

AMEIKO KAIJITSU

ALTHOUGH SHE'S TECHNICALLY THE HEAD OF ONE OF SANDPOINT'S NOBLE FAMILIES, AMEIKO KAIJITSU IS MORE AT HOME RUNNING THINGS AT HER TAVERN, THE RUSTY DRAGON, THAN SHE IS AMONG THE SMALL TOWN'S ARISTOCRACY.

AMEIKO KAIJITSU

CR 4

XP 1,200

Female human aristocrat 1/bard 3/rogue (rake) 1 (*Advanced Player's Guide* 134)

CG Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 armor, +1 deflection, +2 Dex, +1 dodge)

hp 26 (5d8+5)

Fort +2, **Ref** +7, **Will** +6; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft.

Melee +1 mithral rapier +5 (1d6+2/18–20)

Ranged dagger +4 (1d4+1/19–20)

Special Attacks bardic performance 12 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), bravado's blade*, sneak attack +1d6

Bard Spells Known (CL 3rd; concentration +7)
1st (4/day)—*charm person* (DC 15), *cure light wounds*, *feather step**, *unseen servant*
o (at will)—*detect magic*, *light*, *mage hand*, *prestidigitation*, *summon instrument*, *unwitting ally** (DC 14)

TACTICS

Before Combat Ameiko casts *unseen servant* every morning.

During Combat When able to strike first in a combat, Ameiko uses bravado's blade to intimidate foes instead of dealing sneak attack damage. Ameiko begins combat by activating her bardic performance. She always uses Arcane Strike in battle (these bonuses are included in her stats above).

Morale Ameiko is loyal to her friends, and never abandons an ally in combat. Alone, her bravery isn't as great. When she is faced with a dangerous foe and has no allies in peril, she prefers to flee if reduced below 15 hit points.

STATISTICS

Str 10, **Dex** 14, **Con** 13, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +2; **CMB** +2; **CMD** 16

Feats Arcane Strike, Dodge, Iron Will, Weapon Finesse

Skills Acrobatics +10, Bluff +12, Diplomacy +12, Intimidate +12, Knowledge (arcana) +6, Knowledge (local) +8, Knowledge (nobility) +6, Knowledge (religion) +6, Perception +7, Perform (sing) +12, Perform (string) +12 (+14 with mwk

samisen), Profession (tavern keeper) +4, Spellcraft +9, Stealth +10

Languages Common, Tien, Varisian

SQ bardic knowledge +1, PC gear, versatile performance (string)

Combat Gear *potion of remove disease*, *wand of cure moderate wounds* (25 charges), *wand of identify* (40 charges); **Other Gear** +1 leather armor, +1 mithral rapier, daggers (3), ring of protection +1, belt pouch, gold signet ring worth 100 gp, masterwork samisen, silver holy symbol of Shelyn, spell component pouch, 18 pp, 3 gp

* See the *Advanced Player's Guide*.

Ameiko is a beautiful but somewhat irreverent woman of Tian descent who runs Sandpoint's Rusty Dragon tavern and happens to be a member of one of Sandpoint's founding families. Her parents and older siblings have met unfortunate ends over the past several years, leaving the young woman as the sole remaining Kaijitsu in town. Ameiko may be among the town's nobility, but she's never really cared for the aristocracy—she's always had an urge to explore, and loves hearing stories of adventures and daring deeds. While she has a lot of friends and admirers in town, Ameiko has never accepted anyone as anything more than a friend, diplomatically avoiding personal questions and proposals of romance, much to the frustration of several eager suitors in Sandpoint. She's a talented singer and samisen player, and if she wanted, Ameiko could probably lead a comfortable life in Sandpoint, but she's growing increasingly bored and impatient with having a "safe life" in a "safe town." If the chance to go on a grand adventure presents itself, she'd sell the Rusty Dragon in a heartbeat to seek her fortune.

HISTORY

Ameiko was born in 4689 AR to Lonjiku and Atsui Kaijitsu. Although she's not Atsui's or Lonjiku's first child, she was the first legitimate child from that marriage. Ameiko had a lonely childhood. Her father strictly controlled who she could keep as friends, and filled her days with lessons in music, diplomacy, magic, and academic subjects. He kept a close eye on her, but Ameiko still managed to sneak into town to play with friends, explore old buildings, and visit her half-elven half-brother Tsuto at Sandpoint's Turandarok Academy every chance she could.

When she was 13, Ameiko tried to reconcile the bad blood between her brother and father, but the attempt backfired. Tsuto struck her in a fit of rage, and Ameiko was so betrayed and distraught by this that she ran away from home to Magnimar for several months. When she learned of her mother's death in a fall from the cliffs near her house, though, Ameiko returned home to Sandpoint. She found life at home more unpleasant than ever, but when another family argument broke out at her mother's funeral and Tsuto left town, Ameiko resigned herself to staying in Sandpoint to care for her father.

