

## THE PATH OF DESTINY

**N**orth of Minkai, the land is dominated by expansive and mysterious woodlands known as the Forest of Spirits. It was here, long ago, that the gods created the protector spirits known as kami.

Kami were not the only inhabitants of the Forest of Spirits, however. A powerful group of oni known as the Five Storms (symbolizing the five elements sacred to oni—fire, water, air, earth, and void) dwelt deep in the forest. The Five Storms did not want to stay in the forest, for just as they wore humanoid flesh, so to did they lust for humanoid triumphs—they wanted the nation of Minkai as their own.

Numerous rules set in place by the gods prevented the oni from taking direct action to seize control of Minkai. When the collapse of the vast empire of Lung Wa on mainland Tian Xia threw the continent into chaos at the beginning of the Age of Lost Omens, the Five Storms saw their opportunity. With Minkai distracted, focusing its attention on aggression from beyond its borders, the Five Storms infiltrated the ranks of dozens of organizations, from the imperial army to powerful merchant guilds and ninja clans.

Over the century that followed, the oni, patient and deliberate, worked to gain power. Yet the greatest threat to their plan was the fact that as long as anyone of the divine line of emperors existed, there would always be someone capable of removing any pretender to the throne. The oni decided to prune the royal family trees to stumps. Over the course of several generations, they murdered, corrupted, and disposed of any who could trace their lineage to one of the five families to whom the gods had, in Minkai's ancient past, granted the right to rule. In the case of most of these families, the task was relatively simple. Rule in Minkai had for several generations rested with the Higashiyama clan, and the other four families either had fallen into obscurity or were otherwise unprepared for what the oni had planned for them. The Five Storms managed to destroy three of those five families, taking possession of the families' royal seals (minor artifacts capable of investing the divine right to rule in new families in the event that a previous family line dies out) and locking the royal seals away in a vault. The current ruling clan, the Higashiyamas, were so thoroughly infiltrated and corrupted by the oni that they were no longer a threat.

By 4652 AR, only one family remained as a viable contender for the Jade Throne—the Amatatsus. Yet the oni underestimated the Amatatsus' ability to react and interpret world events. When the Amatatsus realized what

was happening, the family patriarch made a scandalous choice—he decided to abandon his homeland. He took his family and fled north over the Crown of the World, following the trade route known as the Path of Aganhei all the way to the Lands of the Linnorm Kings. The oni discovered the plan too late, but sent agents after the Amatatsus, hoping to slay them to the last child and claim the *Amatatsu Seal* as their own. Complicating this was the fact that as long as a royal seal remained unused in its magical *warding box*, it could not be magically tracked or located—effectively serving to obscure those around it from divination, making it the perfect cloak to hide under as the Amatatsus fled north.

When they reached Kalsgard, the Amatatsus went into hiding. They changed their name to Kaijitsu and took up the role of merchants and glassblowers to hide from their pursuers. Today, the legitimate heir of the Kaijitsu line is Ameiko Kaijitsu. After her father's death during a recent attack on her home town of Sandpoint at the hands of a group of goblins allied to her estranged half-brother (also deceased at this time), she became the heir to the Kaijitsu fortune. As an available noble, she's had no end of would-be suitors, but she's rebuffed them all. She has no idea what destiny has in store for her.

### THE BRINEWALL LEGACY

By James Jacobs

*Pathfinder Adventure Path #49, Levels 1–3*

When the Licktoad Goblins discover a cache of fireworks and start menacing travelers on the Lost Coast Road, a group of heroes delve into Brinestump Marsh to put a stop to them. But defeating the goblins only reveals a more sinister threat, for the goblins have angered a group of undead that must be put to rest. Amid the remains of these skeletons, the PCs find a curious letter—a missive from Ameiko Kaijitsu's grandfather indicating that a great Kaijitsu treasure and legacy lies hidden in the ruins of Brinewall.

With Ameiko's aid, the PCs organize a caravan and travel to Brinewall to investigate, only to have their companion fall into a magical coma as they near the mysterious ruined village. The PCs search Brinewall for the cure for Ameiko's coma, yet soon discover the ruins are under the rule of sadistic dire corby cultists of Pazuzu led by a strange foreign fiend. They defeat Brinewall's new denizens and recover the Kaijitsu legacy—a royal seal that reveals a startling truth even as it wakens Ameiko. The Kaijitsus are the last surviving royal family of Minkai, and if Ameiko doesn't

travel to Minkai, her ancestral homeland, it will fall to the rule of a powerful warlord known as the Jade Regent.

