### **NEXT MONTH**



### THE EMPTY THRONE

War has come to Minkai! As the resistance rises against the Jade Regent's tyranny, the PCs must escort their friend Ameiko to one final site—the Imperial Shrine on a hidden island in the capital's harbor. Here, Ameiko and the PCs must seek the blessing of Minkai's dead emperors if they hope to have a chance to liberate the nation, but even in this most sacred resting place the Five Storms and the Jade Regent have their influence, and the heroes must defeat hungry demons and ravenous ghosts before the ancestor spirits of the empire will give their blessings. Only then can the PCs take the battle to the Imperial Palace and confront the Jade Regent and his allies in the Five Storms.

### CONTINUING THE CAMPAIGN

The Jade Regent Adventure Path may be coming to a close, but that doesn't mean your campaign needs to! Take inspiration from this collection of possible plots for high-level adventures, giving you plenty of resources for furthering your exploration of the mystical Dragon Empires or pressing on to see what other mysteries lie beyond the edges of the map.

### Kasai Gazetteer

Discover majestic and mysterious Kasai, capital of the Empire of Minkai. Learn what secrets lurk amid the streets and alleys of this ancient city, from ports bustling with exotic treasures and schools steeped in the secrets of martial masters to accursed temples and the imperial palace itself. Danger and wonders await in the greatest city of mythical Minkai.

### AND MORE

Betrayal and revelation mark the final chapter of Dave Gross's Pathfinder's Journal. Also, urban terrors from the legends of Japan haunt the latest entry into the Pathfinder Bestiary.

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# Explore Mew Horizons

## SATHFINDER TALES TO TALES TO THE TALES TO TH

Amering Stories
Set in the Pathinder
Campaign Setting

warrior haunted by his past, Salim is a problemsolver for a church he hates, bound by the death goddess to hunt down those who would rob her of her due. Such is the case in the desert nation of Thuvia, where a merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul stolen from the afterlife. The only clue is a magical ransom note offering to trade the merchant's spirit for his dose of the fabled potion. But who could steal a soul from the boneyard of Death herself? Enter Salim, whose unique skills should make solving this mystery a cinch. There's only one problem: The investigation is being financed by the dead merchant's stubborn and aristocratic daughter—and she wants to go with him. Together, the two must embark on a tour of the Outer Planes, where devils and angels rub shoulders with fey lords and mechanical men, and nothing is as it seems.



From noted author and game designer James L. Sutter comes an epic mystery of murder and immortality, set in the award-winning world of the Pathfinder Roleplaying Game.

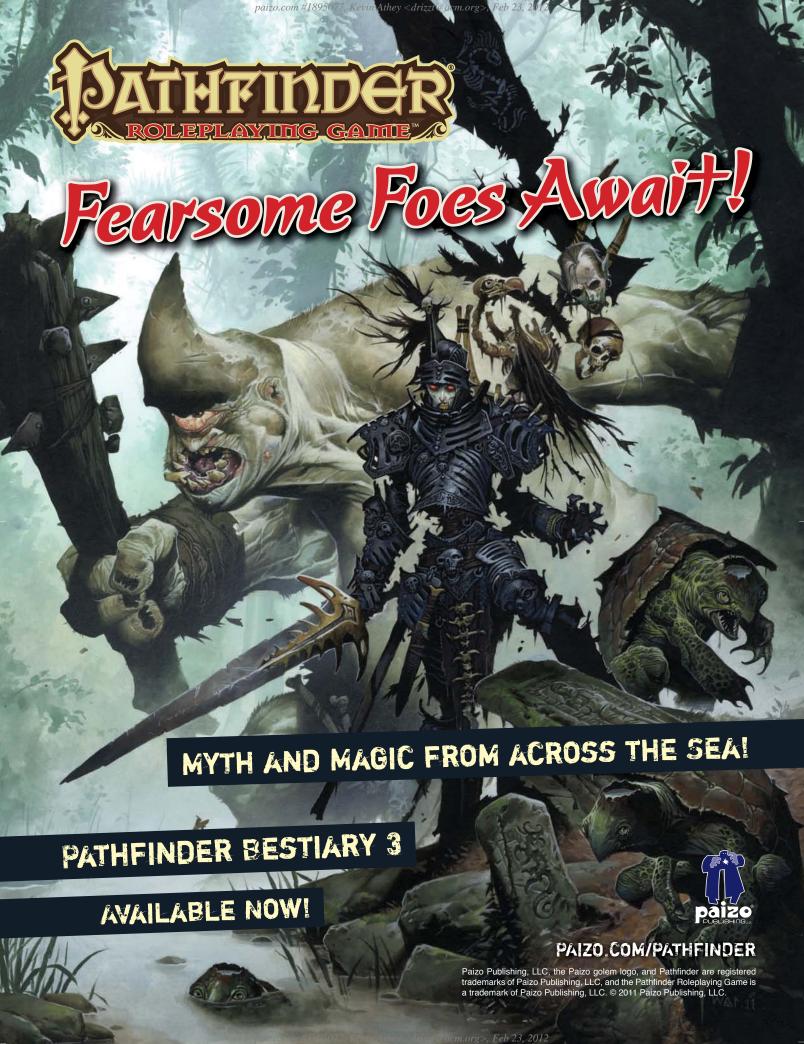


o an experienced thief like Krunzle the Quick, the merchant nation of Druma is full of treasures just waiting to be liberated. Yet when the fast-talking scoundrel gets caught stealing from one of the most powerful prophets of Kalistrade, the only option is to undertake a dangerous mission to recover the merchantlord's runaway daughter—and the magical artifact she took with her. Armed with an arsenal of decidedly unhelpful magical items and chaperoned by an intelligent snake necklace happy to choke him into submission, Krunzle must venture far from the cities of the merchant utopia and into a series of adventures that will make him a rich man—or a corpse.

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