

# JADE REGENT

## HIRABASHI JIRO

FORCED TO FLEE THE MINKAI CAPITAL OF KASAI, THE SAMURAI HIRABASHI JIRO BECAME A RONIN AND WENT INTO EXILE IN THE OSOGEN GRASSLANDS, WHERE HE LEADS A RAGTAG BAND OF PEASANTS AND RONIN AGAINST BANDITS, BARBARIANS, AND CORRUPT FRONTIER OFFICIALS.

### HIRABASHI JIRO CR 12

XP 19,200

Male human samurai 13 (*Pathfinder RPG Ultimate Combat* 18)

NG Medium humanoid (human)

**Init** +2; **Senses** Perception +10

#### DEFENSE

**AC** 25, touch 15, flat-footed 22 (+9 armor, +2 deflection, +2 Dex, +1 dodge, +1 shield)

**hp** 115 (13d10+39)

**Fort** +12, **Ref** +8, **Will** +6

**Defensive Abilities** greater resolve, honorable stand 1/day, resolve 7/day

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk bokken +18/+13/+8 (1d6+3) or mwk bokken +16/+11/+6 (1d6+3) and +1 wakizashi\* +15 (1d6+4/18–20)

**Ranged** *daikyu of commanding presence* +18/+13/+8 (1d8+5/x3)

**Special Attacks** banner +3/+2, challenge (+13, +4, 5/day), demanding challenge

#### TACTICS

**During Combat** Jiro prefers to fight honorably, issuing a challenge to an honorable foe and facing that opponent in single combat. Experience in battle has taught Jiro about the value of self-preservation over honor, however, and he is more than willing to do whatever is necessary to attain victory, even if his tactics might be considered dishonorable or underhanded by more “respectable” samurai. If hard pressed or outnumbered, Jiro drinks his *potion of heroism*.

**Morale** With no lord to serve, Jiro withdraws from combat if reduced to fewer than 50 hit points. If defending the innocent peasants under his charge, however, Jiro fights to the death.

**Base Statistics** Once his ancestral katana is returned to him, Jiro’s stats are **Melee** +1 *adamantine katana*\* +18/+13/+8 (1d8+4/18–20) or +1 *adamantine katana*\* +16/+11/+6 (1d8+4/18–20) and +1 *wakizashi*\* +15 (1d6+4/18–20)

#### STATISTICS

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

**Base Atk** +13; **CMB** +16; **CMD** 31

**Feats** Deflect Arrows, Dodge, Double Slice, Improved Unarmed Strike, Power Attack, Two-Weapon Defense, Two-Weapon

Fighting, Vital Strike, Weapon Focus (composite longbow), Weapon Focus (katana)

**Skills** Bluff +10, Climb +7, Craft (bows) +10, Diplomacy +10, Handle Animal +6, Intimidate +12, Knowledge (local) +15, Perception +10, Ride +13, Sense Motive +9

**Languages** Common, Minkaian, Tien

**SQ** mount (horse named Tetsu), mounted archer, ronin (self reliant, without master), weapon expertise (katana)

**Combat Gear** *potion of heroism*, *restorative ointment*; **Other Gear** +1 *o-yoroi*\*, *daikyu of commanding presence* (+2 *seeking composite longbow*; see page 60) with 20 arrows, +1 *wakizashi*\*, masterwork bokken (wooden practice katana; treat as katana for feats and class abilities, as club for damage), *cloak of resistance* +2, *ring of protection* +2

\* See *Ultimate Combat*.

Hirabashi Jiro was born in the imperial capital of Kasai and raised among the retinue of the governor of Kasai. His father Hito was a well-respected samurai in the governor’s service, and Jiro was trained as a samurai himself. As a second son, Jiro was also trained as his elder brother Ichiro’s adjutant. Overcoming the envy that a second son’s position entails was Jiro’s first challenge as a youth, but he eventually took a philosophical view of his position, realizing that less responsibility meant more freedom.

During his early years as a samurai, Jiro fought under the command of Sikutsu Sennaka, where he witnessed firsthand the daimyo’s legendary cruelty. In his idle time, Jiro cultivated a love for history, spending many hours in the library of Kasai and researching the few historical facts about his most famous ancestor, Hirabashi Akikaza, and her supposedly unbreakable adamantite sword, said to be hidden in the lost armory of Seinaru Heikiko.

When the Jade Regent assumed control of Minkai in the name of the emperor Higashiyama Shigure and the simmering strife in the capital exploded into bloody conflict between Jiro’s new master, the governor of Kasai, and the Higashiyama clan, Jiro found himself on the losing side. After the death of their lord, the three Hirabashis—Hito, Ichiro, and Jiro—had to fight for their lives, as did many samurai in Kasai. Hito and Ichiro were slain, but Jiro barely managed to escape, thanks to the sacrifice of his father and brother.

## NPC GALLERY

Following the massacre, Jiro was forced to flee the capital. A wanted man without a lord, he became a ronin. To escape the vendetta of Jade Regent and the Higashiyama clan, Jiro lived in hiding until amnesty was granted to those samurai who had fought for the governor. This declaration gave Jiro back his freedom, but not his status as a samurai. Instead of returning to Kasai, Jiro decided to move farther north to the Osogen Grasslands, where he met Habesuta Hatsue, a wandering sohei. Together, the two have raised and trained a small militia of peasants, training them with bow and spear. This close-knit group has built a semipermanent camp in a boggy area in southern Osogen, and works to defend the settlers of the Borderlands from the violence of barbarian bandits.

