

JADE REGENT



ANAMURUMON



ONCE A HUMAN WARLORD, THE WIND YAI ANAMURUMON IS THE TRUE POWER BEHIND THE JADE THRONE, SACRIFICING HIS HONOR, HIS HUMANITY, AND EVEN HIS OWN GRANDSON, THE JADE REGENT, IN HIS COVETOUS PURSUIT OF DOMINION OVER ALL MINKAI.

ANAMURUMON

CR 16

XP 76,800

Male wind yai (see page 88)

LE Huge outsider (air, giant, native, oni, shapechanger)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 32, touch 11, flat-footed 29 (+5 armor, +3 Dex, +16 natural, -2 size)

hp 230 (20d10+120); regeneration 5 (acid or fire)

Fort +18, Ref +9, Will +19

Resist electricity 10, sonic 5; SR 27

Weaknesses vulnerability to royal weapons

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee *Ikarikurusai* +33/+28/+23/+18 (3d8+21/19-20 plus 1d6 electricity) or
2 slams +30 (2d6+12)

Ranged shocking missile +21 touch (4d6 electricity plus deafen)

Space 15 ft.; Reach 15 ft.

Special Attacks roaring gale

Spell-Like Abilities (CL 16th; concentration +21)

Constant—*cloak of winds**, *fly*

At will—*darkness*, *gaseous form*, *invisibility* (self only), *levitate*

3/day—*control weather*, quickened *shout* (DC 19), *wind wall*

1/day—*chain lightning* (DC 21), *whirlwind* (DC 23)

TACTICS

Before Combat Anamurumon always shields himself with *cloak of winds* before a fight.

During Combat Anamurumon reveals his true form to intimidate and demoralize opponents. He then unleashes a powerful spell like *chain lightning* or *whirlwind*, or his roaring gale ability, together with quickened *shout*. Thereafter, he wields his three-section staff, *Ikarikurusai*, in melee combat while firing shocking missiles from his third eye. He attempts to disarm anyone wielding a royal weapon. If surrounded, Anamurumon flies into the air and casts *invisibility*, then makes Flyby Attacks coupled with Awesome Blows, knocking foes into a *whirlwind*, if possible.

Morale If reduced to fewer than 100 hit points, Anamurumon casts *invisibility* or *gaseous form* until his regeneration restores his hit points. Anamurumon refuses to give up his plans for the Jade Throne and fights to the death.

STATISTICS

Str 35, Dex 16, Con 22, Int 15, Wis 20, Cha 21

Base Atk +20; CMB +34 (+36 bull rush or disarm); CMD 47 (49 vs. bull rush or disarm)

Feats Awesome Blow, Combat Expertise, Combat Reflexes, Flyby Attack, Improved Bull Rush, Improved Disarm, Intimidating Prowess, Iron Will, Power Attack, Quickened Spell-Like Ability (*shout*)

Skills Bluff +28, Diplomacy +15, Disguise +18, Fly +12, Intimidate +32, Knowledge (arcana) +25, Knowledge (history) +17, Perception +20, Perform (wind) +15, Sense Motive +20, Spellcraft +22, Stealth +9

Languages Common, Giant, Minkaian, Tien

SQ change shape (Medium, Large, or Huge humanoid, *alter self* or *giant form II*)

Other Gear +1 leather lamellar**, *Ikarikurusai* (+3 shock *sansetsukon***); see page 60), key to secret door in area H16, gold-and-jade necklace worth 500 gp, 35 pp, 46 gp

SPECIAL ABILITIES

Roaring Gale (Su) See page 88.

Shocking Missile (Su) See page 88.

Vulnerability to Royal Weapons (Ex) Anamurumon is vulnerable to weapons imbued with royal honor, such as the ancestral weapons of the five imperial families of Minkai—including the *daikyu of commanding presence* (*Pathfinder Adventure Path* #53 60), the *sword Suishen* (*Pathfinder Adventure Path* #50 61), and the *thundering blade of the House of Sugimatu* (*Pathfinder Adventure Path* #52 61). Against Anamurumon, these weapons function as *outsider (oni) bane weapons*. In addition, *Suishen* automatically confirms all critical hits made against Anamurumon.

* See the *Advanced Player's Guide*.

** See *Ultimate Combat*.

Nearly 500 years old, the wind yai Anamurumon was born as a human in 4219 AR (6719 IC) and raised among the savage brigands of northern Minkai. A powerful warlord, Anamurumon eventually sought to defy the divine laws of Minkai and place himself on the Jade Throne, and even slew Emperor Shojinawa Kenshiro, but not before the emperor used the power of the *Shojinawa Seal* to call down a terrible curse upon the warlord. Anamurumon's soul was ripped from his body, only to be reborn as a hideous wind yai.

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Anamurumon's transformation ensured that he would never claim the Jade Throne, but ever savvy, he spent the next 3 centuries contemplating how to skirt the *Laws of Golden Perfection* so he could strike back at the empire in a way the gods would be powerless to deny. Anamurumon carefully orchestrated the eradication of Minkai's imperial families and enacted a plot to sire oni-blooded offspring capable of bypassing the divine laws. Eventually, Anamurumon was rewarded with a tiefling grandson named Soto Takahiro, who could pass as human and seize the throne in his stead. Positioning Takahiro as one of Emperor Higashiyama Shigure's bodyguards, grandfather and grandson succeeded in betraying the emperor and Takahiro became the Jade Regent of Minkai.

Anamurumon wields his power like a blade, having commanded the trust and loyalty of the Five Storms oni for over 3 centuries. In his human guise, Anamurumon publicly acts as a middle-aged, imperial magistrate and close advisor to the Jade Regent. Anamurumon is the true villain of "The Empty Throne," serving as the mastermind behind the rise of the Jade Regent and perhaps the single biggest threat of the campaign. The rest of the Five Storms look to him for leadership, and if he is slain, the coalition of oni crumbles.

TEAMWORK

Anamurumon's Teamwork Score represents the strength of his alliances with the Jade Regent and his allies. As long as these alliances are intact, Anamurumon cooperates with and aids his companions, but should his Teamwork Score drop to a level that breaks his alliance, his individual tactics and morale are affected. The following section details how Anamurumon's cooperation affects his allies, as well as how the PCs can further reduce his Teamwork Score by sowing discord.

