glassworks.
- *24 years:* Grandfather dies, and passes ownership of the Glassworks to his son Lonjiku.

I probably messed up some of the dates, but that's more or less how it works in my mind.