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JADE REGENT



Player's Guide

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The distant lands of Tian Xia contain the promise of an unlimited number of mysterious and captivating spectacles, but also within this mystical realm is the ever-lurking fear of the unknown and the untrustworthy. After all, not everything is as it seems in Golarion, and this holds doubly true in this part of the world, where the lands themselves seem to constantly change, simultaneously enchanted by the benevolent kami and plagued by the demonic oni. Wary adventurers know to carefully scrutinize even the most mundane creature, as it can just as easily change shape into either something equally harmless or a monster of devastating proportions. Regardless of the ever-shifting nature of Tian Xia, one crucial rule remains constant: keep your eyes open.

In the Jade Regent Adventure Path, PCs will travel epic distances with a crew of lively NPCs, starting in the familiar nation of Varisia and ending up on the other side of the world. As a result, the primary element you should keep in mind when creating your character is the fact that while the Adventure Path begins in Sandpoint, it won't stay there—build your character as someone eager to leave this quiet town to seek adventure elsewhere in the world and you'll be set! This guide's purpose is to help players create and equip their characters so they can readily take on the challenges and trials they will face along the journey to a different continent. In addition to spoiler-free details pertaining to the types of areas PCs are most likely to encounter on their legendary voyage, this guide will provide campaign traits to flesh out characters' backgrounds, advice on races and classes, and rules regarding their relationships with important NPCs and the caravan they'll be traveling with.

RACES

Considering the air of mystery surrounding much of Tian Xia, it should be no surprise that individuals of all races and ethnic backgrounds voyage from the comfortable lands of Varisia to the Dragon Empires.

DWARVES

The Lands of the Linnorm Kings, sparsely inhabited as they are, nonetheless stand as direct gateways between Varisia and the Crown of the World. Because of this, dwarves are no strangers to the idea of making perilous journeys, familiar as they are with travelers making their way through the unforgiving lands. Copper is one of the most prevalent trade goods to come out of the Lands of the Linnorm Kings, drawn out of the vast mine in Kopparberget. The metal is often shipped south to Varisia, where it is refined in the vast halls of Janderhoff before being traded to traveling merchant caravans. Dwarven mercenaries and warriors are often hired as

caravan guards for traders headed either south to Varisia or across the snowy mountains of the north. This life of traveling may inspire dwarves prone to wanderlust, and the hardy members of this race are particularly suited to the hardships of caravan travel.

ELVES

To outlanders, elves may seem content to live their long lives out in quiet contemplation and relaxation, but in fact many elves grow tired of long stays in one region. This truth, plus their innate attraction to the supernatural, sometimes draws them to distant lands. Elves abound in the Mierani Forest in Varisia, though many are disheartened by their inability to reclaim the ancient elven city of Celwynvian and may seek to escape the land that reminds them of what they lost. Those unfortunate Forlorn within Varisia may seek refuge from their own lives of sadness by joining a caravan on its way to distant lands and thus removing themselves from surroundings that have grown too intimate and allowing a glimmer of hope into their otherwise drab existences. With their affinity for nature and its sometimes mysterious inner workings, elves are highly sought by traders and other caravan leaders to keep an eye out for anything seemingly unnatural or out of place on the often overgrown and rugged trade routes north of Varisia.

GNOMES

With their love of the wondrous and their unceasing desire to take in all that there is to be experienced, gnomes have a great many reasons to join a caravan on its way to distant lands. While many gnomes call Varisia their home—whether speaking of the vivacious and colorful woods of Sanos Forest or the comfortable cottage homes of Whistledown—the comforts of a fairly developed nation such as Varisia can begin to feel stifling to adventurous gnomes, and joining a caravan to trek to colorful (and perhaps a tad treacherous) foreign lands is an excellent way to relieve such tension. Varisia is home to its own amazing sights, but the life of a caravan member is truly unparalleled for wandering-prone gnomes, whose appreciation for new experiences will aid them well in a lengthy and perilous journey.

HALF-ELVES

Half-elves are rare in the Inner Sea, and Varisia is no exception. The close proximity of elven and human settlements creates much intermingling between the two races, but few trysts last long enough to foster a half-elf child. Nonetheless, the few half-elves who do dwell within Varisia tend to gravitate toward the larger cities on the coasts, where they are more readily accepted and can interact with numerous people while not getting too

MINKAI OVERVIEW

The vast continent of Tian Xia is made up of many distinct nations, each with its own cultural traditions and rich history. With the collapse of the Imperial Lung Wa over a century ago, much of the continent's mainland has been thrown into disorder and civil war, though the outlying nations remain independent of these internal conflicts.

The Minkai Empire, one the largest nations in Tian Xia, would have been the most powerful region left standing after the collapse of Imperial Lung Wa had it not quickly begun to see the demise of its own power structure as well. The official ruler of Minkai, the unenthused Emperor Shigure Higashiyama, has recently been removed from the Jade Throne and taken into hiding by the Higashiyama clan, supposedly for his own safety. The Higashiyama clan installed a temporary ruler in his place to maintain order as the nation began to fall apart, but the Jade Regent is becoming an increasingly infamous public figure, and none can tell how much longer the instable nation will remain standing.

attached to any particular family. Half-elves are prone to traveling in order to seek out a place where they can be truly happy and fit in. With their sharp wits and love of adventure, half-elves are often recruited for caravans to act as scouts or to aid their traveling partners with their keen insight.

HALF-ORCS

Shunned and despised in most lands as monstrosities, half-orcs find little refuge from this common hatred even in distant lands. Their goblinoid visages are considered disgusting and terrifying to communities around the world. Nonetheless, half-orcs are always esteemed for their brute strength and raw power, and are often sought as caravan guards by traders venturing from the Inner Sea. In Varisia, half-orcs are most commonly found in the lawless city of Urglin, where they fight daily to retain some sense of control over their tormented existences. The prospect of traveling away from their homeland—which serves as a constant reminder of their unfortunate origins—is often motive enough for half-orcs to join a caravan headed toward foreign nations.

HALFLINGS

Halflings are prone to traveling, finding comfort in making their unique qualities useful to travelers and forging their way as best they can in the human-run trade settlements of Varisia. Halflings with flexible moral compasses can easily find a way to exploit the otherwise

honest machinations of trade along the routes from Varisia to other nations, bringing illicit goods with them to peddle on the side; more honorable individuals, however, may instead use their skills to ward off would-be swindlers and bandits they might encounter on the road. Halflings from communities such as Baslwief can make a tidy profit trading their mined ores to other parts of Varisia or lands to the north. Caravans often find halflings particularly useful in roles such as cooks, scouts and messengers, and thus seek to hire such talented individuals.

HUMANS

Making up the bulk of Varisian society, humans come from all over the Inner Sea region to the wild frontier. Whether they be honest artisans, mysterious fortune-tellers, or stalwart adventurers, humans always have a place within Varisia, and flock to settlements both large and small. Popular societies include the trade-haven of Magnimar, as well as the quiet (though often unfortunate) town of Sandpoint. The call to adventure is always there, and many who thought they could settle down find themselves once again on the road via caravan, a mode of transportation that promises excitement as well as profit. It was humans who forged or rediscovered many of the trade routes spanning Varisia and the other nations of the north, and the human drive to explore and expand across the continents of Golarion continues to spur adventurers toward traveling. Ever-curious and seeking to make their own way in the world, humans are almost instinctually attracted to the grand adventure of travel to foreign lands, tantalized and charmed as they are by magnificently crafted goods, mesmerizing cultural traditions, and the unfamiliar mannerisms of foreign peoples.

CLASSES

Characters of all classes can find reason to join a traveling caravan headed out of Varisia, but those whose skills and abilities are both viable and useful on a long and perilous trek will be best suited for the journey.

ALCHEMISTS

Forever seeking oddities and rare materials to brew into concoctions as eccentric as their own selves, alchemists regard travel as a prime opportunity to obtain rare chemicals and ingredients for their concoctions. North of Varisia, however, the lands become more perilous and less rewarding for dedicated herbalists, as the frosty winds generally kill any plants that may have been useful in brewing new potables.

Recommendations: Alchemists, being the varied and versatile party members they are, will find themselves useful most of the time during the journey in this

Adventure Path, but this class may prove to be a challenging one to play for the first couple adventures. Suggested skills for alchemists include Knowledge (nature), Spellcraft, and Survival.

BARBARIANS

Barbaric warriors are common throughout areas of the Storval Plateau in eastern Varisia, and their brute strength and iron resolve are often welcome traits among traveling caravans. Shoanti and Kellid barbarians hailing from the northern reaches of Avistan are not strangers to the roads travelers and traders traverse, and such individuals can earn a substantial wage by escorting trade caravans and diplomats to faraway nations.

Recommendations: Barbarians of all makes might have reason to travel many miles away from Varisia, but those with the Mounted Fury archetype will have an easier time making the long voyage over mountains by horseback. Barbarians who make use of the Invulnerable Rager archetype and select invulnerability to cold climate effects for their Extreme Endurance ability will best withstand the harsh chill of the north. Suggested skills include Climb, Perception, and Survival.

BARDS

Bards seeking to regale audiences and capture their hearts (or purses) with tales of epic journeys need look no further than a caravan voyage throughout and beyond the lands of Varisia. While Varisian culture is rich, its familiarity often gives rise to wanderlust in bards, who are welcome among caravan parties for their ability to boost morale and inspire courage during difficult times. Cunning Varisian bards who have overstayed their welcome in cities such as Riddleport and Magnimar may seek refuge in the distant lands to the north or even farther, and tribal bards hailing from hillier regions such as the Kodar Mountains and Storval Plateau are often privy to tales of the lands to the north, stoking their curiosity. Many other bards are motivated to take on long journeys by their desire to enlarge their repertoires and win renown.

Recommendations: Bards' skill sets will prove useful in much of this Adventure Path, but certain abilities may aid bards during their journey more than others. While part of this Adventure Path involves a long overland journey, bards will still have numerous opportunities to interact with various and diverse elements of societies and cultures. Suggested skills include Acrobatics, Bluff, Linguistics, Stealth, and Use Magic Device.

CAVALIERS

Honorable and dedicated cavaliers might have any number of reasons to join a caravan's expedition, and their dedication to their group of fellow adventurers

proves a boon in this formidable voyage. Particularly brave (or simply bullheaded) cavaliers from other lands visit Varisia in order to build their fame and win great renown, only to realize their ambition would be better received in even more distant lands. Cavaliers are always looking for more followers for their cause, and recruiting an entire caravan can be seen as only the beginning to an entire journey teeming with potential converts. More solitary individuals who don't necessarily seek the assistance of others may view the voyage to distant nations as a personal challenge with no reward save for the personal satisfaction of having accomplished such an epic journey.

Recommendations: Cavaliers belonging to the Order of the Dragon or the Order of the Shield would be the most cohesive members of a tight-knit band traveling northward, and their powers to aid allies in combat would be a valuable asset in the frigid and dangerous regions of the north. Suggested skills include Bluff, Diplomacy, Ride, and Sense Motive.

CLERICS

Traveling clerics are already quite common among the Inner Sea region, and their presence is often considered a must by caravans who hope to live long enough to make it to their destinations. Varisian clerics tend to worship Desna, while natives of the Lands of the Linnorm Kings gravitate toward Gorum. Clerics of these deities, as well as those of other gods that seek to do good while maintaining the inherent balance of nature, will find their skills of utmost importance among a caravan. The perils of foreign poisons and ailments prove a constant threat to travelers, making clerics' divine healing powers a valuable asset.

Recommendations: Clerics of all domains will be useful to the party, but certain specializations will likely be more useful than others, particularly those with healing and protective powers, or those who do combat against evil forces such as outsiders. Strong domain choices include the Good, Protective, and Travel domains, and useful subdomains include Exploration and Revolution. Suggested skills include Heal, Knowledge (nobility), and Sense Motive.