Teamwork Score: 50

Alliance Intact: As long as Anamurumon's Teamwork Score is greater than 0, he and his allies are treated as if they had the Paired Opportunists teamwork feat (*Pathfinder RPG Advanced Player's Guide* 166). This remains in effect for the duration of the final battle with the PCs.

Alliance Broken: If Anamurumon's Teamwork Score is reduced to 0 or lower, he no longer goes out of his way to avoid catching his erstwhile allies in his area effect spells and abilities. In addition, if one of his allies falls below 20 hit points, Anamurumon takes the opportunity to unleash a shocking missile and finish that ally off, thereby eliminating any perceived treachery that might to deny him control of the Jade Throne.

Sowing Discord: If the PCs somehow inform the Jade Regent of his origin as Anamurumon's descendant and the oni's complicity in his mother's death (see page 55), the Jade Regent confronts Anamurumon with this revelation, leading to a bitter argument between the two. If the PCs are successful in this ploy, reduce Anamurumon's Teamwork Score by 10.

In addition, if news of Renshii Meida's pregnancy (see page 59) reaches Anamurumon's ears, the oni does not look kindly upon this development, having assumed that Takahiro had merely seduced Meida for the purposes of betraying Emperor Shigure. Anamurumon had been planning to edge her out of the picture, but a new heir adds too many unwanted complications. If this information comes out, reduce Anamurumon's Teamwork Score by 10.



JADE REGENT

EMPEROR HIGASHIYAMA SHIGURE

THE LAST LEGITIMATE EMPEROR OF MINKAI, HIGASHIYAMA SHIGURE TRAGICALLY LINGERS ON AS A VENGEFUL GHOST, SEETHING IN ANGER OVER HIS BETRAYAL AND MURDER AT THE HANDS OF THE JADE REGENT AND RENSHII MEIDA.

EMPEROR HIGASHIYAMA SHIGURE

CR 14

XP 38,400

Male human ghost aristocrat 14 (*Pathfinder RPG Bestiary* 144)

LN Medium undead (augmented humanoid, incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 16, touch 16, flat-footed 15 (+5 deflection, +1 Dex)

hp 161 (14d8+98)

Fort +9, **Ref** +7, **Will** +11

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Weaknesses vulnerability to ancestral weapons

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +11 (14d6 plus vorpal touch, Fort DC 22 half)

Special Attacks frightful moan (DC 22), telekinesis

TACTICS

During Combat After making his presence known, Shigure initiates combat with a frightful moan. He attacks those who don't flee with his corrupting touch, using his Combat Expertise feat to increase his Armor Class if opponents are able to successfully hit him too easily. Against more powerful opponents—particularly those channeling positive energy against him—he uses his telekinesis ability to hurl them out of the Shrine of the Emperors and into the surrounding moat, where he holds them under until they drown, if necessary.

Morale If confronted with positive energy damage or reduced to 50 hit points or fewer, Shigure flees into the relative safety of the walls or floor of the Tomb of the Past Emperors. If slain, he simply re-forms again 2d4 days later. Only the proper ceremony and cremation of his physical remains can grant him peace.

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 13, **Wis** 10, **Cha** 20

Base Atk +10; **CMB** +11; **CMD** 26

Feats Combat Expertise, Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Persuasive, Toughness, Weapon Finesse

Skills Craft (calligraphy) +11, Diplomacy +22, Fly +15, Intimidate +22, Knowledge (geography) +11, Knowledge (history) +14, Knowledge (local) +11, Knowledge (nobility) +14, Perception +15, Perform (oratory) +11, Sense Motive +10, Stealth +18

Languages Celestial, Minkaian, Tien

SPECIAL ABILITIES

Vorpal Touch (Su) Shigure was beheaded by the Jade Regent, and his severed head now floats above his incorporeal body. If Shigure makes a successful critical hit with his corrupting touch, the target is decapitated and immediately slain (creatures without a head are immune to this effect).

Vulnerability to Ancestral Weapons (Ex) Shigure is vulnerable to ancestral weapons of the Higashiyama family, such as the *daikyu of commanding presence* (*Pathfinder Adventure Path* #53 60). Against Shigure, the *daikyu of commanding presence* functions as an *undead bane ghost touch weapon*.

The ghost of Emperor Higashiyama Shigure now haunts the Imperial Shrine of his forebears, lost and forlorn in a web of deceit perpetrated by his most trusted advisors. Slain by his bodyguard Soto Takahiro and the oracle Renshii Meida, he rages at his own blindness to their duplicity, lashing out at any who come near him. His short reign as emperor of Minkai shames him nearly as much as how easily he fell for his advisors' lies, and he further torments himself with the knowledge that his ineptitude now threatens to undo the centuries-long mandate of divinely appointed rule in Minkai—forsaking the sanctity of the *Imperial Seals* to hand the Jade Throne over to the oni of the Five Storms, thereby ushering in a new age of tyranny and evil for his people.

Since his untimely death, Shigure has grown increasingly filled with rage, dismayed and angered by the defilement of his corporeal remains, which rest at the bottom of the Well of Demons. It's a place even his restless spirit fears to tread, for having ventured there at least three times already, he feels an unnatural pull from the collected evil of his predecessors. Their sins call out and mock his naive stewardship of Minkai's throne. Some even encourage him to join their miserable company—a fate he almost believes he deserves. Despite, or perhaps because of this constant lure, Shigure clings desperately to the site of his murder in the Shrine of Heavenly Sovereigns.

HISTORY

Higashiyama Shigure lived his entire childhood in the shadow of his older siblings. As he had seven brothers

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and four sisters ahead of him in the line of succession, he never expected to one day sit upon the Jade Throne. Instead, he happily consigned himself to more studious and scholarly pursuits than the art of governing and politics. So, too, did he eschew physical activity, never taking his mandatory training as a warrior seriously enough to learn to avoid scrapes and bruises during practice, unlike his more martial-minded siblings.

