

JADE REGENT



GOTI RUNECASTER



THE MISBEGOTTEN SPAWN OF AN ILL-CONCEIVED UNION IN THE FIRST WORLD, THE HALF-SPRIGGAN, HALF-TROLL SORCERER GOTI RUNECASTER SERVES AS THE FROZEN SHADOWS' RESIDENT SPELLCASTER AND KIMANDATSU'S MOST TRUSTED ADVISOR.

GOTI RUNECASTER CR 7

XP 3,200

Male half-troll spriggan sorcerer 5 (*Advanced Bestiary* 143, *Pathfinder RPG Bestiary* 2 257)

CE Medium humanoid (giant, gnome)

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 21, touch 12, flat-footed 19 (+4 armor, +2 Dex, +1 natural, +4 shield)

hp 76 (9 HD; 4d8+5d6+41); fast healing 2

Fort +10, **Ref** +4, **Will** +5

Defensive Abilities rock catching; **Resist** acid 10

OFFENSE

Speed 30 ft.

Melee mwk heavy pick +10 (1d6+4/x4)

Ranged mwk heavy crossbow +8 (1d10/19–20)

Special Attacks rock throwing (60 ft.), sneak attack +2d6

Bloodline Spell-Like Abilities (CL 5th; concentration +7)
5/day—elemental ray (1d6+2 acid)

Spriggan Spell-Like Abilities (CL 4th; concentration +7)
At will—*flare* (DC 13), *scare* (DC 15), *shatter* (DC 15)

Sorcerer Spells Known (CL 5th; concentration +7)
2nd (5/day)—*acid arrow*, *create pit** (DC 14), *scorching ray* (acid)
1st (7/day)—*burning hands* (acid; DC 13), *mage armor*, *magic missile*, *shield*, *vanish**

o (at will)—*acid splash*, *daze* (DC 12), *detect magic*, *detect poison*, *read magic*, *spark**

Bloodline Elemental (earth)

TACTICS

Before Combat Goti casts *mage armor* and *shield* before combat.

During Combat On the first round of combat, Goti drinks his *potion of eagle's splendor* (thereby increasing the save DCs of his spells). He attacks opponents with spells for as long as possible. In melee combat, Goti uses Arcane Strike to make his pick magical and increase its damage, and maneuvers to make sneak attacks against foes.

Morale If reduced to fewer than 15 hit points, Goti uses his *fugitive's grenade* to flee. He may return at a later time to continue harassing the party. If cornered and unable to escape, Goti uses his size alteration ability to change his size to Large and renews his attacks on his foes, fighting to the death.

Base Statistics Without his spells, Goti's statistics are **AC** 13, touch 12, flat-footed 11.

STATISTICS

Str 18, **Dex** 14, **Con** 16, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +9; **CMD** 21

Feats Arcane Strike, Combat Casting, Eschew Materials, Great Fortitude, Martial Weapon Proficiency (heavy pick), Toughness

Skills Climb +6, Craft (alchemy) +9, Disable Device +4, Intimidate +7, Knowledge (arcana) +9, Linguistics +3, Perception +8, Sleight of Hand +4, Spellcraft +9, Stealth +4, Use Magic Device +8

Languages Aklo, Common, Giant, Gnome, Skald

SQ bloodline arcana (change energy damage spells to acid), size alteration, spriggan magic, spriggan skills

Combat Gear *fugitive's grenade* (see page 60), *potion of eagle's splendor*, *scroll of animate dead*, *wand of command undead* (11 charges), deathblade poison (1 dose); **Other Gear** masterwork heavy crossbow with 20 bolts, masterwork heavy pick

* See the *Advanced Player's Guide*.