DRUIDS

Most druids take to traveling easily, as they already exist on the outskirts of society. While the wilder areas of Varisia may entertain appreciators of nature for a time, the prospect of even stronger forces of nature often drives druids to travel. Caravans are usually composed of those with an affinity for the more natural ways of life, and druids tend to get along with these nomadic types who have chosen to shun civilization for a variety of reasons.

NINJA AND SAMURAI

While players will be delving into the enchanting and foreign lands of Tian Xia in this Adventure Path, this does not mean you can't start the game as a ninja or a samurai. Just as the Kaijitsu family traveled from distant Tian Xia to Avistan, your family could have made the long journey as well, bringing with it some of that land's ancient traditions. Of course, you need not even be from Tian Xia to be a ninja or a samurai—these classes and traditions, while rare in the Inner Sea region, are far from unknown. If you want to start the Jade Regent Adventure Path as a ninja or a samurai (or for that matter, a geisha bard, a martial artist, or any other on-theme option presented in *Ultimate Combat*, *Ultimate Magic*, or any other Pathfinder rulebook), work with your GM to determine the details of how your character came to join this class.

Varisian druids dwelling in the Sanos Forest or the Kodar Mountains will often hear from other nomadic druids tales of the majestic kami that enchant the forests and hills of distant lands to the north. Stories of the treacherous oni, who would seek to defile nature, also reach druids' ears, and these rumors instill a sense of righteousness within druids who seek to reprimand such foes.

Recommendations: Druids of all types will fare well in this Adventure Path, and those with the Arctic or Mountain archetypes will find their talents particularly suited to travel. Since a portion of this Adventure Path involves a long journey through cold terrain, choosing animal companions that can adapt to cold weather with ease is a good plan. Suggested skills include Knowledge (geography), Perception, and Survival.

FIGHTERS

Whether hired as caravan guards or mercenaries ordered to protect traveling diplomats, fighters are constantly traveling in and out of Varisia through its various trade routes. Self-motivated warriors may simply seek their fortune in the distant and magical lands beyond, where countless treasures and riches wait to be found in the untamed depths of the wilds. Fighters from all regions, including deserters of frost-ridden Irrisen as well as roving mercenaries of the Lands of the Linnorm Kings or Varisia, can find reason to leave the comforts of home behind and pursue the life of a vagabond.

Recommendations: Any breed of fighter will have his hands full, but should fare well in this Adventure Path. Strong choices for archetypes include Free Hand Fighter and Savage Warrior, and suggested skills include Handle Animal, Intimidate, and Survival.

GUNSLINGERS

Daring and foolhardy gunslingers of the Inner Sea region often welcome the challenge of traveling in an entirely foreign environment, and traveling in a caravan with a crew of close companions is as much a guarantee of this as anything. Gunslingers find a life of travel to their liking when looking for bold and daring ways to take down dangerous foes.

Recommendations: Gunslingers of all calibers will do well in this Adventure Path, and their prowess with both short- and long-range firearms will come in handy during combat as well as roleplaying. Suggested skills include Acrobatics, Knowledge (local), Perception, and Survival.

SPECIAL NOTE: Since firearms do not play a role in this Adventure Path at all, you should talk with your GM about playing a gunslinger before making this choice—the lack of support for firearms as readily available treasure might make this class much less attractive if your GM doesn't adjust the Adventure Path to compensate.

INQUISITORS

Ruthless pursuers of justice from the Inner Sea region often desire to make their way to distant lands in order to hunt down heretics and blasphemers, regardless of how even their closest party members regard their zealous attitude. Inquisitors are often welcome either way because they possess skills that prove extremely useful when encountering those who would seek to dismantle a caravan. The steadfast and morale-boosting resolve of a sure-minded inquisitor is a valuable asset to a party that is often hard-pressed to cooperate, especially in times when unrest is high.

Recommendations: Inquisitors whose focus is on maintaining the bonds of teamwork will be well received in a group of close-knit travelers such as a caravan. While their zealous and sometimes downright paranoid demeanors may not be as welcome during times of dire strain among allies, inquisitors' many talents will nonetheless prove useful in most circumstances. Suggested skills include Diplomacy, Knowledge (nature), and Survival.

MAGI

Varisia is often a proving ground for wandering magi seeking to practice both the art of magic and melee, but their training often requires constant movement and change of pace, and the trail to a distant land offers plenty of both. While most magi hail from more easterly regions, the fortune-tellers and traveling magic-wielders of Varisia nonetheless tempt nomadic magi, who will stop in numerous cities of the region in order to glean what useful lore and techniques they can from the locals before moving on once again. The lure of lands rife with entirely

different styles of fighting and magic is irresistible, and magi, who seek to be experts in both, should find traveling with a caravan of equally adventurous voyagers to their liking.

Recommendations: Magi of all sorts will be useful in this Adventure Path, as both swordplay and sorcery will be pivotal skills to have while making the epic voyage. Suggested skills include Climb, Knowledge (arcana), and Use Magic Device.

MONKS

Monks, always looking for the next step in their journey toward self-perfection, often seek out the company of a caravan, which allows them access to myriad experiences that will strengthen their resolve. Western Avistan is home to the many monasteries of Varisia as well as the island monasteries on the archipelagos of the Steaming Sea, and a pilgrimage to a far-off land in the company of a group of friends and strangers is a fairly common rite of passage to reach the next level within the hierarchy of the monastery.

Recommendations: No matter what discipline a monk follows, he will have an easy time making the long caravan voyage and working within a tight-knit group of travelers. Common archetypes include monk of the lotus, monk of the sacred mountain, and zen archer. Suggested skills for monks include Acrobatics, Perception, and Sense Motive.

ORACLES

Oracles, ever in tune with a mysterious “other” that most can hardly fathom, sometimes hear the call to travel which they can only heed obediently. In Varisia, where fortune-tellers and harrowers are not only accepted but embraced by believers, oracles are also accepted with open arms, their talents in reading messages of a divine nature a boon to many travelers. Varisia is ever the home to the wayward or misunderstood magic-user, including many oracles. Most such oracles hail from the barbaric areas of the Storval Plateau and Kodar Mountains. Many more oracles hail from the Hold of Belkzen, where they sometimes act as enslaved humanoid shamans to tribes of orcs. While traveling across the world may not appeal to many oracles for its own sake, the prospect of hidden knowledge and untapped sources of power in a foreign realm are powerful draws.

Recommendations: Oracles of all types will be useful in this Adventure Path, but those with certain curses, such as clouded vision and haunted, will have an easier time dealing with their hindrances. All mysteries are good choices, but common ones include Battle, Nature, or Wind. Suggested skills include Heal, Sense Motive, and Spellcraft.

PALADINS

Paladins are incredibly useful assets to a traveling caravan, whose passengers undergo attacks and trials that often call for the aid of an expert healer or banisher of evil. The various evil spirits that inhabit the route from Varisia northward prove much more manageable with the aid of a holy warrior. Paladins with wanderlust often take to the road in hopes of vanquishing evildoers during their journeys, and are almost always welcome among caravan groups.

Recommendations: Paladins who are willing to travel and lack strong ties to a particular locale will fare well



SHALELU ANDOSANA

STARTING IN SANDPOINT

The Jade Regent Adventure Path begins in the small town of Sandpoint on the west coast of Varisia—but it isn't going to stay there. The Jade Regent Adventure Path will be leaving the comfortable town of Sandpoint before the first adventure in the campaign is done. While your character should be from the town of Sandpoint (or at least from that region, if only to explain how your character established his or her relationship with one of the four key NPCs), you should avoid building in any long-term character goals that require your PC to remain in town. The Campaign Traits mostly encourage a sense of adventure and wanderlust and a desire to see the world beyond Sandpoint, but part of the responsibility for cultivating that mindset falls upon you as the player. Remember that when you sign on to play an Adventure Path, you're signing on for a specific story. While you still have an enormous amount of freedom in designing your character, if you focus your design choices on ones that fit this Adventure Path's theme of long journeys, you'll have a much more enjoyable and rewarding experience in the end!

during the long journey. Those who seek to right wrongs and honor ancestors will also fit well with this Adventure Path. A paladin should be prepared to stand on his own two feet in the middle of wastelands void of churches, however. Suggested skills include Diplomacy, Knowledge (nobility), and Sense Motive.

RANGERS

For those who heed the call of nature and wish to explore it, joining a caravan of traveling adventurers is a logical decision, and the frostbitten lands to the north are considered the ultimate challenge by diehard rangers. Rangers from all over Avistan can appreciate the tundra and the unique challenges it presents both to travelers passing through and to those trying to make their way living in it. Those from the Lands of the Linnorm Kings and neighboring Irrisen understand the trials implicit in venturing through the unforgiving wilds, and make excellent guides for traveling caravans going through dangerous mountain passes. Sharp-eyed rangers are also often hired as scouts to inform the caravan leader of threats such as foreign monsters and hazardous terrain up ahead.

Recommendations: Excellent favored enemy choices for rangers playing in the Jade Regent Adventure Path include animal, humanoid (human), outsider (evil), outsider (native), and undead. For favored terrains, good choices include cold, forest, mountain, and urban. Suitable archetypes include guide, shapeshifter, and

spirit ranger, and suggested skills include Knowledge (geography), Perception, and Survival.

ROGUES

Rogues are always drawn to rumors of distant lands, especially those that allude to riches and wonders unattainable in local places. The prospect of such treasures is often enough to tempt rogues from all over northern Avistan to venture with a caravan to foreign lands. Even the most obscure rumor spoken in the right tavern in Varisia's Riddleport can pique the interest of pirates or thieves. If ever on the run from authorities or others who seek to make rogues pay for their misdeeds, there are few places that offer better protection than a wandering caravan, ever on the move and out of sight of the law.

Recommendations: Rogues of all varieties will be of great use to a caravan of adventurers, and those seeking wealth need no better reason to join an expedition than the promise of untold riches. Common rogue archetypes that would be particularly helpful in the trek out of Varisia are the acrobat, burglar, and scout, while useful skills to place ranks in include Knowledge (local), Sense Motive, and Stealth.

SORCERERS

A relatively high proportion of the natives of Varisia and its neighboring nations possess the innate arcane abilities that classify them as sorcerers, and many might thus seek a change of pace from a land that has grown used to their wondrous powers. Some sorcerers—especially those hailing from settlements near Galduria, where the Twilight Academy focuses on the talents and teachings of more scholarly magic-users such as wizards and alchemists—find the idea of remaining still stifling, and thus take extremely well to the prospect of traveling to faraway lands. Caravans always welcome the useful powers of sorcerers, whose talents make them suitable for any number of job positions within the caravan.

Recommendations: Any sorcerer would be a boon to an adventuring party making a long trek in a caravan, and certain archetypes that might be more inclined to make the journey include boreal and starsoul; skills that would be most beneficial to hone include Knowledge (arcana) and Spellcraft.

SUMMONERS

Summoners are less common in the battle-fueled tribes of the north, but their presence is a known and somewhat feared one. They are often compelled to travel thanks to the ill reputation surrounding them, and they are used to being pushed out of societies and onto the road. The presence of a summoner and his eidolon within a caravan can be beneficial to morale and helpful with the various

jobs that need to be accomplished while traveling, making summoners incredibly useful during the voyage.

Recommendations: Summoners with animal-shaped eidolons will find the voyage through the wilder regions of Varisia easier than others. Summoners with eidolons resembling more demonic beings may be mistaken for allies of terrible spirits, and thus may have a hard time integrating themselves in the various settlements they will travel to. Suggested skills include Knowledge (geography), Linguistics, and Spellcraft.

