

PATHFINDER[®] **ADVENTURE PATH**[™]

JADE REGENT

ADVENTURE PATH • PART 6 OF 6

THE EMPTY THRONE



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“The Empty Throne” is a Pathfinder Adventure Path scenario designed for four 13th-level characters. By the end of this adventure, characters should reach 16th level.

This product makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG Ultimate Combat*, and *Pathfinder RPG Ultimate Magic*. These rules can be found online as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/pathfinderRPG/prd.

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JADE REGENT



NINJA VS. PIRATES

It all comes down to this. With “The Empty Throne,” the destiny not just of the PCs’ friends and allies, but of an entire nation as well, lies in the PCs’ hands. Will they be able to topple the Jade Regent from his stolen throne? Can they restore their companion Ameiko’s birthright? Will their journey of countless miles and through unspeakable dangers be validated at last? Or will it all have been for naught?

That’s all for the players to worry about. GMs who got this far should be turning their attention to an impending concern: what’s next?

After all, what do you do at the end of a campaign that’s likely taken months of real-world time and perhaps years of in-game time to complete? Does the final sword stroke fall, the final spell blast clear, and then the credits roll? What’s next for your campaign?

Well, this time around, GMs have more options than ever. In the past, we’ve tried to leave GMs with plenty of ideas on where their games might go next. The “Continuing the

Campaign” series was born from the fact that we always scheduled our highest-level content to go in the final volume of an Adventure Path. The article “Mammon” in *Pathfinder Adventure Path* #30 was the first time we fired off a wide variety of new items, plots, and villains that might turn into new motivations for a campaign continuing past the pages of the final adventure. Since then, these “Continuing the Campaign” articles have set the stage for revolution in Brevoy, a serpentfolk invasion of the Inner Sea, a vampiric shadow war in Ustalav, and dozens of other plots. With the conclusion of the Jade Regent Adventure Path, GMs will again find a “Continuing the Campaign” article in this volume, but this time around the options for what the PCs might do and where a campaign might go are broader than ever before. In the past, there have been new threats to nations and agitators that might draw out a campaign’s plot, but this time GMs don’t just have a corner of the world to chart the fate of—Jade Regent ends with the PCs at the edge of two continents, the Crown of

the World and Tian Xia, practically two new campaign settings' worth of countries, races, cultures, and creatures to encounter and explore. Page 62 presents an overview of the new lands beyond Minkai, a region larger than even that detailed in the *Inner Sea World Guide*. To support and fire the imaginations of GMs who might want to take their Jade Regent campaign beyond the borders of Minkai, we've thoroughly detailed this land, its peoples, its deities, and more in *Pathfinder Campaign Setting: Dragon Empires Gazetteer*. GMs of the Jade Regent Adventure Path who want to keep rolling with their campaign should consider that book a gigantic "Continuing the Campaign" article and indulge in the limitless dangers therein. Alternatively, like so many great fantasy and science fiction tales, the PCs' next great goal might be a simple one: to go home.

Whatever you as GM decide to do, it'll be a surprise to us, as in just a few dozen more pages we turn this entire campaign over to you. Will the rise of an untested new empress provoke a warlike nation such as Chu Ye to attack? Could offended powers of the north seek revenge upon those who trod across their icy realm? Might the strange kami of the Dragon Empires draw the PCs into a battle against the powerful oni race? It's all up to you. Best of luck, and be sure to tell us about it and share your great ideas on the Jade Regent Adventure Path forums at paizo.com.

But handing over a campaign's reigns entirely to GMs is only one of two major changes that come about at this point in an Adventure Path's life. Next month marks the launch of the Skull & Shackles Adventure Path, a campaign full of danger, deceit, and fantastic treasure in the lawless island chains known as the Shackles. For that, I'll step aside and let this campaign's infamous architect and lead designer, Rob McCreary, give you a quick preview of what's in store.

AVAST, ME HEARTIES!

Did you want to be a pirate when you grew up? Have you longed to sail the briny deeps of Golarion's oceans? Have you ever wanted to be master of your own ship and commander of a scurvy crew of pirate cutthroats? You'll get the chance next month, when Pathfinder Adventure Path sets sail for the pirate isles of the Shackles, in the Skull & Shackles Adventure Path!

The Skull & Shackles Adventure Path gives PCs a chance to play pirates of the Shackles, first as a crew of press-ganged captives on a pirate ship, then as captains of their own ship of buccaneers and freebooters. Expect swashbucklers and mutineers, parrots and monkeys, and eye patches and peg legs, as well as opportunities to follow treasure maps, explore mysterious islands, dig for buried treasure, investigate sunken ships, and of course attack and plunder ships to fill your hold with pirate booty. Along the way, the PCs face rival pirates, haunted ghost ships, deadly

ON THE COVER

On this month's cover, Ameiko Kajitsu dons the imperial raiments and ascends to the Jade Throne of Minkai. But is this wardrobe change premature? It's up to the PCs to determine whether or not Minkai gets a new ruler in this month's conclusion to the Jade Regent Adventure Path, "The Empty Throne."

underwater menaces, and even the treacherous winds and currents of the Eye of Abendego, as they race through the fringes of the hurricane in the Free Captains' Regatta.

As the PCs gather more plunder and infamy, they become true Free Captains of the Shackles, and have the opportunity to acquire new allies and more ships under their flag. They also become embroiled in the politics of the Shackles, dealing with wealthy and powerful pirate lords and the Hurricane King himself. By the end, the PCs need to prove their worth by defending the pirate isles from an invading fleet bent on the destruction of the Shackles and all that the Free Captains hold dear.

Throughout the Adventure Path, the PCs must track their Plunder and Infamy scores, which detail just how much wealth they have stolen and how much influence they have acquired among the other Free Captains of the Shackles. In addition, we present rules for naval combat, with mechanics for both combat between single ships and clashes between entire fleets.

Skull & Shackles also features articles detailing Golarion's oceans and the sea monsters that inhabit them, the mysteries of the Shackles, and the ecology of the cyclops, as well as a gazetteer of Port Peril, the freewheeling and dangerous capital of the Shackles. More articles explore the faiths of Norgorber, Torag, and the Pirate Queen Besmara, goddess of piracy, sea monsters, and strife. As usual, each volume of the Skull & Shackles Adventure Path presents several new monsters that you can add to your own campaign, whether it's full of swashbuckling corsairs or more traditional heroes.

So hoist the mainsail and batten down the hatches, because the Skull & Shackles Adventure Path is heaving into view next month!

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