In his youth, Shigure also developed an admiring friendship with his bodyguard, Soto Takahiro. Growing up together, Shigure thought of Takahiro as more of a brother than his actual siblings, always closer in age to him than the rest of his family. They often trained together, helping one another dupe their instructors into believing they had mastered their lessons. In truth, Takahiro would intentionally lose some of their sparring matches while Shigure completed Takahiro's assignments on Minkai history and culture. The pair were inseparable until they became young men, when Renshii Meida made her first appearance into their lives. Shigure spent many months trying to make himself appealing to the beautiful oracle, hoping that he might convince his father to let them marry, despite her role as a tutor and advisor to the throne. Unfortunately, the haunted young woman spared little time for him, lavishing her infrequent attentions upon Takahiro instead.

Meanwhile, a series of tragedies were befalling Shigure's siblings. A bandit attack claimed the lives of three of his brothers on a hunting trip in the wilderness. One of his sisters committed suicide over the loss of her child. Another died when she took ill during the winter. Two more brothers perished at sea in a terrible storm, and another froze to death on an ill-fated attempt to cross the Crown of the World. One by one, the Higashiyama clan died out, until Shigure's father finally passed away of old age, leaving Shigure the heir to the throne. Unwilling and unready for the responsibility, Shigure began questioning the will of the gods as he fell into a deep depression. Only Takahiro and Meida sought to lift his spirits, a ruse that sealed the young emperor's doom when he ascended to the throne.

CAMPAIGN ROLE

Shigure plays a vital role in the culmination of the Jade Regent Adventure Path. Perhaps the most significant casualty in the Five Storms' plot to take over Minkai, Shigure can be both a source of information to the PCs and a potential mentor for Ameiko. Even more importantly, Ameiko or another heir in possession of an *Imperial Seal* cannot make a legitimate claim to the Jade Throne without Shigure's spiritual blessing. His

assistance is crucial to the PCs' efforts to end the Jade Regent's reign.

Even after their final confrontation with the Jade Regent and his allies, the PCs could continue to find Shigure a valuable source of knowledge and support in establishing a new dynasty. Through his scholarly pursuits, Shigure knows much about Minkai's ancient history, the function of the *Imperial Seals*, and the various alliances established between Minkai and the other nations of Tian Xia. Even after laying his body to rest, the PCs can come back to the Imperial Shrine to commune with Shigure's spirit and seek his counsel. Unlike many of his predecessors, Shigure feels honor bound to assist Ameiko and the PCs in any endeavor, seeing such assistance as a form of atonement for his brief, ill-fated reign.



JADE REGENT



THE JADE REGENT



SECRETLY TRAINED FROM BIRTH TO USURP THE JADE THRONE OF MINKAI, THE JADE REGENT SOTO TAKAHIRO SEES HIMSELF AS A SAMURAI WITHOUT PEER, THOUGH HIS ONI HERITAGE FORCES HIM TO HIDE BEHIND A MASK OF DUPLICITY.

SOTO TAKAHIRO, THE JADE REGENT CR 15

XP 51,200

Male oni-spawn tiefling samurai 15 (*Pathfinder RPG Bestiary* 264, *Ultimate Combat* 18)

LE Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 30, touch 15, flat-footed 28 (+12 armor, +3 deflection, +2 Dex, +3 natural)

hp 207 (15d10+120)

Fort +19, **Ref** +12, **Will** +11

Defensive Abilities evasion, greater resolve, honorable stand 1/day, resolve 8/day; **DR** 3/—; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 20 ft.

Melee *Karusetsu* +24/+19/+14 (1d10+10/15–20)

Ranged +1 *composite longbow* +19/+14/+9 (1d8+6/x3)

Special Attacks banner +4/+3, challenge (+15, +4, 5/day), demanding challenge, greater banner +2

Spell-Like Abilities (CL 15th; concentration +15) 1/day—*alter self*

TACTICS

Before Combat Takahiro readies an action to absorb the first spell thrown his way with his *ioun stone*.

During Combat At the beginning of combat, Takahiro executes a flourishing slash with *Karusetsu* before issuing a demanding challenge and charging forward to attack. Takahiro holds his chosen destiny ability in reserve until he needs to make a saving throw against a particularly powerful effect. Once his *o-yoroi of imperial rule* has absorbed 15 points of damage, he releases the stored energy against his foes. Takahiro uses his greater banner ability to help free his allies from harmful effects.

Morale Takahiro always uses his resolve to negate critical hits against him and to roll twice on saving throws. He keeps at least one use in reserve to stabilize himself and remain conscious so he can buy himself enough time to drink a *potion of cure serious wounds*. If reduced to fewer than 60 hit points, Takahiro makes an honorable stand against the target of his challenge and fights to the death.

STATISTICS

Str 20, **Dex** 17, **Con** 22, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +15; **CMB** +20; **CMD** 36

Feats Blind-Fight, Blinding Critical, Combat Reflexes,

Critical Focus, Fiendish Facade (human), Improved Critical (nodachi*), Improved Initiative, Iron Will, Toughness, Weapon Focus (nodachi*)

Skills Bluff +13, Disguise +20 (+23 to appear human),

Intimidate +15, Knowledge (local) +8, Knowledge (nobility) +5, Perception +10, Ride +6

Languages Giant, Minkaian, Tien

SQ mount (horse), mounted archer, ronin (chosen destiny, self reliant, without master), weapon expertise (longbow)

Combat Gear *potions of cure serious wounds* (3); **Other Gear**

o-yoroi of imperial rule (+4 *adamantine glimmered o-yoroi**; see page 60), *Karusetsu* (+3 *nodachi**; see page 60), +1 *composite longbow* (+5 Str) with 20 arrows, *amulet of natural armor* +3, *belt of physical perfection* +4, *cloak of resistance* +4, *lavender and green ioun stone* (27 spell levels remaining), *ring of evasion*, *ring of protection* +3, key to secret door in area H16, gold bracelet (focus for Renshii Meida's *sacred bond*, worth 100 gp)

* See *Ultimate Combat*.

SPECIAL ABILITIES

Exceptional Resources (Ex) As the Jade Regent of the Minkai Empire, Takahiro has access to the vast wealth of a PC. This increases his CR by 1.

Fiendish Facade Unlike most tieflings, Takahiro appears mostly human. As a result, he gains a +5 racial bonus on Disguise checks to appear as a normal human. This feat appears in *Pathfinder Player Companion: Blood of Fiends*.