WITCHES

Though witches are feared and mistrusted by cultures throughout the entire world, caravans headed out of Varisia find witches a bit less threatening than do those from other nations, so ingrained in Varisian culture is the narrative of the traveling fortune-teller. In the regions near Irrisen, however, where tales of the White Witches haunt peoples' dreams, witches are an unwelcome sight, and thus many practitioners find little reason to stay. Their eerie skills remain potent in times of dire strain, and their addition to the party could prove to be a boon in situations that require the powers of the divine.

Recommendations: Witches of all backgrounds will find travel to faraway realms populated by cautious individuals difficult, but not impossible. Small mammalian familiars such as foxes and wolves will fit in best, while patrons such as Animals, Endurance, or Wisdom may grant a witch a particular edge during travel. Suggested skills include Heal, Knowledge (nature), and Spellcraft.

WIZARDS

The ever-studious and often hermetic wizards of Varisia don't usually travel far from their academies—such as the illustrious Twilight Academy in Galduria—but with the right amount of coaxing or promises of even more knowledge and potent magical items to be gained on the other side of the world, a few might be persuaded to make the journey. Ever in search of more knowledge that will help them unlock powers scarcely yet realized, wizards have many reasons to join a caravan of diverse individuals to trek to foreign realms.

Recommendations: Wizards, with their spells, scrolls, and various useful abilities, make a great addition to a traveling party such as the one established in this Adventure Path, and they will have no trouble fitting in with an eclectic group of travelers and putting their diverse skills to use. All schools of magic will work with equal effectiveness, though Abjuration and Enchantment are popular choices among those who don't wish to be universalists. Some suggested skills are Knowledge (geography), Linguistics, and Spellcraft.

CAMPAIGN TRAITS

Character traits are essentially half-feats that help customize PCs' background and tie them to the themes and events of a particular adventure. Each character should begin play with two traits, one of which must be selected from the Jade Regent campaign traits that are described below. For general traits, see the *Pathfinder RPG Advanced Player's Guide* or the *Character Traits Web Enhancement*, a free PDF download available at <http://paizo.com/traits>. Additionally, most Pathfinder Player Companion supplements contain racial, regional, and faith traits unique to Golarion and suitable for use by Jade Regent PCs.

Campaign traits are tailored to a specific Adventure Path and give your character a built-in reason to begin the first adventure in a new campaign. For Jade Regent, these traits also codify your character's relationship with one of four primary NPCs who will be accompanying you on much of the campaign—these NPCs will play a more important role in the overall Adventure Path than any NPCs before, and in many ways, their successes and failures will be closely tied to your own character's successes and failures.

Campaign traits assume a lot more about your character's backstory than do normal traits, and they are meant to help serve as inspiration for players seeking to create a detailed and interesting history for their characters. You have a certain amount of leeway in adjusting a campaign trait's expected backstory once you've selected the trait that's right for you; just be sure to get your GM's approval before you play a character with a modified history.

All of the following traits revolve around ways characters may know one of the four primary NPCs of the Jade Regent Adventure Path—Ameiko Kaijitsu (owner of a popular local tavern and one of the town's aristocrats), Shalelu Andosana (a warden of the wilderness around town and a talented hunter), Koya Mvashti (a mysterious fortune-teller), and Sandru Vhiski (owner of a caravan and younger brother of one of the town's more notorious scoundrels). You can take a look at these traits to get a general, spoiler-free idea of the types of foes and challenges your character might encounter over the course of the Adventure Path. Knowing that there are going to be elements of Asian fantasy, cold-weather environments, caravan travel, conflicts with supernatural foes, politics, and the like should help you build a character that fits more organically into the campaign you're about to join.

In addition to selecting a campaign trait, you'll need to pick which of the four NPCs your campaign trait ties you to. Descriptions of these four NPCs, along with brief explanations of their roles in the town of Sandpoint, appear below.

AMEIKO KAIJITSU (FEMALE HUMAN BARD)

Ameiko is a beautiful but somewhat irreverent woman of Tian descent who runs Sandpoint's Rusty Dragon tavern and happens to be a member of one of Sandpoint's founding families. Her parents and older siblings have met unfortunate ends over the past several years, leaving the young woman as the sole remaining Kaijitsu in town. Ameiko may be among the town's nobility, but she's never really cared for the aristocracy—she's always had an urge to explore, and loves hearing stories of adventures and daring deeds. She even spent a year or so as an adventurer herself, along with her friend Sandru Vhiski. Her short adventuring career earned her enough money to buy the Rusty Dragon outright, and she now serves as its sole proprietor in her "retirement." You get the feeling, though, that abandoning the adventuring life wasn't entirely her choice—certainly she doesn't talk much about what happened on her last adventure, or what happened to the others in her group. And although she has a lot of friends and admirers in town, Ameiko has never accepted anyone as anything more than a friend; she dodges personal questions and diplomatically avoids proposals of romance, much to the frustration of several eager suitors here in Sandpoint. She's a talented singer and samisen player, and if she wanted to, Ameiko could certainly lead a comfortable life here in Sandpoint. You know her fairly well, however, well enough to know that she is growing increasingly bored and impatient with having nothing more to look forward to than a "safe life" in a "safe town." If the chance to go on an epic voyage or other grand adventure ever presents itself, you're convinced that Ameiko would sell the Rusty Dragon and set out once more to seek her fortune in a heartbeat.



AMEIKO KAIJITSU

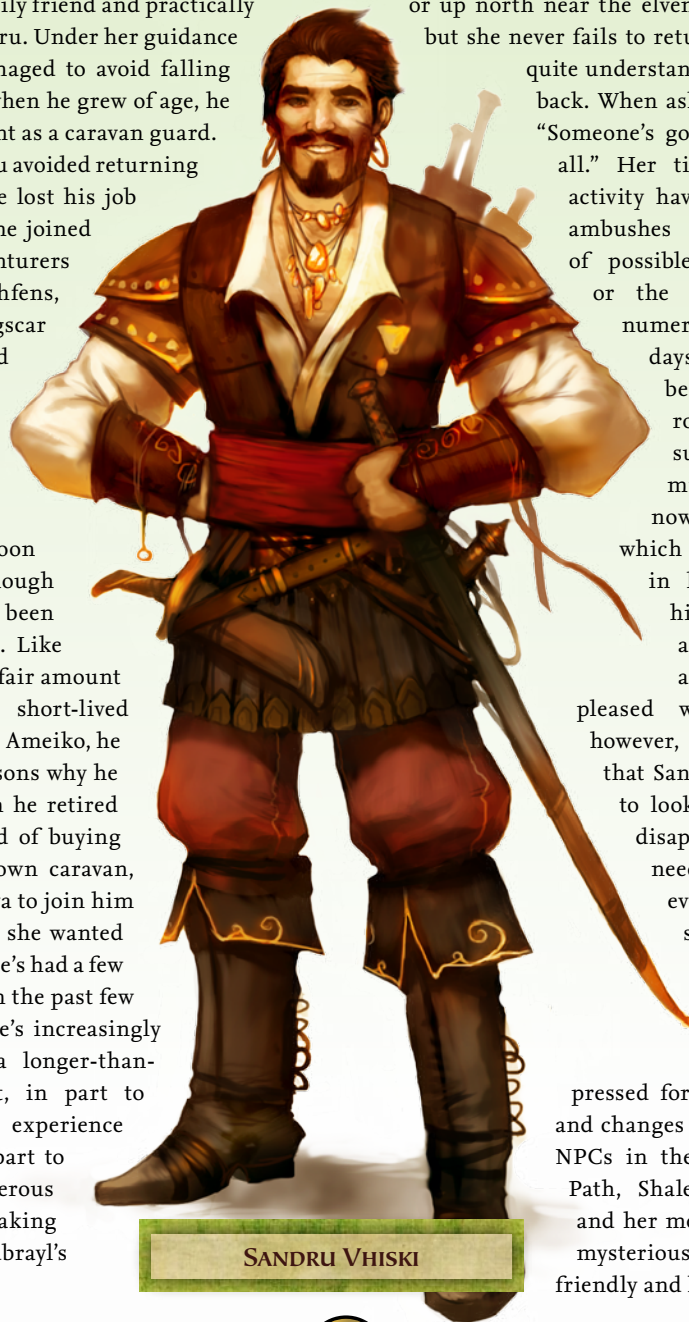
KOYA MVASHTI (OLD FEMALE HUMAN CLERIC OF DESNA)

Until she passed away from natural causes just a few months ago, Madame Niska Mvashti was the oldest person in Sandpoint. No one quite knows exactly how old the Varisian seer actually was when she died (she was already old when Sandpoint was founded over 40 years ago)—but the fact that her only daughter Koya is herself an old woman is a telling fact. Koya has spent a fair amount of her life traveling Varisia with a number of caravans, serving as a healer when she was younger and more recently as a fortune-teller. For the past several years, she's been traveling with her adopted son Sandru Vhiski on a regular caravan route that travels between Riddleport, Magnimar, and Korvosa two or three times a year. The caravan spends most of its time relatively close to Sandpoint, though, and that has suited Koya fine, since it gave her more time to care for her aged mother. Since old Niska's death, however, Koya's initial mourning has transitioned into a sort of morose melancholy. A life-long worshiper of Desna, she has come to realize that while she has traveled extensively through the Varisian lowlands, she's never been beyond the region's borders. Tales of other Desnan explorers have long delighted Koya—even her own mother reputedly took part in several extensive caravans that traveled north to the Lands of the Linnorm Kings and even as far as Qadira. Koya's having something of a late-life crisis as a result—a growing sense of disappointment that she's never made a long caravan trek. With her mother dead, Koya has little reason to stay in Varisia, and she's been pressuring Sandru to take a long journey soon: "The sooner the better, 'cause I won't be around for long!" Koya's in remarkably good shape, physically, for a woman well over 60 years of age—obviously, longevity runs in her family—but with each year that passes, the chance of her having the chance to experience a truly epic journey like the ones in her favorite stories grows slimmer.

SANDRU VHISKI (MALE HUMAN ROGUE)

Only a few years from middle age, Sandru Vhiski is a charming man, handsome and irreverent in precisely the ways that could have made him a highly successful Sczarni con artist, even before one takes into account in the fact that his older brother, Jubrayl, is said to be the local Sczarni leader in Sandpoint. The death of their parents during a violent storm, while tragic, was ironically just the thing to save Sandru from life as a Sczarni, for while Jubrayl was old enough at the point to strike out on his own (and thus fell in completely with the Sczarni), Sandru was still a young child. His care fell to Koya Mvashti, a family friend and practically an aunt to the young Sandru. Under her guidance and support, Sandru managed to avoid falling in with the Sczarni, and when he grew of age, he instead sought employment as a caravan guard.

For several years, Sandru avoided returning to Sandpoint, but after he lost his job in the caravan business, he joined up with a group of adventurers eager to explore the Mushfens, Churlwood, and the Fogscar Mountains. As fate would have it, another former resident of Sandpoint, Ameiko Kaijitsu, was also a member of the group. Sandru and Ameiko hit it off at once and soon became close friends—though both say they have never been anything more than that. Like Ameiko, Sandru earned a fair amount of money during his short-lived adventuring days, and like Ameiko, he doesn't talk about the reasons why he abandoned the life. When he retired from adventuring, instead of buying a tavern, he bought his own caravan, after which he invited Koya to join him on his journeys, knowing she wanted to see more of the world. He's had a few clashes with his brother in the past few years, and you've heard he's increasingly considering taking on a longer-than-normal caravan contract, in part to indulge Koya's desire to experience a grand journey, and in part to get away from the dangerous influence of his troublemaking older brother and Jubrayl's Sczarni compatriots.



