

PATHFINDER®

ADVENTURE PATH™

KEEPERS OF THE FOREST

After surviving one deadly wilderness, the heroes emerge into another—a land of ancient mysteries and sacred secrets known as the Forest of Spirits. But the forest knows how to defend itself from strangers, and its powerful and aloof guardians, the kami, brook no harm to their eldritch home. Those who would defy the spirits of the land have little hope of survival. Yet those who prove themselves friends to this mystical realm and its strange inhabitants stand to gain not just great allies, but also knowledge of a secret evil that has long festered in the forest's heart and now poisons all of Tian Xia.

This volume of Pathfinder Adventure Path includes:

- “Forest of Spirits,” a Pathfinder RPG adventure for 10th-level characters, by Richard Pett.
- An investigation of the mysterious creatures known as kami, honored defenders of the land and nature, by Mike Shel.
- Insights into the ways and deadly techniques of the ninja clans of Minkai, by Jesse Benner.
- Deadly guardian geisha and a journey into one of Oda’s seedier gambling houses in the Pathfinder’s Journal, by Dave Gross.
- Five new monsters, by Patrick Renie, Steve Russell, and Mike Welham.



JADE REGENT: Forest of Spirits



JADE REGENT

FOREST OF SPIRITS

By Richard Pett

PART 4 OF 6



ISBN 978-1-60125-380-4 US \$19.99

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Printed in China. PZO9062

paizo.com/pathfinder



LIVING LEGENDRY

In many of the nations and regions that collectively make up the land of Tian Xia, histories stretch back to points so ancient that the distinction between fact and myth blurs. From the legendary past rise monuments depicting fantastic heroes and strange beings, personages none now living can prove ever truly existed—yet who are believed in all the same. In some places, these figures are merely legends and fairy tales told to children. In others, evidence of wondrous deeds remains. And in still others, these ancient beings yet watch over their people, guarding those with the faith to see past the veils of time.



TORN BETWEEN WORLDS

Across the mystical lands of Tian Xia there are places where the borders between the world of mortals and the realms of spirits have worn thin. Among the greatest evidence of this closeness between worlds is not a site, but rather a people: those capricious beings known as kitsune. Although living creatures, the foxlike kitsune are a race of legend and mystery, and they have walked among the other humanoid races of Tian Xia for generations. Yet despite their long history on Golarion, the eldest of their kind hint at a shared insight into the truths of life and reality that no mortal should know.



DESERVING OF HONOR

Not all the creatures spoken of in the tales of Minkai are as ferocious as the dreaded oni or as protective as the mysterious kami. Some exist merely to exist, taking delight in life and all the pleasures the world has to offer while simultaneously accepting it as it is. Among these are the raccoonlike tanuki, jolly and clever creatures equally as likely to wander the world in search of new experiences as they are to make someplace their home and enjoy its comforts. Yet many stories warn listeners to honor even such whimsical creatures, as their powers make them more than mortals, and those who rouse their ire suffer terrible fates.



HOMES TO THE SPIRITS

The spirits of ancestors, the land, and the cosmos pervade all things, and blessed are those mortals who recognize and protect these sacred places where such beings congregate and make their homes. Many of these sacred objects are indistinguishable to the untrained eye, and a wise traveler thinks carefully before disturbing even the most mundane stone or cutting down a tree, as it may be more than it seems. All across Minkai, braided straw ropes called *shimenawa* encircle specific trees, rocks, shrines, and other blessed sites, either to ward off evil or to indicate that a kami resides within the sacred feature.