

JADE REGENT



CONTINUING THE CAMPAIGN

MOST WHO CROSS THE CROWN OF THE WORLD TAKE BUT A GLIMPSE AT THE LANDS BEYOND, DEEM THEMSELVES EXPLORERS, AND PROMPTLY RETURN HOME. BUT THE WONDERS OF TIAN XIA DON'T ARRAY THEMSELVES ALONG THE NORTHLANDS LIKE SOME SORT OF ARCTIC MENAGERIE. BEYOND LIE NATIONS AND MYSTERIES IT WOULD TAKE MORE YEARS THAN THE GODS GRANT US UPON THIS WORLD TO EVEN HEAR OF, MUCH LESS TO EXPLORE. PEOPLES AND RACES WONDROUS BEYOND YOUR IMAGINING LIVE AS PLAINLY AS THE COMMON FOLK OF THE SMALLEST INNER SEA VILLAGE, IGNORANT OF THEIR REMARKABLENESS. THOSE WHO WOULD DISCOVER THE TRUE WONDERS OF THE DRAGON EMPIRES FIND THAT THEIR JOURNEYS, THEIR DANGERS, AND THEIR REWARDS DO NOT END IN THE SHADOW OF THE POLE BUT, RATHER, HAVE JUST BEGUN.

—MILRISSA “MISUZU” RETOBARRI, VARISIAN CARAVANEER

The defeat of the Jade Regent need not end your adventures in Tian Xia. Beyond Minkai, innumerable wonders and dangers await in the vast and varied countries collectively known as the Dragon Empires. The following presents numerous new plots and perils GMs might delve into with the completion of the Jade Regent Adventure Path. While not complete plots or adventures, these new villains, stat blocks, maps, and suggestions should serve as tools and idea generators for new adventures of your devising, keeping your Dragon Empires campaign running for numerous sessions to come.

CONSEQUENCES OF GLORY

Presented here are just some of the possible plot hooks you could use to integrate further adventures into your campaign after the finale of the Jade Regent Adventure Path. Depending on how the PCs fared in garnering Achievement Points while placing Ameiko (or one of themselves) at the throne of Minkai, they can continue their journeys in a number of directions. Several of these plots focus on rooting out the new leader of the Five Storms and gathering more support from the people of Minkai to rebuild, while others make use of the PCs' newly acquired positions of imperial power and push them out of Minkai to further establish prosperity throughout Tian Xia.

Rebuilding an Empire: If the PCs earned fewer than 10 Achievement Points, then there is still much to be done if Minkai is to recover from its recent tragedies. Along with the regular governmental duties that befall Ameiko and the PCs, they will need to travel to various power centers within Minkai such as Akafuto, Shogokabe, and Sakakabe to quash dissent and make sure all is well among the people, possibly gaining support from the powerful elite or doing favors for the regions' lords to impress upon these important vassals their worth as leaders.

Dismantling the Five Storms: If the PCs were unable to fully destroy the presence of the Five Storms in Minkai, then tracking them down and putting an end to their corrupt organization should be a good motivator for PCs to continue their quest, especially if the Five Storms have appointed a new leader among their ranks. If the PCs killed the most powerful members of the Five Storms, then the oni will seek a new leader from outside their ranks—perhaps the powerful cave giant Hikutsuo, who has risen to become a warlord in nearby Chu Ye but has become bored with his station, yearning for the destruction of another nation. Yet another viable candidate can be found in the depths of neighboring Xidao, however, where an infamous water yai by the name of Lerrasuwa dwells in the enormous Aya-Maru trench; though she does not yearn for power, she takes great pleasure in acquiring treasures and wealth, and would love to sink her teeth into the sacred artifacts rumored to be guarded in Kasai's great vaults.