Ameiko left home for the second time at age 16 after life in the house alone with her father and the help grew too depressing to bear. She joined an adventuring group, and became particularly good friends with the group's priest of Shelyn, a handsome young Varisian man named Alder Vhiski. But in 4706, the group was captured by a degenerate family of backwoods cannibals living in an old mine in the southern Fogscar Mountains. The group was within a hair's breadth of being eaten, abused, and worse by the degenerates, but Alder led a heroic attempt to escape. The resulting flight from the mine was nightmarish, as members of the group were picked off one by one by the pursuing cannibals, who were led by a spry druid who favored snakes as his pets. As the group neared the exit, only Ameiko, Alder, and Alder's brother Sandru remained alive, but as they prepared to scramble into a rickety rowboat that would take them to safety, Ameiko was attacked by the druid's animal companion, a viper of prodigious size. Bitten twice, Ameiko would have died had Alder not pulled her to safety, and in so doing Alder was himself bitten. Already weakened from the fight, the snake's venom killed him. The last Ameiko saw of Alder, he was being torn apart by the degenerates. With Sandru's help, the two survivors eventually made it back to Sandpoint, but they never spoke of what they had endured in that old mine. Some months later, Ameiko got a tattoo of a snake on her left arm and shoulder as a sort of memorial to Alder, then cashed in most of her earnings from her adventures and purchased an old tavern in downtown Sandpoint called the Rusty Dragon. Since then, she's run the Rusty Dragon as a place for adventurers to gather and relax.

The last few years have been hard on Ameiko, with the death of both her father and her half-brother during a series of violent goblin attacks on Sandpoint. While she now runs both the Rusty Dragon and the Sandpoint Glassworks, and she still has pride in what she's accomplished in town, her hopes to leave Sandpoint and its bitter memories behind for a grand new adventure grow with each day.

CAMPAIGN ROLE

Although she doesn't realize this at the start of the Adventure Path, Ameiko is legitimate heir of the Amatsatsu family, with the divine right to rule the empire of Minkai. Once the PCs recover the *Amatsatsu Seal*, they become scions of the line as well—"insurance" of a sort, should Ameiko not survive to the end of the campaign. As the central significant NPC in the Jade Regent Adventure Path, Ameiko's campaign role is complex, and as a result, each volume will contain notes and advice on how to handle her role as the campaign progresses.

The following section outlines possible roles for Ameiko in the PCs' caravan, as well as things that can affect the PCs' relationship with Ameiko. See the *Jade Regent Player's Guide* for details on caravans and relationships with significant NPCs in the campaign.

Caravan Jobs: Ameiko can perform the following caravan jobs: cook, entertainer, fortune-teller, guard, passenger, spellcaster, or trader.

Preferred Gifts: bard-themed magic items, exotic or beautiful works of art, exciting adventure stories

Hated Insults: blasphemy against Shelyn, misogyny, racist comments

Devotion Boon: Once per game session, you may gain the benefits of Ameiko's inspire courage or inspire competence bardic performance as a swift action, regardless of the distance between you and Ameiko. Once activated, this effect persists for a number of rounds equal to your Relationship Score with Ameiko divided by 10 (rounded down).

Enmity Boon: Gain a +4 bonus on saving throws against sonic and mind-affecting attacks.

Romance Score: 40



KOYA MVASHTI

WHILE MOST PEOPLE MIGHT THINK KOYA'S LIVED A FULL LIFE, SHE ACHES TO MAKE ONE GRAND JOURNEY WORTHY OF BEING RETOLD AS A LEGEND BEFORE SHE GROWS TOO OLD TO TRAVEL.

KOYA MVASHTI

CR 3

XP 800

Female old human cleric of Desna 4

CG Medium humanoid (human)

Init +0; Senses Perception +4

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 armor, +1 deflection)

hp 25 (4d8+4)

Fort +5, Ref +1, Will +8

OFFENSE

Speed 40 ft.

Melee mwk starknife +1 (1d4–3/x3)

Ranged mwk starknife +4 (1d4–3/x3)

Special Attacks channel positive energy 7/day (DC 14, 2d6)

Domain Spell-Like Abilities (CL 4th; concentration +8)
7/day—bit of luck

Cleric Spells Prepared (CL 4th; concentration +8)

2nd—*aid*^D, *augury*, *lesser restoration*, *make whole*

1st—*bles*, *comprehend languages*, *longstrider*^D, *obscuring mist*, *sanctuary* (DC 15)

o (at will)—*create water*, *detect magic*, *light*, *mending*

D Domain spell; Domains Luck, Travel

TACTICS

During Combat Koya avoids combat if possible, preferring instead to cast *sanctuary* and then move among the battlefield casting healing magic on her allies. If faced with a situation where she can't avoid healing enemies with her channel energy ability, Koya always chooses to use the ability anyway if an ally is wounded and she has no other options. If confronted on her own, she uses *sanctuary* to aid in her escape after casting *longstrider* to increase her speed.

Morale Koya flees from any combat where she has no allies, but if even one ally remains alive, she remains to try to keep him alive as long as she can.