Jiro is a man in his early thirties. He is of average height, and his head is shaved except for the traditional samurai topknot that he wears long, in the northern style. Although a scion of a noble clan, his existence as an exile and a ronin means that he is seldom clean-shaven or well groomed. Jiro tends to be grouchy and sulky, but balances this with a sharp humor. A skilled shogi player, Jiro enjoys the strategy of the game, but he does not possess the innate talent and love of the game that his friend Hatsue displays.

Jiro carries a wakizashi and a wooden practice sword, or *bokken*, which he uses in place of a steel sword. Jiro's own katana was broken the day he fell from samurai status, and both his father's and brother's swords were lost when they died; since then, the ronin has been unable (or unwilling) to save enough money to buy a new katana. He has become quite skilled with the wooden sword, wielding it in concert with his wakizashi, and he refuses to even borrow another sword. Instead, he searches southern Osogen for the lost fortress of Seinaru Heikiko, where he hopes to find and reclaim the sword of his ancestor Hirabashi Akikaza. Jiro's most treasured possession and his one link to his family's past is his bow, the *daikyu of commanding presence*. Originally an ancestral weapon of the Higashiyama family, the bow was given to Jiro's great-grandfather by the Higashiyama emperor almost 100 years ago, when Jiro's great-grandfather saved the emperor's life. The bow has been handed down among the Hirabashis since that time, and only the return of his family's own ancestral katana would convince Jiro to part with it.

### CAMPAIGN ROLE

Jiro becomes an ally of the PCs early in the adventure, and can provide a wealth of information to them about the current political situation in Minkai and those groups also opposed to the Jade Regent. After the conquest of Seinaru Heikiko, Jiro and his band of peasants and ronin

garrison the fortress and turn it into an efficient base the party can return to while they seek allies against the Jade Regent.

When the Jade Regent sends oni to attack the fortress at the end of the adventure, Jiro fights like a cornered lion to protect those under his charge as well as the rightful heir to the Jade Throne. Provided he survives the attack, Jiro joins his forces with those of Sikutsu Itsuru and other northern daimyo, and becomes a general of the rebel army that will attack Kasai to overthrow the Jade Regent. Sikutsu Itsuru restores Jiro's rank as a full samurai, and Jiro is likely to play an important role in the final phase of the struggle against the Jade Regent.



# JADE REGENT



## KAIBUNINSHO



A POWERFUL MEMBER OF THE ONI'S MASK NINJA CLAN, KAIBUNINSHO HAS BEEN HIRED BY THE JADE REGENT TO TRACK DOWN AND KILL THE AMATATSU HEIR AND PREVENT HER FROM CLAIMING THE JADE THRONE OF MINKAI.

### KAIBUNINSHO

CR 14

XP 38,400

Male human ninja 15 (*Pathfinder RPG Ultimate Combat* 13)

CE Medium humanoid (human)

Init +9; Senses Perception +17

#### DEFENSE

AC 29, touch 18, flat-footed 23 (+6 armor, +2 deflection, +5 Dex, +1 dodge, +5 natural)

hp 86 (15d8+15)

Fort +5, Ref +16, Will +4

Defensive Abilities improved uncanny dodge

#### OFFENSE

Speed 30 ft.

Melee *dragonmaw nunchaku* +19/+14/+9 (1d6+4/19–20) or *mwk wakizashi\** +17/+12/+7 (1d6+3/18–20)

Ranged +2 *shuriken* +18/+13/+8 (1d2+4) or +2 *shuriken* *flurry of stars* +16/+16/+16/+11/+6 (1d2+4) or *blowgun* +16/+11/+6 (1d2 plus poison)

Special Attacks sneak attack +8d6

#### TACTICS

**Before Combat** Kaibuninsho drinks his *potion of barkskin* before combat.

**During Combat** Kaibuninsho always attacks from hiding, using his assassinate ninja trick and making sneak attacks against his targets. Once he is revealed, Kaibuninsho attempts to flee to assume another disguise. If forced into combat, Kaibuninsho proves to be a focused combatant, concentrating his attacks on one opponent at a time.

**Morale** Kaibuninsho fights to the death—behavior dictated by the *shinobi fuhonsen*, which is eager to find a new and more powerful owner.

#### STATISTICS

Str 14, Dex 20, Con 10, Int 13, Wis 8, Cha 12

Base Atk +11; CMB +16; CMD 31

Feats Agile Maneuvers, Combat Expertise, Dodge, Improved Critical (nunchaku), Improved Disarm, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (nunchaku)

Skills Acrobatics +18, Appraise +14, Bluff +14, Climb +15, Diplomacy +14, Disable Device +18, Disguise +21, Escape Artist +18, Intimidate +14, Knowledge (local) +8, Knowledge (nobility) +8, Perception +17, Sense Motive +7, Stealth +23, Swim +11, Use Magic Device +10

Languages Common, Minkaian, Tien

SQ *ki* pool (8), light steps, ninja tricks (assassinate [DC 18], finesse rogue, flurry of stars, master disguise [DC 18], see the unseen, sudden disguise, weapon training), no trace +5, poison use

Combat Gear *potion of barkskin* (CL 12th), *potion of cure serious wounds*, *potions of invisibility* (2), black adder venom (5 doses), deathblade (5 doses), oil of taggit (6 doses); Other Gear +2 *mithral chain shirt*, *dragonmaw nunchaku* (+2 *nunchaku*; see page 60), +2 *shuriken* (10), blowgun (disguised as a flute) with 20 darts, masterwork wakizashi\*, *portable hole* containing various outfits and props used in disguises, *ring of protection* +2, *shinobi fuhonsen* (new magic item; see page 24), disguise kit

\* See *Ultimate Combat*.

