

JADE REGENT



AKINOSA



A DRUNK AND AN OPIUM ADDICT, AKINOSA LEADS HIS ARANEA FOLLOWERS IN A NEVER-ENDING BATTLE AGAINST THE HOBGOBLIN MINIONS OF THE ONI MUNASUKARU FOR CONTROL OF THE HOUSE OF WITHERED BLOSSOMS.

AKINOSA CR 11

XP 12,800

Male aranea sorcerer 7 (*Pathfinder RPG Bestiary* 2 30)

NE Medium magical beast (shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision;

Perception +10

DEFENSE

AC 26, touch 15, flat-footed 21 (+4 armor, +4 Dex, +1 dodge, +3 natural, +4 shield)

hp 125 (12 HD; 5d10+7d6+74)

Fort +13, **Ref** +14, **Will** +9

Weaknesses opium addict

OFFENSE

Speed 50 ft., climb 30 ft., fly 60 ft. (good) (cannot run or charge)

Melee bite +12 (1d6–1 plus poison) or
dagger of venom +13/+8 (1d4/19–20)

Ranged mwk blowgun +13 (1d2 plus Medium spider venom)

Special Attacks long limbs (+5 ft.), poison (DC 15), web (+12 ranged, DC 15, 5 hp)

Bloodline Spell-Like Abilities (CL 12th; concentration +17)
8/day—acidic ray (1d6+3 acid)

Sorcerer Spells Known (CL 12th; concentration +17)

6th (3/day)—*chain lightning* (DC 21)

5th (6/day)—*baleful polymorph* (DC 20), *interposing hand*

4th (7/day)—*dimension door*, *scrying* (DC 19), *stone shape*

3rd (7/day)—*fly*, *haste*, *lightning bolt* (DC 18), *slow* (DC 18), *tongues*

2nd (7/day)—*acid arrow*, *blur*, *false life*, *mirror image*,
scorching ray, see *invisibility*

1st (8/day)—*burning hands* (DC 16), *charm person* (DC 16),
enlarge person, *mage armor*, *magic missile*, *shield*

0 (at will)—*acid splash*, *detect magic*, *ghost sound* (DC 15),
mage hand, *message*, *ray of frost*, *read magic*, *resistance*,
touch of fatigue (DC 15)

Bloodline Aberrant

TACTICS

Before Combat Akinosa casts *false life* and *mage armor* every day. If alerted to the presence of intruders, Akinosa sends out his guards from the Open Web (area **A8b**) and casts *scrying* to determine the point of attack. He then positions his elite defenders, the Gossamer (area **A10b**), between the attack and himself. Before combat, Akinosa casts *blur*, *fly*, *mirror image*, and *shield*.

During Combat Akinosa casts *haste* on the first round of combat. If encountered in his lair, Akinosa plays his *drums of panic* (see area **A9b**) to scare away foes, then drinks from his *flask of endless sake* in the hope of getting a beneficial potion. Akinosa uses *fly* or *dimension door* to move around in combat and avoid melee, instead using his *wand of lightning bolt* and casting his toughest spells, including *chain lightning* and *baleful polymorph*. Akinosa enjoys polymorphing his enemies into rats, an animal considered unlucky by many in Tian Xia. If engaged in melee combat, Akinosa casts *interposing hand* for cover and attacks with his *dagger of venom*.

Morale Akinosa is likely to believe that any attackers are agents of Munasukaru and fears capture accordingly. If reduced to 20 hit points or fewer, Akinosa casts *dimension door* to flee to safety, gathering whatever followers he has left to launch a counterattack.