STATISTICS

Str 5, Dex 10, Con 12, Int 12, Wis 19, Cha 14

Base Atk +3; CMB +0; CMD 11

Feats Brew Potion, Extra Channel, Fortune Teller*

Skills Heal +11, Knowledge (religion) +8, Profession (fortune-teller) +11, Sense Motive +11, Spellcraft +8

Languages Common, Varisian

SQ agile feet (7/day), PC gear

Combat Gear scrolls of *cure moderate wounds* (5), scroll

of *remove curse*, scroll of *remove disease*, wand of *cure light wounds* (28 charges); **Other Gear** +1 leather armor, masterwork starknives (2), ring of protection +1, amethyst ring worth 100 gp, harrow deck, silver holy symbol of Desna, silver necklace worth 30 gp, 17 gp

* See the *Inner Sea World Guide*.

Until she passed away from natural causes just a few months ago, Madame Niska Mvashti was the oldest person in Sandpoint. No one quite knows exactly how old the Varisian seer actually was when she died (she was already old when Sandpoint was founded over 40 years ago)—but the fact that her only daughter Koya is herself an old woman is a telling fact. Koya has spent a fair amount of her life traveling Varisia with a number of caravans, serving as a healer when she was younger and more recently as a fortune-teller. For the past several years, she's in the company of her adopted son Sandru Vhiski as they travel on a regular caravan route between Riddleport, Magnimar, and Korvosa two or three times a year. Their caravan spends most of its time relatively close to Sandpoint, though, and that has suited Koya fine, since it gave her more time to care for her aged mother.

Now that old Niska has finally died, though, Koya's mourning has transitioned into a sort of morose melancholy. A life-long worshiper of Desna, she's come to realize that while she's traveled extensively throughout the Varisian lowlands, she's never been beyond the region's borders. Tales of other Desnan explorers have long delighted Koya's sense of wonder—even her own mother reputedly took part in several extensive caravans that traveled as far as the Lands of the Linnorm Kings and even down to Qadira. Koya's having something of a late-life crisis as a result—a growing sense of disappointment that she's never made a long caravan trek. With her mother dead, Koya has little reason to stay in Varisia, and she's been pressuring Sandru to take a long journey soon: "The sooner the better, 'cause I won't be around for long!" Koya's in remarkably good shape, physically, for a woman well over 60 years in age—obviously, longevity runs in her family—but with each year that passes, the chance of her getting to experience a truly epic journey like the ones in her favorite stories grows narrower.

HISTORY

Koya has wanted to travel to the far corners of Golarion since she was a child and first saw a map of the world in an old history book she came across while sneaking through her mother's impressive collection of notes, trophies, and keepsakes from her extensive travels. Although Koya has since come to learn that the old map was rather inaccurate, she's never lost the sense of wonder she gained from the simple notion that the world she'd thought she'd known was so much larger than she'd ever imagined. Likewise, a childhood trip to Korvosa impressed upon her how different the world can be as you travel from plains to forests to swamps to mountains to large urban centers. The idea that one could make journeys 10 or even 100 times as long as the caravan route running from Sandpoint to Korvosa has long been a point of fascination and wonder for Koya.

But Koya never went on that long journey. She always assumed there would be the chance for an adventure in the near future, but the present always seemed to have a knack for getting in the way. Responsibilities to her family caravan, her several tempestuous love affairs as a young woman, the task of caring for unfortunate children who had no mother of their own (most notably Sandru Vhiski, and perhaps one of the PCs if the character selected the correct Campaign Trait from the *Jade Regent Player's Guide*), and most recently caring for her elderly, but not quite completely infirm, mother all worked to keep her at home. Just as one phase of her life seemed ready to close, the next began, and before she knew it, the unwelcome kiss of old age had crept into her aching bones and wrinkled face.

With her mother now dead, Koya is eager to seize what she thinks might be her last chance for that great, world-spanning journey. Lately she's been traveling with her adopted son Sandru in his caravan, serving as a fortune-teller, and she hopes that her frequent attempts to convince him to make a long journey will bear fruit soon. Koya longs to travel beyond the borders of Varisia, whether south to Chelixa and beyond or north to the Lands of the Linnorm Kings and the Crown of the World.

Koya would love to visit another continent as well, if the opportunity presented itself, so she could leave her own "found-mark" in distant lands.

CAMPAIGN ROLE

Koya serves as the spiritual core of the caravan. As the most likely candidate for the caravan's fortune-teller job, she serves as an advisor for most of the travelers in the caravan, and Koya's stories, fortune-telling, and sense of humor should be a staple of all nights spent on the road. The longer the journey progresses and the more miles the caravan piles on, the more energetic and excited Koya seems to become, almost as if the journey is invigorating her rather than exhausting her, as one might expect from such a long journey.

The following section outlines possible roles for Koya in the PCs' caravan, as well as things that can affect the PCs' relationship with Koya. See the *Jade Regent Player's Guide* for details on caravans and relationships with significant NPCs in the campaign.

Caravan Jobs: Koya can perform the following caravan jobs: fortune-teller, guard, healer, passenger, or spellcaster.