SANDRU VHISKI

SHALELU ANDOSANA (FEMALE ELF RANGER)

Although Shalelu Andosana is something of a mystery to the residents of Sandpoint, she's certainly one of the town's most admired defenders. She doesn't actually live in town, but she sometimes spends the night at the Rusty Dragon free of charge, thanks to her long friendship with Ameiko Kaijitsu. Everyone in town knows that Shalelu is something of a loner and prefers to spend her time wandering in and exploring the wilderness around Sandpoint. She periodically vanishes from the region for weeks or even months at a time to visit friends elsewhere in Varisia (particularly, it's said, near Hook Mountain or up north near the elven village of Crying Leaf), but she never fails to return to Sandpoint. No one

quite understands why she keeps coming back. When asked why, she merely says, "Someone's got to keep an eye on you all." Her timely reports of goblin activity have helped save folk from ambushes or warned the militia of possible attacks on the town or the surrounding farmlands numerous times. Yet in recent days, Sheriff Hemlock has begun taking a more active role in patrolling the surrounding area, and his militia is better trained now than ever before, which means that Shalelu's aid in keeping an eye on the hinterlands is growing less and less necessary. She actually seems relatively pleased with this development, however, as though she's proud that Sandpoint is finally starting to look after itself rather than disappointed at not being needed any longer. She has even started hinting that she's thinking of taking a long journey away from Sandpoint sometime in the future, but whenever she is

pressed for details, she just shrugs and changes the topic. Of the four key NPCs in the Jade Regent Adventure Path, Shalelu is the most distant and her motives are easily the most mysterious, but she otherwise seems friendly and helpful enough.

TRAITS

Each of the following traits lists one to four of the significant NPCs presented above. When you pick your Campaign trait, you also need to pick which of the associated NPCs your trait links you to.

Best Friend: You are best friends with one of the NPCs; you've grown up together, and while your friend has had a much more exciting life than you so far, you hope one day to follow in your friend's footsteps and see the world—or perhaps even become an adventurer yourself. You've picked up a lot from your friend, but particularly his or her skill in interacting with others. If Ameiko is your best friend, you gain a +2 trait bonus on Diplomacy checks. If Sandru is your best friend, you gain a +2 trait bonus on Bluff checks. Whichever skill you gain a trait bonus on, that skill is always considered a class skill for you. In addition, in situations where your best friend is in danger, you gain a +1 trait bonus on all attack rolls against foes that threaten your friend. **NPC Choices:** Ameiko, Sandru.

Caravan Guard: You recently hired on to Sandru's caravan to serve as a guard, but the job, while it paid well, gave you little chance to scratch the adventuring itch, since the caravan never really ventured into dangerous territory. You understand why Sandru avoided the more dangerous routes, of course, but that didn't help assuage your urge to seek adventure. You've just told Sandru that you're quitting the job in order to try your hand at adventuring—he seemed to understand, and even gave you some good tips on how best to survive potential challenges. You gain a +1 trait bonus on Survival checks, and Survival becomes a class skill for you. **NPC Choices:** Sandru.

Childhood Crush: You've never had the guts to act on it, but for as long as you can remember, you've had a crush on one of the NPCs. Someday, maybe you'll be able to earn the NPC's love, but for now, you're content to spend time in the NPC's proximity, or even to do things for the NPC that might earn you a word of thanks or a smile. Once per day, you may attempt to earn a kind word or a smile from the NPC whom you have a crush on by making a DC 15 Charisma check. If you're successful, the elation and joy at the attention gives you a +1 trait bonus on all saving throws for the remainder of the day. If you're ever lucky enough to win the NPC's love, this +1 trait bonus on saving throws applies at all times, as long as your relationship remains active. Note that gender isn't an issue in the case of these three NPCs. Unless your GM says otherwise, all three of these NPCs are considered to be bisexual as far as this trait's implications are concerned. Note that if you take this trait, you'll likely want to coordinate NPC choices with any other player who chooses this trait as well, since choosing the same NPC could cause unwanted party strife. Of course... if that's what you and the other

player are looking for, go for it! In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten your crush. **NPC Choices:** Ameiko, Sandru, Shalelu.

Foster Child: Koya Mvashti might be old enough to be your grandmother, but to you, she's always been your mom. Ever since your parents passed away, Koya's been taking care of you as if she were your mother. You never really figured out why Koya took you into her care, but you do know she's done this before—most recently with Sandru Vhiski, whom you think of as your brother. Growing up, Koya made sure that you had the best education possible, particularly in one particular topic. Choose any Knowledge skill—you gain a +2 bonus on skill checks with that Knowledge skill, and it becomes a class skill for you. In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten your adoptive mother. **NPC Choices:** Koya.

Friend of the Family: Your family has been close friends with the Mvashtis for as long as you've been alive. Old Niska Mvashti's recent death wasn't all that unexpected—she must have been over a hundred years old, as far as you know—but it was a sobering moment nonetheless. What no one else in your family knows, though, is that in the weeks before her death, Niska must have known that her days were numbered, because she called you to her house one day and made you make a promise: If her daughter Koya ever went on a long trip, you would go with her to ensure her safety. Although the chances of Koya going on a long trip seem remote (she must be at least 60 years old, after all), you've made a promise to Niska to accompany her daughter if such an event comes to pass. Ever since you made this promise, you've felt a strange sense of destiny looming in your future—you might even think that Niska is now watching over your shoulder, just as she asked you to watch over her daughter. As a result of this eerie sense of being watched over, you've been able to react to dangerous situations more quickly than ever. As long as Koya remains alive, you gain a +1 trait bonus on Perception checks, and Perception becomes a class skill for you. In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten Koya. **NPC Choices:** Koya.

Hero Worship: Everyone in town seems to admire Ameiko and Shalelu—they're heroes, after all, and played key roles in the recent troubles that plagued Sandpoint. You, though, take this admiration to a new level—you practically worship one of these two. This could be because you saw one of them perform a particularly impressive act of bravery at some point in the past, or maybe they just happened to give you the exact right words of encouragement or a kind gift at some point a few years ago when you were young and impressionable. In any case, you've done your best to emulate your hero's talents at spellcasting or combat. If your hero is Ameiko,

you gain a +2 bonus on concentration checks. If your hero is Shalelu, you gain a +1 bonus to your AC against attacks of opportunity. In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten your hero. **NPC Choices:** Ameiko, Shalelu.

Rescued: At some point in the past, you had a terrifyingly close brush with death. Maybe a goblin nearly killed you during an attack on the town, or perhaps a building struck by a giant's boulder collapsed around you. Whatever the peril was, you would have certainly died if not for the swift actions of Koya or Shalelu, who intervened just in time to save your life. You've never forgotten this, and remain fiercely loyal to the NPC who saved you. Perhaps even more importantly, the method in which she saved you seems to have had an impact on your own skills. If Koya saved you, she did so by casting a healing spell on you just before you died, and as a result you gain a +2 trait bonus whenever you use cure spells to heal damage. If it was Shalelu who saved you, she did so by pulling you to safety while simultaneously defeating the peril that almost did you in, and as a result, you gain a +1 trait bonus on Acrobatics checks and Acrobatics is a class skill for you. In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten your savior. **NPC Choices:** Koya, Shalelu.

Student Survivalist: Although she is seen as something of a mystery to most of Sandpoint's citizens, Shalelu has never really seemed all that mysterious to you. Of course, that's probably because she helped raise you. You have never quite figured out why Shalelu decided to treat you as a younger sibling, but you certainly appreciated it—and you eagerly absorbed all of the survivalist tricks that she showed you over the years. As a result, you gain a +2 trait bonus on all Survival checks, and Survival is a class skill for you. In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten your mentor. **NPC Choices:** Shalelu.

Younger Sibling: You've lived your whole life in the shadow of your older sibling, a person who seems to have the adventure-filled lifestyle you've always wanted for yourself. While your sibling always took care of you, he or she never supported your desire to become an adventurer—your sibling never explained why, only saying, "Adventuring can cause a lot of pain just as easily as it can bring success and riches." As a younger sibling to one of Sandpoint's more influential citizens, you share some of that NPC's innate talent and skill at adventuring. If you're Ameiko's younger sibling, your ferocious independence and self-confidence give you a +1 trait bonus on Will saving throws. If you're Sandru's younger sibling, your hearty constitution gives you a +1 trait bonus on all Fortitude saving throws. If you're Shalelu's younger sibling, your quick reflexes give you a

PLAYING AS THE NPCs

While making unique PCs to play alongside the caravan's NPCs is fun, you may also find it an exciting change of pace to simply play as one of these prevalent Sandpoint characters during the Jade Regent Adventure Path. If you play this way, you should collaborate with your fellow players to make sure none of you pick the same character, then make a character sheet with the character's background (above) in mind, as well as these basic guidelines.

Ameiko: A female human bard, Ameiko is likely chaotic good, perhaps taking levels in rogue later on.

Koya: A female human cleric of Desna, Koya is of old age, and incurs the bonuses and penalties for being such.

Sandru: A male human rogue, Sandru is stalwart and honorable, and might take levels in fighter later on.

Shalelu: A female elf ranger, Shalelu is steadfast in her morals and most likely chaotic good.

+1 trait bonus on all Reflex saving throws. Note: Although you're a younger sibling of an established NPC, this doesn't necessarily lock you in to being the same race as that NPC—if you're a different race or ethnicity than the NPC you choose as your older sister or brother, you were adopted into the family by your parents. In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten your older sibling. **NPC Choices:** Ameiko, Sandru, Shalelu.

BUILDING RELATIONSHIPS

As the Jade Regent Adventure Path progresses, you can build relationships with all four of the NPCs mentioned in this document—Ameiko Kaijitsu, Koya Mvashti, Sandru Vhiski, and Shalelu Andosana (and with additional NPCs you'll meet later on, during the course of the campaign). Building a relationship between your PC and one of these NPCs can eventually grant you unique advantages and boons—whether your relationship is of a confrontational or friendly nature.

A relationship with an NPC can be friendly or competitive—you get to choose which kind you wish to pursue. Some in-game events can spontaneously change a relationship from friendly to competitive, or vice versa—if you want to deliberately change a relationship from friendly to competitive on your own, you can do so by reducing your Relationship Score by half.

When you first meet a significant NPC, the GM will inform you that you can build a relationship with that NPC. If you're interested in building a relationship with that NPC, record the NPC's name on your character sheet, followed by the current Relationship Score you have with that NPC, and whether your relationship is friendly

TROUBLES WITH TELEPORTATION

One of the key themes of the Jade Regent Adventure Path is the concept of the mythic, heroic journey. Numerous classic stories have covered this topic—the *Lord of the Rings*, *The Dream Quest of Unknown Kadath*, and *The Odyssey* all spring to mind. In all of these stories, the journey itself was as important as the events that play out at the conclusion—had the protagonists skipped the journey, not only would they have missed out on a lot of the best parts of the story, but they would have found themselves ill-prepared to deal with what waited for them at the story's climax.

Jade Regent fits right in among these storylines, with the overland journey aspect playing a key role in the campaign's development. As a result, don't expect to be able to skip past the significant long overland journey sections with spells like *teleport*, *wind walk*, or *shadow walk*. You can certainly still use these spells when you become powerful enough to use them for other purposes, but don't plan on using these powerful effects to "fast forward" through adventures to get to the end!

or competitive. Your initial Relationship Score with a significant NPC is equal to your Charisma modifier (this can be a negative number), but you will have the chance to increase that score as the campaign progresses.

IMPROVING RELATIONSHIPS

You can increase your Relationship Score with an NPC in the following five ways.