STATISTICS

Str 8, **Dex** 18, **Con** 18, **Int** 12, **Wis** 14, **Cha** 21

Base Atk +8; **CMB** +7; **CMD** 22

Feats Combat Casting, Combat Reflexes, Dodge, Eschew Materials, Improved Initiative, Lightning Reflexes, Toughness, Weapon Finesse

Skills Acrobatics +13, Climb +14, Escape Artist +8, Fly +12, Intimidate +12, Knowledge (arcana) +12, Knowledge (dungeoneering) +5, Perception +10, Spellcraft +8, Stealth +9

Languages Common, Sylvan, Tien

SQ bloodline arcana (+50% duration on polymorphs), change shape (humanoid, *alter self*)

Combat Gear *wand of lightning bolt* (23 charges), Medium spider venom (4 doses); **Other Gear** *dagger of venom*, masterwork blowgun with 10 darts, *cloak of resistance* +2, *flask of endless sake* (see page 60), silver sake drinking bowl (worth 110 gp), magnificently carved hardwood ball medallion depicting the world being devoured by an imperial dragon (worth 50 gp), silver mirror worth 1,000 gp (focus for *scrying* spell), 2 doses of opium (worth 50 gp total), keys to all locks in the aboveground levels of the House of the Withered Blossoms

SPECIAL ABILITIES

Opium Addict (Ex) Akinosa is addicted to opium (see the sidebar on page 29). While under the effects of the drug, he gains +1d8 temporary hit points and a +2 alchemical

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bonus on Fortitude saves for 1 hour, but he is also fatigued. In addition, he has taken 2 points of Constitution damage and 2 points of Wisdom damage from the drug (already reflected in the stat block).

Once, Akinosa was content to roam the Forest of Spirits with his band of aranea followers and his precious *flask of endless sake*. A sorcerer with far greater talent than most of his kind, Akinosa has always been fascinated with the arcane, but his desire to learn more has become his undoing. The rumors of dark secrets and forbidden texts hidden beneath the House of Withered Blossoms proved too much for him to ignore, and when news reached him that the Five Storms had escaped their prison, Akinosa led his followers to the pagoda to claim the oni's knowledge for himself. Unfortunately, Akinosa, a lazy drunkard at the best of times, was unable to defeat Munasukaru's forces, and his obsession with the wealth of arcana that he still believes is hidden in the House of Withered Blossoms has driven him to carry on his war for the past 60 years. During that time, a stalemate has existed between the aranea and the oni, with neither able to gain the advantage over the other, and Akinosa has added opium to his list of vices.

The endless stalemate has worn on the aranea's nerves, however, and his days are now long. In his drug- and alcohol-induced torpor, Akinosa is often unaware of what is reality and what is dream. He spends his days scrying on his enemy and making endless demands of his followers for preparations of attack. Of late, Akinosa has spent more time in indulgence than in strategy, and his addiction to opium and endless supply of sake has dulled his senses.

In hybrid form, Akinosa looks like a vast spider with a distended body and multi-jointed legs, topped with a humanoid torso wearing soiled robes. A disturbing cluster of arachnid eyes and mandibles mar his only vaguely human head. Swarms of spiders and insects crawl in and out of the folds in his robes and skin.

CAMPAIGN ROLE

Akinosa can fulfill a straightforward role as the villainous boss of the araneas, or he can be played as a pathetic failure in the grip of addiction. Obsessed with his enemy Munasukaru, in part out of fear and in part due to his desire to become lord of the House of Withered Blossoms, he only struggles on because of the oni. Akinosa can certainly serve as a

villain for this adventure, but he could also be a potential ally. If the PCs can convince Akinosa of their intentions to kill Munasukaru, or if they offer to collaborate with the aranea against the oni, Akinosa grants the PCs free passage into Munasukaru's Penance. Of course, any agreements made between the aranea and the PCs are likely to be viewed later by Akinosa as just another opium dream, and he assumes anyone coming up from below are agents of Munasukaru, ordering his followers to kill the PCs as soon as they return from his enemy's lair.

Should Akinosa survive the adventure, he explores Munasukaru's Penance as soon as it is safe to do so. When he finds that the arcane knowledge he has sought for so long is not there, he assumes that any tomes were taken by the PCs, and his obsession turns to them. The aranea's change shape ability makes him an easy pursuer to run. As the PCs move through the next installment of the Adventure Path, Akinosa can attempt to covertly attack the PCs on several occasions to get hold of the arcane knowledge he is obsessed with. If he finally discovers that such knowledge never truly existed, Akinosa's slender grip on reality finally vanishes and he slips into madness. Unless stopped, he continues to stalk the PCs until either they are dead, or he is.