Preferred Gifts: brightly colored clothes, detailed maps (the older, the better), fortune-telling tools

Hated Insults: blasphemy against Desna, crass comments about her advanced age, jokes about being a homebody or having never traveled outside of Varisia

Devotion Boon: Koya makes potions for free for you. Every game session, Koya gives you a number of new potions of your choice with a total gp value equal to your Relationship Score \times 10. You must visit her to claim these potions. In addition, if you can create potions yourself, Koya's aid allows you to save 10% of the gp cost in crafting potions.

Enmity Boon: Your luck seems worse than ever, and you suspect it's because Koya has put some sort of weird, subtle Varisian curse on you. As a result, you're more suspicious than normal, and gain a +4 bonus on all saving throws against illusions and on all Sense Motive checks to see through deceptions from Bluff attempts.

Romance Score: 32



SANDRU VHISKI

SANDRU VHISKI NEVER TOOK THE EASY PATH IN LIFE—MOSTLY BECAUSE LIFE'S EASIEST PATH COULD HAVE BEEN TO FOLLOW HIS BROTHER INTO A LIFE OF CRIME AMONG THE SCZARNI, A PATH SANDRU PRIDES HIMSELF FOR HAVING NEVER SET A SINGLE FOOT UPON.

SANDRU VHISKI

CR 4

XP 1,200

Male human rogue (swashbuckler) 4 (*Advanced Player's Guide* 135)

NG Medium humanoid (human)

Init +6; **Senses** Perception +7

DEFENSE

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield)

hp 29 (4d8+8)

Fort +2, **Ref** +6, **Will** +3; +1 vs. fear

Defensive Abilities evasion, uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *scimitar* +8 (1d6+4/18–20)

Ranged mwk shortbow +6 (1d6/x3)

Special Attacks sneak attack +2d6

TACTICS

During Combat Sandru stays mobile in combat, using Acrobatics to avoid attacks of opportunity as he flanks foes and to prevent enemies from taking full-attack actions on him. He uses Power Attack in all fights, but does so with a relatively unique style that makes him seem more graceful than brutal in nature.

Morale Sandru is stubbornly brave and has a hard time envisioning his own demise. As a result of this attitude, he fights to the death.

STATISTICS

Str 16, **Dex** 14, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +6; **CMD** 18

Feats Improved Initiative, Iron Will, Power Attack, Toughness, Weapon Focus (*scimitar*)

Skills Acrobatics +9, Appraise +7, Bluff +8, Craft (carpentry) +7, Diplomacy +8, Disable Device +8, Handle Animal +5, Knowledge (history) +4, Perception +7, Profession (merchant) +7

Languages Common, Varisian

SQ daring*, martial training*, PC gear, rogue talents (combat trick, weapon training)

Combat Gear *potions of cure light wounds* (3), *potions of cure moderate wounds*; **Other Gear** +1 chain shirt, +1 buckler, +1 *scimitar*, mwk shortbow with 20 arrows, belt pouch, bottle of fine brandy worth 50 gp (4), everburning torch, masterwork thieves' tools, trail rations (4 days), wineskin, 76 gp

* See the *Advanced Player's Guide*.

Only a few years from middle age, Sandru Vhiski is a charming man, handsome and irreverent in precisely the ways that could have made him a highly successful Sczarni con artist, even before one takes into account in the fact that his older brother, Jubrayl, is Sandpoint's local Sczarni leader. Sandru doesn't live in Sandpoint, although he considers himself one of the town's citizens nevertheless. He's only in town a few days out of every month, for his caravan is one of the region's busier examples. Traveling with his adopted mother Koya Mvashti and a pair of Varisian brothers named Bevelek and Vankor Dalmuvian, Sandru makes the trip from Riddleport to Magnimar to Korvosa several times a year. While he makes enough money on these journeys from trade, money isn't Sandru's primary motivation—he loves the road, and he loves the tradition. It doesn't take much to get Sandru talking about Varisian history, dance traditions, scarves, fortune-telling, horses and wagons, landmarks and legends. In the off-seasons, when weather makes travel too dangerous or too uncomfortable, Sandru prefers to stay in Magnimar, where he helps other Varisians with his carpentry skills and flirts with the political scene in that town. He's not yet had the conviction to fully become a representative of his people in Magnimar, though, since he knows the call of the road will pull him from any local responsibilities as soon as the rains clear each spring.

HISTORY

The Vhiski family has been involved with the Sczarni for as many generations as anyone cares to look back upon. Not every Vhiski throws in with the gang, but enough do that when one comes along who has no interest in the Sczarni life, it's difficult for him to prove his disinterest in crime to outsiders. Sandru's early childhood schools were back alleys and waterfront taverns, and training in the art of the con, dirty fighting, sabotage, and picking locks replaced lessons in numbers, arts, and literature. From an early age, though, Sandru's sense of fairness and compassion hampered his advancement in the ranks of the Sczarni, and the mockery and derision his hesitance earned him only strengthened his convictions.