A CONTINENT TO EXPLORE

While most Pathfinder Adventure Paths are relatively small in scope—remaining fixed in a single region, country, or even city—by the end of the Jade Regent Adventure Path players will have passed through several countries and crossed an entire icy continent to reach a new land of adventure. While this article presents an overview of the Dragon Empires, a number of comprehensive supplements detail these lands and suggest a host of adventures that might unfold within. Any GM seeking to explore this realm beyond the Jade Regent Adventure Path should check out *Pathfinder Campaign Setting: Dragon Empires Gazetteer* for an in-depth look at Tian Xia's myriad countries, races, and religions. Players hoping to get their feet wet in the vast continent and make a character suitable for play in a Dragon Empires campaign need look no further than the *Pathfinder Player Companion: Dragon Empires Primer*, which features a variety of traits, feats, archetypes, and more to bring your character to life. To round all this out, the *Jade Regent Poster Map Folio* brings your game to the next level with large-scale maps of Tian Xia, the Crown of the World, and the huge city of Kasai!

Obliterating the Oni Presence: Even if the oni of the Five Storms are banished from Minkai, the threat of invading oni still looms over the Empire of Dawn, as the oni-ruled kingdom of Chu Ye lies just beyond the Xidao Gulf, and its leaders are continually seeking to expand their territory. Should the stalwart PCs attempt to save the enslaved peoples of Chu Ye from their demonic despots by taking on the role of war generals or vigilante assassins, their efforts would no doubt lead to freedom for countless innocents as well as unknowable treasures hidden within the oni ranks.

The Imperial Seals: The Jade Regent kept the *Imperial Seals* heavily guarded during his rein, but with his defeat, the sacred items can once again perform their duties and locate the most worthy individuals to rule Minkai. Since the oni of the Five Storms supposedly killed off all of the royal heirs, the seals must now be used to locate worthy citizens who have proven themselves to the gods and would make suitable rulers. Can the PCs locate such noble individuals? They'll have to travel to regions in Minkai both heavily populated and remote. The next heirs to the throne could be anywhere—they could be tribesmen dwelling in the primitive lands of the ninth province in the northern reaches of the nation, or perhaps a hermit dwelling in the crags of the treacherous trio of volcanoes that run along the Kamifushi and Kyojin Mountains is destined to eventually rise to the ranks of royalty. The PCs must travel far and wide to discover the whereabouts of these potential rulers, and their journeys will no doubt be filled with danger and peril.

JADE REGENT

THE ONI THREAT

Even after the defeat of the Five Storms and the Jade Regent, the threat of oni invasion remains very real within Minkai, as an entire nation plagued with such monsters lies just over the Xidao Gulf. When Chu Ye was besieged by the oni lurking within its own borders and the voidlord void yai Tsuneni claimed the title of shogun, an entire nation was forced to succumb to the oni's depredations and whims, and the monstrous new rulers enslaved the peaceful healers that made up most of the country's population.

The oni of Chu Ye have doubtless taken notice of the political upheavals that have befallen Minkai, and are also privy to the resolution of the PCs' attempts to restore the rightful ruler to the throne. Shogun Tsuneni in particular kept track of these events; always interested in expanding

the boundaries of his newly risen empire, Tsuneni knows that if he is to strike at Minkai, he should do so soon, for each day he waits is a day that the nation's unsteady government and military can rebuild. At the same time, the oni ruler knows that his own dominion is still in its early stages, and that a failed assault on Minkai may spell the end of his rule.

The shogun has determined a course of action comprising two parts. First, he has decided to infiltrate Minkai with small groups of spies that can integrate themselves into the nation's major cities little by little, much like they did within Chu Ye itself. In this way, these oni can attack from the inside when the main force of oni in Chu Ye launch an all-out attack, overwhelming Minkai's people from both within and without. The second part of Tsuneni's plan is to send squads of oni into the smaller farmlands and villages of Minkai to eradicate any potential militia members who could rise from the rural folk should the oni decide to attack.

