

JADE REGENT SESSION SUMMARY 02/05/2012

ATTENDANCE

Bruce howls, “Feedback!” He leaps for the mute button.

Tim comments, “We don’t hear anything here.”

Bruce explains, “You guys make enough noise that the volume on that side stays under control. I think it gets concerned when I go quiet and dead.”

Paul asks, “Are you saying that I’m a loudmouth?”

Tim clarifies, “I think he’s saying that *Georgina* doesn’t make enough noise.”

From offscreen, *Georgina* offers up, “Ohhh-aaaah!” *Bruce* turns beet red.

Paul attempts to refocus the conversation by admitting that these days he just drives around laughing all the time, thanks to his new habit of listening to the comedy channel on the radio. He assumes that this behavior is reassuring to other nearby drivers.

Ernest comments, “Hey, I’ve really been enjoying my recent experiences in chat rooms. You realize that those places are overrun with AI chat-bots trying to get you to go to various porn sites? They’re really getting sophisticated; I had a really good conversation with a couple of them just last night.”

Patrick has an epiphany, “This suddenly explains a lot about some of the content I see on your website!”

Chris ignores him. He is eating something patty-like out of a tray.

Georgina mentions, “Apartment gate control robots will be the last machines to become sentient. They’ll be the droids on the short bus. ‘Access Entry!’ ‘Access Entry!’”

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Harwynian Falingleaf	Bruce	Elegant Elven Transmuter	3
Yoshihiro Kaijitsu	Ernest	Tien Reckless Mounted Archer-Knight	3
Jacob Frostfang	Matt	Ale-Loving Kellid Party Sorcerer	3
V’lk	Chris	Mute Feral Elf Stabber	3
Gobo Samarillian	Patrick	Blind Gnomish Fortuneteller	3
Bjorn the Unlucky	Tim	Ulfen Woodsman	3

GRAB UP SOME MINIS!

The characters are in a tower in Brinewall Castle. *Jacob Frostfang* had just flung the pages of a play off a desk and bellowed a challenge in a tremendously dramatic action. As the pages flutter to the ground, the characters are able to hear the sounds of the local defenders responding.

Yoshihiro and *V'lk* take position by the door, ready to strike the first defender to enter. *Yoshihiro*'s glaive strike cuts deep into the leading dire corby as it bursts in. It responds by going into a frenzy and resolutely not dropping down. *V'lk* swings with his new morningstar and drops the thing.

The corby in the back of the group casts a spell. *Yoshihiro* asks, "Dire corbies that can cast spells? That's new and upsetting. Is he pretty?" The others nod yes. "Then he must be a sorcerer! Only the pretty corbies are sorcerers..." It casts *Tremendous Cacophony*, and the resultant din of crows mildly annoys several characters and stuns *Harwynian*.

The next dire corby comes around the corner and makes two attacks. *Bjorn the Unlucky* explains, "I'm unlucky!" and takes both attacks (gaining a Fate point in the process). Unlucky or not, he doesn't take much damage.

Gobo aims his *Ring of the Ram* at the lead corby, telekinetically forcing it back into the corby magician; both tumble backwards.

Yoshihiro challenges the corby spellcaster and charges forward out of the room into the hallway, slashing away with his glaive. The dire corbies triple-team *Yoshihiro*. He gets hurt. Badly hurt.

As he departs, a harpy with a flaming bow comes down the stairs into the room with the others, who find this somewhat alarming. She adopts as non-threatening a posture as she can, but doesn't speak, just as the corby magician casts *Darkness*, plunging the room into black.

The harpy reaches out to *Harwynian* with her hand. She is rather attractive (at least for a harpy) and *Harwynian* is quite fond of beautiful dreams so he takes her hand. He finds that she can communicate telepathically with him. She says, "I will help you

kill these creatures if you agree to help me kill my lover!” Harwynian completely agrees to this offer – he doesn’t know who her lover is, but he plans on being the one to comfort her in her grief afterwards.

Bjorn the Unlucky grabs a vial of alchemist’s fire and flings it into the corridor. He manages to splash some damage onto the corby magician but doesn’t alleviate the darkness too much. Gobo sneaks in to heal a darkness-engulfed Yoshihiro, evading an ill-aimed (and ill-chosen) defensive strike from the samurai in the process.