1) Charisma: Since your base Relationship Score with any NPC is equal to your Charisma modifier, when your Charisma score changes permanently, your total Relationship Score with NPCs changes as appropriate. Short-term changes, such as from ability damage, ability drain, or bonuses from spells like *eagle's splendor*, do not alter Relationship Scores.

2) Campaign Trait: You gain a one-time +4 bonus to your Relationship Score with the NPC associated with your Campaign Trait.

3) Companionship: Every time you gain an experience level, you may increase your Relationship Score with one significant NPC still active in the campaign by 1 point.

4) Gifts and Insults: A special gift can increase a friendly Relationship Score with an NPC, while a perfectly crafted insult can increase a competitive Relationship Score. Gifts and insults can't be just anything—each significant NPC has three categories of gifts and three categories of insults that work particularly well with that NPC. You'll need to learn what most of these are by

observing the NPC in play, but the GM will inform you of one gift or insult category for the NPC associated with your Campaign Trait once the campaign begins. You can give a gift or an insult to an NPC once per character level—when you think that you have the right kind of gift (be it an item you found, built, or purchased; in most cases, the cost of the item is irrelevant as long as it's an honest gift) or have composed the right insult, simply inform the GM of what you intend to do, then make a Diplomacy check (for gifts) or an Intimidate check (for insults). If you roleplay the gift or insult's delivery particularly well, the GM might award you a +4 bonus on this check, at his discretion. Likewise, if you roleplay the interaction poorly, or if you time things badly enough (attempting to give a gift in the middle of combat, for example), the GM could inflict a –4 penalty on the check. The DC for this check is equal to your current Relationship Score with the NPC. If you succeed at the check, your Relationship Score with that NPC increases by 1 point. If you exceed the DC by 10 or more, your Relationship Score increases by 2 points instead.

Giving a gift to a competitor actually reduces your Relationship Score, as does insulting a friend. You must still make the appropriate skill check (Diplomacy or Intimidate); a success reduces your Relationship Score by 1 or 2 points, as above.

5) Special Events: Certain events in the Jade Regent Adventure Path can alter your Relationship Score with some NPCs—the GM will inform you of these adjustments if and when they occur.

RELATIONSHIP LEVELS

As your Relationship Scores with NPCs increase, your Relationship Level with an NPC increases as well, as listed below.

RELATIONSHIPS

Relationship Score	Relationship Level
5 or less	Association
6–11	Friendship/Competition
12–30	Fellowship/Rivalry
31 or more	Devotion/Enmity

Association: You and the NPC know each other, but not well enough to have formed a significant opinion about each other.

Friendship/Competition: You are a good friend or known competitor of the NPC. The first time you reach this Relationship Level with an NPC, you gain 400 XP. Whenever you gain this Relationship Level with another NPC for the first time, you gain 200 XP.

Fellowship/Rivalry: You have strong ties to the NPC, either through deep mutual respect and admiration or through a strong sense of competition and conflict. As

long as the other NPC is alive, you gain a +1 morale bonus on all Charisma-based skill checks. The first time you reach this Relationship Level with an NPC, you gain 1,200 XP. Whenever you gain this Relationship Level with another NPC for the first time, you gain 600 XP.

Devotion/Enmity: You and the NPC are devoted to each another, or are actively opposed to one another. If you reach this Relationship Level with the NPC associated with your Campaign Trait, the trait bonus granted to you from your Campaign Trait doubles. The first time you reach this Relationship Level with an NPC, you gain 3,200 XP. Whenever you gain this Relationship Level with another NPC for the first time, you gain 1,600 XP. In addition, your relationship with the NPC is strong enough to grant you a boon, whether your relationship is friendly or competitive. The nature of this boon differs for each NPC—your GM will inform you what kind of boon you earn at this stage. The effects of this boon last for as long as the NPC is alive and active in the campaign.

You cannot gain XP bonuses from an individual NPC more than once (such as if you decrease your Relationship Level with an NPC and bring it back up).

ROMANCES

Not all gaming groups are comfortable with the concept of PC/NPC romance, so these rules are more optional than most. Consult with your GM to determine whether romance is an option in your game.

Each significant NPC has a Romance Score known only to the GM. In order to begin a romance with an NPC, your Relationship Score with that NPC must exceed the NPC's Romance Score. Once per level, you may attempt a Sense Motive check (DC equal to the NPC's Romance Score) to determine whether an NPC is potentially interested in a romance with you. If the NPC is interested in a romance with you, you must make a successful Diplomacy check (DC equals 10 + the NPC's level + the NPC's Charisma modifier) to begin the romance. The romance ends if your Relationship Score with an NPC ever drops below that NPC's Romance Score. Each time a romance ends, that NPC's Romance Score increases by 5.

Note that a PC can have a romance with an NPC with whom she has a competitive relationship—opposites do sometimes attract, after all—but this kind of romance can be more difficult to begin. If the PC's Diplomacy check to start a romance is successful, the romance begins, and the nature of the PC's relationship with that NPC immediately changes from competitive to friendly. This change does not necessitate reducing the Relationship Score by half in this case.

Romances do not grant additional in-game bonuses or benefits, but might grant situational benefits,

opportunities, complications, or even dangers during the course of an adventure, usually at the GM's discretion. The exact detail to which the romance is played out at the table should be determined by the comfort level of your group—the GM should make sure he understands what this comfort level is before proceeding with this type of addition to the campaign. Unless the GM rules otherwise, an NPC can only be involved in a romance with one PC at a time.



KOYA MVASHTI



CARAVANS

Early in the Jade Regent Adventure Path, your adventuring group will find themselves joining up with Sandru Vhiski's caravan to make a long overland journey. While the adventures themselves focus on the encounters and ordeals your characters are at the heart of, you'll need Sandru's caravan to make the long journey safe and sound.

You won't start out traveling with Sandru's caravan in the beginning of the Jade Regent Adventure Path, but it won't be long into the first adventure before that changes. Initially, Sandru's caravan is relatively small, since the caravan master has fallen on some hard times, but it'll be big enough for him, your whole party, and three other important friends who are destined to accompany you on your journey—Ameiko, Koya, and Shalelu—as well as for several other passengers. As the campaign unfolds, however, you'll have many opportunities to make improvements to Sandru's caravan so that it can handle what destiny has in store for you all. Some of these opportunities will come in the form of discoveries and new allies that you recruit along the way, while others can

be purchased by you or by using the caravan's trade funds (see below).

CARAVAN STATISTICS

Just as each character has her own statistics, so does your party's caravan. The end of this document presents a blank Caravan Sheet you can use to track your caravan's successes, failures, and growth as the Jade Regent Adventure Path proceeds. Descriptions of all caravan statistics follow. See page 28 for a blank caravan sheet. Use the following notes to fill in a caravan's initial values.

Name: This is the caravan's name. While the Jade Regent Adventure Path itself refers to the caravan as "Sandru's caravan," its actual name can be decided by the player characters.

Level: When you first gain access to Sandru's caravan, it's a 1st-level caravan. The caravan's level increases as you travel with it. Each time a caravan's level increases, it gains a new caravan feat that helps to increase its statistics. A caravan's level can never exceed the level of its highest-level full-time PC traveler.

Primary Statistics: A caravan's primary statistics are each represented by a single number ranging from 1 to 10, with a value of 1 indicating the baseline, standard, no-frills value for a caravan and a 10 indicating the maximum extent of perfection a caravan can achieve in a primary statistic. All caravans have four primary statistics: **Offense** (ability to inflict damage), **Defense** (ability to withstand damage and speed at which repairs can be effected), **Mobility** (ability to navigate terrain and to react to sudden dangers), and **Morale** (the overall attitude and loyalty of the caravan's travelers). See the Caravan Construction section below for how to set your caravan's starting statistics.

Derived Statistics: Each of a caravan's primary statistics influences its derived statistics. Derived statistics have no intrinsic maximum value. These statistics include **Attack** (the total modifier to a d20 roll when your caravan attacks), **Armor Class** (the target number needed by a creature to successfully hit your caravan), **Security** (the total modifier to a d20 roll for your caravan to avoid a physical danger, such as a landslide, a muddy section of road, or a forest fire), and **Resolve** (the total modifier to a d20 roll for your caravan to avoid a mental or spiritual danger, such as mutiny or a mass fear effect).

Attack check: $1d20 + \text{Offense} + \text{bonuses granted by travelers, equipment, feats, wagons, and other sources}$

Armor Class: $10 + \text{Defense} + \text{bonuses granted by travelers, equipment, feats, wagons, and other sources}$

Security check: $1d20 + \text{Mobility} + \text{bonuses granted by travelers, equipment, feats, wagons, and other sources}$

Resolve check: $1d20 + \text{Morale} + \text{bonuses granted by travelers, equipment, feats, wagons, and other sources}$

In addition to the four primary statistics and four derived statistics, an independent statistic exists: **Unrest**. This statistic is detailed in the Unrest and Mutiny section on page 25.

Speed: This value is the caravan's base speed when traveling over open ground on a road. The base speed for all caravans is 32 miles per day—this speed can be increased by horse trains, the Faster caravan feat, and by enhanced undercarriages.

Hit Points: A caravan's number of hit points indicates how much damage it can withstand and still remain mobile. A caravan reduced to 0 hit points becomes immobile—further damage that is inflicted on a caravan at this point hurts its travelers instead. A caravan's hit points are equal to the sum total of the hit points possessed by its wagons, modified further by any appropriate modifiers.

Traveler and Cargo Capacity: These values indicate the maximum number of travelers and cargo units your caravan can carry. If either of these values is exceeded by your total number of travelers or cargo units, your

CARAVAN LEVEL

You don't need to track experience points for your caravan—its level increases as the PCs' levels' do. Whenever a player character in your group gains an experience level, compare that PC's new experience level to the caravan's current level. If the character's new level is higher than the caravan's current level, the caravan's level rises to match that character's experience level. Essentially, your caravan's level is always equal to the level of the highest-level PC in the group.

If the highest-level PC dies or leaves the party, the caravan's level does not decrease—it simply takes a bit longer for the next highest-level PC to rise in level enough to exceed the caravan's current level and thus trigger the caravan's level increase.

A caravan gains a new caravan feat when it gains a level, but apart from the advantages granted by that feat, a caravan gains no other benefit from gaining a level.

caravan cannot move. Your caravan's total traveler and cargo unit capacities are determined by the sum of its wagons' values, modified further by any appropriate bonuses or penalties.

Consumption: This value indicates the amount of provisions that your caravan consumes every day. Your caravan's consumption equals the total number of travelers in your caravan plus the total of all the wagons' consumption values, modified further by any appropriate bonuses or penalties.

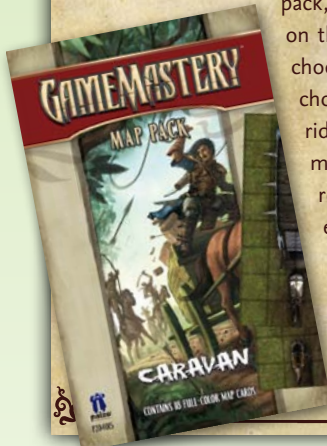
Wagons: Your caravan starts with three wagons and initially has enough room in it for five total. Each wagon must have a driver, and a driver must be a traveler in your caravan—while filling the role of driver, that NPC cannot fill any other role in the caravan.

Feats: Feats grant your caravan bonuses to its derived statistics or to its traveler or cargo capacity, as well as other benefits. A caravan starts with one feat, and gains an additional feat at every level.

Travelers: Travelers are all creatures who belong to the caravan with the exception of any draft animals used to pull the wagons. Player characters, NPCs, animal companions, mounts, and cohorts are all considered travelers for this purpose. Familiars are covered by their master as far as traveler count is concerned. Every traveler (save for passengers) provides a benefit to a caravan in some way. Use this space on the caravan sheet to list the names of all travelers, their roles in the caravan, and any bonuses that they may provide to the caravan. Use the box in the upper corner to list the total number of travelers in the caravan.