These smaller raids are meant to be as discreet as possible, and the oni ideally hope to destroy the outlying farmlands and villages with little to no resistance, using their most powerful yai to ensure that they leave virtually no traces of their attacks. Should the newly instated ruler of Minkai ever hear of these attacks, the PCs would no doubt be an apt choice for military resistance against these monstrous invaders, having dealt with similar monsters numerous times in the past. Adventures in which the PCs defend Minkai can be as complex or simplistic as you deem necessary, as the oni's attacks within the country's borders can undoubtedly spark the flames of political intrigue or go completely unnoticed by the nation's populace.



SHOGUN TSUNENI CR 24

XP 1,228,800

Male voidlord void yai

LE Huge outsider (oni, giant, native, shapechanger)

Init +6; **Senses** darkvision 60 ft., low-light vision, *true seeing*;

Perception +37

DEFENSE

AC 41, touch 9, flat-footed 40 (+14 armor, +1 Dex, +18 natural, -2 size)

hp 462 (28d10+308); regeneration 15 (fire or good spells)

Fort +27, **Ref** +11, **Will** +22

Immune cold; **SR** 35

OFFENSE

Speed 60 ft., fly 60 ft. (good); 40 ft., fly 40 ft. (good) with armor

Melee +5 *speed katana* +50/+45/+40/+35

(3d6+22/15-20) or

2 slams +43 (2d6+17)

Ranged void missile +28 (6d6 plus energy drain) or

+4 *composite longbow* +32/+27/+22/+17 (3d6+21/x3)

Space 15 ft.; **Reach** 15 ft.

Special Attacks commanding voice, energy drain (2 levels, DC 31), void trap

Spell-Like Abilities (CL 22th; concentration +29)

Constant—*fire shield* (chill shield), *fly*, *true seeing*

At will—*deeper darkness*, *gaseous form* (self only), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *invisibility* (self only), *minor creation*, *vision*

3/day—*blade barrier* (DC 23), *cone of cold* (DC 22), *demand* (DC 25), *dominate person* (DC 22), *keen edge*, *mage's sword*, *major creation*, *mass charm monster* (DC 25), *polar ray*, *teleport object* (DC 24)

1/day—*implosion* (DC 26), *plane shift* (DC 24)

STATISTICS

Str 44, **Dex** 15, **Con** 32, **Int** 18, **Wis** 23, **Cha** 25

Base Atk +28; **CMB** +47; **CMD** 59

Feats Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Greater Weapon Focus (katana), Improved Bull Rush, Improved Critical (katana), Improved Initiative, Improved Overrun, Improved Vital Strike, Power Attack, Staggering Critical, Vital Strike, Weapon Focus (katana)

Skills Acrobatics +25 (+29 when jumping), Bluff +38, Diplomacy +35, Fly +28, Intimidate +38, Knowledge (nobility) +35, Perception +37, Sense Motive +37, Spellcraft +35, Use Magic Device +38

Languages Aklo, Common, Draconic, Giant, Goblin

SQ change shape (Large, Huge, or Gargantuan humanoid, *giant form II*), void form, voidlord focus (swordplay)

Gear +5 *full plate*, +4 *composite longbow* (+17) with 10 *brilliant energy arrows* and 40 *adamantine arrows*, +1 *speed katana*

FRONTAL ASSAULT

Rather than encountering the oni within Minkai, the PCs might choose to confront the oni forces head-on, nipping the impending problem in the bud. Such a venture could undoubtedly constitute an entire campaign of its own, though the most straightforward approach to dismantling the oni empire would be by infiltrating the capital and slaying the despot in charge of the entire operation. Giants from the Nightford Mountains and the wilds of northern Zi Ha act as Shogun Tsuneni's private military force, and would prove formidable foes should the PCs attempt any sort of attack against the monsters Chu Ye. Among his most valiant supporters are the chaotic taiga giants who occupy many of the northern highlands of Zi Ha—superstitious barbarians who find the destructive nature of Tsuneni's rule to their liking—as well as legions of different oni, including ja noi, yamabushi tengus, and yai of all sorts.