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MIYARO



GIVEN TO THE KAMI TO CLEANSE HER FATHER'S DISHONOR, MIYARO HAS LONG SERVED AS AN AGENT AND VOICE OF THE KAMI OPPOSED TO THE FIVE STORMS. WITH THE ARRIVAL OF THE PCs, SHE HAS THE CHANCE TO RECRUIT MORE MORTAL AGENTS TO THE KAMI'S CAUSE.

MIYARO CR 8

XP 4,800

Female kitsune rogue (swashbuckler) 9 (*Pathfinder Campaign Setting: Dragon Empires Gazetteer 9, Pathfinder RPG Advanced Player's Guide* 135)

N Medium humanoid (kitsune, shapechanger)

Init +9; **Senses** low-light vision; Perception +11

DEFENSE

AC 20, touch 16, flat-footed 14 (+4 armor, +5 Dex, +1 dodge)

hp 53 (9d8+9)

Fort +3, **Ref** +11, **Will** +4; +3 vs. fear

Defensive Abilities evasion, improved uncanny dodge

OFFENSE

Speed 30 ft.

Melee +1 *kukri* +12/+7 (1d4+1/18–20), bite +6 (1d4)

Ranged mwk shortbow +12/+7 (1d6/x3)

Special Attacks sneak attack +5d6

Spell-Like Abilities (CL 9th; concentration +12)
3/day—*dancing lights*

TACTICS

During Combat Miyaro uses her mobility to move about the battlefield, looking for the most advantageous position from which to make sneak attacks and never staying in one spot for long.

Morale As a servant of a higher cause, Miyaro is unwilling to throw her life away needlessly, and if a battle turns against her, she almost always prefers to withdraw and fight another day. She has been tasked with bringing the PCs to the kami of the Forest of Spirits, however, and she will fight to the death if necessary to ensure her charges safely reach their destination.

STATISTICS

Str 10, **Dex** 20, **Con** 10, **Int** 14, **Wis** 8, **Cha** 16

Base Atk +6; **CMB** +6; **CMD** 22

Feats Dodge, Improved Initiative, Iron Will, Mobility, Nimble Moves, Spring Attack, Weapon Finesse

Skills Acrobatics +22, Bluff +17, Diplomacy +17, Disguise +17 (+27 using change shape), Escape Artist +17, Knowledge (local) +14, Perception +11, Sense Motive +11, Sleight of Hand +17, Stealth +17; **Racial Modifiers** +2 Acrobatics

Languages Common, Senzar, Sylvan, Tien

SQ change shape (Medium humanoid; *alter self*), daring*, martial training* (*kukri*), rogue talents (charmer*, combat trick, finesse rogue, offensive defense*)

Other Gear +2 *leather armor*, +1 *kukri*, masterwork shortbow with 20 arrows, *belt of incredible dexterity* +2, *bird feather token*, *Kikuya's sensu* (see page 61), wicker baskets (2), peasant's outfit

* See the *Advanced Player's Guide*.

Born in northern Minkai, Miyaro was the daughter of a notorious kitsune bandit chieftain. When she was just a babe in arms, her father led his bandits into the southern fringes of the Forest of Spirits while trying to escape imperial troops. The bandits set up a defensive position in a grove of ancient trees, but when the imperial troops caught up to them, they found all of the bandits slain. Fearing the spirits of the haunted forest, the Minkaians quickly returned to their homeland.

When Miyaro's father did not return, her mother went into the forest in search of him. There, she found the kami of the forest, who informed her they had killed her husband when he desecrated one of their most sacred groves. Furthermore, as his widow, Miyaro's mother had inherited her husband's dishonor, and unless she made amends, the spirits would hold her accountable as well. Miyaro's mother, a traditional woman who had always honored the kami, was horrified at this revelation. She offered her daughter Miyaro to the kami, to be raised by the spirits and taught to respect them. When the kami accepted her gift, Miyaro's mother committed suicide, sealing the pact with her lifeblood.

And so Miyaro grew up in the Forest of Spirits, a child of the kami, but not one of them. As she grew older, she became an agent of her adoptive family, going where they could not and acting when they were forbidden to do so, always in opposition to the oni of the Five Storms, who had mysteriously escaped their imprisonment in the Forest of Spirits before she was born.