Goti Runecaster was born in the First World, the unwanted get of an unfortunate union between a spriggan and a troll. Claimed by neither parent, he was left on the doorstep of an Irrisen hermit-witch who lived near a rift between the First World and Golarion. Growing up in the frigid barrens of the northlands, Goti embraced the innate talent for magic that ran in his blood and reached deep into the earth. Under the old crone's tutelage, he matured to become a formidable sorcerer in his own right, often setting out on his own to explore the frozen hinterlands of his winter-bound home.

After a time, Goti's adoptive mother ran afoul of the White Witches and was forced to flee Irrisen with her young ward in tow. They made their way into the wilds of the northeast corner of the Lands of the Linnorm Kings and there eked out a meager living among the rocks and lichens of the tundra. Eventually Goti fell in with a group of Ulfen raiders, slavers who struck into the Nolands and even the northern reaches of Varisia to take captives for the markets of Jol and Bildt. Although Goti worked hard to conceal the location of his foster mother's home in the wilds, some of his "partners" followed him as he trekked back to his home after one of their raids. The raiders surprised their erstwhile compatriot and took both Goti and his mother captive, hoping to extract riches and magic

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from the witch and sell her blood and bones to disreputable alchemists and other purveyors of such grisly items.

Captured, beaten, and humiliated, Goti and his mother were marched in chains across the hills and moors of the Linnorm Kingdoms toward the market of Jol. But one night, as the slavers and their prisoners camped near Skalsbridge, figures materialized out of the darkness and fog and with silent blades made short work of the raiders. The slavers had run afoul of the Frozen Shadows, who were beginning to stretch their presence out of Kalsgard and into the surrounding lands, and wanted no interference from rival criminal groups.

The Frozen Shadows brought Goti and the witch before Kimandatsu in her hideout in Kalsgard's Jade Quarter. The ogre mage instantly sensed the potential in the half-troll sorcerer and elected not to sell the two captives into slavery. Instead, Kimandatsu granted them their freedom, allowing Goti's adoptive mother to return to her home on the tundra. In addition, the Frozen Shadows made sure that every slaver once associated with Goti's previous employers was eliminated, further securing the safety and secrecy of her lair. In exchange, Goti agreed to serve Kimandatsu for a year to work off his debt to the Frozen Shadows for their intervention.

Kimandatsu soon learned to rely on the sorcerer's counsel, and also his magic. One year became 20, and Goti Runecaster became Kimandatsu's most trusted advisor. Even when the ogre mage assumed the public identity of Thorborg Silverskorr, she was often seen in consultation with the strange sorcerer, further enhancing her reputation as a personage of great power and influence. His friendship with the powerful merchant factor has also helped Goti, for his monstrous appearance would likely have otherwise resulted in his expulsion from Kalsgard, or worse, his death at the hands of Sveinn Blood-Eagle's huscarls. But as a trusted ally of Thorborg Silverskorr, Goti enjoys a position of influence and status that would otherwise be closed to him.

In the decades since joining the Frozen Shadows, Goti has served Kimandatsu well. He creates most of the poisons used by the guild's assassins, and his sorcery has supported the guild's agents on numerous missions. Goti also recruited Wodes, the blood-feather raven druid—another First World outcast—into the service of the Frozen Shadows, whose use of ravens as messengers and spies has revolutionized the guild's communication network.

Goti usually remains at the Frozen Shadows' headquarters of Ravenscraeg, where the sorcerer indulges his passion for research into death and the infernal. His adoptive mother, now known in tales of the north as the Witch of the Frozen Fen, occasionally sends him spell scrolls and other magical boons to aid in his research. So far, Goti has created several zombies to help guard

Ravenscraeg, and has even acquired a swarm of hellwasps that he hopes to utilize at some future date.

CAMPAIGN ROLE

At the beginning of this adventure, Goti Runecaster is no more than a name to the PCs, possibly associated with both the mysterious blood-feather raven they keep encountering (who many believe is the sorcerer's familiar) and Thorborg Silverskorr, leader of the Rimerunners Guild. It's not until they explore Ravenscraeg that the PCs finally encounter Goti and his undead minions.