Should the PCs decide to lead the newly invigorated Minkai in a war against the evil beings of Chu Ye, the quick-play rules for fast-paced mass combat from *Pathfinder Adventure Path* #35 can easily be adapted to

accommodate a militaristic campaign of this sort. While you as the GM can certainly calculate the exact number of armies Chu Ye and Minkai could accommodate by determining their Build Points and other statistics, such details are beyond the scope of this article, and it can be just as fun to run through the military campaign in a much simpler fashion that allows you to quickly get back to small-scale battles, roleplaying encounters, and personal interactions for the PCs. For instance, the PCs may accumulate a modest army of Minkai samurai, battle a number of Chu Ye's own monstrous armies, and finally encounter the ruler of the oni nation and his favored lieutenants in a traditional, individual-level battle (after the PCs gain a few levels, of course!).

In addition to the example armies found in *Pathfinder Adventure Paths* #35, #36, and #42, the following armies may prove suitably fearsome opponents in the PCs' campaign against the wicked oni.

ICE YAI MERCENARIES **CR 12**

XP 19,200

LE Small army of ice yai (*Pathfinder RPG Bestiary* 3 207)

COMBAT

hp 66; **DV** 31; **OM** +20, ranged

Tactics False Retreat, Taunt

Special Abilities mobility advantage, regeneration 5 (acid or fire), spellcasting

LOGISTICS

Speed 4; **Moral** +4; **Consumption** 6

Leader Tswiwa, ice yai monk 12 (+4 Cha)

JA NOI HORDE **CR 11**

XP 12,800

LE Gargantuan army of ja noi (*Pathfinder Adventure Path* #52 90)

COMBAT

hp 55; **DV** 19; **OM** +11

Tactics Cautious Combat, Expert Flankers

Special Abilities regeneration 3 (acid or fire)

LOGISTICS

Speed 2; **Moral** +4; **Consumption** 5

Leader Akarahei, ja noi fighter 11 (+3 Cha)

TAIGA GIANT WARBAND **CR 14**

XP 38,400

CE Large army of taiga giants (*Pathfinder RPG Bestiary* 2 131)

COMBAT

hp 63; **DV** 20; **OM** +18, ranged

Tactics Relentless Brutality, Spellbreaker

Special Abilities rock throwing

LOGISTICS

Speed 2; **Moral** +4; **Consumption** 7

Leader Telkorruske, advanced taiga giant (+4 Cha)

JADE REGENT

AGENTS OF THE EMPRESS

Although freeing Minkai from the tyranny of the Jade Regent is a step in the right direction for the troubled nation of Minkai, the country is still far from being a safe haven for its citizens, and the PCs have much work ahead of them if they are to serve as agents of Ameiko's fledgling rule. The new empress still has a lot to learn if she is to govern Minkai effectively, and she makes good use of her adventurous allies while she gets her feet wet in the political realm.

The PCs function better as an elite strike team for Ameiko rather than as political leaders (though they may fill this role as well if one of the PCs ends up as emperor or empress of Minkai in place of Ameiko). The empress may have any number of missions for the PCs in her efforts to restore the empire to its former glory. The Jade Regent's increasingly expensive whims nearly

ran Minkai into the ground, tapping into the coffers of every city in the nation with reckless abandon, and so the capital's treasure is in dire need of revival, something the PCs may be able to accomplish should they locate valuable treasures either within Minkai or in other lands, such as the pirate coves of Minata or the rich and perilous depths of the Valashmai Jungle.

In addition to its lost wealth, Minkai is also in need of a resource even more valuable than a treasury: food. With the decline of the empire under the rule of the Jade Regent, many of its people felt the sting of famine. Some farmers' croplands were ignored by the corrupt rulers of Minkai and thus exposed to the depredations of nearby beasts; other farmers' harvests were forcibly confiscated by the voracious oni of the Five Storms. In addition, monstrous carnivores such as trolls and giants were able to emerge from seclusion during the reign of the Jade Regent, and ravaged the wildlife in the forests and hillocks of Minkai—wildlife that used to feed the citizens of the nation. While the farmlands and forests around Minkai's cities and villages will no doubt recover in time alongside the empire, PCs seeking to expedite the process must find ways to help feed the starving parts of the country. Of course, the PCs might be able to locate any number of food sources within or around Minkai, and a well-timed attack on a kraken or another marauding sea creature could feed an entire seaside village for weeks.