When the ripples of fate informed the kami that scions of the Amatatsu family, the last surviving imperial family of Minkai, were returning to Tian Xia, they sent Miyaro to the city of Ordu-Aganhei in Hongal to wait for the arrival of the strangers, and to verify that they bear with them the true heir to the throne of Minkai.

Like a fox prowling the edges of a farmyard, Miyaro risks living on the borders of human lands to learn what

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she can about the Five Storms. The kami she serves do not leave the Forest of Spirits, so it is up to Miyaro to be their eyes and ears in the lands outside. Ordu-Aganhei offers Miyaro the chance to hear gossip about the Five Storms, so she goes to great lengths to blend into the villages near the city, passing as a simple peasant woman of no consequence to do so.

Although her appearance is no more unusual than any kitsune's, Miyaro's mannerisms seem odd at times, as if she were just a visitor in this world. Although a living, physical being, Miyaro feels more like a kami in her heart, and she responds to the outside world much as a kami would. She is strange and aloof, at times fascinated by the colors of the carpet of pine needles under the trees, at other times pausing for several minutes to admire the way the sun dances along a mountain ridge. Miyaro is not acquisitive—money and treasure do not interest her in the slightest, other than as means to reach an end. She is likely to walk past a jeweled sword to admire a flower or put aside a magic staff to look at the lichen growing behind it.

Miyaro has to work at blending in with humanity, and while she's had plenty of experience, she is not used to working closely with humans as companions. Those who observe her intently soon discover that Miyaro is a consummate actress—her performance is almost flawless, but she is nonetheless playing a role. Even so, with time, the PCs can truly befriend Miyaro, and as she becomes more comfortable in their company, so too does she warm to them and become a loyal and steadfast ally, though her heart will forever belong to the Forest of Spirits.

CAMPAIGN ROLE

Miyaro serves as the PCs' guide and counselor through the Forest of Spirits, as well as their contact with the mysterious kami of the forest. Even once she has led them to the House of Withered Blossoms, Miyaro's job is not done. The oni still threaten Minkai and the natural order of all of Tian Xia, so Miyaro continues to guide and assist the PCs in the coming adventures.

The kami cannot directly interfere with what is happening in Minkai, but their mortal agents, such as Miyaro and the PCs, have no such restrictions. However, Miyaro is more kami than kitsune, at least in her heart and mind, and might choose inaction over direct intervention.

But what happens if the PCs are down to their last fighter when being attacked by giants? Does Miyaro watch impassively or does she join in the fight? Try to make Miyaro a valuable ally who offers needed help at exactly the right moment, without being someone the PCs can constantly count on. Miyaro has her own masters, and their inscrutable

objectives might be more important than her aid in a single battle, even if such a fact is not revealed until much later.

When playing Miyaro, be careful to balance these two warring sides of her nature. If she is too neutral and aloof, she can seem less than helpful and may alienate your players. On the other hand, if she is too active, the players might feel that they have nothing to fear, as Miyaro will always be there to assist them. Even worse, they might feel their own characters are taking a secondary role. A subtle blending of both approaches probably works best for most groups, with Miyaro guiding the PCs, but actively helping them only when necessary, like a watchful parent who guides a child in riding a horse without herself taking the reins.



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MUNASUKARU

THE LEAST OF THE FIVE STORMS, MUNASUKARU WAS LEFT TO HOLD THE HOUSE OF WITHERED BLOSSOMS WHEN HER COMRADES ESCAPED. SINCE THEN, SHE HAS FOUGHT A NONSTOP BATTLE AGAINST AKINOSA AND HIS ARANEA FOLLOWERS FOR CONTROL OF THE ANCIENT PAGODA.

MUNASUKARU, THE LEAST

CR 13

XP 25,600

Female ja noi fighter (polearm master) 8 (see page 90, *Pathfinder RPG Advanced Player's Guide* 106)

LE Medium outsider (oni, goblinoid, native, shapechanger)

Init +8; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 28, touch 17, flat-footed 23 (+7 armor, +2 deflection, +4 Dex, +1 dodge, +4 natural)

hp 178 (14d10+101); regeneration 3 (acid or fire)

Fort +17, **Ref** +12, **Will** +8

Weaknesses negative level

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee *thundering blade* +23/+18/+13 (1d8+14/19–20/x4)

Ranged mwk repeating heavy crossbow with *screaming bolt* +19/+14/+9 (1d10+2/19–20)

Special Attacks pole fighting* –3, polearm training* +1, steadfast pike* +2

Spell-Like Abilities (CL 5th; concentration +6)

3/day—*command* (DC 12), *doom* (DC 12), *fly*, *magic weapon*

1/day—*bull's strength*

* See the *Advanced Player's Guide*.