Sworn to Kimandatsu, Goti fights to defend her and Ravenscraeg, but if he should somehow survive, he might very well pick up her work and try to stop the PCs from reaching Minkai. If Kimandatsu still lives, Goti continues working with her, adding his spellcasting expertise to her minions' hit-and-run attacks against the PCs' caravan. If only Goti survives, he might follow the PCs across the Crown of the World himself, perhaps with additional allies or magic, either from the First World or furnished by his adoptive mother.



JADE REGENT



KIMANDATSU



A DANGEROUS ONI OF THE FIVE STORMS AND LEADER OF THE FROZEN SHADOWS, KIMANDATSU IS BETTER KNOWN IN KALSGARD AS THE ULFEN MERCHANT FACTOR THORBORG SILVERSKORR, WHOM KIMANDATSU BRUTALLY MURDERED AND WHOSE IDENTITY SHE ASSUMED.

KIMANDATSU (AKA THORBORG SILVERSKORR) CR 9

XP 6,400

Female ogre mage fighter 1 (*Pathfinder RPG Bestiary* 221)

LE Large outsider (giant, native, oni, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 24, touch 12, flat-footed 21 (+7 armor, +3 Dex, +5 natural, -1 size)

hp 104 (9d10+55); regeneration 5 (acid or fire)

Fort +14, **Ref** +7, **Will** +10

SR 19

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee *Oathtaker* +17/+12 (2d8+11/19–20/x4)

Ranged mwk composite longbow +13/+8 (2d6+7/x3 plus 1d6 fire)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 9th; concentration +12)

Constant—fly

At will—*darkness*, *invisibility*

1/day—*charm monster* (DC 17), *cone of cold* (DC 18), *deep slumber* (DC 16), *gaseous form*

TACTICS

Before Combat Kimandatsu casts *flame arrow* from her wand before combat.

During Combat Kimandatsu uses *invisibility* and flight to keep out of reach of opponents, targeting them with flaming arrows from her bow. To avoid being pinned down, she casts *invisibility* after a series of attacks and moves to a new position to fire again. She casts *charm monster* to gain allies from among her foes and targets groups of opponents with *cone of cold* or *deep slumber* if she thinks it will have any effect.

Morale If reduced to fewer than 25 hit points, Kimandatsu casts *invisibility* and attempts to flee until she can regenerate back to full health, then returns to attack her enemies again by surprise. If cornered or surrounded, Kimandatsu casts *gaseous form* in a last-ditch effort to escape.

STATISTICS

Str 24, **Dex** 17, **Con** 23, **Int** 14, **Wis** 14, **Cha** 17

Base Atk +9; **CMB** +17; **CMD** 30

Feats Exotic Weapon Proficiency (tetsubo), Improved Critical (tetsubo), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (tetsubo)

Skills Bluff +15, Disguise +15, Fly +3, Handle Animal +10, Intimidate +15, Perception +14, Profession (merchant) +10, Sense Motive +14, Use Magic Device +15

Languages Common, Giant, Skald, Tien

SQ change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight

Combat Gear *wand of flame arrow* (10 charges); **Other Gear** Large tatami-do armor (*Pathfinder RPG Ultimate Combat* 129), *Oathtaker* (Large +1 *tetsubo*; see page 60), Large masterwork composite longbow (+7 Str) with 20 arrows, *lesser bracers of archery*, keys to areas **D13**, **D18**, and **D19**

The ogre mage Kimandatsu is a member of the Five Storms, a powerful group of oni in far-off Minkai, and leader of the Frozen Shadows, the Five Storms' guild of ninja and assassins in Kalsgard in the Lands of the Linnorm Kings. In her human guise as Thorborg Silverskorr, a powerful and influential merchant factor of Kalsgard's Rimerunners Guild, Kimandatsu has increased the power and underground influence of the Frozen Shadows, as well as her own personal status. In fact, the Rimerunners Guild is now little more than a front for the Frozen Shadows, its coffers bankrolling the assassin's guild and furthering the ogre mage's personal ambitions.