FLAMES FROM WITHIN

Of course, not all of Minkai's various denizens appreciate the efforts of the new empress and her adventurous helpers to restore prosperity to the realm. Among such discontented creatures are undoubtedly twisted oni, as well as the other dangerous beasts that lurk in places both dark and damp.

The infamous underworld dragon Jirukarakaza is one such rival to the empire, making his lair deep in the hot underbelly of the cavernous Three Fires, the trio of active volcanoes spanning the Kamifushi and Kyojin Mountains. Jirukarakaza has dwelled in his molten den for eons, and has borne witness to the numerous emperors and empresses who have reigned over Minkai. While he is far from the only underworld dragon to make its home in the vast and winding caves below the Three Fires, he is certainly one of the most powerful to lair there, and has established a formidable reputation among the other creatures that dwell within the underground passages twisting beneath the tempestuous volcanoes.

While he has so far remained removed from the politics of Minkai, the imperial dragon was relying on the extended dominion of the Jade Regent in order to establish his own domain within the empire,



seeking to rule over the lands surrounding the extensive realm of fire he and his other igneous brethren dwell in. In particular, Jirukarakaza had his eye on the trade city of Hiyosai, a successful mining town whose vast treasures have long tempted the underworld dragon to prey upon its people. Now, with his plans in utter ruin, the enraged dragon is enlisting any allies he can find beneath and near Mount Yogan, knowing that the longer he waits, the stronger Hiyosai's military defenses will be when he and his fellow raiders arrive.

While it is true that Hiyosai is rich (it is often called the eastern treasury of Minkai), the city's wealth is far from what it used to be, having been practically drained by the Jade Regent's insatiable gluttony. Jirukarakaza scarcely realizes that there is far less to steal from Hiyosai now, but there is no dissuading the enraged imperial dragon at this point. Despite his own fortune, a treasure horde he amassed over the centuries by raiding countless caravans on their way through the mountains, he still desires more. Should a band of heroes beat Jirukarakaza to the chase and attack him in his home beneath Mount Yogan, they would certainly locate the dragon's massive treasure horde as well, a haul which might just be enough to reignite Minkai's badly damaged economy. Nevertheless, as Jirukarakaza's impending siege draws ever closer to the oblivious town of Hiyosai, less and less is certain, though it is almost guaranteed that the unprepared town will be in dire need of heroes if and when peril strikes from above.

JIRUKARAKAZA

CR 19

XP 204,800

Great wyrm underworld dragon

LE Gargantuan dragon (fire)

Init +2; **Senses** darkvision 60 ft., low-light vision, smoke vision; Perception +35

Aura frightful presence (360 ft., DC 29)

DEFENSE

AC 41, touch 4, flat-footed 41 (-2 Dex, +37 natural, -4 size)

hp 377 (26d12+208)

Fort +23, **Ref** +13, **Will** +21

DR 20/magic; **Immune** dragon traits, fire, magical paralysis and sleep; **SR** 30

Weaknesses vulnerability to cold

OFFENSE

Speed 40 ft., burrow 60 ft., fly 250 ft. (clumsy)

Melee bite +37 (4d6+14/19-20), 2 claws +38 (2d8+14/19-20), gore +36 (2d8+14), tail slap +31 (2d8+7)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks adamantine claws, breath weapon (140-ft. line, 24d6 fire, Reflex DC 31 half, usable every 1d4 rounds), crush (DC 31, 4d8+14), lava eruption, tail sweep (DC 31, 2d6+21)

Spell-Like Abilities (CL 26th; concentration +32)

UNEXPECTED HEIRS

Although the campaign assumes that at its conclusion, Ameiko ascends to the throne of Minkai, both fate and PCs are fickle forces. As such, there's a possibility that one of the PCs' number now sits on the Jade Throne. For some parties, claiming an empire of their own is as close to "winning" as possible, and might make a satisfying end to the campaign. GMs who wish to carry on the adventure, though, might summon up any number of opponents to challenge such undestined rulers. Any of the high CR threats in this article make fine rivals for would-be kings and queens, as would the nation's kami, shinigami concerned with the cosmic balance, and emissaries of Shizuru, patron goddess of Minkai.