Oni-Spawn Tiefling An oni-spawn tiefling has the following racial traits, which replace those for a normal tiefling: +2 Strength, +2 Wisdom, –2 Charisma; +2 racial bonus on Disguise and Intimidate checks; and *alter self* as a spell-like ability once per day. All other racial traits are the same as for a normal tiefling. Complete rules for oni-spawn tieflings can be found in *Pathfinder Player Companion: Blood of Fiends*.

At the young age of 26, Soto Takahiro rules over one of the most powerful empires of Tian Xia. His short reign as Jade Regent has already ushered in an age of excess and debauchery almost unrivaled by the emperors preceding him, and whispers of rebellion and civil uprising spread throughout the streets.

Once just a member of the Imperial Guard, Takahiro now has everything his heart desires—but the power and

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prestige of his success has fully corrupted him, and he chafes under his grandfather's control. No longer satisfied as Anamurumon's puppet, Takahiro plans to rule Minkai at his own direction.

Considered heavy-handed at best and rapacious at worst, the Jade Regent cuts a tall, imposing figure, standing almost 7 feet tall. His *glamered o-yoroi of imperial rule*, seemingly crafted of heavy sheets of jade, only enhances his imperious image.

TEAMWORK

The Jade Regent's Teamwork Score represents the strength of his bonds with his allies. As long as these alliances are intact, Takahiro cooperates with and aids his companions, but should his Teamwork Score drop to a level that breaks his alliance, his individual tactics and morale are affected. The following section details how the Jade Regent's cooperation affects his allies, as well as how the PCs can further reduce his Teamwork Score by sowing discord.

Teamwork Score: 50

Alliance Intact: As long as the Jade Regent's Teamwork Score is greater than 0, he and his allies are treated as if they had the Outflank teamwork feat (*Advanced Player's Guide* 165). This remains in effect for the duration of the final battle with the PCs.

Alliance Broken: If the Jade Regent's Teamwork Score is reduced to 0 or lower, he becomes verbally abusive and dismissive of his allies, and refuses to assist them in combat. In addition, if Anamurumon falls below 20 hit points, Takahiro seeks to finish him off. If Takahiro's alliance is broken, he flees combat once reduced to 60 hit points or fewer, or if all of his allies are killed.

Sowing Discord: If the PCs learn of the Jade Regent's origin in "Forest of Spirits" (and especially the manner of his mother's death, perhaps through divination magic), and make this information available to Takahiro, it will seriously damage his relationship with his grandfather. How the PCs deliver this insight is up to them. A friendly geisha could volunteer to share such evidence during a trip to the palace (though doing so would likely ensure that she will remain there as a prisoner), or an allied ninja or rogue could infiltrate the palace and leave such information behind where Takahiro would be sure to find it. Regardless, a DC 30 Diplomacy check is required to secure the cooperation of any of these individuals.

If successful, Takahiro confronts Anamurumon with this revelation, driving a wedge between them, and Takahiro's Teamwork Score is reduced by 10.

In addition, it's no secret among the geisha that the Jade Regent has a lustful appetite for female companionship. Though everyone knows of his involvement with Renshii Meida, few realize how often he steps outside their relationship—something made all the easier now with the power he commands from the throne. Publicly revealing Takahiro's secret affairs by spreading gossip among the citizens of Kasai with a DC 30 Bluff check would tarnish

the Jade Regent's image and cause a lover's quarrel. If successful, reduce Takahiro's Teamwork Score by 10.

Finally, if Anamurumon learns of Renshii Meida's pregnancy (see page 59), the oni and Meida get into a heated argument, requiring Takahiro's intercession. In this case, reduce Takahiro's Teamwork Score by 5.



JADE REGENT

THE RAVEN PRINCE

AS THE JADE REGENT'S ROYAL ASSASSIN, THE RENOWNED TENGU NINJA GIRAS NOTORI COMES AND GOES AS HE PLEASURES ACROSS MINKAI, A LEGENDARY KILLER SEEN ONLY WHEN IT'S FAR TOO LATE BY THOSE HE COMES TO SLAY.

GIRAS NOTORI, THE RAVEN PRINCE CR 14

XP 38,400

Male tengu ninja 15 (*Pathfinder RPG Bestiary 263, Ultimate Combat 13*)

NE Medium humanoid (tengu)

Init +7; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; Perception +23

DEFENSE

AC 26, touch 21, flat-footed 18 (+5 armor, +3 deflection, +7 Dex, +1 dodge)

hp 101 (15d8+30)

Fort +8, **Ref** +18, **Will** +8

Defensive Abilities evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee *Tsuruhashi* +23/+18/+13 (1d4+4 plus poison) and bite +15 (1d3+1)

Ranged mwk shuriken +21/+16/+11 (1d2+2) or poisoned sand tube* (nightmare vapor, 15-ft. cone)

Special Attacks sneak attack +8d6 (+8 bleed)

TACTICS

Before Combat Notori prepares his sai, *Tsuruhashi*, with dragon bile and drinks his *potion of heroism* before any anticipated fight.

During Combat On the first round of combat, Notori drinks his *potion of haste* and uses his invisible blade ninja trick to disappear from sight. He then studies a single opponent in preparation for an assassinate attack. Once in position to execute a sneak attack, Notori deals a deadly blow while activating *Tsuruhashi's silence* effect on his victim. He feints to make repeated sneak attacks coupled with bleeding attack. Against grouped attackers, Notori uses his poisoned sand tube to disperse nightmare vapor in their midst. If seriously injured, he uses his *cape of the mountebank* to escape, preferably to seek healing from one of his allies. Thereafter, he relies on Combat Expertise and Spring Attacks to limit his opponents' opportunities to strike back at him.

Morale A paid assassin, Giras Notori feels little loyalty to Anamurumon and the Jade Regent. Because of this, he always holds 1 *ki* point in reserve to turn invisible or hurl a smoke bomb and slip away undetected if things go bad. He implements this strategy as soon as the PCs succeed in slaying both the Jade Regent and Anamurumon.

