

# PATHFINDER<sup>®</sup>

## ADVENTURE PATH<sup>™</sup>

### JADE REGENT

ADVENTURE PATH • PART 1 OF 6

# THE BRINEWALL LEGACY



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## ADVENTURE PATH

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“The Brinewall Legacy” is a Pathfinder Adventure Path scenario designed for four 1st-level characters.  
By the end of this adventure, characters should reach 4th level.

This product makes use of the *Pathfinder Roleplaying Game Core Rulebook*, *Pathfinder Roleplaying Game Advanced Player's Guide*, *Pathfinder Roleplaying Game GameMastery Guide*, *Pathfinder Roleplaying Game Bestiary*, *Pathfinder Roleplaying Game Bestiary 2*, and *Pathfinder RPG Ultimate Combat*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at [paizo.com/pathfinderRPG/prd](http://paizo.com/pathfinderRPG/prd).

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## YEARS IN THE MAKING

I've wanted to do the Jade Regent Adventure Path from the beginning.

You can see the initial groundwork for this, the ninth Pathfinder Adventure Path, hidden away in the adventure that launched the very first Adventure Path. In that adventure, "Burnt Offerings," I introduced a character named Ameiko Kaijitsu. Lovely Ameiko was far more than me sneaking one of my PCs into print (although I admit that sneaking PCs into print so you can get artists like Wayne Reynolds to illustrate them is one of the more delightful perks of being Creative Director here at Paizo)—she was intended to be the star of an upcoming Adventure Path from the start. Hints of the Kaijitsu family's history with Minkai and their links to that nation's royalty can be seen in "Burnt Offerings" if you know where to look.

Originally, Jade Regent was to be the fourth Adventure Path, but then we went and decided to launch our own version of the game with the Pathfinder RPG, and

publishing a campaign that crawled from one end of the world to the other and would require a lot of supplementary material beyond the Adventure Path's support articles seemed like a poor idea at the time.

So Jade Regent got pushed back a year and a half, and was going to be the seventh Adventure Path. I even previewed the attack on the Licktoad village as a special "Adventure Path Preview" at Paizocon II, and went as far as to announce "Jade Regent" as the next Adventure Path. Then, when we realized that we wouldn't have the resources to pull off a trip across the world in time, I had to do a bit of backpedaling. *Serpent's Skull* took Jade Regent's place, and Jade Regent got pushed back another year.

And so here we are. Finally. And you know what? Looking at what our authors and artists have already started brewing up for the volumes to come, and seeing the rules our rulebook line has in *Ultimate Combat* for samurai, ninja, martial arts, and Asian weaponry of all sorts, I think it's worth the wait.



## CAMPAIGN CONTINUITY

Jade Regent functions as a sequel of sorts to the Rise of the Runelords Adventure Path. Not so much in story, since this campaign won't stay in Varisia for long and has nothing to do with Runelords at all, but certainly in spirit—we assume that the events portrayed in Rise of the Runelords (and to a lesser extent those in Second Darkness) have taken place, as two characters who played roles in those campaigns, Ameiko Kaijitsu and Shalelu Andosana, have important roles in Jade Regent.

As such, a few spoilers for those campaigns are present in this volume's adventure, although we've taken pains to minimize the spoilers as much as possible. If you wish to avoid many of these spoilers, skip the rest of this section and continue down to the next one, A Fresh Start, which provides a few bits of advice on how to run Jade Regent without assuming any previous Adventure Paths have taken place.

**Lonjiku's Fate:** Lonjiku, Ameiko's father, is assumed to have died at some point, likely murdered by Tsuto as detailed in the events of "Burnt Offerings." If he somehow survived that adventure, you'll need to orchestrate his death just before the events of this campaign's start, as the Jade Regent Adventure Path requires Ameiko Kaijitsu to be the eldest surviving member of the Amatatsu family line, since she's supposed to be the next in line to inherit rule of Minkai and claim its Jade Throne.

**Tsuto's Fate:** Like his father, Tsuto is assumed to be dead as this adventure begins. Unlike his father, though, Tsuto has no legitimate claim to the Jade Throne in Minkai, and if he somehow survived the events of Rise of the Runelords, he can play any role you wish (perhaps as an antagonist who follows the PCs' caravan with a small group of mercenaries eager to try to steal Ameiko's birthright).

**Ameiko's Fate:** Ameiko is assumed to have survived the events of Rise of the Runelords—if this isn't the case, and you aren't interested in retconning her survival, then replace Ameiko in this campaign with her half-sister Amaya, newly arrived in Sandpoint from Westcrown. Although Amaya was born from Lonjiku's scandalous affair with a Chelish noblewoman in 4680, she inherits the Rusty Dragon and several other Kaijitsu holdings upon Ameiko's death and comes to town to investigate her inheritance. Charmed with the town, she decides to take up the role of proprietor of the Rusty Dragon. If you use this plot, Amaya only truly becomes a legitimate heir to the Jade Throne when the PCs manage to recover the *Amatatsu Seal* at the end of this adventure, and just as the seal invests the PCs with the divine right to rule, it does the same for her (see page 60 for more details). Note that Amaya is first mentioned in *Pathfinder Adventure Path* #25—if for some reason she perished during Council of Thieves, you can simply substitute a third heretofore unknown Kaijitsu scion into Ameiko's role.

## ON THE COVER

Wayne Reynolds makes his triumphant return to the cover of Pathfinder Adventure Path, perfectly capturing Ameiko Kaijitsu's charming swagger and personality as Sandpoint's least-likely aristocrat. She's destined to become the new empress of Minkai—if she and her friends can defeat the Jade Regent—but you'll have to wait until the last cover in this Adventure Path to see how she "cleans up" in the role of a much more powerful noble!

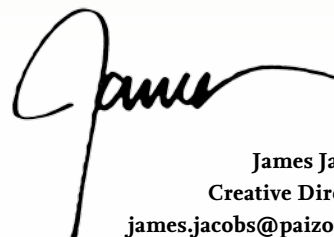
**Shalelu's Fate:** Jade Regent actually marks Shalelu's *third* appearance in a Paizo Adventure Path—if, in your continuity, she has already perished, you can simply replace her in this campaign with some other elf.

**Rebuilding Sandpoint:** Sandpoint suffered much during Rise of the Runelords. In the years since those events, most if not all of this damage has been repaired, and with the exception of scarred memories and perhaps a few town memorials, little remains in the town today to show the aftermath of these attacks.

**Previous Player Characters:** Characters who made it to the end of Rise of the Runelords are likely close to 17th or 18th level, and if they haven't retired, can be assumed to be on suitably legendary adventures elsewhere on Golarion or even out in the Great Beyond. You should avoid having them be present in Sandpoint during this adventure, in any event, since "The Brinewall Legacy" is intended to give a new batch of heroes a chance to rise to the occasion.

## A FRESH START

If you haven't run Rise of the Runelords, then you need not worry about fitting a previous Adventure Path's continuity into your game. Note that if you wish to run Rise of the Runelords later, you'll probably need to find a replacement for the Kaijitsus in "Burnt Offerings." Since things like ancient birthrights don't really matter in "Burnt Offerings," replacing the Kaijitsus with similarly minded but different characters won't really affect the adventure's plot at all. Heck, go ahead and replace Ameiko with one of your own PCs from a game you played a long time ago. It worked for me, after all!



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