Slimly built and of below average stature, with short, fuzzy gray hair, Kaibuninsho is hardly impressive physically. An attentive observer, however, might notice an unusual, almost inhuman agility in his every move.

When in the vicinity of others, Kaibuninsho is always sharp and attentive. He tends, however, to alternate between moments of lucidity and periods of melancholy. During these latter periods, he embraces seclusion as a form of defense, and can hide away from the world for weeks.

Kaibuninsho was born in the hills near the coastal town of Sakakabe, and trained in the arts of the ninja by one of the minor clans there. He soon gained fame as a talented spy and imaginative assassin, and was eventually recruited into the Oni's Mask clan.

Since he discovered the artifact called the *shinobi fuhonsen*, however, Kaibuninsho has become a solitary figure. Afflicted with an incurable form of psychosis by the ancient coin, Kaibuninsho was driven to murder many of his former associates, which has led to a rift between the ninja and his clan, but the leader of the Oni's Mask has thus far not taken action against his wayward follower, likely because of Kaibuninsho's current patron, the Jade Regent.

Now an agent of the forces of chaos, Kaibuninsho follows a sinister personal agenda and supports the rise of the oni in Minkai as just another means to spread anarchy in the world, a tragic prelude to the transformation of the human race through a new, radical cycle of natural selection.

## NPC GALLERY

### KAIBUNINSHO'S DISGUISES

Kaibuninsho is a master of disguise, able to assume a variety of identities, and he carries a wide assortment of outfits and items in his *portable hole* to further augment his false personas. These disguises are not magical, but rather part of a well-rehearsed repertoire. In addition, the *misdirection* ability of the *shinobi fuhonsen* allows Kaibuninsho to conceal his alignment and his lies. When a situation requires quickness and improvisation, Kaibuninsho uses his sudden disguise and master disguise ninja tricks instead.

Since Kaibuninsho does not have a fixed encounter location in the adventure and shadows the PCs during their journeys, he can drop in at any moment, using any of the disguises detailed below to gain the PCs' trust or at least allay their suspicions. You should detail any encounters featuring these disguises, following the guidelines given below, but you can also create new personas for the ninja master to assume.

**Farmer:** This is the simplest of Kaibuninsho's disguises. As Hitoshi the farmer, the ninja looks like nothing more than an average Minkai peasant, dressed in a worn tunic with a broad sash, simple sandals, and a wide-brimmed, conical straw hat. The PCs can encounter Hitoshi almost anywhere during the adventure. Hitoshi seems jovial, but simple. He pretends to be looking for work as a hired farmhand. To gain the party's trust, he says that his former employer, a samurai in the service of Sikutsu Sennaka, has committed suicide at his liege's order for an act of disobedience. The Typhoon Guard confiscated the samurai's lands, and his tenants were turned out.

**Fortune-Teller:** Miwa the *uranaisha*, or fortune-teller—a heavily made-up, long-nailed, mature lady wearing a dark brown kimono and a white veil on her head—is actually Kaibuninsho in a masterful feminine disguise. Sitting in a wicker armchair with a small matching table, Miwa often sets up shop in an inn or tavern. She charges 5 gp per hour, and employs traditional Minkai methods to divine one's fortunes. Miwa demonstrates some skill in guessing facts about the PCs and Ameiko, but Kaibuninsho's predictions remain superficial unless the PCs reveal their next destination. In this case, Miwa tries to sow the seeds of distrust toward potential allies in the PCs' minds. If the PCs say they are going to the Kuroi Yane in Enganoka, Miwa sees “three evil, gray apes” (the Three Monkeys). If they say they are going to the Kiri Kyomai teahouse in Sakakabe, Miwa sees “a grotesque hag who leads men to dishonor” (O-Kohaku). Miwa also serves the PCs green tea and offers to read the tea leaves for them. This is just a ploy, however, as Kaibuninsho attempts to poison the PCs by lacing their tea with oil of taggit (*Pathfinder RPG Core Rulebook* 559). Anyone who falls unconscious from the poison is then vulnerable to a coup de grace attack from the ninja.

**Mendicant Monk:** In this disguise, that of a nameless wandering monk (or *komuso*), Kaibuninsho wears only a gray robe and a large basket called a *tengai* hat on his head. He plays a bamboo flute called a *sakuhachi* and carries about him an air of mysticism and aloofness. Rumors and legends about wandering holy men capable of miracles abound in Minkai, and the PCs might have heard some of them. The PCs might spot the busking monk more than once and in different places; in each case, he seems to ignore them, although his frequent appearances might tease the PCs into following him. If the PCs chase the false monk, Kaibuninsho leads them into an ambush, using his bamboo flute as a blowgun to shoot poisoned needles at the PCs.

### CAMPAIGN ROLE

Kaibuninsho now works exclusively for the Jade Regent. Shortly before the PCs arrived in Minkai, the Jade Regent instructed Kaibuninsho to destroy the Amatsatsu heir and her closest allies, and the ninja tracks the PCs throughout Minkai until he has fulfilled his contract, or dies trying. If the PCs defeat Kaibuninsho but do not kill him, he continues to harry them wherever he goes, driven by his honor to complete the contract, as well as by the psychosis of the *shinobi fuhonsen*.