STATISTICS

Str 14, **Dex** 24, **Con** 12, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +11; **CMB** +15; **CMD** 34

Feats Combat Expertise, Dodge, Greater Feint, Improved Feint, Martial Weapon Proficiency (poisoned sand tube), Mobility, Spring Attack, Weapon Finesse, Weapon Focus (sai)

Skills Acrobatics +27, Bluff +19, Climb +17, Disable Device +22, Escape Artist +22, Knowledge (local) +14, Knowledge (nobility) +12, Linguistics +12, Perception +23, Sense Motive +12, Sleight of Hand +20, Stealth +29, Use Magic Device +19

Languages Common, Draconic, Giant, Minkaian, Tengu, Tien, Wayang

SQ gifted linguist, *ki* pool (6), light steps, ninja tricks (assassinate [DC 17], bleeding attack +8, combat trick, evasion, invisible blade, smoke bomb, vanishing trick), no trace +5, permanent spells, poison use, swordtrained

Combat Gear *potion of haste*, *potion of heroism*, dragon bile (3 doses), nightmare vapor (3 doses); **Other Gear** +4 padded armor, *Tsuruhashi* (+2 adamantite sai; *see page 61*), poisoned sand tube*, masterwork shuriken (6), *belt of incredible dexterity* +6, *cape of the mountebank*, *ring of protection* +3, pouch of brass crowned raven coins

SPECIAL ABILITIES

Permanent Spells (Sp) Notori has made *darkvision* and *see invisibility* permanent on himself by casting the spells from scrolls with his Use Magic Device spell.

* *See Ultimate Combat.*

Few know the true identity of the tengu Giras Notori, but everyone in Minkai recognizes his handiwork. Those with secrets to hide or debts to repay simply refer to him as the Raven Prince, a renowned ninja employed by commoners and emperors alike to retrieve lost goods or assassinate their greatest enemies. He works for anyone capable of meeting his price—whether they pay in coin or by piquing his interest with a task deemed worthy of his skill. People rarely see Notori on such missions, but they always know his visits by the shiny brass coins stamped with the image of a crowned raven that he leaves behind to mark his victims.

HISTORY

Giras Notori studied with several prestigious ninja clans, excelling in the arts of deception and assassination, but

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never joining their ranks as a full member. Nevertheless, he soon began accepting assignments from both the ninja who trained him and members of Minkai's noble and imperial families. These contracts were often against enemies of the Jade Throne, both within Minkai's borders and without. As Notori's legend grew, so too did his skills, and eventually he found fewer and fewer challenges worthy of his talents.

Not long after, Anamurumon contacted Notori with an especially intriguing idea—nothing less than the assassination of each imperial bloodline down to the last remaining heir to the Jade Throne. Seeing this as a crowning achievement for any ninja, Notori took the oni's coin and accepted the contract, and as a result, nearly a hundred members of Minkai's imperial families have met their ends at his hands.

Now the Jade Regent sits upon the Jade Throne and the Raven Prince enjoys a steady supply of challenges, thanks to his position as the Jade Regent's royal assassin. As the inquisitors of the Typhoon Guard identify possible enemies to the throne, the Jade Regent sends Notori to either eliminate them or deliver a message to ensure their continued intimidation. While the tengu excels in this role, he is beginning to find such tasks routine, but he has found a new distraction in the tales and rumors of the approaching Amatsatsu heir. Notori looks forward to the day when he can either test his skills against her or offer up his services to Minkai's new emperor, following her ascension.

TEAMWORK

Giras Notori's Teamwork Score represents the strength of his alliances with the Jade Regent and his allies. As long as these alliances are intact, the Raven Prince cooperates with and aids his companions, but should his Teamwork Score drop to a level that breaks his alliance, his individual tactics and morale are affected. The following section details how Notori's cooperation affects his allies, as well as how the PCs can further reduce his Teamwork Score by sowing discord.

Teamwork Score: 32

Alliance Intact: As long as Notori's Teamwork Score is greater than 0, he and his allies are treated as if they had the Feint Partner and Improved Feint Partner teamwork feats (*Pathfinder RPG Ultimate Combat* 100, 105). This remains in effect for the duration of the final battle with the PCs.

Alliance Broken: If Notori's Teamwork Score is reduced to 0 or lower, he refrains from trying

to assassinate the PCs, switching instead to nonlethal sneak attacks designed to merely debilitate them—all so he can survive and break off combat once the PCs defeat Anamurumon and the Jade Regent. If one of his allies gains the upper hand against a PC, Notori throws a smoke bomb to aid the PC and forestall his ally's victory.

Sowing Discord: Although a loyal ally of the Jade Regent, Notori seeks a challenge worthy of his skills, and he retains a sense of honor even as he faces Ameiko and the PCs. Savvy PCs can exploit this sense of honor by exerting their influence with Minkai's ninja clans, as Notori still feels a responsibility to abide by many of their codes and strictures. If the PCs successfully gained at least one ninja clan as an ally in "Tide of Honor," they can use their contacts to deliver a message and influence Notori, either by shaking his confidence through the knowledge that the ninja have united behind Ameiko, or by persuading him to withhold his full participation in any conflict against the Jade Regent. Demoralizing him requires a DC 30 Intimidate check. Making him indifferent to the PCs' opposition to the Jade Regent requires a DC 29 Diplomacy check. If the PCs succeed at either check, reduce Notori's Teamwork Score by 10.



JADE REGENT

RENSHII MEIDA

THE SOLE SURVIVOR OF A DISGRACED CLAN, RENSII MEIDA IS THE JADE REGENT'S ADVISOR, SEER, AND LOVER. AN OPPORTUNIST TO THE CORE, SHE NOW OBSESSIVELY PLOTS TO SEIZE THE EMPIRE FOR HERSELF AND HER UNBORN CHILD.

RENSHII MEIDA

CR 14

XP 38,400

Female human oracle 15 (*Advanced Player's Guide* 42)

NE Medium humanoid (human)

Init +1; **Senses** *true seeing*; Perception +6

DEFENSE

AC 29, touch 15, flat-footed 28 (+10 armor, +4 deflection, +1 Dex, +4 shield)

hp 131 (15d8+60)

Fort +11, **Ref** +10, **Will** +15

Resist fire 10

OFFENSE

Speed 30 ft.