In Minkai, Kimandatsu served as the Five Storms' chief hunter, chasing down any enemies that the oni marked as targets. From her twisted pagoda hidden deep in the Forest of Spirits north of Minkai, Kimandatsu raised and trained tigers to hunt and track the Five Storms' prey and either kill them or bring them to her unharmed. When the presence of the *Amatatsu Seal* was revealed in Brinewall but the oni found no trace of the Amatatus themselves, the Five Storms sent Kimandatsu over the Crown of the World to take command of the Frozen Shadows and renew the chase of the Amatatsu family.

Arriving in Kalsgard, Kimandatsu disguised herself as a Tian silk merchant and began involving herself in the mercantile interests of Kalsgard as she slowly marshaled her forces and reorganized the Frozen Shadows. Focusing her attentions on Kalsgard's merchant guilds and the wealth and influence they possessed, Kimandatsu slowly worked her way up through the ranks of the Rimerunners Guild, one of Kalsgard's most powerful trading concerns.

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Kimandatsu soon wormed her way into the confidences of the up-and-coming merchant factor Thorborg Silverskorr, an influential and charismatic leader on the guild's board of shareholders. Under Thorborg's guidance, Kimandatsu gained a firm grasp of the business world of Kalsgard and the political climate in the Lands of the Linnorm Kings. At the same time, Kimandatsu exerted her subtle influence to help guide Silverskorr to successful business ventures. Using secret intelligence gathered by her ninja in the Frozen Shadows, Kimandatsu manipulated Silverskorr's business rivals into a number of tactical mistakes, as well as orchestrating seemingly innocent—through often deadly—mishaps to befall them. As Silverskorr grew in wealth and power, she gained greater and greater influence within the Rimerunners Guild.

It was a sorrowful day in the guild when Thorborg returned from a trading voyage south only to report that Kimandatsu, who had accompanied her on the trip, had been lost at sea during a storm. Fortunately, Kimandatsu had left her shares in the Rimerunners in Thorborg's capable hands, so the Ulfen factor was able to continue the Tian merchant's trade with barely a hiccup. Within a year of Kimandatsu's disappearance, Thorborg Silverskorr was appointed factotum of the guild by the board of shareholders. The power and profitability of the Rimerunners has only continued to grow under the skillful management of Thorborg, a popular public figure and favored daughter of Kalsgard.

Unfortunately for the Rimerunners, however, it was the real Thorborg Silverskorr who died during that fateful voyage, brutally murdered by the shapechanging Kimandatsu, who assumed the Ulfen's identity and now runs the Rimerunners as another branch of the Frozen Shadows.

Kimandatsu has continued this charade for years, increasing the wealth and power of the Rimerunners Guild as well as her own. She has insinuated herself into the elite of the city and is above suspicion or reproach in the eyes of Linnorm King Sveinn Blood-Eagle (to whom

she has made several lucrative loans). After acquiring the remote fortress of Ravenscraeg a few years ago from Snorri Stone-Eye, Kimandatsu was able to construct a true secret headquarters from which to expand the Frozen Shadows' influence beyond Kalsgard and to continue the pursuit of the Amatsatsu family wherever in Avistan they might be. If Kimandatsu's plans are not stopped, it will not be long until the Frozen Shadows move unseen among the cities of the south as well as in Kalsgard.

CAMPAIGN ROLE

Kimandatsu is the final villain of "Night of Frozen Shadows," and is the impetus behind most of the attacks and obstacles the PCs have to face and overcome during the adventure. Entrusted with overseeing the Five Storms' agenda in Avistan, she will stop at nothing to prevent the PCs and Ameiko Kajitsu from crossing the Crown of the World and reclaiming the Jade Throne of Minkai.