# JADE REGENT



## O-SAYUMI



O-SAYUMI IS A YOUNG AND TALENTED GEISHA WHOSE BEAUTY IS RENOWNED THROUGHOUT NORTHWESTERN MINKAI, BUT SHE HAS BEEN KIDNAPPED AND HER SOUL IMPRISONED BY A SHADY FIGURE FROM HER PAST.

### O-SAYUMI

CR 12

XP 19,200

Female human bard (lotus geisha) 13 (*Dragon Empires Primer* 22)  
NG Medium humanoid (human)

**Init** +4; **Senses** Perception +15

#### DEFENSE

**AC** 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 shield)

**hp** 75 (13d8+13)

**Fort** +5, **Ref** +14, **Will** +7

#### OFFENSE

**Speed** 30 ft.

**Melee** +1 *defending fighting fan\** +15/+10 (1d4+1/x3) or  
+1 *defending fighting fan\** +13/+8 (1d4+1/x3) and mwk  
*fighting fan\** +13/+8 (1d4/x3)

**Ranged** +2 *shuriken* +15/+10 (1d2+2)

**Special Attacks** bardic performance 32 rounds/day (swift action, countersong, dirge of doom, distraction, fascinate, inspire competence +4, inspire courage +3, inspire greatness, soothing performance, suggestion), enrapturing performance (swift action)

**Bard Spells Known** (CL 13th; concentration +17)

5th (1/day)—*mass suggestion* (DC 21)

4th (4/day)—*break enchantment*, *hold monster* (DC 20),  
*modify memory* (DC 20), *zone of silence*

3rd (5/day)—*charm monster* (DC 19), *cure serious wounds*,  
*dispel magic*, *displacement*, *good hope*

2nd (6/day)—*calm emotions* (DC 18), *detect thoughts* (DC 16),  
*enthrall* (DC 18), *sound burst* (DC 16), *tongues*

1st (6/day)—*charm person* (DC 17), *cure light wounds*,  
*disguise self*, *hideous laughter* (DC 17), *hypnotism* (DC 17),  
*unseen servant*

0 (at will)—*dancing lights*, *daze* (DC 16), *detect magic*, *ghost  
sound* (DC 14), *lullaby* (DC 16), *summon instrument*

#### TACTICS

**Before Combat** If expecting combat, O-Sayumi drinks a *potion of mage armor*.

**During Combat** O-Sayumi tries to avoid combat if possible, preferring to support her allies with her bardic performance and spells from a distance, but she is more than capable of defending herself with her two *fighting fans* if necessary.

**Morale** O-Sayumi flees if reduced to fewer than 50 hit points.

#### STATISTICS

**Str** 10, **Dex** 18, **Con** 12, **Int** 14, **Wis** 8, **Cha** 19

**Base Atk** +9; **CMB** +9; **CMD** 24

**Feats** Dodge, Eschew Materials, Greater Spell Focus (enchantment), Improved Two-Weapon Fighting, Lightning Reflexes, Spell Focus (enchantment), Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (*fighting fan\**)

**Skills** Acrobatics +20\*\*, Bluff +20\*\*, Diplomacy +20\*\*, Disguise +14, Escape Artist +14, Fly +20\*\*, Knowledge (arcana) +12, Knowledge (history) +18, Knowledge (local) +18, Knowledge (nobility) +18, Perception +15, Perform (dance) +20, Perform (sing) +20, Perform (string) +20, Sense Motive +20\*\*, Sleight of Hand +13, Spellcraft +11, Stealth +13

**Languages** Aquan, Common, Minkaian, Tien

**SQ** jack-of-all-trades (use any skill), versatile performance (dance, sing, string)

**Combat Gear** *potion of invisibility*, *potions of mage armor* (2);

**Other Gear** +1 *defending fighting fan\**, masterwork *fighting fan\**, +2 *shuriken* (5), *headdress of alluring charisma* +4 (as *headband of alluring charisma*), *samisen of oracular vision* (see page 61)

#### SPECIAL ABILITIES

**Enrapturing Performance (Su)** See below.

\* See *Ultimate Combat*.

\*\* These skill bonuses are from O-Sayumi's versatile performance ability.

O-Sayumi is the daughter of the pearl merchant and wizard Yugureda Shosaito and a lady of humble origins named Kaori. When Yugureda decided to have Kaori killed to arrange a more advantageous marriage for himself, Kaori fled into the nearby swamp, but Yugureda's nue cohort chased her down and killed her. Before she died, however, Kaori managed to hide her daughter in the swamp, where she was found by the wise kappa Numataro-sama. The kappa raised O-Sayumi as his own daughter until he finally gave her into the care of monks of Irori. O-Sayumi learned to play the *samisen* in the orphanage, and when she was older, she left the monastery and began training to become a geisha in the Kiri-ro Kyomai teahouse, an elegant building with shiny brass gutters in the entertainment district of Sakakabe.

## NPC GALLERY

O-Sayumi is a master of traditional geisha skills, including song, classical music, dance, song, and the tea ceremony. O-Sayumi is a virtuoso performer on the samisen, and is also an accomplished practitioner of the geisha fan dance, which she has modified into her personal fighting style. Her weapons are two folding fighting fans that she normally carries in her sash. O-Sayumi loathes violence, however, and fights only in self-defense.