Melee +2 *ancestral ghost touch katana** +12/+7/+2 (1d8+1/18–20) or +1 *fighting fan** +11/+6/+1 (1d4/x3)

Ranged mwk dart +13/+8/+3 (1d4–1)

Oracle Spells Known (CL 15th; concentration +26)

7th (5/day)—*destruction* (DC 24), *ethereal jaunt*, *mass cure serious wounds*, *reverse gravity*, *summon monster VII*

6th (7/day)—*blade barrier* (DC 23), *greater dispel magic*, *greater heroism*, *heal*, *mass cure moderate wounds*

5th (7/day)—*cleanse***, *flame strike* (DC 22), *mass cure light wounds*, *slay living* (DC 22), *telekinesis* (DC 22), *true seeing*

4th (7/day)—*air walk*, *cure critical wounds*, *divination*, *freedom of movement*, *spiritual ally***, *unholy blight* (DC 21)

3rd (8/day)—*bestow curse* (DC 20), *borrow fortune***, *cure serious wounds*, *dispel magic*, *heroism*, *sacred bond***

2nd (8/day)—*aid*, *augury*, *cure moderate wounds*, *levitate*, *minor image* (DC 19), *resist energy*, *silence* (DC 19), *spiritual weapon*, *status*

1st (8/day)—*bless*, *cure light wounds*, *divine favor*, *doom* (DC 18), *sanctuary* (DC 18), *shield of faith*, *unseen servant*

0 (at will)—*bleed* (DC 17), *detect magic*, *detect poison*, *ghost sound* (DC 17), *guidance*, *light*, *mage hand*, *mending*, *purify food and drink*, *read magic*, *stabilize*

Mystery ancestor***

TACTICS

Before Combat Meida activates her spirit shield revelation and casts *status* to monitor her allies every day. Prior to battle, she casts *shield of faith* and *shield* from her wand (using Use Magic Device). She further prepares for battle by casting *true seeing* and *resist energy* (fire) on herself, and *sacred bond* on the Jade Regent.

During Combat Meida casts *air walk* on the first round of combat. She summons a *spiritual ally* to attack anyone targeting her while she casts battlefield control spells such as *blade barrier* or *reverse gravity*. She monitors her allies closely with *status*, casting mass cure spells or *dispel magic* as needed. If the Jade Regent is attacked, she casts *summon monster VII* to add 1d3 shadow demons to the fight. Meida targets enemy healers with her *otherworldly kimono's* *maze* effect to keep them from aiding their companions. If necessary, she opposes spellcasters with her Improved Counterspell feat and either *greater dispel magic* or quickened *dispel magic*.

Morale If severely hindered by magic or reduced to fewer than 50 hit points, Meida casts *sanctuary* and retreats to restore herself with *cleanse*, *greater dispel magic*, or a cure spell. If the Jade Regent is slain, Meida reacts by invoking her ancestral weapon and spirit of the warrior abilities to avenge him, launching herself into the melee with wild, furious abandon and fighting to the death.

STATISTICS

Str 8, **Dex** 12, **Con** 14, **Int** 13, **Wis** 10, **Cha** 24

Base Atk +11; **CMB** +10; **CMD** 29

Feats Combat Casting, Defensive Combat Training, Exotic Weapon Proficiency (fighting fan*), Extra Revelation**, Improved Counterspell, Iron Will, Quick Draw, Quicken Spell, Toughness

Skills Bluff +17, Diplomacy +20, Knowledge (arcana) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +10, Knowledge (planes) +8, Knowledge (religion) +10, Perception +6, Sense Motive +13, Spellcraft +14, Use Magic Device +17

Languages Draconic, Minkaian, Tien

SQ oracle's curse (haunted), revelations (ancestral weapon*** [+2 *ghost touch*, 15 minutes/day], sacred council*** 7/day, spirit of the warrior*** 7 rounds/day, spirit shield*** [+10 AC, 50% ranged miss chance, 15 hours/day], storm of souls*** [7d8, Fort DC 24 half, 3/day], wisdom of the ancestors*** [*commune* 1/day])

Combat Gear *wand of hold person* (17 charges), *wand of shield* (33 charges); **Other Gear** +1 *fighting fan**, masterwork darts (6), *otherworldly kimono* (see page 60), *ring of counterspells* (harm), *rod of splendor*, gold bracelet (focus for *sacred bond*, worth 100 gp)

NPC GALLERY

* See *Ultimate Combat*.

** See the *Advanced Player's Guide*.

*** See *Ultimate Magic*.

Loyal allies of the human warlord Anamurumon, the Renshii clan goes back several centuries. But when Anamurumon's barbarian army was defeated, the victors put most of the Renshiis to the sword. Only a handful of women managed to flee the emperor's samurai, escaping vengeance by marrying into other families, until the hidden clan all but disappeared. Renshii Meida was 20 years old when the spirits of her ancestors contacted her and whispered of her origins, and their desire to take vengeance on the imperial families who had erased all memory of them from Minkai. To this end, Meida offered her services to the Higashiyama family as a seer and advisor to interpret the will of the gods and ancestral spirits alike.

Behind Renshii Meida's outward demeanor of a tradition-bound geisha hides the soul of a deceitful snake, ready to lash out at the merest slight. In truth, there's a measured intelligence behind her submissive eyes—something others only discover long after falling victim to her schemes and machinations, if at all.

She and Soto Takahiro, the Jade Regent, developed a lasting love affair with each other, but regardless of her feelings for him, Meida is aggressively opportunistic, constantly plotting and scheming to gain further influence over Takahiro while secretly undermining Anamurumon's control over him. Now that she's pregnant with Takahiro's child (a secret she has only shared with her handmaiden), Meida is determined to establish a new dynasty, and will stop at nothing to place her own child on the Jade Throne.

TEAMWORK

Renshii Meida's Teamwork Score represents the strength of her alliances with the Jade Regent and his allies. As long as these alliances are intact, Meida cooperates with and aids her companions, but should her Teamwork Score drop to a level that breaks her alliance, her individual tactics and morale are affected. The following section details

how Meida's cooperation affects her allies, as well as how the PCs can further reduce her Teamwork Score by sowing discord.