To this end, Kimandatsu has a number of agents at her command. In addition to the rank-and-file members of the Frozen Shadows, the ogre mage can also call on Goti Runecaster, Jorgan the Axe, Omoyani, and Wodes. As the PCs' notoriety increases, Kimandatsu sends these agents out to harass the PCs and their allies.

If Kimandatsu survives the adventure, she continues to harass the PCs as they make their way to Minkai. She is utterly loyal to the Five Storms, and failure is not an option for her. Of course, if the PCs have killed most of the Frozen Shadows, Kimandatsu will have few allies left to assist her, but you can allow her to either recruit a few new agents in Kalsgard or perhaps recall some Frozen Shadow ninja from faraway assignments. During the next installment of the Jade Regent Adventure Path, "The Hungry Storm," Kimandatsu and her minions can make hit-and-run attacks against the PCs' caravan as it travels along the Path of Aganhei, and perhaps even ally with some of the PCs' enemies in that adventure to stop the PCs from crossing the Crown of the World and reaching Minkai.



JADE REGENT



ULF GORMUNDR



ULF GORMUNDR'S SKILL IN TRACKING AND COLD-WEATHER SURVIVAL MAKE HIM AN INVALUABLE ALLY ON A TREK ACROSS THE CROWN OF THE WORLD. HE CAN BE SURLY AND DIFFICULT TO WORK WITH, BUT NO ONE KNOWS THE PATH OF AGANHEI LIKE THE HALF-VARKI GUIDE.

ULF GORMUNDR

CR 4

XP 1,200

Male human ranger (guide) 5 (*Pathfinder RPG Advanced Player's Guide* 125)

CN Medium humanoid (human)

Init +2 (+4 in cold); **Senses** Perception +8 (+10 in cold)

DEFENSE

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 shield)

hp 52 (5d10+20)

Fort +6, **Ref** +6, **Will** +1

OFFENSE

Speed 30 ft.

Melee +1 *longsword* +9 (1d8+4/19–20) or
dagger +8 (1d4+3/19–20)

Ranged mwk cold iron throwing axe +8 (1d6+3)

Special Attacks ranger's focus* 2/day (+4), weapon and shield combat style*

Ranger Spells Prepared (CL 2nd; concentration +2)

1st—*endure elements*

TACTICS

During Combat Ulf chooses one opponent to be the target of his ranger's focus and targets that foe with the majority of his attacks, using Power Attack if his strikes hit.

Morale Ulf is loyal to his employers, but he won't sacrifice his life for another's coin. He does his best to defend his clients and help them escape, but he has no compunction about fleeing and leaving them to their own devices if defeat seems inevitable or he is reduced to fewer than 13 hit points.

STATISTICS

Str 16, **Dex** 15, **Con** 14, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 20

Feats Diehard, Endurance, Power Attack, Shield Focus, Skill Focus (Survival), Toughness

Skills Climb +11, Handle Animal +7, Knowledge (geography) +9 (+11 in cold), Knowledge (nature) +9, Linguistics +2, Perception +8 (+10 in cold), Ride +7, Stealth +8 (+10 in cold), Survival +11 (+13 in cold)

Languages Common, Skald, Tien, Varki

SQ favored terrain (cold +2), terrain bond*, track +2, wild empathy +4

Combat Gear *potions of cure light wounds* (2), tindertwigs (10);

Other Gear masterwork chain shirt, masterwork heavy wooden shield, +1 *longsword*, dagger, masterwork cold iron

throwing axe, throwing axes (2), climber's kit, cold weather outfit, 50-ft. hemp rope, pocket flask of Janderhoff whiskey, sextant*, smoked goggles*, snowshoes*, wolf skin

* See the *Advanced Player's Guide*.