A beautiful young woman in her early twenties, O-Sayumi bears a striking resemblance to her mother Kaori. With her noble features, jet-black hair, and slender body, O-Sayumi cuts a stunning figure. An epitome of the geisha spirit, O-Sayumi believes in peace and goodness, and is exquisitely mannered and gentle.

### CAMPAIGN ROLE

When the PCs arrive in Sakakabe, O-Sayumi is already a prisoner of her estranged father Yugureda Shosaito—pearl merchant, evil wizard, and the man responsible for her mother's death. If rescued by the PCs, O-Sayumi becomes a trusted ally, helping them to reach their objectives and gain influential friends, including Sikutsu Itsuru. While O-Sayumi would prefer to remain in Sakakabe, the PCs might be able to convince the geisha to accompany them to Kasai in the next adventure. O-Sayumi is not a warrior, however, and she will most likely only provide aid in social situations and outside of combat.

### LOTUS GEISHA ARCHETYPE

The lotus geisha of Minkai are renowned for their supernatural powers of seduction, and numerous tales tell of lotus geisha disarming foes and bolstering allies both before combat begins and in the heat of battle. The lotus geisha is an archetype of the bard class. This archetype appears in *Pathfinder Player Companion: Dragon Empires Primer*, and is reprinted here for your convenience.

**Weapon Proficiency:** A lotus geisha is proficient with all simple weapons, plus the butterfly sword,

fighting fan, iron brush, sai, shortbow, and shuriken. See *Pathfinder RPG Ultimate Combat* for details on these Eastern weapons. This replaces the normal bard weapon proficiencies.

**Enrapturing Performance (Su):** At 2nd level, a lotus geisha gains the ability to execute an enrapturing performance in addition to her bardic performance ability. An enrapturing performance is exactly like a bardic performance with the following exceptions.

A lotus geisha can use an enrapturing performance to recreate the effects of any of her known bardic performances, but she focuses the performance on only a single target within range. While other creatures see and hear a lotus geisha's enrapturing performance, only the target of this ability is affected by it. A lotus geisha cannot have a bardic performance and an enrapturing performance in effect at the same time. Every round spent engaged in an enrapturing performance counts against the total number

of rounds per day she can use her bardic performance, and she cannot use this ability if she does not have any more rounds of bardic performance left for that day. Starting an enrapturing performance is a standard action; at 7th level, it becomes a move action; at 13th level, it becomes a swift action.

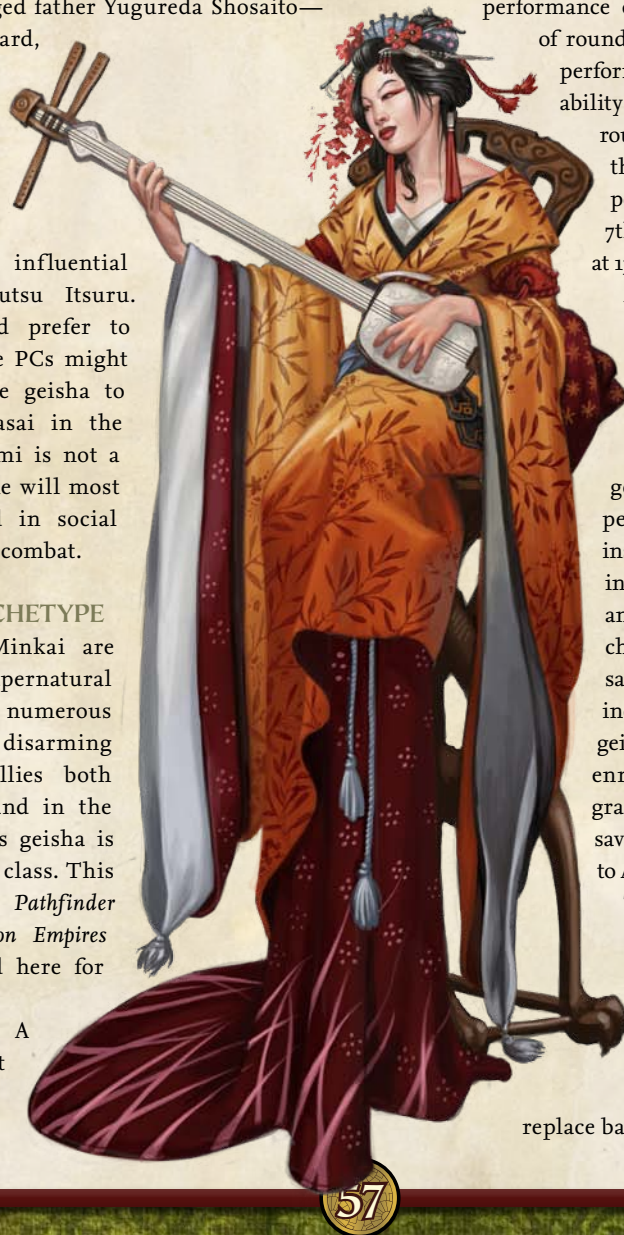
A lotus geisha adds a +2 bonus to the DC of Will saves made to resist the effects of her fascinate, suggestion, and frightening tune enrapturing performances. When a lotus geisha uses her enrapturing performance ability to emulate inspire competence, inspire courage, inspire greatness, or inspire heroics, any bonuses to AC or on ability checks, attack rolls, damage rolls, saving throws, and skill checks increase by +1. For example, a lotus geisha using inspire heroics as an enrapturing performance would grant her target a +5 moral bonus on saving throws and a +5 dodge bonus to AC, instead of the usual +4 bonuses.

