

PATHFINDER[®] **ADVENTURE PATH**[™]

JADE REGENT

ADVENTURE PATH • PART 3 OF 6

THE HUNGRY STORM



PATHFINDER

ADVENTURE PATH™

CREDITS

Creative Director • James Jacobs
Senior Art Director • Sarah E. Robinson
Managing Editor • F. Wesley Schneider
Development Lead • Rob McCreary
Editing • Judy Bauer, Christopher Carey, Patrick Renie, and James L. Sutter
Editorial Assistance • Jason Bulmahn, Mark Moreland,
Stephen Radney-MacFarland, and Sean K Reynolds
Graphic Designer • Andrew Vallas
Production Specialist • Crystal Frasier

Cover Artist
Wayne Reynolds

Cartographers
Jared Blando and Robert Lazzaretti

Contributing Artists
Mariusz Gandzel, Tyler Jacobson, Sara Otterstätter, Roberto Pitturru,
Doug Stambaugh, Eva Widermann, and Sung Yoon Ko

Contributing Authors
Jesse Benner, Dave Gross, Jason Nelson, Patrick Renie, F. Wesley Schneider, and Tork Shaw

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Vice President of Operations • Jeffrey Alvarez
Director of Sales • Pierce Watters
Sales Assistant • Dylan Green
Finance Manager • Christopher Self
Staff Accountant • Kunji Sedo
Technical Director • Vic Wertz
Marketing Director • Hyrum Savage

Special Thanks
The Paizo Customer Service, Warehouse, and Website Teams

“The Hungry Storm” is a Pathfinder Adventure Path scenario designed for four 7th-level characters.
By the end of this adventure, characters should reach 10th 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*, *Pathfinder Roleplaying Game Bestiary 3*, 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.

This adventure is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game. The OGL can be found on page 92 of this product.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

Pathfinder Adventure Path #51: The Hungry Storm © 2011, Paizo Publishing, LLC. All Rights Reserved.
Paizo Publishing, LLC, the golem logo, Pathfinder, and GameMastery are registered trademarks of Paizo Publishing, LLC;
Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Module, Pathfinder Player Companion,
Pathfinder Roleplaying Game, Pathfinder Society, and Pathfinder Tales are trademarks of Paizo Publishing, LLC.
Printed in China.





TABLE OF CONTENTS

FOREWORD	4
THE HUNGRY STORM BY JASON NELSON	6
NPC GALLERY BY JASON NELSON	54
JADE REGENT TREASURES BY JASON NELSON	62
CROWN OF THE WORLD BY JASON NELSON	64
PATHFINDER'S JOURNAL: HUSKS, 3 OF 6 BY DAVE GROSS	76
BESTIARY BY JESSE BENNER, JASON NELSON, PATRICK RENIE, AND TORK SHAW	82
PREVIEW	92



JADE REGENT



MONSTER MYTHOLOGY

It's no mystery that I like my fantasy, and especially my monsters, with a heavy dose of history. Sometimes that means drawing inspiration straight from the headlines—even if those headlines are a century old—with cases like Spring-Heeled Jack (in volume #43) or our infamous vision of the Jersey Devil (all the way back in volume #1). More often, it means going to the deep well of world folklore and mythology and heaving up fantastic ideas with centuries-old pedigrees by the bucketful. Whether they've been passed down by word or page, such stories, possess a cultural resonance, embodying ideas and themes that in the best cases resound with the particular plots and feelings we're trying to encourage with our adventures. Longtime readers are likely familiar with this, whether from the preponderance of Middle Eastern creatures that filled the Legacy of Fire Adventure Path, the mysterious beasts from across Africa that spanned the Serpent Skull Adventure Path, or the exotic menaces scattered throughout dozens of other past volumes. Often I end up choosing such

creatures based on research on the relevant stories or such beings' history in past roleplaying games, and then assign authors to do further investigation and ultimately interpret the creatures into the terms of the Pathfinder RPG. Or I just do it myself. After several weeks or months of work, I typically end up with a passel of thematic and culturally evocative beasts ready to slip right into the volume's adventure, or to serve as a resource next time a GM plans to blaze his or her own trail across similar ground.

Let me tell you, though, this has been a huge challenge with the Jade Regent Adventure Path.