Teamwork Score: 40

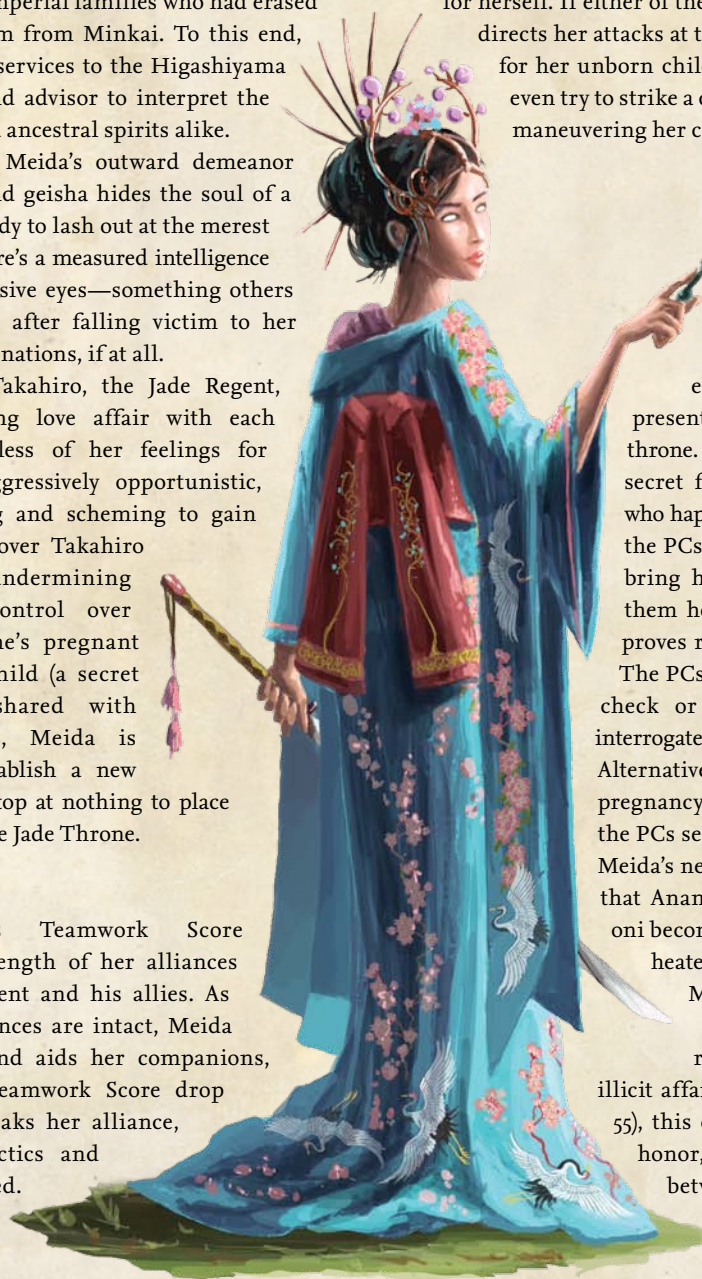
Alliance Intact: As long as Meida's Teamwork Score is greater than 0, she and her allies are treated as if they had the Shake It Off teamwork feat (*Ultimate Combat* 118). This remains in effect for the duration of the final battle with the PCs.

Alliance Broken: If Meida's Teamwork Score is reduced to 0 or lower, she refuses to cast healing spells on her allies. In addition, she sees weakness in Anamurumon or the Jade Regent as an opportunity to seize the throne for herself. If either of them falls below 20 hit points, she directs her attacks at them to remove any competition for her unborn child. If she survives, Meida might even try to strike a deal with the PCs, all in hopes of maneuvering her child closer to the Jade Throne.

Sowing Discord:

Always ambitious, Renshii Meida has her own designs on the Jade Throne. Secretly pregnant with the Jade Regent's child, she intends to marry Takahiro, elevating herself to empress and presenting their child as heir to the throne. The PCs can learn about Meida's secret from one of her handmaidens, who happens to be the daughter of one of the PCs' samurai allies. This ally could bring his daughter to the PCs to tell them her story, but the young woman proves reluctant to betray her mistress. The PCs must make a DC 30 Diplomacy check or DC 20 Intimidate check to interrogate the girl and learn the full story. Alternatively, they might learn of Meida's pregnancy through divination magic. If the PCs send inquiries to the palace about Meida's need for a midwife (thus ensuring that Anamurumon learns the news), the oni becomes angry, and the two get into a heated argument. In this case, reduce Meida's Teamwork Score by 10.

In addition, if the PCs spread rumors about the Jade Regent's illicit affairs with other women (see page 55), this does untold damage to Meida's honor, causing a lover's quarrel between her and Takahiro, which reduces Meida's Teamwork Score by 15.



JADE REGENT

JADE REGENT TREASURES

THE FOLLOWING UNIQUE TREASURES CAN BE FOUND IN “THE EMPTY THRONE.” PLAYER-APPROPRIATE HANDOUTS APPEAR IN THE GAMEMASTERY JADE REGENT ITEM CARD SET.

IKARIKURUSAI, THE RAGING CYCLONE

Aura moderate evocation; **CL** 9th
Slot none; **Price** 90,308 gp; **Weight** 3 lbs.

DESCRIPTION

Ikarikurusai is an ornate +3 *shock sansetsukon* (Ultimate Combat 134) that automatically resizes itself to match the size of its wielder. The chains joining the segments of this three-section staff crackle with arcs of electricity, and while held in at least one hand, the weapon acts as a lightning rod, drawing away incoming electrical attacks and granting its wielder electricity resistance 10. Upon striking a successful critical hit, *Ikarikurusai* explodes with electricity. In addition to the electricity damage from the *shock* ability, the target of the attack is struck by a stroke of lightning, which then arcs to other targets, as *chain lightning*. The bolt deals 5d6 points of electricity damage to the primary target (Reflex DC 19 for half damage). After it strikes, the lightning can arc to up to five secondary targets within 30 feet of the primary target. The secondary bolts each strike one target and deal as much damage as the primary bolt (Reflex DC 17 for half damage). The *chain lightning* effect only triggers on the first critical hit confirmed in a round, regardless of how many critical hits are made by the weapon that round.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *call lightning* or *lightning bolt*, *chain lightning*, *resist energy*; **Cost** 45,308 gp

KARUSETSU, THE CUTTING LIGHT

Aura strong evocation; **CL** 13th
Slot none; **Price** 67,500 gp; **Weight** 8 lbs.