When a violent storm struck the Varisian coast in 4687 AR, Sandru's parents were among those slain by the floods and winds that tore the Lost Coast apart. Sandru and his

brothers Alder and Jubrayl emerged from that catastrophic event as orphans. Yet while tragic, this event was ironically just the thing to save Sandru from a life of crime. While Jubrayl was old enough at that point to strike out on his own (and thus fell in completely with the family's criminal traditions), Sandru was still a young child of 7 and his younger brother Alder barely 2. His care fell to Koya Mvashti, a family friend and practically an aunt to the young Sandru. Under her guidance and support, Sandru managed to avoid falling in with the Sczarni, and when he grew of age, he sought employment as a caravan guard.

For several years, Sandru avoided Sandpoint, but after he lost his job, he joined up with a group of adventurers eager to explore western Varisia. As fate would have it, Ameiko Kaijitsu was also in the group. Sandru and Ameiko hit it off at once and became close friends. Indeed, Sandru was quite taken with the lovely young woman, but their age difference (he was 26, while she was only 17) and Sandru's sense of honor kept him from pursuing a romantic relationship with her. Instead, he watched enviously (yet graciously) as Ameiko and his younger brother Alder began to fall in love.

The trio's brief adventuring career was quite successful, but as recounted in Ameiko's history, ended in tragedy. For many years after Alder rescued Ameiko and lost his life to the cannibals, Sandru couldn't stand to be around the young Tian—she reminded him of lost opportunities and lost family. So while Ameiko invested her adventuring spoils in Sandpoint, Sandru invested his in the road, throwing himself into a much more honorable Varisian occupation, that of caravan owner. For the next several years, Sandru's life was the road. He's since mostly recovered from the bad times, and now visits Sandpoint and Ameiko often. He thinks of her now as a younger sister, and often worries that her capricious and often rebellious nature will someday force her to choose between the life she wants and the life she's inherited as one of Sandpoint's nobles.

CAMPAIGN ROLE

Sandru is the owner and primary driver of the caravan destined to take the PCs over the Crown of the World and into Minkai. Just as he plays the

role of surrogate older brother to Ameiko, he should start to fill that role for most, if not all, of the PCs. Sandru's led a relatively lonely life, though, and most of those who have shown romantic interest in him have been associated with the Sczarni, while those to whom he is attracted tend to see him either as a brother or are already in relationships. While Sandru knows he could woo a paramour away from his or her lover if he put his mind and his charms to the task, he also knows he could never stay long with a lover who wasn't faithful or devoted enough to stick with whoever came before him. Caught in this complex tangle of emotions and honor, Sandru has started to think of himself as a life-long bachelor, and with each passing year consigns himself to the growing certainty that he'll remain alone until his final days. As a result, while he's a friendly and personable character, he tends to miss such social cues or avoid romantic approaches entirely.

The following section outlines possible roles for Sandru in the PCs' caravan, as well as things that can affect the PCs' relationship with Sandru. See the *Jade Regent Player's Guide* for details on caravans and relationships with significant NPCs in the campaign.

Caravan Jobs: Sandru can perform the following caravan jobs: driver, guard, passenger, trader, or wainwright.

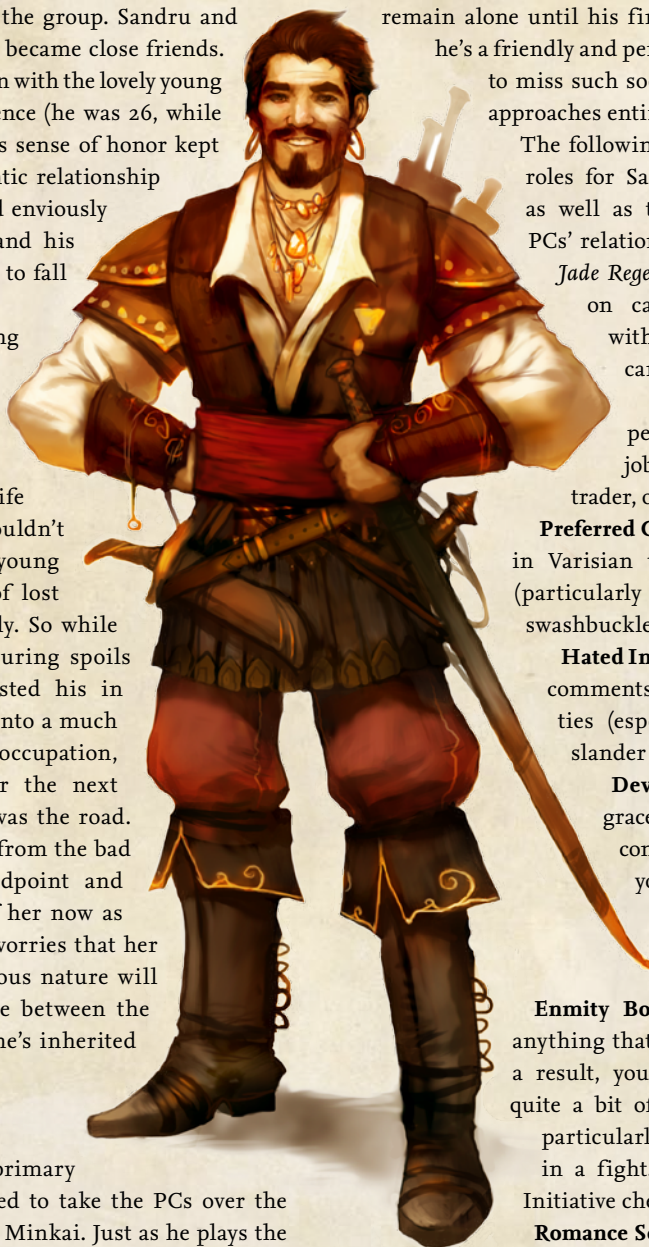
Preferred Gifts: art objects and jewelry in Varisian traditions, fine foodstuffs (particularly shellfish and brandy), swashbuckler-themed magic items

