

PATHFINDER[®] **ADVENTURE PATH**[™]

JADE REGENT

ADVENTURE PATH • PART 2 OF 6

NIGHT OF FROZEN SHADOWS



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ADVENTURE PATH™

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“Night of Frozen Shadows” is a Pathfinder Adventure Path scenario designed for four 4th-level characters.
By the end of this adventure, characters should reach 7th 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.

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JADE REGENT



JOURNEY TO THE EAST

James Jacobs has mentioned in previous forewords that the Jade Regent Adventure Path has been a long time in coming, and it's true—it's been hovering on the edges of our imagination for years now. Yet just because we knew the general shape of the campaign doesn't mean we knew every detail. Sure, "The Brinewall Legacy" was pretty well fleshed out, since Jacobs has always wanted to write it. But some of the other parts had lingering questions, such as: how do you smoothly introduce Inner Sea natives to Tian Xia?

The answer, of course, is vikings. We've all been eager to do more with vikings for a while now, and judging by the response on the messageboards, other folks are as well. Once we realized that the PCs were going to need a guide to get over the Crown of the World, everything started to fall into place. This was an opportunity to take players into Kalsgard, the de facto capital of the Linnorm Kingdoms—and if we're going to set an adventure in the city, we figured we really ought to provide a city gazetteer. And if we're going to provide a city gazetteer, then maybe we should do

a gazetteer of the whole region, in the form of *Pathfinder Campaign Setting: Lands of the Linnorm Kings...*

And so on. It's always fun when we're able to coordinate our various product lines to offer GMs extra support (and even more so when it gives us a convenient excuse to publish a book we've been wanting to do for years). And really, can you ask for more than ninjas and vikings *in the same adventure*? It's like the internet exploded, piñata-style, and we gathered up the resulting shower of memes. Delicious!

(For those of you saying there should be pirates to complete the internet-meme trifecta—you'll get your wish in a few short months...)

SO WHAT'S NEXT?

To my knowledge, everyone at Paizo is a fan of H. P. Lovecraft, but no one has a love for the Great Old Ones that runs as deep or as true as Creative Director James Jacobs. As far back as I can remember, Jacobs has been waiting anxiously for a big-budget film version of the classic Lovecraft story "At the

Mountains of Madness.” Though the latest news indicates that Jacobs may never get his wish, what we *can* do is give him the next best thing: an adventure that’s grown straight from that crazy arctic exploration vibe that makes “At the Mountains of Madness” (and books like Dan Simmons’ *The Terror*) so memorable. In “The Hungry Storm,” next month’s Adventure Path installment, Jason Nelson brings us his own version of winter horror, featuring killing winds and the monstrous entity that controls them. If your PCs are lucky, they may be able to survive snow-madness and lead their caravan in an icy trudge through lands so inhospitable that even magical societies leave them alone. And if not, no one back home in Varisia will ever hear from them again.

MASTER OF DEVILS

The PCs in the Jade Regent Adventure Path aren’t the only folks headed to the distant land of Tian Xia. In *Master of Devils*, the new Pathfinder Tales novel from Dave Gross, some other familiar faces are headed east as well.

Longtime readers of Pathfinder Adventure Path may remember Pathfinder venture-captain and Chelish count Varian Jeggare, as well as his smart-mouthed and streetwise bodyguard Radovan, from their first appearance in “Hell’s Pawns,” the Pathfinder’s Journal which ran alongside the Council of Thieves Adventure Path. Since then, the haughty half-elf and the rough-and-tumble hellspawn have had quite the wild ride, starring in the Pathfinder Tales novel *Prince of Wolves* as well as several free weekly web fiction stories at paizo.com, and even venturing to Minkai in “Husks,” the murder mystery Pathfinder’s Journal which kicked off last month. Yet with *Master of Devils*, the long-awaited sequel to *Prince of Wolves*, we’re taking the mystery-solving duo even further out of their element.

Master of Devils sees the pair transported to Quain, one of the most powerful nations in the Successor States. When disaster strikes, “Brother” Jeggare is forced to take shelter in a warrior monastery, and finds himself competing with the disciples of Dragon Temple as he unravels a royal mystery. Meanwhile, Radovan—trapped in the body of a devil and held hostage by the legendary quivering palm attack—must serve a twisted master by defeating the land’s deadliest champions and learning the secret of slaying an immortal foe. Together with an unlikely army of beasts and kami, the two companions must take the lead in an ancient conflict that will carry them through the exotic land, all the way to the Gates of Heaven and Hell and a final confrontation with the infamous Master of Devils!

Master of Devils is an exciting book, and for more reasons than just the quality of its story. Just as we’ve known for a long time that we eventually wanted to go over the Crown of the World and explore Tian Xia, we’ve also known that a single Adventure Path isn’t enough to detail an entire continent. Much of that detail will come in the upcoming *Pathfinder*

ON THE COVER

Wayne Reynolds reimagines an old friend from all the way back in *Pathfinder Adventure Path* #1—Shalelu Andosana, the wily elven ranger who protects Sandpoint. As of this adventure, she’ll relinquish her duty and turn north with the PCs, to help guard them (and Ameiko) against what dangers they may face in the frozen lands of the Crown of the World. And of course, as Wayne knows, no adventure would be complete without a picture of ninja fighting on a longship!

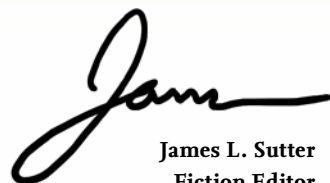
Campaign Setting: Dragon Empires Gazetteer. Yet even that isn’t enough if we want to breathe the same sort of life into Tian Xia as we did into Avistan and northern Garund.

That’s where Dave’s novel comes in. In a novel, GMs and players can view the world through the eyes of someone living there, without fear of spoiling a big reveal or dealing with metagame knowledge. We knew Tian Xia was ripe for a novel of its own, yet since the region is so new to both players and GMs, we wanted the main characters in the novel to be outsiders as well—characters from the more familiar Inner Sea region, who must explore and puzzle through the land’s differences even as the reader does. Fortunately for us, we had just the team.

And make no mistake—Tian Xia is very different from the Inner Sea. While the Jade Regent Adventure Path focuses on Minkai, a region inspired much more by Japanese history and mythology, *Master of Devils* takes place in the Successor States, the region most inspired by the legends of ancient China. In his book, Dave perfectly captures the feel of so many of our favorite wuxia stories. It seems like every village and roadside inn has its own colorful, larger-than-life hero, locked in a complex network of friendships and rivalries. Drawing from film, fiction, and folk tales, Dave has helped us weave a world that is at once alien and familiar, where the barriers between magic and mundanity are drawn differently than in traditional Western fantasy.

In short, the perfect situation for a couple of foreigners to come in and start messing things up.

Both Jade Regent and *Master of Devils* are our attempts to play in a world that’s not just new to you, but new to us as well. We hope you’ll have as much fun exploring it as we are!



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