DESCRIPTION

This exquisitely detailed +3 *nodachi* (Ultimate Combat 133) comes sheathed in a black-lacquered scabbard with gold filigree. Its hilt is wrapped in red dragonhide, and a single golden feather hangs from the pommel. *Karusetsu* enables its wielder to execute a flourishing slash three times per day in the direction of a single distant opponent (i.e., one not already engaged in melee combat with the wielder) up to 60 feet away. This flourishing slash projects a plane of scintillating force across the intervening distance, functioning as a ranged attack with a thrown weapon using the wielder's highest base attack bonus. On a successful hit, the blade's cutting light deals 4d6+3 points of force damage to the target, with a threat range of 18–20 and a critical multiplier of x2. In addition, a creature struck by the cutting light must succeed at a DC 14 Reflex save or be blinded for 1d4 rounds.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mage's sword*, *searing light*; **Cost** 33,930 gp

OTHERWORLDLY KIMONO

Aura strong conjuration; **CL** 15th
Slot body; **Price** 67,000 gp; **Weight** 1 lb.

DESCRIPTION

Embroidered images of cherry blossoms and cranes in flight adorn this blue silk kimono. The wearer can move and reposition these images on the kimono at will. The kimono grants its wearer a +4 resistance bonus on all saving throws and a +4 bonus on all caster level checks. Once per day, the wearer can draw a single creature within 60 feet into the kimono (no save), effectively shunting the victim into an extradimensional space, similar to a *maze* spell. Inside this otherworldly prison, the maze appears as an apparently endless cherry orchard filled with “walls” of windblown cherry blossoms and cranes flying overhead. Each round on its turn, the victim inside the kimono may attempt a DC 20 Intelligence check to escape the kimono as a full-round action. If the victim doesn't escape, it is released after 10 minutes, returning to where it had been before the kimono drew it in. If this location is filled with a solid object, the subject appears in the nearest open space.

Whenever a creature is drawn inside the kimono, the victim's image temporarily manifests as another embroidered design among the kimono's other images. While a victim is trapped inside, the kimono's bonuses on saving throws and caster level checks are increased by 2 (to +6). The kimono's increased bonuses return to normal when the victim is freed or released.

CONSTRUCTION

Requirements Craft Wondrous Item, *Heighten Spell*, *maze*, *resistance*; **Cost** 33,500 gp

O-YOROI OF IMPERIAL RULE

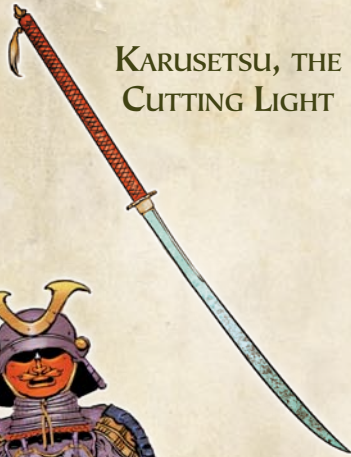
Aura strong evocation; **CL** 13th
Slot armor; **Price** 68,400 gp; **Weight** 45 lbs.

DESCRIPTION

This distinctive +4 *adamantine glamer*ed *o-yoroi* (Ultimate Combat 128) was designed for scions of Minkai's imperial families and their highest-ranking and most loyal samurai, providing its wearer with DR 3/—. In addition, the armor stores the kinetic energy from blows made against it. Once the armor has negated 15 total points of damage, the wearer can release

JADE REGENT TREASURES

KARUSETSU, THE CUTTING LIGHT



O-YOROI OF IMPERIAL RULE



TSURUHASHI, THE SILENT CRANE



SEISHINRU, SPIRIT ELIXIR

OTHERWORLDLY KIMONO



IKARIKURUSAI, THE RAGING CYCLONE

the stored energy as a swift action against a single creature within 10 feet. This energy takes the form of a force effect, and the wearer must make an attack roll at his base attack bonus +10. The energy deals 15 points of force damage to the target, and the target must make a DC 22 Fortitude save or be stunned for 1 round. If the wearer chooses not to release this energy, the armor still provides damage reduction but absorbs no more energy until the stored energy is released.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *clenched fist*, *disguise self*; **Cost** 42,550 gp

SEISHINRU, SPIRIT ELIXIR

Aura moderate evocation; **CL** 10th

Slot none; **Price** 5,500 gp; **Weight** —

DESCRIPTION

This potent elixir has the consistency and color of pomegranate juice, and a tart taste with a faint aroma of fresh fruit. Usually found in bamboo containers decorated with images of carp, the sacred animal of the goddess Shizuru, the elixir within contains the distilled spiritual essence of the most honorable guardians who died in service to Minkai's emperors. Each time the character drinking the elixir makes an attack roll, ability check, or skill check, it rolls two d20s and takes the better result, as these spiritual guardians offer their advice and encouragement. This effect lasts for 10 rounds, but it immediately ends if any roll is a natural 20. If the character drinking the elixir is a scion

of one of Minkai's five imperial families (including anyone invested as such by an *Imperial Seal*) and is reduced to fewer than 0 hit points during the duration of the elixir's effects, the elixir also immediately cures the drinker of 5d8+10 points of damage, which can bring a recently slain character back to life. This healing immediately ends any of the elixir's other effects.

CONSTRUCTION

Requirements Craft Wondrous Item, *breath of life*, *brilliant inspiration* (*Advanced Player's Guide* 207); **Cost** 2,750 gp

TSURUHASHI, THE SILENT CRANE

Aura moderate necromancy; **CL** 9th

Slot none; **Price** 16,101 gp; **Weight** 1 lb.

DESCRIPTION

The cross-guard and tines of this +2 *adamantine sai* are crafted of a mysterious red metal, adorned with grinning skulls. The haft is wrapped with delicate white crane feathers. Only a handful of *tsuruhashi* are known to exist, each one crafted as a silent killer. The weapon grants a +1 bonus to the DC of Fortitude saves made against an assassin's death attack or ninja's assassinate ability. In addition, while executing such an attack, the wielder of a *tsuruhashi* may cast *silence* upon his victim as a swift action. This ability can be used once per day and affects only the victim of the attack.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *silence*, *slay living*; **Cost** 9,551 gp