

PATHFINDER®

ADVENTURE PATH™

DEATH TO THE TYRANT

Revolution brews in the empire of Minkai as the people take up arms to throw off the yoke of their unnatural oni masters. With the populace rising, the heroes lay siege to the capital of the empire, the ancient city of Kasai. There, they must discover the secrets of emperors past and seek the aid of ageless beings, gathering all the allies they can for a final assault on the bastion of the murderous Jade Regent. Will the heroes and their companions be able to bring an end to the warlord's tyranny? Or will Minkai remain locked in the grip of true evil? Confront the powers of destiny and shape the fate of a nation in this, the exciting final chapter of the Jade Regent Adventure Path.

This volume of *Pathfinder Adventure Path* includes:

- "The Empty Throne," a Pathfinder RPG adventure for 13th-level characters, by Neil Spicer.
- A gazetteer of the city of Kasai, capital of the mysterious nation of Minkai, by Frank Carr and Michael Tumey.
- Plots and high-level threats to continue your Jade Regent campaign, by Patrick Renie.
- Deceit and revelation in the Pathfinder's Journal, by Dave Gross.
- Four new monsters, by Jesse Benner, Tork Shaw, and Owen K.C. Stephens.



JADE REGENT: The Empty Throne

PART 6 OF 6



JADE REGENT

THE EMPTY THRONE

By Neil Spicer



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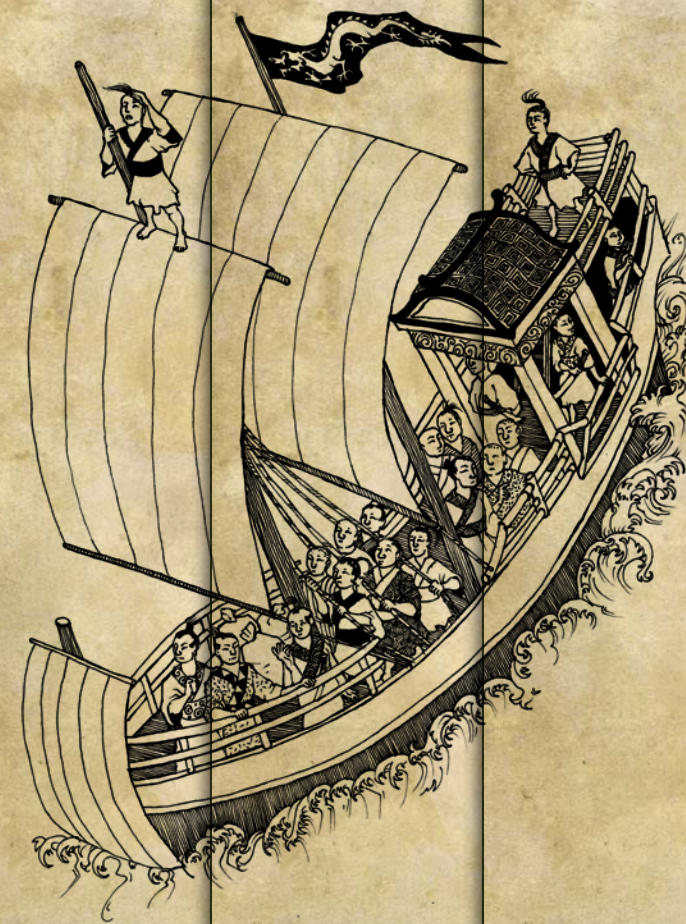
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COILS OF THE DRAGON

Even more so than the chromatic and metallic dragons familiar to the people of the Inner Sea region, the imperial dragons of the Dragon Empires cleave to philosophies and agendas distinct to each serpentine breed. Not wholly allied with the forces of good or evil, law or chaos, the imperial dragons represent the balance of life, nature, and the cosmos. With draconic representatives embodying cavern and sky, land and sea, these potent forces endlessly dance, attacking and defending, wheeling on and on, as members of their kinds have for countless ages, around an axis of perfect neutrality in endless, savage harmony.



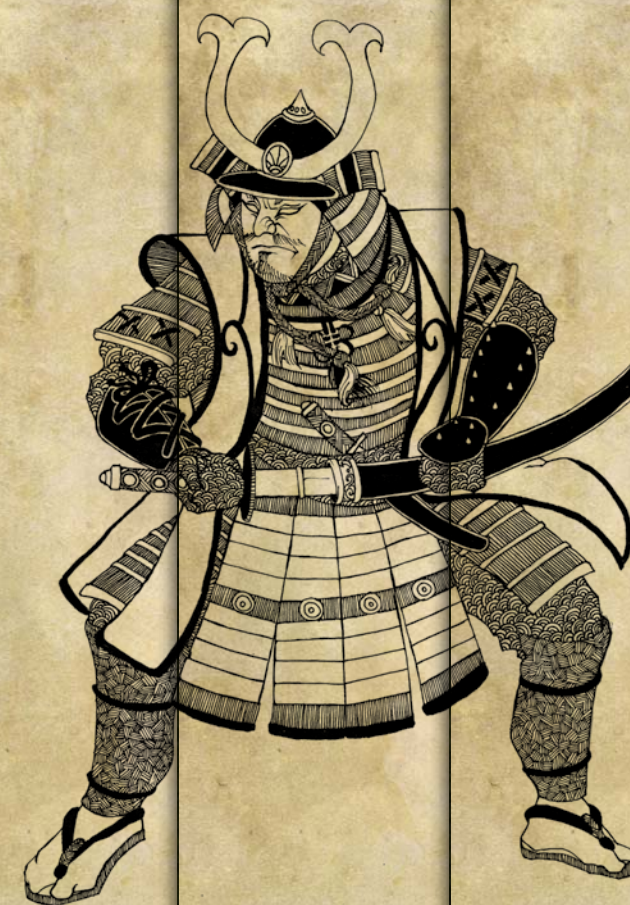
ON THE DRAGON SEAS

The sails of Minkaian traders are among those most welcome in ports across the Dragon Empires. Junks laden with the treasures of that country command attention wherever they might land, their finely crafted goods and curiosities highly coveted among the rich and prestigious of dozens of nations. But such attention isn't always welcome. Pirates of the surrounding seas mark Minkai's ships as priority targets, with seafaring bandits hailing from Minkai itself, as well as from lands across the waves—and even more sinister thieves that rise from the depths below, and care little for the lives of air-breathers.



DENIZENS OF SHADOW

Not all residents of Golarion are natives to its reality's bright and substantial shores. In an age of night, members of a furtive people slipped the borders of shadows and emerged in a realm not wholly unlike their own. But as generations passed, the darkness lifted and the paths between their umbral realm and this brightening land faded with a worldwide dawn. None can say how many of this aloof race were stranded, made victims of a harsh and unrelenting sun. Even today, ages later, these castaways cling to the shadows of a world not quite their own, where the gigantic, day-stalking natives know them as wayangs.



TARNISHED STEEL

The recent decades have not been kind to Minkai's warrior class. The rise of the Jade Regent meant the fall of several of the nation's most influential families, and with them, the duties and prestige of serving such nobles. Many of the samurai who once enjoyed respected positions found themselves dismissed, hunted, or forgotten. While many hung up their blades to find more common work, others forsook their honor to become petty bandits. Still others, however, seek only a spark to rekindle their fighting spirit and take up their blades against the enemies of their nation, restoring their tarnished honor at last.