The issue has largely been one of option paralysis. To a degree, I'd always rather have too many options than not enough, but on a giant monthly project like every volume of Pathfinder Adventure Path is, any sort of paralysis is a dangerous thing. You see, rather than having a whole series to dig up the perfect fits from one region's or culture's legends, we've been on a sprint through some very diverse societies in these past few volumes, and it's not about to slow down. With

“The Brinewall Legacy,” we’ve got pretty familiar ground with the denizens of Varisia, shades of Lovecraft, and our first hint of the Asian creatures still to come. “Night of Frozen Shadows” is where it really started getting tricky though, giving me one volume to tackle Scandinavian mythology. If we did an entire Lands of the Linnorm Kings Adventure Path, the Bestiaries of that whole series would barely scratch the surface of those cultures’ tales. But the real hit comes this month, with our journey over the Crown of the World.

For this volume, I wanted the Bestiary and much of the work of the month’s adventure and Crown of the World article to take inspiration from the legends of the Inuit peoples. This is a bit of a trick, though, as I can claim hardly any familiarity with the myths of these peoples. It’s always one thing to tinker with the creatures and characters of classical mythology, especially with our readership’s familiarity with these stories and the regularity with which they appear in roleplaying games and other works of fantasy. It’s quite another when presenting figures from stories less frequently represented in the genre. I feel like we could change every head on a chimera and people would still recognize it as a chimera, but if we significantly changed the shtick of the qallupilluk, I suspect few people would ever know. And, to my mind, that would be a major disservice and insult to the legendry and culture that birthed that character. If it’s possible what people read here could be their only interaction with the creatures and themes of a culture’s legends, then it’s our responsibility to—in as much as the restrictions of our roleplaying game medium allows—present them as faithfully as possible. At times we might take creative license when assigning statistics and special abilities to make such creatures work within the strictures of an RPG, but if we’re going to borrow a creature from a culture’s myths, we’re going to make sure our presentation supports the tales of that being as best we can.

With this volume I feel like we get our one shot at Inuit folklore. I’m not saying we’ll never present creatures or themes from Inuit culture in any Pathfinder product besides this, but our chances to do so are relatively limited. Arctic exploration isn’t a typical feature of most players’ Pathfinder campaigns, and thus opportunities to visit the Crown of the World are few and far between. As such, the likelihood of seeing a Crown of the World Adventure Path or future stories set in this region is less than the possibility of plots particular to the heart of the Inner Sea and the core assumptions of the Pathfinder Roleplaying Game. I’m not saying we’ll never return to the Crown of the World—we certainly will someday in some manner—but plots centered there are going to be much less frequent than those dealing with Cheliax, Varisia, Osirion, goblins, warriors, and dragons.

So this month more than half of our Bestiary and themes throughout the volume are dedicated to the creatures and dangers common to Inuit tales. Most visibly you’ll see this in

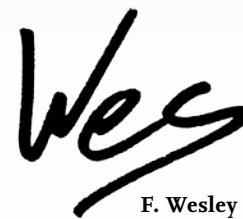
ON THE COVER

Ulf Gormundr, the viking guide the PCs had dealings with in last month’s adventure, “Night of Frozen Shadows,” returns this month as he leads the party on the path to wonders, dangers, and a mysterious new land. All he and his companions have to do is survive the journey across the Crown of the World, Golarion’s merciless polar continent.

the Erutaki people of the Crown of the World and monsters like the qallupilluk and saumen kar. In another happy twist, you’ll also see this inspiration in the work of Eva Widemann depicting many of these creatures. Aside from being one of our favorite artists, Eva has done some fantastic work for Inhabit Media, an Inuit-owned publishing company that has been collecting, illustrating, and publishing the folktales of the arctic. Her work appears in *Arctic Giants* (available in English) and *Unikat Inukpasugjuut Miksanut* (*Stories of Giants*; presented in Inuktitut), both available at inhabitmedia.com. So knowing her experience with these stories, Art Director Sarah Robinson cagily assigned her the Inuit creatures in this volume, to truly fantastic results. I also can’t understate the value of the website inuitmyths.com in preparing this volume and introducing me to several of the creatures appearing within it. With numerous art resources, fascinating stories, and free PDF downloads—presented largely in both English and Inuktitut—this resource has greatly inspired and enriched our work, and the creators, custodians, and contributors have my sincerest thanks. GMs and players interested in further exploring Inuit folktales and the Crown of the World are thus emphatically encouraged to check out these sites for a wealth of additional inspiration.

As for the rest of the Jade Regent Adventure Path, in the coming months we leave the myths of the North behind for the ancient and varied folklore of Asia, with a particular focus on Japan, the culture most reflected in the soon-to-be-revealed lands of Minkai.

Three volumes left in this Adventure Path and dozens of fascinating Asian cultures to represent. It surely won’t be an all-inclusive overview of these cultures’ myths and legends, but at the very least, I know we won’t be wanting for incredible inspiration.



F. Wesley Schneider
Managing Editor
wes@paizo.com