CARAVANS MAP PACK

The caravan maps presented in this section come from Paizo Publishing's *Map Pack: Caravans*, available at **paizo.com** or at finer game stores near you. With this map pack, you can build your caravan on the game table by picking and choosing map tiles to match your choices. Keep track of who's riding in what caravan by placing minis or tokens on the tiles to represent characters. You can even note directly on cards (use sticky notes if you don't want to write on the card itself) which wagons have enhancements like mounted weapons or the like!



Cargo: Use this area to list any cargo and equipment the caravan is carrying. All cargo takes up a certain amount of space—see the section on cargo under Caravan Equipment for details on how many units of space various pieces of cargo and equipment take up.

CARAVAN CONSTRUCTION

When you first gain access to Sandru's caravan, you and the other players can determine the caravan's initial build by selecting the caravan's primary statistics.

Primary Statistics: You initially have 3 points to spend among your primary statistics. Each primary statistic begins with a score of 1, and you can split these 3 points up in any combination you want between your caravan's *Offense*, *Defense*, *Mobility*, and *Morale* scores.

Beginning Wagons: Sandru's caravan begins with 1 covered wagon, 1 fortune-teller's wagon, and 1 supply wagon. See the *Wagon Statistics* section below for the abilities of these three wagons.

Additional Equipment, Travelers, and Wagons: Sandru's caravan starts with six travelers—Sandru, Koya, Ameiko, Shalelu, and two Varisian brothers named Bevelek and Vankor (additional drivers for the caravan, with Sandru himself serving as the third driver).

The responsibility for purchasing additional wagons and equipment and for hiring any needed specialists falls to you beyond the initial monetary bonus provided partway through the first adventure. While you'll be unlikely to be able to afford many additional resources for the caravan when you first join it during the first adventure in the *Jade Regent Adventure Path*, you'll have numerous opportunities to buy or even find more upgrades as the campaign goes along.

WAGON STATISTICS

Each wagon in a caravan serves a specific purpose that helps to bolster the caravan's statistics—and thus its chances of success at reaching its eventual destination. Each type of wagon is presented in the same format, along with its cost in gp, its hit points, its traveler and cargo capacity, its consumption, and any special benefits it conveys to caravans. When you buy a new wagon by spending its cost in gp (this cost includes the horses needed to pull the wagon), add its hit points and capacity totals to your caravan's total hit points and cargo and traveler capacities.

Although you can add many wagons to a caravan, there are limits to how many wagons of each type a caravan can effectively maintain. This limit varies by wagon type, and is listed in each entry. Wagons in excess of this limit in a caravan do not grant additional *Special Benefits*. For example, if you add a third armored wagon to a caravan, it does not increase the caravan's AC by an additional +3 since the caravan is already at the armored wagon's limit of 2.

Finally, each wagon has a consumption value—this equates to the number of horses needed to pull the wagon, and increases the caravan's overall consumption score by the listed amount.

A caravan can have up to 5 wagons in it at any one time. The *Extra Wagons* feat increases this limit.

ARMORED WAGON

Cost 5,000 gp; **hp** 60
Traveler Capacity 6; **Cargo Capacity** 4
Limit 2; **Consumption** 2
Special Benefit +3 bonus to caravan AC

DESCRIPTION

An armored wagon functions like a covered wagon—it gives travelers a place to shelter. Unlike covered wagons, however, an armored wagon has heavily armored sides that provide much more protection to the caravan than do those of a simple covered wagon.



COVERED WAGON

Cost 500 gp; **hp** 20
Traveler Capacity 6; **Cargo Capacity** 4
Limit none; **Consumption** 2
Special Benefit none

DESCRIPTION

A covered wagon gives travelers a comfortable if basic place to shelter, both during a caravan's travels and when it stops for the night in the wild.



FORTUNE-TELLER'S WAGON

Cost 500 gp; **hp** 30

Traveler Capacity 2; **Cargo Capacity** 4

Limit 1; **Consumption** 1

Special Benefit allows fortune teller benefits

DESCRIPTION

A cross between a covered wagon and a supply wagon, a fortune-teller's wagon is a specialized wagon tailored to house the caravan's spiritual guide—its fortune-teller. A traveler capable of filling a fortune-teller role cannot provide any benefits to the caravan without this wagon's supplies.



SUPPLY WAGON

Cost 300 gp; **hp** 20

Traveler Capacity 2; **Cargo Capacity** 10

Limit none; **Consumption** 1

Special Benefit none

DESCRIPTION

These wagons are designed to carry cargo rather than travelers.



HORSE TRAIN

Cost 1,200 gp; **hp** 10

Traveler Capacity 6; **Cargo Capacity** 1

Limit 3; **Consumption** 6

Special Benefit +4 miles per day to caravan's speed

DESCRIPTION

Adding horses to your caravan can help increase its speed, although at a significant increase to consumption.



PRISONER WAGON

Cost 4,000 gp; **hp** 40

Traveler Capacity 6; **Cargo Capacity** 2

Limit 2; **Consumption** 2

Special Benefit +2 bonus to caravan's Security

DESCRIPTION

This armored wagon is designed to transport prisoners, but also increases a caravan's overall security. Up to four travelers in a prisoner wagon can be designated as prisoners—these travelers can only serve as passengers, but have no choice about whether or not they want to accompany the caravan. At the GM's discretion, certain powerful NPCs might be able to escape a prisoner wagon.



ROYAL CARRIAGE

Cost 2,500 gp; **hp** 30

Traveler Capacity 4; **Cargo Capacity** 2

Limit 1; **Consumption** 2

Special Benefit +4 bonus to caravan's Resolve

DESCRIPTION

A royal carriage is a beautiful wagon that lifts the spirits of the entire caravan, provided at least one of its travelers is filling an entertainer or passenger job.



TRAVELERS

Every person associated with a caravan who accompanies it on its journey is known as a traveler, and every traveler on a caravan fills a different job during the caravan's journey—even if that job is simply being a passenger. Individual characters can only perform one job at a time. Characters who meet the prerequisites for more than one job must pick which job they're performing at the start of a day—they can switch to a different job after 24 hours have passed.

Most jobs provide bonuses on a caravan's Attack, Security, or Resolve checks. These bonuses are considered circumstance bonuses—they stack with each other, but never to a total value higher than +5 per statistic. Any circumstance bonuses provided by travelers in excess of +5 on a particular statistic's checks are effectively wasted unless the caravan has the Expert Travelers feat.

Jobs can be performed by PCs, allied NPCs, or NPCs hired for the position. Note that not all job positions can be hired for—some, like fortune-teller or spellcaster, must be filled by PCs or allied NPCs they meet during the course of the campaign. All higher-level travelers must be allied with on a case-by-case basis as they are encountered during the course of play; allies need not be paid for their services.

A hired NPC is a 1st-level expert or a 1st-level warrior. All hired NPCs require a specific wage—this wage must be paid in full when the NPC is first hired, and then again on a monthly basis. A hired NPC who is not paid his wage leaves the caravan at the first opportunity, and until he leaves, he functions only as a passenger.

During the course of the Adventure Path you will have many opportunities to venture away from the caravan (such as in towns or when you want to go exploring), and you can choose to leave NPCs back at the caravan site to ensure that they don't come to any harm.

Cook: As long as a caravan has at least 1 cargo unit of stores (10 units of provisions—see page 22) in storage in the caravan's cargo, a cook reduces the caravan's consumption score by 2 (to a minimum consumption equal to your total number of wagons). A single caravan can benefit in this manner up to five times—additional



cooks beyond five provide no additional benefit. Each time you take the Expert Travelers feat for your caravan, increase the limit on the number of cooks by +1. **Requirement:** Any character with at least one rank in Profession (baker, brewer, cook, fisherman, gardener, innkeeper, or tavern keeper) can serve as a cook.

Driver: A driver is required for every wagon in the caravan—a wagon without a driver cannot move. Drivers provide no additional benefit to a caravan. **Requirement:** Any character with at least one rank in Handle Animal or Profession (driver) can serve as a driver.

Entertainer: An entertainer keeps the rest of the travelers distracted and amused during the journey, and grants a +1 circumstance bonus on the caravan's Resolve checks. **Requirement:** Any character with at least one rank in Perform can serve as an entertainer.

Fortune-teller: Fortune-tellers play a unique role in a Varisian caravan like Sandru's—they serve as advisors, inspirations, and proxy mothers to everyone in the

caravan. Fortune-tellers are traditionally elderly women, although this isn't always the case. A Varisian caravan without a fortune-teller takes a –2 penalty on all Attack, Security, and Resolve checks. Once per week, a fortune-teller can give advice on how best to handle the coming week's perils. In addition, once per week after the fortune-teller has given this advice, when the caravan has to make an Attack, Security, or Resolve check, you may roll twice and take the better result. **Requirement:** Any PC or NPC capable of casting divination spells can serve as a fortune-teller.

Guard: A guard helps to defend a caravan against aggressors. Each guard in a caravan grants a +1 circumstance bonus to the caravan's Offense score, and a +1 circumstance bonus on Security checks made to avoid being surprised (such as in an ambush or in an attack that takes place while the caravan is camped). **Requirement:** Any character with a base attack bonus of at least +1 can serve as a guard.

Guide: A guide keeps the caravan safe from regional dangers, and grants a +1 circumstance bonus on Security checks. **Requirement:** Any character with at least one rank in Knowledge (geography) can serve as a guide.

Healer: A healer helps the wounded and the sick to recover more quickly. Each healer in a caravan can provide long-term care (*Pathfinder RPG Core Rulebook* 98) to up to six travelers—these travelers automatically gain the benefits of long-term care when they spend the night in a wagon. **Requirement:** Any character with at least one rank in Heal can serve as a healer.

Hero: A hero is a highly-trained character capable of performing a variety of roles, from offense to defense. Each hero grants a caravan a +1 morale bonus on Attack, Security, and Resolve checks, to a maximum of +4. The morale bonuses granted by heroes do not count toward the maximum +5 circumstance bonus on each derived statistic's checks granted by other travelers performing jobs. **Requirement:** Only PCs can serve a caravan as a hero, but doing so does not count as a job role—a PC can effectively serve as a hero and any one other job.

Passenger: Passengers provide no benefit to the caravan's statistics, although many passengers provide payments to the caravan upon being delivered safely to the caravan's destination. You'll have opportunities to take on passengers for payments several times during the Jade Regent Adventure Path—your GM will inform you when such opportunities arise. **Requirement:** Any character can serve as a passenger.

Scout: A scout spends her days traveling not with the caravan but in the surrounding wilderness, looking out for possible trouble on the route ahead and seeking out stores in the form of water and game. A scout can provide 2 units of provisions in a day's work if she focuses on hunting for the day, or a +1 circumstance bonus on the caravan's Security checks if she focuses on scouting for the day. Scouts provide their own food, and do not count against the caravan's total consumption. A caravan can have up to three scouts working for it at any one time. **Requirement:** Any character with at least one rank in Survival can serve as a scout.

Spellcaster: Spellcasters are versatile characters who can fill one of several job roles in a caravan, choosing from entertainer, guard, guide, healer, or scout, regardless of whether they meet the job's requirement. Bonuses granted by spellcasters stack with those granted by any other job, but as with all jobs, any spellcasters in excess of five do not provide additional bonuses. **Requirement:** Any PC or NPC capable of casting spells can serve as a spellcaster. Spellcasters must be recruited during the course of the adventure; they cannot simply be hired.