This ability replaces well-versed.

**Bonus Feats:** At 1st level, a lotus geisha gains Spell Focus (enchantment) as a bonus feat.

At 5th level, she gains Greater Spell Focus (enchantment) as a bonus feat. These bonus feats

replace bardic knowledge and lore master.



# JADE REGENT



## SIKUTSU SENNAKA



AN AUGUST MEMBER OF THE LANDED GENTRY OF MINKAI AND THE GOVERNOR OF ENGANOKA PROVINCE, SIKUTSU SENNAKA IS THE EPITOME OF HONOR, BUT HE HAS SACRIFICED HIS LAST GLIMMER OF COMPASSION TO HIS DUTY TO THE JADE REGENT.

### SIKUTSU SENNAKA

CR 13

XP 25,600

Male human samurai 14 (*Pathfinder RPG Ultimate Combat* 18)

LE Medium humanoid (human)

Init +2; Senses Perception +9

#### DEFENSE

AC 28, touch 18, flat-footed 25 (+10 armor, +5 deflection, +2 Dex, +1 dodge)

hp 151 (14d10+70)

Fort +16, Ref +8, Will +8

Defensive Abilities greater resolve, honorable stand 1/day, resolve 7/day

#### OFFENSE

Speed 20 ft.

Melee +2 katana\* +23/+18/+13 (1d8+11/15–20) or mwk wakizashi\* +21/+16/+11 (1d6+6/18–20)

Ranged +1 composite longbow +17/+12/+7 (1d8+5/x3)

Special Attacks banner +3/+2, challenge (+14 damage, DR 4/—, 5/day), demanding challenge, greater banner +2

#### TACTICS

**Before Combat** Once the alarm is sounded, Sennaka drinks his *potion of bull's strength* and *potion of shield of faith*.

**During Combat** Sennaka challenges any samurai among his opponents, preferring to face honorable foes rather than lesser opponents. He moves around in combat to avoid becoming cornered, and if given the opportunity, strikes at anyone in reach with his Whirlwind Attack feat.

**Morale** Sennaka does not fear death and fights until killed, neither retreating nor surrendering, unless convinced to flee by his bodyguard Kazuo.

**Base Statistics** Without his potions, Sennaka's statistics are AC 23, touch 13, flat-footed 20; **Melee** +2 katana\* +21/+16/+11 (1d8+8/15–20) or mwk wakizashi\* +19/+14/+9 (1d6+4/18–20); **Str** 18; **CMB** +18; **CMD** 31.

#### STATISTICS

**Str** 22, **Dex** 14, **Con** 16, **Int** 13, **Wis** 10, **Cha** 8

**Base Atk** +14; **CMB** +20; **CMD** 38

**Feats** Combat Expertise, Dodge, Great Fortitude, Improved Critical (katana), Iron Will, Mobility, Spring Attack, Toughness, Weapon Focus (katana), Whirlwind Attack

**Skills** Bluff +12, Diplomacy +12, Handle Animal +12, Intimidate +16, Knowledge (nobility) +14 (+21 about Minkai nobility), Perception +9, Ride +19, Sense Motive +10

Languages Giant, Minkaian, Tien

SQ mount (horse named Taro), mounted archer, order of the warrior (honor in all things 4/day, way of the samurai), weapon expertise (katana)

**Combat Gear** *potions of bull's strength* (2), *potion of cure moderate wounds*, *potion of darkvision*, *potion of lesser restoration*, *potions of shield of faith* (2; CL 18th); **Other Gear** +2 *o-yoroi*\*, +2 katana\*, +1 composite longbow (+4 Str) with 20 arrows, dagger, masterwork wakizashi\*, *belt of mighty constitution* +2, *cloak of resistance* +2, banner

\* See *Ultimate Combat*.

Sikutsu Sennaka is one of the most powerful daimyo and generals in Minkai, and the current head of the Sikutsu clan. He has seen much action in countless petty conflicts against lesser daimyo as well as other Tian nations, and is an accomplished naval commander as well. Like many of his forebears, Sennaka is also the governor of Enganoka Province. After Emperor Higashiyama Shigure went into hiding, the Jade Regent ordered Sennaka to maintain order in the northwestern provinces at all costs. Sennaka keeps a particularly sharp eye on the merchant class, considered to be the most likely source of unrest, but also closely watches the oppressed peasants and miners of the prosperous hills that surround the towns of Sakakabe and Enganoka, which play a decisive role in the empire's economy—especially so now, given the current trade crisis between Minkai and the rest of Tian Xia.

Although officially responsible only for Enganoka, Sennaka also exerts a noticeable influence on the neighboring province of Sakakabe, whose governor is weak and irresolute in comparison. Sennaka even enjoys significant authority in the large port of Akafuto to the south, where the city's complacent bureaucracy traditionally favors his family's business. Sennaka usually spends only half his time in the provincial capital, for he has set a schedule of frequent inspections in the surrounding castles, which he carries out in person with a large escort of loyal samurai.