TACTICS

Before Combat Munasukaru casts *bull's strength* and *fly* before combat.

During Combat Munasukaru flies into combat, firing *screaming bolts* from her repeating crossbow at approaching foes. Once in melee combat, Munasukaru wields her stolen naginata with precision, even though using it gives her a negative level. A mighty combatant, Munasukaru believes herself to be the progeny of the gods, and she attempts to intimidate opponents by describing to them exactly what tortures she plans to subject them to once she defeats them.

Morale The least and last of the Five Storms, Munasukaru considers it her sacred duty to guard the kimon and remain in the House of Withered Blossoms so that the kami outside cannot abandon their watch. If reduced to fewer than 50 hit points, she retreats temporarily to activate her armor's healing ability or drink one of the *potions of cure serious wounds* in area E7 before returning to the fray. Munasukaru does not surrender.

STATISTICS

Str 24, **Dex** 18, **Con** 24, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +14; **CMB** +20; **CMD** 37

Feats Combat Reflexes, Critical Focus, Deceitful, Dodge, Exotic Weapon Proficiency (repeating heavy crossbow), Improved Critical (naginata), Improved Initiative, Iron Will, Lightning Reflexes, Vital Strike, Weapon Focus (naginata), Weapon Specialization (naginata)

Skills Bluff +17, Disguise +12, Fly +14, Intimidate +17, Perception +19, Sense Motive +12, Stealth +10

Languages Common, Goblin, Tien

SQ change shape (Small or Medium humanoid, *alter self*), serene fighter

Combat Gear *screaming bolts* (10); **Other Gear**, *do-maru of broken flesh* (+2 *do-maru*; see page 60), *thundering blade of the House of Sugimatu* (+1 *thundering naginata*; see page 61), masterwork repeating crossbow, flawed *crystal ball* (the subject of the scrying automatically notices the magical sensor created by the *crystal ball*), *clear spindle ioun stone*, *ring of protection* +2

SPECIAL ABILITIES

Negative Level Wielding the *thundering blade of the House of Sugimatu* gives Munasukaru a permanent negative level. This negative level remains as long Munasukaru wields the naginata.

Long ago, the ja noi oni Munasukaru wandered the Forest of Spirits, leading a small band of goblinoid followers in hunting and slaughtering the wood's inhabitants, while avoiding the kami that patrolled the forest looking for her kind to eradicate. Eventually, she learned of other oni in the forest, including the powerful wind yai named Anamurumon who held court in the House of Withered Blossoms. Rather than fight an endless—and Munasukaru suspected, ultimately futile—battle against the kami, Munasukaru resolved to find Anamurumon and join forces with him.

Leading her hobgoblin followers to the House of Withered Blossoms, Munasukaru discovered that Anamurumon had more than enough allies and troops of his own, and her own pitiful band was just that. Nevertheless, in exchange for her fealty, Anamurumon made Munasukaru a commander in the Five Storms, though she was the least of his officers.

In the great halls of the oni palace beneath the House of Withered Blossoms, Munasukaru loyally served Anamurumon and the Five Storms. Over time, and always

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from afar, Munasukaru began to desire her beloved leader. If not love—for such emotions are unknown to the oni—it was lust, or desire, and Munasukaru did everything she could to please Anamurumon.

When the time came to harvest souls to power the kimon, the demon gate that would allow the oni to escape their imprisonment, it was Munasukaru's hobgoblins who first began the search, whispering to the other goblinoids in the Forest of Spirits of the living gods who needed mortal hands to assist them. Such helpers, they said, would be greatly rewarded when these "gods" turned Minkai into a playground of sin, lust, and wanton destruction.