Hated Insults: anti-Varisian slurs or comments, implications of criminal ties (especially with the Sczarni), slander against Ameiko

Devotion Boon: Sandru's graceful and almost dancelike combat style has worn off on you. Whenever you move at least 10 feet in combat, you gain a +1 dodge bonus to your Armor Class.

Enmity Boon: You've come to enjoy anything that gets Sandru angry, and as a result, you've inadvertently absorbed quite a bit of lore about the Sczarni—particularly the art of striking first in a fight. You gain a +4 bonus on Initiative checks.

Romance Score: 38



SHALELU ANDOSANA

SHALELU IS OLDER THAN THE TOWN OF SANDPOINT, YET SHE'S COME TO THINK OF IT AS HER HOMETOWN—A TOWN THAT HAS FINALLY GROWN UP ENOUGH TO SURVIVE ON ITS OWN WITHOUT HER WATCHING OVER IT FROM THE WILD.

SHALELU ANDOSANA

CR 5

XP 1,600

Female elf fighter 2/ranger 4

CG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +12

DEFENSE

AC 19, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 dodge, +1 natural)

hp 53 (6d10+16)

Fort +10, **Ref** +8, **Will** +3; +2 vs. enchantments, +1 vs. fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk short sword +8/+3 (1d6+1/19–20)

Ranged +1 composite longbow +11/+6 (1d8+1/x3)

Special Attacks favored enemy (goblinoids +2)

Ranger Spells Prepared (CL 1st; concentration +2)

1st—*resist energy*

TACTICS

During Combat Shalelu prefers to fight with her bow, resorting to melee only when truly desperate or when an ally seems in dire need of healing from her wand.

Morale Shalelu is loyal to her friends, and as long as even one of them remains in danger she won't abandon them. That said, if she feels she can escape, get help, and return in time to save anyone captured by enemies before it's too late, she might try to do so.

STATISTICS

Str 12, **Dex** 16, **Con** 14, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +6; **CMB** +7; **CMD** 21

Feats Dodge, Endurance, Point-Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Acrobatics), Weapon Focus (composite longbow)

Skills Acrobatics +12, Knowledge (nature) +8, Perception +12, Stealth +15, Survival +10, Swim +10

Languages Common, Elven, Goblin

SQ elven magic, favored terrain (forest +2), hunter's bond (companions), PC gear, track +2, weapon familiarity, wild empathy +3

Combat Gear *sleep arrows* (10), *potion of delay poison*, *potions of lesser restoration* (2), *wand of cure light wounds* (25 charges), *antitoxin* (2); **Other Gear** +1 *studded leather*, +1 *composite longbow* with 20 arrows, *masterwork short sword*,

amulet of natural armor +1, *campfire bead**, *cloak of resistance* +1, *backpack*, *bedroll*, *climber's kit*, *flint and steel*, *manacles*, *silk rope* (50 ft.), *sunrods* (3), *trail rations* (4 days), *waterskin*, *winter blanket*, *wooden holy symbol of Desna*, 8 pp, 2 gp

* See the *Advanced Player's Guide*.

Although Shalelu Andosana is something of a mystery in Sandpoint, she's certainly one of the town's most admired defenders. Like Sandru Vhiski, she doesn't actually live in town, but she sometimes spends the night at the Rusty Dragon free of charge, thanks to her friendship with Ameiko Kaijitsu. Everyone in town knows that Shalelu is something of a loner and prefers to spend her time wandering and exploring the wilderness around Sandpoint. She periodically vanishes from the region for weeks or even months at a time to visit friends elsewhere in Varisia, but she never fails to return to Sandpoint. No one quite understands why she keeps coming back. When asked why, she merely says, "Someone's got to keep an eye on you all." Her reports of goblin activity have helped save folk from ambushes or warned the militia of possible attacks on the town or its farmlands numerous times. Yet in recent days, Sheriff Hemlock has taken a more active role in watching over the surrounding land. His militia is better trained than ever before, and Shalelu's aid in keeping an eye on the hinterlands is growing less and less necessary. She actually seems relatively pleased with this, as if she's proud that Sandpoint is finally starting to look after itself. She's even hinted that she's thinking of taking a long journey away from town sometime in the future, but when pressed for details, she just shrugs and changes the topic.