## NIGHT OF FROZEN SHADOWS

By Greg A. Vaughan

*Pathfinder Adventure Path* #50, Levels 4–6

Acting on visions granted by the royal seal, the PCs travel to the Lands of the Linnorm Kings as they begin to retrace in reverse the route taken so many years ago by Ameiko's ancestors as they fled Minkai. The PCs' attempts to recover the Kajitsu ancestral sword *Suishen* as well as to secure the aid of a guide named Ulf Gormundr to help lead their caravan over the Crown of the World are complicated as they run afoul of a mysterious group of thieves and assassins known as the Frozen Shadows.

It soon becomes apparent that the Five Storms, the oni who would rule Minkai and thus seek to end the Kajitsu line, have long had a presence in the Linnorm Kingdoms. Caught between blood-feuding barbarians and the ninja of the Frozen Shadows, the PCs must recover *Suishen*, rescue Ulf, and defeat the ogre mage Kimandatsu (leader of the Frozen Shadows and agent of the Five Storms) if they hope to survive the journey over the Crown of the World and into Minkai.

## THE HUNGRY STORM

By Jason Nelson

*Pathfinder Adventure Path* #51, Levels 7–9

This adventure begins as the PCs leave Kalsgard and set off on a journey that will take them across the Path of Aganhei through the Crown of the World, the continental mass that sits at Golarion's north pole. As they venture into the frozen north with their caravan, any safety that the PCs might have gained by defeating the western agents of the Five Storms fades as they become increasingly aware that a sinister entity is growing in power. This entity is a half-fiend sylph named Katiyana, a priestess of the nascent demon lord of blizzards who has found a way to control and direct the so-called morozkos—"hungry storms"—that periodically scour the Crown of the World. Left to her own devices, Katiyana hopes to send these hungry storms south into both Avistan and Tian Xia to spread the power of her patron. After confronting and defeating Katiyana in her eerie northern fortress, though, the PCs must face her vengeful ghost in an underground pass through the final mountains if they are to escape alive.

## FOREST OF SPIRITS

By Richard Pett

*Pathfinder Adventure Path* #52, Levels 10–11

The PCs emerge from the Crown of the World and follow the Path of Aganhei down to the landlocked trade city of Ordu-Aganhei, where they once again must face agents of

## SPOILER WARNING!

Presented here is the background and outline for the Jade Regent Adventure Path. If you intend to play in this campaign, be warned! These pages spoil the upcoming adventures as thoroughly as possible.

the Five Storms. But not everyone wants them dead—they meet a mysterious kitsune woman named Miyaro who promises to lead them to allies deep in the Forest of Spirits. The PCs learn from the forest's kami protectors that their shared enemies, the oni of the Five Storms, once dwelt in a fortress deep in the forest. There, within the walls of the House of Withered Blossoms, the PCs can learn much about the enemies waiting for them in Minkai and their weaknesses. Of course, the Five Storms didn't completely abandon their old fortress, and what remains behind in the House of Withered Blossoms will test the PCs' strengths like nothing they've yet encountered.

## TIDE OF HONOR

By Tito Leati

*Pathfinder Adventure Path* #53, Levels 12–13

After successfully discovering the secrets and weaknesses of the Five Storms and their mortal agent, the warlord known as the Jade Regent, the PCs finally arrive in Minkai only to find the empire on the verge of chaos. Before they can risk confronting the Jade Regent at the nation's capital, though, the PCs must first earn the respect and support of Minkai's people. After teaming up with a band of ronin led by an honorable but frustrated soldier named Jiro, the PCs seek out ancient monasteries, ninja clans, merchants, geishas, and samurai armies for support, all the while trying to remain undercover and invisible to the ever-growing paranoia and anger of the Jade Regent.

## THE EMPTY THRONE

By Neil Spicer

*Pathfinder Adventure Path* #54, Levels 14–15

Now that they've gained the support of Minkai's citizens, the PCs must earn the respect and blessings of the ancestors. They travel to the Imperial Shrine, a mystic necropolis on an island in the capital city of Kasai's harbor, where they discover proof of the actual fate of the previous emperor—he was assassinated by the Jade Regent and his body thrown into the Well of Demons. By recovering the previous emperor's body, the PCs gain the ancestors' blessings for Ameiko to take the throne—all that remains is to travel to the Imperial Palace, defeat the Five Storms, and confront the Jade Regent and his powerful allies in a final conflict, with the empire of Minkai as the prize!