Ulf Gormundr was born the son of a Varki shaman and an Ulfen whaler. Although his father sometimes took him on voyages to Kalsgard or out in the Steaming Sea, Ulf was usually left in his mother's village in the eastern Icemark. Ulf idolized the crusty Ulfen sailors who were his father's shipmates and always intended to join the whaling trade when he came of age. When Ulf was just 13 years of age, however, his father failed to return from a voyage, and word eventually reached the village that his ship had gone down in a storm at sea.

Ulf traveled to Kalsgard and attempted to join the crew of another Ulfen whaler, but his age, inexperience, and half-Varki blood led all of the captains to turn him away. He stayed in Kalsgard for a time looking for a trade with little success until he encountered Inuk, a Varki tracker from another Icemark village. Inuk made a good living working as a hunting guide in the Grungir Forest and Stormspear Mountains, and took the young Ulf under his wing as an apprentice hunting guide, alongside his own daughter, Uksahkka. Ulf and Uksahkka became fast friends, as close as brother and sister. The two often joined Inuk on his excursions and sometimes made their own way across the tundra to visit their home villages in the Icemark.

When Uksahkka and Ulf were in their late teens, Inuk took a commission with an Ulfen jarl to guide some of his retainers on the Path of Aganhei over the Crown of the World and into the exotic lands of Tian Xia. Although Inuk had made this trek with his own father once as a boy, he had never attempted it on his own. Despite the pleas of Uksahkka and Ulf to not go on the dangerous trek or to at least take them with him, Inuk could not resist the lucrative pay offered, and forbidding the youths to follow, set out with his charges into the Stormspear Hills. Neither Inuk nor his party ever returned.

When it became obvious that the expedition was not going to return, the enraged jarl had Uksahkka arrested and pilloried, claiming that the Varki guide had led his caravan into an ambush and looted their murdered bodies before

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disappearing. Ulf's Ulfen blood prevented the jarl from making the same baseless claim against him, but not from blackmailing him: If Ulf did not follow the Path of Aganhei himself and discover the fate of the party, bringing back proof of its discovery and the blood of its traitorous guide, Uksahkka would not be released from the stocks. With no other way to save his adopted sister, Ulf set out alone, never having trodden the Crown of the World before. Two months later, Ulf did the impossible—he returned alive.

Through a combination of luck, guile, and his own tracking experience, Ulf had actually discovered the remains of the Ulfen party. They had been caught unprepared by a massive snowstorm, and blaming Inuk for their misfortune, had murdered him. Left to their own devices far out in the frozen wasteland of the Crown, the fools had succumbed to the elements and slowly froze or starved to death. Ulf carried with him proof of Inuk's murder and the corruption and incompetence of the jarl's own men.

Upon his return, Ulf found Uksahkka very near death, having barely survived on the scraps of food and water that she could beg from passersby.

Ulf then publicly confronted the jarl with his proof and demanded Uksahkka's release, but the jarl contemptuously ordered one of his huscarls to kill the young half-Varki guide. But Ulf had learned something of fighting too, not only from his father's rough-and-tumble whaler crew, but also from the Varki hunters of his youth, and a throwing axe found the huscarl's neck before he was even able to close for combat. Another found the jarl's back as he fled. Taking the jarl's sword as his own, Ulf broke the stocks that held Uksahkka and took her back to the Icemark to nurse her back to health. Many witnesses had seen the injustice perpetrated by the jarl, and he was no favorite of the king's, so no weregild was demanded and no blood feud sanctioned. But word did get out that Ulf Gormundr had single-handedly trekked the Crown of the World and returned alive to tell of it.

For years now, Ulf and Uksahkka have served as guides throughout the Lands of the Linnorm Kings, and Ulf has established a reputation for himself as a skilled guide along the Path of Aganhei (Uksahkka does not take part in these expeditions, feeling that to do so would dishonor the spirit of her father, who attempted the same trip and failed). Unfortunately,

after a hard life of loss, betrayal, and bigotry, Ulf Gormundr has also gained a reputation as a loose cannon and difficult employee. More than one merchant guild has hired Ulf only to fire him or have him quit soon after because of some disagreement or injustice, either real or perceived. At least one of Ulf's employers terminated his services after he beat their factor nearly to death over the mistreatment of some Varki porters. Nevertheless, his reputation as a guide over the Crown is second to none.