HISTORY

Shalelu is still relatively young at 130 years of age, but she can remember when the Lost Coast was truly lost, when only goblin lairs and Thassilonian ruins could be found along its length. Yet for much of her life, Shalelu's visits to southern Varisia were not nearly as common. Born and raised in the small village of Crying Leaf, Shalelu is an only child whose father was slain not long after she was born by a particularly brutal bugbear assassin, exposing Shalelu to far more goblinoid cruelty than most elves her age dream of in their worst nightmares.

It took Shalelu's mother Seanthia nearly a hundred years to find a new love, and when she did, she chose a human mercenary, scandalizing much of Crying Leaf. As shocking as the choice may have been, Shalelu saw how happy this man Jakardos made her mother, and she loved him as a father for that kindness. But when her mother died in a fight a green dragon a few years later, Jakardos left without saying goodbye, shattering Shalelu's opinion of him. The loss of her mother and stepfather sent Shalelu into a terrible depression, and she left Crying Leaf to seek out a new home.

Shalelu came to Sandpoint, where she found a burgeoning human village that was growing rapidly into a town, but that was plagued by goblins. Shalelu took Sandpoint under her wing, and for many years she protected it from goblins, bugbears, ghouls, and worse. Recently, Shalelu sought out Jakardos at his new home in central Varisia, and her reconciliation with her aging stepfather finally helped her come to terms with the violent attack that killed her mother. And when Shalelu returned to Crying Leaf to aid in dealing with the drow problem in the nearby Mierani Forest, she was able to help kill the same green dragon responsible for her mother's death.

Shalelu is now in one of the happiest times of her life, and has been seized with a restless wanderlust. In recent years, Shalelu has built a strong friendship with Ameiko Kaijitsu as well, and sees her as a younger sister. Shalelu knows that Ameiko is haunted by tragedies, and in some ways sees a reflection of her own sad history in Ameiko. Shalelu hopes to find some way soon of helping her friend overcome her melancholia—perhaps a nice long trip will fit the bill.

CAMPAIGN ROLE

Shalelu is the highest-level significant NPC that accompanies the PCs in this adventure, and while the PCs will eventually eclipse her power, for now she should act as a protective guardian. She's always ready to step in and save friends, but she also believes that coddling allies robs them of the opportunity to improve themselves. She won't fight the PCs' battles for them, but she'll do what she can to ensure they survive long enough to find their own way.

The following section outlines possible roles for Shalelu in the PCs' caravan, as well as things that can affect the PCs' relationship with Shalelu. See the *Jade Regent Player's Guide* for details on caravans and relationships with significant NPCs in the campaign.

Caravan Jobs: Shalelu can perform the following caravan jobs: guard, passenger, and scout.

Preferred Gifts: archery equipment (particularly magic equipment), nature-themed works of art, survivalist gear and tools

Hated Insults: anti-elf jokes (particularly about ear length), implications that she's frigid or incapable of love, pro-goblin comments

Devotion Boon: Shalelu's love of the natural world has opened your eyes to the same beauty. When you're in wilderness areas, you gain a +1 morale bonus on all saving throws—in forests, this bonus increases to +3.

Enmity Boon: You don't get along well with Shalelu, but you have to admit that she knows how to hold a grudge. Choose one creature type from the list of ranger favored enemies. You gain a +2 bonus on all attack rolls and weapon damage rolls against those creatures.

Romance Score: 35



JADE REGENT TREASURES

THE FOLLOWING UNIQUE TREASURES CAN BE FOUND IN “THE BRINEWALL LEGACY.” PLAYER-APPROPRIATE HANDOUTS APPEAR IN THE GAMEMASTERY JADE REGENT ITEM CARD SET.

FIREWORKS

Tian fireworks come in many forms, some of which can be found in “*The Brinewall Legacy*.”

Desnan Candle: When lit, this foot-long wooden tube launches a flaming pyrotechnic “candle” every round for 4 rounds. Each projectile deals 1 point of nonlethal damage and 1 point of fire damage if it hits; on a critical hit, the target is also blinded for 1 round. The projectiles shed light as candles for 1 round and have a range increment of 5 feet. Attacking with a Desnan candle is a ranged touch attack and always has a –4 nonproficiency penalty. A Desnan candle costs 5 gp.

Skyrocket: When lit, this foot-long wooden tube begins to shake and emit a handful of white sparks, shedding light as a torch. One round later it takes flight, moving in a straight line with a fly speed of 90 for 1d6 rounds before loudly exploding in an burst of light and sound, and dealing 2d6 points of fire damage in a 10-foot burst (DC 15 Reflex save for half). If a skyrocket impacts a solid surface or a creature before reaching its maximum range, it detonates prematurely at the point of impact. Anyone who takes damage from the explosion is either blinded or deafened (a 50% chance of either) for 1 round. A skyrocket costs 50 gp and weighs 1 pound.

Starfountain: This tree-stump-sized bundle of tubes immediately begins to emit arcs of multicolored sparks when lit. Starting 1d6 rounds after lighting, it loudly releases brightly colored streaks of tiny flaming particles for 4 full rounds. Outdoors, these particles soar far up into the sky before dispersing. Indoors or in a closed area, the ricocheting fireworks deal 1d6 points of fire damage each round in a 20-foot spread (DC 15 Reflex save for half). Creatures who fail their saves are blinded for 1d4 rounds and deafened for 1 hour. A starfountain costs 500 gp and weighs 100 pounds.