Trader: A trader enables a caravan to conduct business transactions whenever the caravan is stationed at a

CARAVAN JOBS

Traveler	Monthly Wage
Cook	10 gp
Driver	10 gp
Entertainer	50 gp
Fortune-teller	PC or allied NPC only
Guard	100 gp
Guide	50 gp
Healer	50 gp
Hero	PC only
Passenger	none
Scout	100 gp
Spellcaster	PC or allied NPC only
Trader	10 gp
Wainwright	10 gp

settlement. Upon arriving at a city, a trader allows a caravan to spend 1 cargo unit of trade goods (which must have been purchased in a different settlement than the current one) in order to make a special Resolve check. This Resolve check earns the caravan a number of gold pieces equal to the result of the check. Up to five traders may attempt these Resolve checks (spending 1 cargo unit of trade goods per check) each time a caravan visits a new settlement. **Requirement:** Any character with at least one rank in Bluff, Diplomacy, or Profession (merchant) can serve as a trader.

Wainwright: A wainwright is required for field repairs to a caravan. So long as the caravans spending the day without moving, a wainwright can make a special Security check by spending 1 cargo unit of repair materials. This check repairs an amount of hit points to the caravan equal to the result of the Security check. Up to five wainwrights may attempt these Security checks (spending 1 cargo unit per check) each time a caravan spends a day not moving. **Requirement:** Any character with at least one rank in Craft (carpentry) or Profession (engineer or wainwright) can serve as a wainwright.

CARAVAN EQUIPMENT

Not only can caravans be used to transport large amounts of gear (including treasure the PCs may have found in the course of play), but some equipment can actually enhance a caravan's statistics, making it easier to defend or repair or enhancing its speed. Both types of equipment are detailed below.

Each of these items takes up a certain number of cargo units, as indicated.

Ballista: The only siege weapon capable of being mounted and used from a caravan, a ballista grants a +1 bonus on a caravan's Attack checks.

CARAVAN EQUIPMENT

Item	Cost	Cargo Units
Ballista	500 gp	4
Campsite traps	1,000 gp	2
Cold-weather gear	200 gp	1
Enhanced undercarriage	500 gp	1
Repair materials	25 gp	1
Stores	5 gp	1
Trade goods	10 gp	1
Treasure	—	varies
Wagon reinforcements	500 gp	1

EXTRADIMENSIONAL STORAGE

Once you have the cash, you might want to consider buying *bags of holding* or even a *portable hole* to increase your caravan's cargo storage. Anything smaller than a *bag of holding*, such as a *handy haversack*, isn't large enough to hold a significant amount of cargo.

The amount of cargo space each of these items can provide is listed below. (Note that anything stored in an extradimensional space is tough to get to, and can't provide bonuses to your caravan—you can't mount a ballista or wagon reinforcements in a *portable hole*!)

Bag of Holding (type I): 1 cargo unit

Bag of Holding (type II): 2 cargo units

Bag of Holding (type III): 3 cargo units

Bag of Holding (type IV): 4 cargo units

Portable Hole: 5 cargo units

Campsite Traps: This collection of portable traps consists of items such as bear traps, noisemakers, tripline-activated light crossbows, and the like. Setting up campsite traps around a caravan grants a +4 bonus on Security checks made to avoid being surprised if a caravan combat occurs while the caravan is camped, and grants a +4 bonus on Attack checks during the first round of combat that takes place while camped.

Cold-Weather Gear: Cold-weather gear consists of furs and various tools that aid in de-icing caravans, helping them move through snow, and otherwise providing comfort to their travelers. A caravan that is equipped with cold-weather gear does not take any additional penalties on Security and Resolve checks when traveling through extremely frigid environments.

Enhanced Undercarriage: These improvements consist of a combination of reinforced wheels, masterfully-engineered axles, and other enhancements meant to increase a wagon's speed. As long as a caravan possesses one enhanced undercarriage for every wagon in the

caravan (not including horse trains), the caravan's speed increases by 8 miles per day.

Repair Materials: Repair materials are to repair a caravan after it's been damaged. A wainwright uses up one cargo unit of repair materials each time she makes a special Security check to repair damage (see the entry for the wainwright job above).

Stores: A single cargo unit of stores equates to 10 units of provisions. See the Resting section under Caravan Encounters on page 25 for an explanation of how consumption and provisions work.

Trade Goods: A single cargo unit of trade goods consists of a combination of metals, spices, cloth, wood, salt, and such. Depending on a trader's special Resolve check (see the entry for the trader job above), significant profit can be made selling trade goods to new cities the caravan visits along its route.

Treasure: This unusual form of cargo can't be purchased. Treasure consists of all manner of loot, gear, treasure, and clutter that you collect during your adventures, but that no one in your party wants to use or even carry on their own. Things like looted armor, weapons, coins, gems, and other valuable objects can be combined into one big pool of treasure. You'll need to track the total value yourself. Whenever the caravan reaches civilization, you can assume that the unwanted treasure is sold off so that the profit can be split among the PCs. As a general rule, 50 pounds of treasure takes up 1 cargo unit, although in some cases, treasure might take up even more room at the GM's discretion.

Wagon Reinforcements: These additional wooden struts, metal plates, and extra supports use up some of a wagon's cargo space, but in return they increase that wagon's hit points (and thus the caravan's overall hit points) by +10.

CARAVAN FEATS

A caravan has a number of feats equal to its level. When you first gain access to Sandru's caravan, you as a party may pick the caravan's first feat from the list below—provided that the caravan qualifies for the feat, of course!

CARAVAN TOUGHNESS

Your caravan is better built than most.

Prerequisite: Defense 3.

Benefit: One of your wagons gains 20 hit points. This benefit increases your caravan's total hit points as well. If that wagon is destroyed, you lose access to this feat until the wagon is repaired or replaced with another wagon of the same type.

Special: You can gain this feat a number of times equal to the maximum number of wagons that you can have in your caravan.

CARAVAN FEATS

Feat	Prerequisites	Benefits
Caravan Toughness	Defense 3	Caravan gains 20 hp
Circle the Wagons	Defense 3	+4 bonus to AC when wagons are circled
Courageous Crew	Morale 3	+2 bonus on all Resolve checks against fear effects
Efficient Consumption	—	Consumption reduced by 2
Efficient Repairs	Defense 3	+2 bonus on Security checks made to repair
Enhanced Caravan	Caravan level 2	Increase two primary statistics by +1
Expert Travelers	Morale 5	Increase maximum bonus granted by travelers by +1
Extra Wagons	Mobility 3	Increase maximum number of wagons by 2
Faster	Mobility 5	Caravan's speed increases by 4 miles/day
First Strike	Offense 3	+4 bonus on first Attack check and damage of an encounter
Increased Damage	Offense 5	Increase caravan damage by 1d6
Lucky Caravan	Fortune-teller's wagon	Caravan can reroll Attack, Security, or Resolve once per week
Merchant Mastery	Morale 3	+5 bonus on Resolve checks made to trade
Reckless Tactics	Offense 5	Lower AC in order to do more damage
Scavengers	—	Gather repair materials while traveling
Terrain Mastery	—	+2 bonus on all Security checks in chosen terrain

CIRCLE THE WAGONS

When you're attacked, you can circle your wagons to gain a defensive bonus.

Prerequisite: Defense 3.

Benefit: Rather than making an Attack check during a round while undergoing caravan combat, you can have your caravan move into a defensive circle. Doing so grants your caravan a +4 bonus to its AC. Your caravan can't move while its wagons are circled—if the caravan moves, it immediately loses this AC bonus.

COURAGEOUS CREW

The travelers in your caravan are particularly brave.

Prerequisite: Morale 3.

Benefit: Your caravan gains a +2 bonus on all Resolve checks made against fear effects, including Resolve checks made to resist a rout (see Caravan Combat).

Special: You can gain this feat up to three times. Its effects stack.

EFFICIENT CONSUMPTION

Your travelers are well disciplined when it comes to managing the caravan's food stores.

Benefit: Reduce your caravan's total consumption by 2 (to a minimum consumption equal to your total number of wagons).

Special: You can gain this feat up to three times. Its effects stack.

EFFICIENT REPAIRS

Your caravan is particularly easy to repair.

Prerequisite: Defense 3.

Benefit: Whenever you make a special Security check to repair your caravan, you gain a +2 bonus on the roll.

Special: You can gain this feat up to three times. Its effects stack.

ENHANCED CARAVAN

Your caravan is flat-out better than most.

Prerequisite: Caravan level 2.

Benefit: When you gain this feat, increase two of your caravan's primary statistics (Offense, Defense, Mobility, or Morale) by +1, to a maximum score of 10 per primary statistic.

Special: You can gain this feat multiple times. Its effects stack.

EXPERT TRAVELERS

Your travelers are particularly well trained.

Prerequisite: Morale 5.

Benefit: Increase the maximum bonus that traveler jobs can grant by +1.

Normal: The circumstance bonuses granted by travelers have a maximum combined value of +5 per statistic.

Special: You can gain this feat up to three times. Its effects stack.

EXTRA WAGONS

Your caravan can handle more wagons than normal.

Prerequisite: Mobility 3

Benefit: Your caravan's maximum number of wagons increases by two.

Normal: A caravan can have up to five wagons in it at any one time.

Special: You can gain this feat up to three times. Its effects stack.

FASTER

Your caravan is faster than most.

Prerequisite: Mobility 5.

Benefit: Your caravan's speed increases by 4 miles per day.

Special: You can gain this feat up to three times. Its effects stack.

FIRST STRIKE

Your travelers are adept at really hurting an enemy on the first round of caravan combat.

Prerequisite: Offense 3.

Benefit: On the first Attack check of any caravan combat, you gain a +4 bonus on the Attack check. If you damage your foe, you deal an additional 4 points of damage.

INCREASED DAMAGE

Your caravan is particularly devastating in combat.

Prerequisite: Offense 5.

Benefit: The damage that your caravan deals to foes increases by +1d6.

Normal: A caravan normally deals base damage of 1d6.

Special: You can gain this feat up to three times. Its effects stack.

LUCKY CARAVAN

Your caravan is blessed with good luck.

Prerequisite: Fortune-teller's wagon.

Benefit: Once per week, you may roll twice when you are called upon to make an Attack, Security, or Resolve check. Take the higher result of these two rolls as your actual roll for the check.

Special: If your caravan loses its fortune-teller's wagon, you lose the benefits of this feat until the fortune-teller's wagon is repaired or replaced.

MERCHANT MASTERY

Your travelers are particularly skilled at making money through trade.

Prerequisite: Morale 3.

Benefit: You gain a +5 bonus on all special Resolve checks made to trade goods.

Special: You can gain this feat up to three times. Its effects stack.

RECKLESS TACTICS

You can order your caravan's travelers to throw caution to the wind in the hope of dealing more damage.

Prerequisite: Offense 5.

Benefit: At any point during caravan combat, you can opt to decrease your caravan's AC by -2 in order to gain a +2 bonus on Attack checks. Whenever you deal damage while using Reckless Tactics, you deal an additional 2 points of damage to your foe.

SCAVENGERS

Your travelers are adept at scavenging additional repair supplies in the wild.

Benefit: Once per week, you can make a DC 15 Security check to gain 1 cargo unit of repair materials. You gain an additional 1 cargo unit of repair materials for every 5 points by which you exceed this DC 15 check.

TERRAIN MASTERY

Your caravan and its travelers are particularly adept at navigating a specific kind of terrain.

Benefit: Choose a specific type of terrain from the list of rangers' favored terrains (*Core Rulebook* 65). Your caravan gains a +2 bonus on all Security checks made while in that terrain.

Special: You can gain this feat multiple times. Each time, you must choose a different terrain type.

CARAVAN ENCOUNTERS

While you, as player characters, won't have much control over the type and number of encounters your caravan is destined to have, you do need to know the rules for how to play out these encounters when they occur.

