

Habe's Sanatorium



Also known as: Sainly Haven of Respite

Overview

A privately run sanatorium for the insane, built against the limestone escarpment of Ashen Rise, south of Sandpoint. The party passed it on the road north. They did not enter. Shvub-Mah's eyes lingered on it.

Physical Description

- Squat three-story stone building.
- Stout wooden doors (Break DC 25). Narrow 4-inch windows — ventilation only, no entry.
- Floors scrubbed, walls freshly painted white.
- Sour incense smell throughout.
- All interior doors lockable (DC 30 Disable Device).

Campaign Status

Passed but not entered. The party observed it from the road during their journey north through Ashen Rise. This is established campaign fact. Its interior events have not been played.

Location

Built against the limestone escarpment called Ashen Rise. Below Shvub-Mah's ruin (which sits above and further back from the path).

Key Personnel (from RotR source — not yet played)

- **Dr. Erin Habe** — Human expert 4. LN. The alienist who runs the sanatorium. Nervous, twitchy, does not want visitors. Research methods push ethical and moral boundaries.
- **Caizarlu Zerren** — Human necromancer posing as a kindly retired businessman. Lives in the basement. Funds the sanatorium in exchange for access to bodies. Former Sczarni gang member.
- **Gortus and Gurnak** — Two tiefling brothers, escaped Chelish slaves. Work as orderlies; will remove unwanted visitors physically.
- **Pidgit Tergelson** — Crazy wererat patient. Has spent years here; now permanently in hybrid form.
- **Grayst Sevilla** — Patient in advanced stages of ghoulish fever, relevant to the Skinsaw Murders plot. Not played.

Notes

- The sanatorium's internal events are part of Rise of the Runelords Chapter Two (Skinsaw Murders). That chapter has not been played in this campaign.
 - See `lore/locations/ashen-rise.md` for broader Ashen Rise context.
 - Shvub-Mah's connection to this location is atmospheric, not narrative — his gaze lingered. No further canon established.
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