And when the souls had been harvested and the kimon opened, Anamurumon repaid Munasukaru's loyalty and devotion by abandoning her and ordering her to remain behind in the House of Withered Blossoms to further his own ends.

The long, lonely years in the company of only lesser beings such as her hobgoblin followers have driven Munasukaru to madness. In her boredom, she has tried to lift her spirits by using her followers and their aranea captives as playthings—both for breeding, and for tortures—but they are never more than a temporary diversion. And so Munasukaru sought a different outlet for madness and anger, a record of her experiments and amusements that became her Penance, an ongoing work of art that reflects the twisted, monstrous mind of its creator.

CAMPAIGN ROLE

Munasukaru is the last remaining oni of the Five Storms in the House of Withered Blossoms, bound by an oath to her leader Anamurumon never to leave, and thus she keeps the kami of the Forest of Spirits outside at their eternal vigil over an effectively empty prison. Her endless war with the aranea sorcerer Akinosa has filled her endless lonely hours with purpose, and that purpose has become her obsession. If that enemy no longer threatened her, Munasukaru might soon turn on her own loyal followers, if only to pass the time.

If she somehow survives this adventure, Munasukaru does not dare to contact Anamurumon or her oni kin, at least not at first. Having failed at her task to hold on to the House of Withered Blossoms, Munasukaru must redeem herself first. She thus follows the PCs into Minkai, certain that they are bound up with the fate of the spirits.

Seeking to halt the PCs, who managed to obtain information on how to defeat the Five Storms under her watch, Munasukaru quickly gains followers, who rapidly move through the lands of Minkai gathering more.

Eventually, this should result in a showdown between the PCs and the followers of Munasukaru in the next adventure. Like her forces in the House of Withered Blossoms, Munasukaru's new followers should be predominantly goblinoid. She rebuilds the ranks of the Withered Blossom Warriors with even more powerful hobgoblin warriors, and inducts new, more highly trained initiates into the order of the Sisters of the Broken Path. Giants or even human ronin in search of a new master might flock to her banner, as well as other oni, seeking their own glory and power by allying themselves to Munasukaru. Finally, if her spawn were slain beneath the pagoda, Munasukaru swells the ranks of her army with new monstrous children—ja noi, spirit nagas, or perhaps something even more strange and terrible.



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JADE REGENT TREASURES

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

AKUMI'S BONSAI

This small bonsai tree is the ward of the fukujin kami Akumi, who has grown and tended the tree over many centuries. The tree is nonmagical, but it is a magnificent representation of the art of the bonsai master. Although battered and withered when found, it can soon be brought back to strength with proper care and nurture. A DC 15 Knowledge (nature) check is required to correctly tend the bonsai each month. Only one character can make the required Knowledge (nature) check and only one check is made each month. If correctly tended and watered for a period of 3 months, Akumi's bonsai is rejuvenated.

If the PC recover Akumi's bonsai from the House of Withered Blossoms and return it to the kami, Akumi allows the PCs to take the bonsai with them, and as long as they tend the tree and keep it in good health, he agrees to be at their service once per day. Akumi merges with his ward, and thereafter the PCs can call upon the kami to manifest once per day. The kami is not interested in engaging in combat, but he will use his abilities to aid the PCs as best as he is able. In addition, while Akumi is merged with the bonsai, anyone sleeping within 15 feet of the bonsai heals 2 hit points per character level with a full night's sleep.

On a failed knowledge (nature) check to tend the tree, the bonsai loses its enhanced healing property until a successful check is made. If a second check is failed, Akumi no longer manifests when called. A third failed check results in Akumi leaving the PCs, and taking the bonsai with him. These effects are cumulative.

Akumi's bonsai weighs 5 pounds.

DO-MARU OF BROKEN FLESH

Aura moderate evocation; **CL** 9th

Slot armor; **Price** 20,550 gp; **Weight** 30 lbs.

DESCRIPTION

Once per day as a standard action, the wearer of this +2 *do-maru armor* (*Pathfinder RPG Ultimate Combat* 128) can activate the armor to heal 4d8+9 points of damage and end any and all of the following conditions affecting the wearer: ability damage, blinded, confused, dazed, deafened, diseased, exhausted, fatigued, nauseated, poisoned, and sickened. In addition, this effect functions as *break enchantment* upon a single additional effect of the wearer's choice that is affecting the wearer and that can be legally affected by this effect.