At will—*clashing rocks**, *repel metal or stone*, *soften earth and stone*, *spike stones* (DC 20), *stone shape*, *wall of stone*

Spells Known (CL 17th; concentration +23)

8th (4/day)—*greater shout* (DC 25), *wall of lava**

7th (6/day)—*delayed blast fireball* (DC 24), *rampart**, *reverse gravity*

6th (7/day)—*disintegrate*, *flesh to stone*, *move earth*

5th (7/day)—*fire snake** (DC 22), *passwall*, *transmute rock to mud*, *waves of fatigue*

4th (7/day)—*enervation*, *shout* (DC 21), *solid fog*, *stone shape*

3rd (7/day)—*displacement*, *fireball* (DC 20), *protection from good*, *rage*, *slow*

2nd (8/day)—*acid arrow*, *daze monster* (DC 18), *flaming sphere* (DC 19), *scorching ray*, *stone call**

1st (8/day)—*burning hands* (DC 18), *cause fear* (DC 17), *magic missile*, *ray of enfeeblement* (DC 17), *true strike*

0 (at will)—*acid splash*, *bleed* (DC 16), *detect magic*, *flare* (DC 16), *ghost sound*, *mage hand*, *read magic*, *resistance*, *touch of fatigue* (DC 16)

* See the *Advanced Player's Guide*.

STATISTICS

Str 39, **Dex** 6, **Con** 27, **Int** 22, **Wis** 23, **Cha** 22

Base Atk +26; **CMB** +44; **CMD** 52 (56 vs. trip)

Feats Greater Weapon Focus (claws), Improved Bull Rush, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Vital Strike, Lunge, Power Attack, Skill Focus (Stealth), Spell Focus (evocation), Vital Strike, Weapon Focus (bite, claws)

Skills Acrobatics +24 (+28 when jumping), Appraise +35, Bluff +35, Climb +43, Fly +13, Intimidate +35, Knowledge (dungeoneering, geography, planes) +35, Perception +35, Spellcraft +35, Stealth +21

Languages Common, Draconic, Dwarven, Giant, Ignan, Terran, Undercommon

SQ change shape, underworld burrower

JADE REGENT

NATIONS OF THE DRAGON EMPIRES

The Jade Regent Adventure Path spans but a small fraction of the vast continent of Tian Xia, and while there is certainly enough going on in both Minkai and the Forest of Spirits to provide countless material for further adventures, there's no reason to limit you or your players to one region within an entire continent full of excitement and wonder. Below are brief descriptions of the other nations of Tian Xia, all of which are described in full detail in *Pathfinder Campaign Setting: Dragon Empires Gazetteer*.

Amanandar: The city of Kamikobu was once a major trade city, but the fall of Imperial Lung Wa led to the victimization of this settlement until Taldor's Eighth Army of Exploration saved the city and restored peace to it and the outlying regions, renaming the area Amanandar.

Bachuan: This nation was once governed by the altruistic Grandfather Pei, but the death of Bachuan's leader has given rise to the harsh and zealous rule of his young wife.

Chu Ye: After the collapse of Imperial Lung Wa, the oni of this nation of renowned healers shed their masks, overthrew the government, and enslaved the populace they had hid among for so long.

Darklands: There are three main entrances to the Darklands of Tian Xia, which are plagued not by drow and duergar, but rather by clockwork warriors, cave-dwelling hobgoblins, and countless other horrors.

