

PATHFINDER®

ADVENTURE PATH™

THE SEEDS OF REBELLION

The heroes arrive in Minkai only to discover an empire on its knees. The Jade Regent has twisted the ruling government to cater to his despotic whims, and throughout the realm the people suffer. Before the PCs can attempt to stand against the tyrant and liberate Minkai, they must first earn the trust of its people and recruit aid from across the beleaguered empire—all the while dodging murderous oni and deadly ninjas controlled by the Five Storms. Defeating bandits who ride forth from a hidden fortress, rescuing a famous geisha from a deadly island prison, and standing tall before a corrupt daimyo's army of samurai are all in a day's work for the hopeful liberators of the empire.

This volume of *Pathfinder Adventure Path* includes:

- "Tide of Honor," a Pathfinder RPG adventure for 12th-level characters, by Tito Leati.
- An overview of the mysterious nation of Minkai, a mystical jewel of the Dragon Empires, by Tito Leati.
- Revelations on the ways of Irori, god of history, knowledge, and self-perfection, by Sean K Reynolds.
- Revelations and severed limbs in the Pathfinder's Journal, by Dave Gross.
- Five new monsters by Tito Leati, Sean K Reynolds, and Mike Welham.



JADE REGENT: Tide of Honor



JADE REGENT

TIDE OF HONOR

By Tito Leati

PART 5 OF 6



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FAITH AND HONOR

Throughout Minkai stand shrines to Kofusachi, the Laughing God; Shizuru, Empress of Heaven; Tsukiyo, Prince of the Moon; and the numerous other deities of Tian Xia. Yet the veneration of Minkai's people is not restricted to gods and goddesses. Across the land, villagers and nobles alike bow their heads in reverence to the mysterious kami who make their homes among even the smallest natural features, while the spirits of wise scholars and honored ancestors are remembered in monuments and shrines alike. In Minkai, reverence and respect know no boundaries, not even the barriers of race or death.



WINDS OF REVOLUTION

Despite the hidden hand of the oni of the Five Storms reaching across Minkai, the people have not lost their sense of pride or tradition, and the ancient ways of the empire persevere in artistry, craftsmanship, business, courtesy, and innumerable other forms. As the people feel the shadowy but ever-tightening grip of the oni invaders, it is in these ancient ways that their discontent first takes shape. Even now, in the baths, tea shops, geisha houses, markets, and homes of the Minkaian, word spreads of dark days and rising unease—winds of discontent that may hint at a coming season of revolution.



MASK OF EVIL

Nearly 50 years ago, the nation of Minkai fell under the influence of fiends, the nefarious oni known as the Five Storms. Today, most of the empire's people still have no idea that these subtle shapeshifters walk among them, monsters whose plots have wrested the nation away from its divinely mandated rulers and into their cruel claws. Yet oni dominance is not absolute, a fact the leaders of this fiendish conspiracy know all too well. So the agents of the Five Storms continue to scour Minkai, watchful for any sign of those who might claim the imperial throne and threaten their harsh rule.



A HUNDRED STORIES

The cruel beings known as oni are not the only things to lurk and plot in the dark places of Minkai. For all its centuries of existence and grand civilization, the empire still holds shadows where beings elusive, perverse, and deadly make their lairs and prey upon the unwary. Ask any Tian-Mins about the legends of their home, and alongside the stories of great heroes and disguised deities they'll weave tales of horror, of beings that lurk in murky pools or ambush those who tarry upon lonely trails. And for all the mystery and terror of such stories, no detail is more frightening than the fact that most are true.