

PATHFINDER

ADVENTURE PATH™

NINJA VERSUS VIKINGS!

A faceless menace stalks the viking empire. For decades a sinister band of assassins has watched and waited, hiding among the rugged people of Kalsgard, capital of the fierce Lands of the Linnorm Kings. In all this time their mysterious prey has lain hidden away, but no longer. With their quarry revealed, death stalks the streets of a city of hardy warriors and viking raiders. Having traveled from distant lands to this notorious city, the heroes prepare to take their first steps on an expedition into some of the world's most ferocious wilderness. Yet nothing is ever easy in dangerous Kalsgard, and soon they find themselves targeted by mysterious assassins. Can the heroes defend themselves and their friends from the blades of supernatural killers? Or will they meet their ends amid the ice and snow?

This volume of Pathfinder Adventure Path includes:

- "Night of Frozen Shadows," a Pathfinder RPG adventure for 4th-level characters, by Greg A. Vaughan.
- A trek through the crowded and deadly streets of Kalsgard, frigid capital of the Lands of the Linnorm Kings, by Matthew Goodall.
- Insights into the ways and worship of the goddess Shelyn, deity of beauty, love, and music, by Sean K Reynolds.
- Murder and mystery in the Pathfinder's Journal, by Dave Gross.
- Four new monsters, by Jesse Benner and Sean K Reynolds.



JADE REGENT: Night of Frozen Shadows



JADE REGENT

NIGHT OF FROZEN SHADOWS

By Greg A. Vaughan

PART 2 OF 6



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LINNORMS

The Lands of the Linnorm Kings don't claim their name from mere poetic flourish. For as long as the Ulfen have struggled to make lives in their rugged land, so have they done battle with the primeval dragon-kin that claim the realm's eldritch forests and deadly mountains as their ancient territories. Gigantic and lethal, with the ability to breathe doom and lay terrible curses upon even those who think they've defeated the terrors, linnorms know few rivals, and only their limited numbers prevent them from consuming all the lesser creatures in their lands. Thus only those who have hunted a linnorm, slain it, and survived are fit to be called Linnorm Kings.



VIKINGS

A unique breed of warriors rises among the Ulfen of the Land of the Linnorm Kings, merciless raiders who sail far from their frigid lands in pursuit of plunder and glory. Coastal communities as far south as the Inner Sea know to fear the sight of the dragon-headed longships of the Ulfen raiders, as where the dragon boats sail, fire and pillaging are sure to follow.

While many, especially Ulfen merchants, claim that the days of bearded warriors sailing south from their icy holdings to sack poorly defended towns are long over, old scars are slow to heal, and most residents of the Steaming Sea know that within every Ulfen is a furious berserker waiting to be unleashed.



ONI

Terrifying creatures of Tian folklore, the oni are unfortunately far more than mere fairy tales. Cursed creatures without natural forms of their own, the oni long ago discovered means by which they could manifest physical forms in order to pursue their twisted ends. An oni loves nothing more than indulging in pleasures of the flesh—whether that be sex, food, violence, or some other visceral pursuit—and those humanoids roped into serving them do so to their sorrow. Oni believe themselves to be born to rule, and are quick to take over the societies they find themselves within, making cunning use of their shapeshifting abilities.



NINJA

Even as far away as Avistan, legends of the mystical assassins of Tian Xia manage to reach the ears of bards and sages, featuring frequently in fireside stories of that distant land. Little is known about the shrouded warriors, save that they are no mere street thugs, but rather artisans of the highest degree. Some people compare them to the notorious Red Mantis, yet as the stories tell, presuming anything about the strangely honor-bound ninja clans is a good way to wind up dead, whether elegantly dispatched through poison poured down a string and into a sleeping victim's ear, or beheaded gruesomely in a bedchamber whose door remains locked from the inside.