MAGIC ITEMS

Several key items from the adventure are described below.

AMATATSU SEAL (MINOR ARTIFACT)

Aura strong (all schools); **CL** 20th

Slot none; **Weight** —

DESCRIPTION

This stone statuette of a dragon is one of five royal seals of Minkai, and represents the Amatatsu family’s divine right to rule the empire of Minkai. Should no Amatatus of pure blood

be able to take up that charge, however, the *Amatatsu Seal* can invest the right to rule as an Amatatsu in any number of living humanoid hosts. These Amatatsu scions often experience a series of visions of the past, present, and possible future.

The *Amatatsu Seal* has a daily allotment of 5 charges that it can use to cast the following spells on an Amatatsu scion: *cure serious wounds*, *remove curse*, *remove disease*, or *restoration*. Each casting uses up 1 daily charge. Alternatively, the seal can cast *heal* on an Amatatsu scion, but doing so expends all 5 charges. Finally, and only at the seal’s discretion, it can cast *resurrection* on an Amatatsu scion, but doing so renders its spellcasting powers useless for a month.

The *Amatatsu Seal* itself radiates strong magic, and those with the proper resources can sense this magic across oceans and continents, allowing it to be tracked across any distance. Originally meant to allow its rightful owners the ability to track it if stolen, this feature makes it dangerous to remove the seal from its *warding box*, for as long as the *warding box* is open, the oni of the Five Storms can track it. The repercussions of this are detailed in later adventures in the Jade Regent Adventure Path.

One final ward exists on the *Amatatsu Seal*, confounding attempts to whisk it quickly away from its homeland but also making returning a stolen seal home an arduous task. The *Amatatsu Seal* can never be transported by teleportation magic or dimensional travel. It cannot be taken from the Material Plane save via special portals blessed by the gods, and characters who carry the seal cannot cast or otherwise use teleportation effects.

DESTRUCTION

To destroy the *Amatatsu Seal*, rightful scions of each of the five royal families of Minkai must, of their own free will, cast their families’ seals together into the Well of Demons in the Imperial Shrine in Kasai Harbor.

DANCING WASP

Aura moderate conjuration; **CL** 7th

Slot none; **Price** 12,392 gp; **Weight** 3 lbs.

DESCRIPTION

This +1 *kusarigama* (*Ultimate Combat* 132) makes a shrill whistling sound whenever it is used in combat. Once per day as a standard action, the wielder of *Dancing Wasp* can whirl the weapon above his head as a full-round action to summon a giant wasp (*Pathfinder RPG Bestiary* 275). The wasp appears in the air above the wielder’s head and follows the wielder’s mental commands to the best of its ability as long as the user continues

JADE REGENT TREASURES



DANCING WASP



AMATATSU SEAL



FIREWORKS



WARDING BOX



WHISPERING SHRIKE

to twirl the weapon (requiring a standard action each round), to a maximum of 5 rounds, after which the wasp vanishes.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *summon monster IV* or *summon nature's ally IV*; **Cost** 6,352 gp

WARDING BOX (MINOR ARTIFACT)

Aura Strong abjuration; **CL** 20th

Slot none; **Weight** 5 lbs.

DESCRIPTION

A *warding box* is a powerful magical container built to obscure and confound any attempt to locate objects kept inside. The box can hold one object no larger than 8 inches × 8 inches × 3 inches (or up to 25 pounds) in each of its three compartments at any one time. The box's lid and additional compartments are sealed, but the box can be opened or closed as a full-round action. While the lid is closed, the *warding box* and all objects inside it are protected from all divination spells. In this state, no divination spell save for those employed by the gods can detect the *warding box* or its contents.

DESTRUCTION

A *warding box* can be destroyed by placing a *portable hole* inside it, closing the lid, and then placing the box inside a second *portable hole*. This second *portable hole* must be closed, and then a *wish*

must be used to switch the two *portable holes*. Doing so destroys both *portable holes* and the *warding box* along with them.

WHISPERING SHRIKE

Aura faint abjuration; **CL** 5th

Slot none; **Price** 5,940 gp; **Weight** 2 lbs.

DESCRIPTION

Whispering Shrike is a +1 *wakizashi* (*Ultimate Combat* 134) of incredibly beautiful design. The sword is etched with images of seven shrikes perched on a coiling branch that runs the length of the blade. Once per day, *Whispering Shrike* can be used to cast *shield other* on any creature touched by the blade while you wield it. The blade's *tsuka* (hilt) has not weathered the passage of time as well as the blade itself, and until the pommel is repaired (a process requiring 600 gp, a day's work, and a DC 20 Craft [weapons] check), attacks with the weapon take a –2 penalty due to the loose grip. A DC 20 Perception check (an automatic success once repair is underway) reveals a secret compartment in the hilt just large enough to hold a small item such as a flask or rolled piece of paper. This compartment currently holds an important letter—see page 22 for details on this find.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *shield other*; **Cost** 3,140 gp