In recent years, the people of Enganoka have begun subtly resisting their haughty ruler, whose energies have always been focused more on warfare than on maritime commerce and good administration of the territory. When

Sennaka levied extra taxes to support the Jade Regent's new government and his private mercenary army, the Typhoon Guard, many villages refused to pay. The village chiefs, with the unspoken support of the local gentry, instead spent the funds to develop and improve their land. When Sennaka learned of this, he ignored the good that had been done to his own lands and took it as an offense to his honor, triggering a chain of violent episodes. Several prominent members of local noble families were forced to commit seppuku for betraying the trust of their daimyo, and many tax collectors, only some of whom were actually guilty of malicious embezzlement, were beheaded. Sennaka now sends his *daikan tetsuku*, or rural police, throughout the countryside as well, and the persecution continues, in even the smallest of villages.

After his appointment as governor, Sennaka had to leave his beloved family castle in the hands of his younger brother, Sikutsu Itsuru. Sennaka considers Itsuru an unruly, useless sentimentalist. But Itsuru is stronger than Sennaka knows, and seeks to remove Sennaka and right the governor's many injustices, provided he can find a way to do so honorably.

A middle-aged man of tall stature and gracious manners, Sikutsu Sennaka is the ideal image of the honorable samurai, but his decorous exterior conceals a cruel heart and naked lust for power. Since becoming governor, Sennaka has adopted a much more lavish and extravagant lifestyle. Sennaka specially commissioned a suit of jade-green *o-yoroi* in honor of his lord, the Jade Regent, complete with a horned helmet and a scowling, demonic faceplate. He also took from the treasury of his family's castle one of the Sikutsu clan's most valuable treasures, a darkwood box of potions, given to the family centuries ago by the high priest of Shizuru. The box once contained six powerful *potions of shield of faith*, but Sennaka has already consumed four of them, leaving only two remaining.

### CAMPAIGN ROLE

As one of the Jade Regent's highest-ranking commanders and the governor of Enganoka, Sikutsu Sennaka is a major obstacle to the PCs' plan to acquire support against the Jade Regent. In order to rally northwestern Minkai to their side in support of Ameiko (or another Amatatsu heir), the PCs will likely need to kill Sennaka.

Alternatively, the PCs might be able to show Sennaka the error of his ways. For all of his cruelty, Sennaka is still an honorable man, and if confronted with the truth, he might reconsider his actions and his loyalties. If the PCs capture Sennaka, a DC 44 Diplomacy check convinces Sennaka that the Jade Regent is not the true ruler of Minkai, and that an honorable person would refuse to serve such a lord (Intimidate does not achieve the same results on Sennaka, as the effects of

intimidation are only temporary). If Ameiko is with the PCs and they show Sennaka irrefutable proof of her status as the true heir to the Jade Throne (such as the *Amatatsu Seal*), the PCs gain a +5 bonus on the Diplomacy check. If the check is successful, Sennaka realizes that he has failed his lord—the true emperor of Minkai—and that the only way to restore his family's honor is to commit seppuku and allow his brother Itsuru to inherit his title.

If Sennaka escapes, the PCs have lost a decisive opportunity to remove him. Sennaka flees to Kasai to report his failure, where the Jade Regent interrogates him about all he has learned of Ameiko and the PCs. Although he retains his title, Sennaka loses much of his power and influence, and he remains in Kasai at the Jade Regent's side. In this case, the PCs should face Sennaka at some point in the next adventure, when they take the battle to the imperial capital and the Jade Regent himself.





# JADE REGENT

## JADE REGENT TREASURES

THE FOLLOWING UNIQUE TREASURES CAN BE FOUND IN "TIDE OF HONOR." PLAYER-APPROPRIATE HANDOUTS APPEAR IN THE GAMEMASTERY JADE REGENT ITEM CARD SET.

### ARMOR OF THE TIRELESS WARRIOR

**Aura** moderate necromancy; **CL** 9th  
**Slot** armor; **Price** 25,900 gp; **Weight** 15 lbs.

#### DESCRIPTION

Crafted by shamans of the Yumogu tribe for their mightiest chieftains, this undecorated +3 *leather armor* is made from strips of boiled horsehide. While her enemies tire around her, the wearer of this armor can keep fighting. If the wearer is a barbarian, the *armor of the tireless warrior* allows her to rage for 2 additional rounds per day. Once per day on command, the wearer can cause her enemies to become fatigued, as per the *waves of fatigue* spell. In addition, once per day, the wearer can draw upon the armor's strength to banish her own weariness. For 10 minutes, the wearer takes no penalties from the fatigued or exhausted conditions. This effect is merely an illusion, however, and when it ends, the wearer takes 1d6 points of nonlethal damage and the condition or conditions return.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *invigorate* (*Pathfinder RPG Advanced Player's Guide* 230), *rage*, *waves of fatigue*; **Cost** 13,030 gp

### DAIKYU OF COMMANDING PRESENCE

**Aura** strong evocation; **CL** 12th  
**Slot** none; **Price** 26,000 gp; **Weight** 3 lbs.

#### DESCRIPTION

This asymmetric Minkai longbow, or *daikyu*, is over 6 feet long, and made of laminated bamboo, wood, and leather with a grip crafted from the hide of an imperial dragon. The *daikyu of commanding presence* is a +2 *seeking composite longbow* that adjusts its strength rating to match the Strength bonus of its wielder. Once per day, the wielder of the *daikyu of commanding presence* can fire a single arrow into the air, which illuminates the surrounding area with the effects of a *daylight* spell for 1d6 rounds. All allies within the *daylight* spell's area of increased illumination (120 feet) receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge, for the duration of the daylight effect. If the wielder of the *daikyu of commanding presence* is a cavalier or samurai, this *daylight* effect counts as a banner for the purpose of the character's banner ability, and the morale bonuses are treated as for a cavalier or samurai of five levels higher. In addition, a cavalier or samurai wielding the *daikyu of commanding presence* can use his challenge ability against a foe within the

first range increment of the bow, and deals extra damage to the target of his challenge with arrows fired from the bow.