Such healing, however, comes at a cost. The *do-maru* of

broken flesh creates vivid, ugly scars on the wearer, who takes 1d4 points of Charisma damage each time this ability is used.

Do-maru is medium armor that provides a +5 armor bonus. The armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +4, and an armor check penalty of -4. Do-maru costs 200 gp and weighs 30 lbs.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *cleanse* (*Advanced Player's Guide* 211); **Cost** 10,450 gp

FLASK OF ENDLESS SAKE

Aura faint enchantment; **CL** 5th

Slot none; **Price** 4,000 gp; **Weight** 1 lb.

DESCRIPTION

This simple ceramic flask looks like any other normal container for serving sake, or rice wine. If the flask's silver stopper is removed and the command word spoken, up to 1 gallon of sake can be poured from the flask per round. In addition, once per day, a character can drink directly from the flask to gain the effects of a potion, determined randomly. Roll 1d6 on the following table to determine the type of potion.

d6 Roll	Potion type
1	heroism
2	cure moderate wounds
3	enlarge person
4	reduce person
5	lesser restoration
6	rage

This potion cannot be poured out or saved for later use; it must be drunk, and the potion's effects take place immediately.

CONSTRUCTION

Requirements Brew Potion, Craft Wondrous Item, *create water*, *cure moderate wounds*, *enlarge person*, *heroism*, *lesser restoration*, *rage*, *reduce person*; **Cost** 2,000 gp

JINGASA OF THE FORTUNATE SOLDIER

Aura strong divination; **CL** 15th

Slot head; **Price** 5,000 gp; **Weight** 3 lbs.

DESCRIPTION

This conical iron *jingasa*, or war hat, bears the crest of an ancient house of Minkai. The *jingasa of the fortunate soldier* grants a +1 luck bonus to AC when worn. In addition, once per day as an immediate action, the wearer can negate a single

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JINGASA OF THE
FORTUNATE SOLDIER



DO-MARU OF
BROKEN FLESH



KIKUYA'S
SENSU



AKUMI'S
BONSAI



FLASK OF
ENDLESS SAKE



THE THUNDERING
BLADE OF THE HOUSE
OF SUGIMATU

critical hit or sneak attack. When a critical hit or sneak attack is scored on the wearer, the critical hit or sneak attack is negated and damage is instead rolled normally.

CONSTRUCTION

Requirements Craft Wondrous Item, *divine favor*, *moment of prescience*; **Cost** 2,500 gp

KIKUYA'S SENSU

Aura moderate evocation; **CL** 11th

Slot none; **Price** 30,840 gp; **Weight** 1 lb.

DESCRIPTION

This folding fan made from cypress wood and lacquered paper is said to have belonged to Kikuya, a legendary Minkai *oiran*, or courtesan. When held in the hand, *Kikuya's sensu* grants a +2 competence bonus on the bearer's Charisma-based checks. While held, the fan provides the somatic component for spells cast by the bearer.

Once per day on command, the bearer can use one face of the fan to cast *calm emotions*. Also once per day, the fan's other face can create a *forceful hand*. In addition, the bearer can whisper behind *Kikuya's sensu* and send the words up to 3 miles away, as the *whispering wind* spell, once per day.

CONSTRUCTION

Requirements Craft Wondrous Item, *calm emotions*, *cat's grace*, *forceful hand*, *whispering wind*; **Cost** 15,420 gp

THE THUNDERING BLADE OF THE HOUSE OF SUGIMATU

Aura moderate evocation; **CL** 7th

Slot none; **Price** 28,415 gp; **Weight** 9 lbs.

DESCRIPTION

Once per day as a standard action, the bearer of this +1 *thundering naginata* (*Ultimate Combat* 133) can strike the blade against the ground, causing it to ring with a deafening clangor that functions as the *shout* spell.

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

A naginata is a two-handed martial melee weapon that deals 1d8 points of slashing damage and has a critical modifier of x4. A naginata is a reach weapon. A naginata costs 35 gp and weighs 9 lbs.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *blindness/deafness*, *shout*; **Cost** 14,375 gp