Dtang Ma: The kingdom of Dtang Ma is best known for the sorcerous powers of its citizens, who are governed by a council of the nation's most powerful mages.

Goka: The largest city in all of the Dragon Empires, Goka is situated in the only significant break in the Wall of Heaven, and boasts a thriving economy based heavily on gambling.

Hongal: Upon frigid plains, the nomadic Hongali live in harmony with their horses and brave the region's harsh elements on a daily basis.

Hwanggot: Known as the Kingdom of Flowers, the nation of Hwanggot handles every political conflict peacefully and with grace, as its people adhere to strictly philanthropic ideals.

Jinin: After Earthfall devastated the Inner Sea region, some of the elves of that land went underground instead of through the gates to Sovyrian, emerging centuries later in what became the elven nation of Jinin.

Kaoling: When the empire of Lung Wa fell, the hobgoblins to the north of Kaoling quickly overwhelmed the land's human residents, and established a brutal government of their own in place of that which they had destroyed.

Kwanlai: Populated mostly by tengus, the newly independent nation of Kwanlai still faces political challenges in the form of constant infighting between numerous rival tengu clans.

Lingshen: Lingshen is one of the most powerful Successor States left in the wake of Lung Wa's collapse. Its armies are

the mightiest in part because the soldiers fight at first in bodily form, and then, upon dying, their souls are encased in terra-cotta statues and enter battle once again.

Minata: The Wandering Isles of Minata are inhabited by numerous peoples, including the diverse Tian-Sings and shadowy wayangs, and comprise several island regions.

Nagajor: Populated entirely by nagas and their servitor race of nagaji, the unforgiving jungle realm of Nagajor has yet to see successful human colonization.

Po Li: Po Li is home to what was once the capital of all of Lung Wa. It forbids the worship of any deity other than the Eternal Emperor, who it is believed will reincarnate in time and once again ascend to the sacred *Five Dragon Throne*.

Quain: The nation of Quain boasts thousands of martial artists and hundreds of different schools of training. Once every 12-year cycle, the ruler of Quain sacrifices his royal daughter's heart to the legendary Celestial Dragon to ensure the future prosperity of the nation.

Shaguang: The vast wasteland of Shaguang is inhabited by numerous nomadic tribes who live in fear and awe of the mysterious sky spirits that dwell above. Near the Wall of Heaven, the ancient city of Yjæ floats ominously overhead.

Shenmen: Spirits and terrible beasts from the dark forests curse the land of Shenmen, whose rulers now consist of evil jorogumos (*Pathfinder RPG Bestiary* 3 156) who demand periodic sacrifices from the region's various townships.

Shokuro: Once inhabited solely by helpless farmers and artisans who sought to rebel against the ruling nation of Lingshen, Shokuro is now a potent military nation of samurai led by a benevolent ronin.

Tianjing: Celestials tasked the aasimars who dwell in Tianjing to protect the land from an evil extraplanar menace, and the half-celestials bravely continue this mission.

Valashmai Jungle: Deep in the untameable Valashmai Jungle lurk monsters few can fathom; fewer still dare challenge the vast and unforgiving wilderness.

Wall of Heaven: With numerous peaks that tower well over 30,000 feet high, the mountain range known as the Wall of Heaven spans nearly the entire continent of Tian Xia. Some regions, however, are plagued by monstrosities from the nightmare realm of Leng.

Wanshou: Ruled by an immensely evil elder kraken known as Zhanagorr, Wanshou's human citizens are now slaves to the region's monstrous denizens.

Xa Hoi: Justice in Xa Hoi is nothing if not fair, and the sovereign imperial dragons that rule the nation ensure this remains the case.

Xidao: Locathahs make up the majority in Xidao, an aquatic nation with a treacherous, monster-filled trench splitting it down the middle.

Zi Ha: Spiritual enlightenment is valued above all other things in the peaceful mountains of Zi Ha, whose inhabitants include the benevolent samsarans.

Tian Xia

1,000 miles