The *daikyu of commanding presence* is an ancestral weapon of the Higashiyama family, one of the five imperial families of Minkai. The *daikyu* is imbued with royal honor, and bestows one permanent negative level on any creature without honor who attempts to wield it (such as oni, traitors, kinslayers, and the like). The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including by *restoration* spells) while the weapon is wielded.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *bull's strength*, *daylight*, *heroism*, *true seeing*; **Cost** 13,200 gp

### DRAGONMAW NUNCHAKU

**Aura** strong evocation; **CL** 12th  
**Slot** none; **Price** 29,902 gp; **Weight** 2 lbs.

#### DESCRIPTION

The bars of this +2 *nunchaku* are solid iron, wrapped in leather decorated with an imperial dragon motif, and connected by a chain. Once per day, when the wielder of a *dragonmaw nunchaku* confirms a critical hit against an opponent with the *nunchaku*, he can cast *confusion* on that creature as a free action. The *confusion* effect lasts for 8 rounds, and a DC 16 Will save negates the effect.

In addition, in the round following a successful disarm attack with the *dragonmaw nunchaku*, the wielder can spin the *nunchaku* as a standard action, creating a curtain of whirling force replicas of the disarmed weapon around himself for 1 round. This functions as a ringed *blade barrier* with a radius of 10 feet around the wielder (Reflex DC 19). The disarmed weapon determines the damage dice of the *blade barrier* (i.e., 12d6 for a wakizashi, 12d8 for a katana, and so on). The disarmed weapon is unaffected, and drops to the ground as normal. The wielder can create the *blade barrier* once per day, and only in the round following a successful disarm attack.

#### CONSTRUCTION

**Requirements** Craft Magic Arms and Armor, *blade barrier*, *confusion*; **Cost** 15,102 gp

### KARYUKAI TEA SET

**Aura** moderate conjuration; **CL** 11th  
**Slot** none; **Price** 38,160 gp; **Weight** 4 lbs.

# JADE REGENT TREASURES

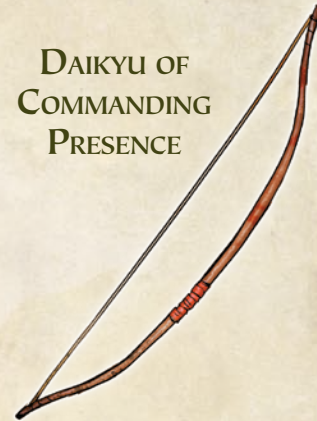
SAMISEN OF  
ORACULAR  
VISION



ARMOR OF THE  
TIRELESS WARRIOR



DAIKYU OF  
COMMANDING  
PRESENCE



KARYUKAI  
TEA SET



DRAGONMAW  
NUNCHAKU



## DESCRIPTION

This tea set includes an array of utensils, painted with pictures of willows and flowers, used in traditional tea ceremonies: a small teapot, three bowls of various sizes and shapes, six cups, bamboo utensils (a ladle, a scoop, and a whisk), and several smaller containers, all stored in a wooden box. Once per day, a user can spend 1 hour performing a tea ceremony with the tea set. At the end of this time, the user must make a Diplomacy check. The tea used in the ceremony must be green tea of exceptional quality (worth a minimum of 10 gp per dose) or the user takes a –4 penalty on her Diplomacy roll to perform the ceremony. Up to six creatures (including the user) can drink the tea brewed during the ceremony. The tea's aroma arouses a sense of serenity in those who drink it, as they receive an impression of the sights, sounds, and smells of a blooming willow grove at sunset. The result of the user's Diplomacy check determines the effects of the tea on those who drink it.

10 or less: No effect.

11–15: The drinker gains a +4 morale bonus on saving throws against poison and fear effects for 12 hours.

16–20: As above, and the drinker receives the benefits of *neutralize poison* and *remove disease*.

21–25: As above, and the drinker receives the benefits of *heroism*.

26 or more: As above, but the drinker receives the benefits of *greater heroism* instead of *heroism*.

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *greater heroism*, *heroes' feast*, *heroism*; **Cost** 19,080 gp

## SAMISEN OF ORACULAR VISION

**Aura** moderate divination; **CL** 10th

**Slot** none; **Price** 46,575 gp; **Weight** 3 lbs.

## DESCRIPTION

This elegant, long-necked samisen is crafted of cat skin stretched over a wooden frame. The samisen's three silken strings are magically keyed to the past, present, and future. A user must succeed at a DC 20 Perform (string instruments) check to play the correct tune and cast one of the following spell effects: *legend lore* (using the string of the past), *scrying* (using the string of the present), or *divination* (using the string of the future). Each tune can be performed once per day, and the user must play the samisen for the required casting time of the spell effect. In the case of *legend lore*, if the required casting time is 1 or more days, the user needs to play for just 1 hour. As a masterwork samisen, the *samisen of oracular vision* provides a +2 circumstance bonus on all Perform checks using the instrument (including Perform checks to use its abilities).

## CONSTRUCTION

**Requirements** Craft Wondrous Item, *divination*, *legend lore*, *scrying*, creator must have 10 ranks in the Perform (string instruments) skill; **Cost** 24,075 gp