For his part, Ulf cares little for the opinions of others. He cares neither for his employers nor their gold, but he cares deeply for his adopted sister Uksahkka, and he harbors a bitter grudge against those in power who abuse their authority to harm the disenfranchised. Ulf will go to great lengths to right what he sees as injustice.

CAMPAIGN ROLE

Ulf has a key role to play in the next installment of the Adventure Path, "The Hungry Storm." His help and guidance will be crucial as the PCs take their caravan over the Path of Aganhei across the Crown of the World. Ulf agrees to work for the PCs in gratitude for rescuing him, though he keeps his relationship with them strictly professional.



JADE REGENT

JADE REGENT TREASURES

THE FOLLOWING UNIQUE TREASURES CAN BE FOUND IN “NIGHT OF FROZEN SHADOWS.”
PLAYER-APPROPRIATE HANDOUTS APPEAR IN THE GAMEDMastery JADE REGENT ITEM CARD SET.

DEADLY KISS

Aura moderate evocation; **CL** 6th
Slot none; **Price** 10,302 gp; **Weight** 1 lb.

DESCRIPTION

Forged centuries ago for a master poisoner known for her seductive assassinations, *Deadly Kiss* is a Tian-style +1 dagger with a blue metal blade. If the wielder is carrying poison on her person, she can, as a swift action, magically apply the poison to the blade with no chance of exposing herself to the poison. The poison simply disappears from its container and reappears on the blade. This consumes the dose of poison. As with any poisoned weapon, if an attack with the blade results in a natural 1, the wielder exposes herself to the poison unless she has the poison use special ability.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *unseen servant*, creator must have the poison use ability; **Cost** 5,302 gp

EARTHFIRE SHURIKEN

Aura strong evocation [fire]; **CL** 12th
Slot none; **Price** 400 gp; **Weight** 1/2 lb.

DESCRIPTION

This +1 *flaming burst shuriken* is etched with the image of an erupting volcano. Any creature damaged by an *earthfire shuriken* must make a DC 15 Reflex save or catch fire. Each round, burning creatures may attempt a Reflex save to quench the flames; failure results in another 1d6 points of fire damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor; *burning gaze* (see page 208 of the *Advanced Player's Guide*); *flame blade*, *flame strike*, or *fireball*; **Cost** 198 gp

FUGITIVE'S GRENADE

Aura faint conjuration and transmutation; **CL** 3rd
Slot none; **Price** 750 gp; **Weight** —

DESCRIPTION

These small grenades are made from hollowed eggshells filled with assorted powders and reagents and inscribed with magical glyphs. When broken, a *fugitive's grenade* creates a 10-foot-radius cloud that lasts for 2 rounds. This cloud is otherwise identical to a *fog cloud*. A single smoke tendril in the center of the cloud forms a solid-feeling rope, 20 feet long, that functions as a *rope trick* spell. When the smoke

cloud dissipates, so does the smoke rope, though the *rope trick's* extradimensional space remains for its full duration. Once the smoke rope disperses, any creatures inside the extradimensional space must jump or climb out by other means. A *fugitive's grenade* may be thrown as a ranged touch attack with a range increment of 10 feet.

CONSTRUCTION

Requirements Craft Wondrous Item, *fog cloud*, *rope trick*;
Cost 375 gp

OATHTAKER

Aura moderate necromancy; **CL** 9th
Slot none; **Price** 18,540 gp; **Weight** 20 lbs.