TRAVEL

A caravan's speed determines how many miles it can travel in a day—the speed doesn't really affect much on a tactical scale, since caravan combat utilizes very simple rules to resolve conflicts. A caravan's base speed is 32 miles per day, but this can be increased by taking the Faster caravan feat, by purchasing horse trains, or by purchasing enhanced undercarriages for every wagon in your caravan. This speed assumes travel on a road over clear terrain—use Table 7–8 on page 172 of the *Core Rulebook* to adjust the number of miles you can cover in a day if you drift into other types of terrain.

A day of travel for a caravan assumes 12 hours of travel and 12 hours of rest. Caravans typically travel during daylight hours—if they travel after dark, their speed is halved. A caravan that pushes itself to travel more than 12 hours in a day becomes fatigued, taking a -2 penalty on all rolls, and halves its base speed. Every hour that a caravan continues to push beyond the 12 hour mark, it must make a DC 15 Security check to avoid becoming exhausted—the DC of this check increases by +1 with each successive check. An exhausted caravan takes a -6 penalty on all rolls and cannot move at all. A full 12 hours

of rest is enough to make an exhausted caravan fatigued, and to make a fatigued caravan normal.

PERIL

As a caravan travels, it will eventually encounter some form of peril. The less dangerous forms of peril include bad weather, poor road conditions, and local disasters such as landslides, forest fires, the threat of mutiny, and the like. More dangerous forms of peril include monsters like dragon, and large-scale disasters like tsunamis. When your caravan encounters peril, it must make a Security check or a Resolve check—the GM has information on which check you'll need to make, as well as what the check DC is and what happens to your caravan if it fails the check. Normally, a failed check simply deals damage to your caravan, but some failed checks can result in the loss (temporarily or permanently) of traveler jobs, provisions, repair materials, or other pieces of equipment.

One particularly complex example of peril is combat—rules for caravan combat are detailed on pages 26–27.

RESTING

A caravan must rest for 12 hours after 12 hours of travel to avoid becoming fatigued. In order to gain the restorative effects of resting, the caravan must consume a total number of provisions equal to the caravan's consumption score; otherwise, no benefits are gained from rest. A caravan that doesn't have enough provisions to pay its consumption uses up all of the remaining provisions, takes 1d6 points of damage, and becomes fatigued. A caravan that lacks provisions cannot be repaired or recover from fatigue until it uses a number of provisions equal to its consumption score, and it continues to take 1d6 points of damage twice per day until its hit points reach zero, at which point the caravan is effectively destroyed. Individual characters in the caravan might survive if they remain with the caravan at the GM's discretion—if those travelers haven't already abandoned the caravan.

Provisions can be purchased in any settlement by buying stores—a single cargo unit of stores grants 10 units of provisions. Units of provisions can also be gathered by scouts at the rate of 2 per day. They can also be supplied by the spells *goodberry*, *create food and water*, or *heroes' feast*. A single casting of *goodberry* creates 1 unit of provisions. A single casting of *create food and water* generates 3 units of provisions. A single casting of *heroes' feast* is enough to generate 1 unit of provisions per caster level. All provisions magically created in this manner must be consumed on the same day they are created.

UNREST AND MUTINY

On long and arduous journeys such as those faced by the PCs and their caravan, disputes between a caravan's

travelers are unavoidable. As unrest grows, members of the caravan may turn on one another, question leadership decisions, want to turn back or take a different path, or otherwise disrupt the caravan. As a result, caravans also have a fifth statistic: Unrest.

A mutiny can occur whenever a caravan's Unrest score exceeds its Morale score. Whenever this is the case, the caravan takes a –1 penalty to its AC and on Attack, Security, and Resolve checks for every point by which Unrest exceeds Morale. In addition, a caravan in mutiny must make a Resolve check (DC = 20 + the caravan's current Unrest score) each day. If it fails this check, the caravan moves at half its base speed that day. If the caravan fails this check by 5 or more, the caravan either refuses to move or moves at half its base speed in a random direction (other than the direction desired by the PCs) that day.

A caravan can offset its Unrest score by increasing its Morale statistic when it gains a level. Unrest has no upper limit, but it cannot be reduced below 0.

Gaining Unrest: When any of the following events occurs, a caravan must succeed at a Resolve check (DC = 20 + the caravan's current Unrest score) or gain 1 point of Unrest: a wagon or horse train is lost (whether it is abandoned or destroyed), a traveler is killed (even if subsequently brought back to life), the caravan is reduced to 25% of its hit points or fewer, or the caravan makes no progress during a 12-hour travel day because of an adverse event.

Reducing Unrest: A caravan's Unrest score is reduced by 1 whenever the caravan gains a level. In addition, a caravan can attempt a DC 20 Resolve check with a penalty equal to its current Unrest score whenever the caravan performs one of the following actions: adding a wagon to the caravan, adding a wagon improvement, spending a day resting (this does not include days spent making repairs or otherwise working, nor days spent unable to move because of adverse events or conditions), or consuming double the caravan's consumption for 1 day. If any of these actions are performed while camped at a settlement, the caravan gains a +5 bonus on its Resolve check. A success on this check reduces the caravan's Unrest score by 1 point. A failure results in no change.

In addition, certain situations throughout the Adventure Path may increase or decrease a caravan's Unrest score.

Giving away 1 cargo unit of trade goods to the caravan crew also reduces Unrest by 1, and giving away 1 cargo unit of party treasure decreases Unrest by 3. However, buying loyalty in this way has diminishing returns, requiring 1 additional cargo unit to provide the same reduction in Unrest each time it is done. Cargo units used in this way are effectively expended, and no longer count toward a caravan's total cargo capacity.



CARAVAN COMBAT

Caravan combat is not intended to be nearly as complex or detailed as the normal combat rules—this is by design, so that the actual game play can focus more on the player characters than anything else.

When a caravan combat occurs, it either takes place while the caravan is **active** and on the move, or when it is **camped** and stationary. If an encounter takes place while the caravan is active, then the battle plays out with no adjustments. If it takes place while the caravan is camped, though, the caravan must make a DC 20 Security check to avoid being surprised by the attack—if the caravan fails this check, it takes a –2 penalty on Attack checks and a –2 penalty to its AC for the first round of combat. A caravan is too large and unwieldy to ever effectively be able to surprise a foe.

Caravan combat plays out over the course of a number of combat rounds, just like normal combat. Most caravan battles will be between your caravan and groups of bandits, humanoids, or other relatively low-level threats, although periodically a fight might occur between your caravan and a single larger foe. Significant encounters with actual level-appropriate challenges for your party

will generally not be presented in the format of a caravan combat. In such cases, it's more likely that the player characters will face off against the significant foes while the caravan plays out a parallel battle against that foe's minions.

When a caravan combat begins, there's no need to lay out positions on a battlemat, since caravan combat resolves with a number of simple rolls. Each round of caravan combat, both sides of the battle make a single Attack check. If a combatant's Attack check equals or exceeds the target's AC, it deals an amount of damage to that foe equal to its level (for a caravan) plus 1d6. Most weak enemies deal similar damage, but more powerful foes can deal multiple dice of damage if they hit your caravan. If the Attack check was a natural 20, then an additional 1d6 points of damage are dealt, regardless of the number or type of damage dice the original attack dealt. Combat continues until either the caravan or its foe is reduced to 0 hit points.

ENEMY REDUCED TO 0 HIT POINTS

An enemy that is reduced to 0 hit points either flees or disbands—it's generally not completely wiped out.

Defeating an enemy in this manner gives you XP and allows your caravan to continue on its journey—successful combats do not reduce the total miles a caravan can travel in a day. Some foes defeated in this manner may even have treasure or supplies your caravan can take.

PCs' CARAVAN REDUCED TO 0 HIT POINTS

If your caravan is reduced to 0 hit points, it is destroyed. This doesn't mean the end of your Jade Regent campaign, of course, but it does mean things are going to be more difficult for you since you won't have a safe place to shelter or store gear along the way. If your caravan is destroyed, all significant NPCs in the caravan (this is generally the player characters, Ameiko, Shalelu, Koya, Sandru, and any other unique NPCs you've allied with) are reduced to 1d20–5 hit points (not to exceed a character's maximum number of hit points). Characters reduced to negative hit points are dying and need swift attention. As a general rule, both you and the significant NPCs are assumed to have fled the destruction of your caravan and to have momentarily eluded the foe that destroyed it—the GM has information regarding what happens next in this tragic situation.

All non-significant NPCs are slain if your caravan is destroyed, as are all horses used to draw the wagons (with the exception of special PC mounts or animal companions). All equipment purchased for the caravan is either destroyed or looted by the victors.

If any surviving characters can serve as wainwrights, you might be able to repair your wagons enough to be serviceable, but you'll still need to find additional animals to draw your caravan's wagons—in such a disaster, it's generally a better option to press on without your caravan or, more likely, retreat to the nearest settlement to buy new wagons and hire new help to try again.

If all of this sounds kind of scary, remember that your caravan will, on average, be tougher than most of the enemies it encounters. If you take care of your caravan, keep it in good repair, and know when to retreat or avoid

UNWANTED ADDITIONAL COMPLEXITY?

Adding caravan rules to your game adds an additional layer of complexity—a layer that some parties might not want to deal with. Fortunately, the matter of tracking a party caravan's statistics is a task that can be delegated to one player to track during the game—this should be the same player who tracks things like party treasure, since caravans exist to facilitate an in-game explanation as to where that party treasure is being kept in the first place.

That said, if your group and your GM would rather hand-wave the caravan element of Jade Regent, that's fine as well. In this case, your GM can just ignore the caravan encounters and awards in the Adventure Path and focus instead on the adventures themselves; you can simply assume that as long as your player characters are alive, your caravan is fit and capable of continuing onward.

combat, you should be able to avoid meeting such a devastating fate as total caravan destruction.

ESCAPING AND AVOIDING COMBAT

If your caravan is already relatively damaged, avoiding or escaping combat is often a better choice than battle. If you wish to try to evade a foe, you can't make an Attack check in that round of combat—instead, you must make a Security check to outmaneuver your foe. Your enemy still gets to make an attack against your caravan when you're attempting to make a Security check to escape. A successful Security check allows you to escape your foe. The DC for this check is equal to 10 + the foe's CR. At the GM's option, more powerful or mobile foes could require two or more checks. If you escape from a foe, your caravan is considered to have backtracked a certain amount, and you can make no further progress traveling for the rest of the day.

PATHFINDER ROLEPLAYING GAME™ CARAVAN SHEET

CARAVAN NAME

CAMPAIGN

CARAVAN LEVEL

MAX WAGONS

PRIMARY STATISTICS

TOTAL

OFFENSE

DEFENSE

MOBILITY

MORALE

HP
HIT POINTS

TOTAL

CURRENT HP

DAMAGE

SPEED

MILES/DAY

UNREST

CURRENT

CONSUMPTION

/DAY

CARAVAN FEATS

SECONDARY STATISTICS

ATTACK

OFFENSE

AC

DEFENSE

SECURITY

MOBILITY

RESOLVE

MORALE

TOTAL

ABIL.
MOD.

TRAVELER
MOD.

EQUIP.
MOD.

WAGON
MOD.

MISC.
MOD.

MODIFIERS

WAGONS

WAGON

DRIVER

TRAVELER
CAP

CARGO
CAP

CONSUMP-
TION

SPECIAL

TOTALS

CARGO

UNITS

BONUSES/SPECIAL

TOTAL

TRAVELERS

TRAVELER

JOB

MONTHLY
WAGE

SPECIAL

TOTAL TRAVELERS

MONTHLY WAGES

SIGHTS SEEN