DESCRIPTION

This Large +1 *tetsubo* (see page 27) is banded in corroded iron bearing brass studs that are embossed with wicked Tien characters of punishment and pain. Once per day, the wielder can bestow a *blood geas* upon a willing subject who swears an oath to the wielder (the wielder and the subject must agree on the exact nature of the oath). The *blood geas* functions as a *mark of justice* that activates if the subject of the *blood geas* breaks his oath, dealing 12d6+9 points of damage to the subject. If the subject survives, the *blood geas* is removed, though the subject can swear a new oath and receive a new *blood geas* if he chooses. A character can be under only one *blood geas* at a time. A *blood geas* is permanent unless removed by the wielder.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mark of justice*, *slay living*; **Cost** 9,440 gp

SHOZOKU OF THE NIGHT WIND

Aura moderate illusion; **CL** 4th
Slot body; **Price** 12,000 gp; **Weight** 2 lbs.

DESCRIPTION

This black bodysuit is of the type typically worn by ninjas and assassins, but it grants its wearer a +2 armor bonus and a +5 competence bonus on Stealth checks. In addition, if the wearer is in illumination of less than normal light, she can use *invisibility*, as the spell, once per day. If the wearer is a ninja with the vanishing trick *ninja trick*, then the wearer can use that ability twice per day without the expenditure of any *ki* points and regardless of the surrounding light level.

CONSTRUCTION

Requirements Craft Wondrous Item, *invisibility*; **Cost** 6,000 gp

JADE REGENT TREASURES

DEADLY
KISS



SHOZOKU OF THE
NIGHT WIND

SUISHEN



FUGITIVE'S
GRENADES



EARTHFIRE
SHURIKEN



OATHTAKER

SUISHEN, GUARDIAN OF THE AMATATSU (MINOR ARTIFACT)

Aura strong evocation; CL 20th

Slot none; **Weight** 6 lbs.

CONSTRUCTION

Alignment NG; **Ego** 25

Senses 60 ft., darkvision, detect Amatatsu scions, read languages

Int 12; **Wis** 16, **Cha** 13

Communication speech, telepathy

Languages Common, Tien

Powers Constant—*endure elements*

3/day—*air walk, daylight, resist energy (cold), see invisibility*

DESCRIPTION

Suishen is a +2 *defending flaming katana* (see page 27). The ancestral blade of the Amatatsu family, *Suishen* is believed to contain the soul of the first Amatatsu emperor of Minkai. It has been passed down through generations of the family, serving as advisor and spiritual guide. It was actually *Suishen's* idea to be sold to Fynn Snaevald in order to save the family line.

Suishen can detect any scion of the Amatatsu family within 60 feet, whether a natural-born descendant or a person invested with the right to rule as an Amatatsu (such as a creature marked by the *Amatatsu Seal*). Although *Suishen* is neutral good, any Amatatsu scion, regardless of alignment, can wield the sword without gaining a negative level. This boon is at *Suishen's* discretion, however, and should such a

scion ever betray the family or prove unworthy as an heir, the sword can reinstate this penalty and cause a personality conflict. Even though *Suishen* can likely dominate anyone who tries to wield it, the sword usually acquiesces to the wishes of its wielder, provided she is a rightful Amatatsu scion—though after 50 years of holding its silence, *Suishen* is a bit rough as a conversationalist, communicating in a very gruff, no-nonsense manner.

Suishen has a number of additional abilities as well, though it reveals these powers to its wielder only after she has shown herself honorable and worthy of bearing the family's heirloom blade. Each time *Suishen's* wielder is involved in a fight in which an oni of the Five Storms (such as Kimandatsu) is killed, the wielder is made aware of one new power in the following order. If a new person wields *Suishen*, that person must learn the sword's additional powers all over again.

- *Resist energy (cold)* 3/day becomes *protection from energy (cold)* at will.
- *Suishen* gains the *flaming burst* ability.
- *Invisibility purge* at will.
- *Suishen* gains the *bane* ability against creatures with the oni subtype.

DESTRUCTION

Suishen is destroyed if the blade is used to slay the last Amatatsu scion.