Yoshihiro steps in to one corby, hooks the creature with his glaive, and flings it to the side, clearing his way to attack the spellcaster and allowing other characters to emerge from the tower room. V’lk takes advantage of this to stab a corby for 8 points of damage.

The harpy has darkvision and could care less about the darkness. She shoots the spellcaster twice with her bow, inflicting substantial damage. The corbies lash out, scratching Yoshihiro and gouging up the unfortunate V’lk.

The corby magician, burned by the harpy’s flaming arrows, casts a spell. The characters aren’t sure exactly what, however. Harwynian tries to help the situation by casting *Light* on Bjorn’s morningstar. Fortified by this blessing, Bjorn steps straight into a crowd of three corbies, taking three attacks of opportunity and four points of damage. He learns that the *Light* spell doesn’t do anything to help against magical *Darkness*.

Bjorn complains, “Harwynian! You lied to me!”

Harwynian explains, “I could have made an Arcane Knowledge check to predict that was going to happen, but that would have taken time.” It turns out that light sources inside the *Darkness* do nothing, but light sources near it can raise the level of illumination within the area.

Yoshihiro, Bjorn and V’lk all combine their attacks on one unfortunate corby, chopping the thing down, frenzy or not. The harpy lights up the spellcaster (briefly) with another fire arrow, though with rather less effect than her first volley. Yoshihiro drops his glaive and moves up into contact to keep better track of the caster in the dark; he draws *Whispering Shrike* and slashes across the corby’s throat as it clears the scabbard. Blood sprays! The only thing keeping the corby magician up is his frenzy.

Harwynian casts *Light* on his dagger and steps forward to the edge of the *Darkness*. Bjorn finds himself now in dim light and uses this to his advantage – he clobbers a corby.

The harpy, still showing off her ability to see flawlessly in darkness, shoots and kills a corby. The creature falls like a stone, an arrow buried to the feathers in its chest.

Yoshihiro strikes at the corby magician, doing only minimal damage. She gives up on magic and instead strikes at him with sword and claw. In spite of some very impressive rolls, she only manages to graze him. She rasps at him, “I do not fear death! When I die I will ascend to serve my lord Pazuzu!” Bjorn steps in, wraps his flail chain around her throat, and throttles her to death.

LOOTING THE BODIES

The regular dire corbies are carrying nothing of real value. The dire corby cleric is carrying several items:

- A masterwork longsword;
- Two scrolls of *Cure Moderate Wounds*;
- One scroll of *Dispel Magic* (divine);
- A wand of *Inflict Moderate Wounds* with 12 charges

Gobo takes the three scrolls, as V’lk cannot read them to cast. V’lk takes the wand.

ZYOBİ’S STORY

Yoshihiro introduces himself to the harpy. The harpy takes his hand and tells him telepathically, “My name is Zyobi. The elf told me that you would help me kill my lover Kikkonu.”

V’lk thinks, “She uses telepathy because that way it’s easier to lie to people.”

Yoshihiro agrees with her, “Yes, we’re all about killing the hell-clown. But explain to me, why do you want him dead?”

The harpy *Zyobi* explains, “We have fought for a long time, but the final straw was when he stole my voice. I can no longer speak, but he can speak in my voice. He must die for this insult! I shot him with a flaming arrow. I shall leave Brinewall and find a stronger ally, but I wish to settle things here first.”

The characters discuss strategy for their ambush. *Zyobi* points out that killing *Kikkonu* will require either fire or acid. She has some flaming arrows, but perhaps not enough. A few of the characters have alchemist’s fire, but not much more in the way of either fire or acid.

Zyobi has great confidence that she can lure in *Kikkonu* by contacting him telepathically offering to make up and try again. She indicates that she has offered him a false olive branch five times before, but attacked him only three of those times, the other two resulting in make-up sex, so naturally he’ll come. We all agree that’s more than enough of a booty to death ratio to get any man to turn out.

The conversation turns to possible ambush locations. *Yoshihiro* points out that they will need to attack him in a constrained location to minimize the value of his wings. The decapus cave would be ideal, as would the (low-ceilinged) trog arena. The characters finally settle upon the arena.

Zyobi explains that she has been a worshipper of *Pazuzu* forever. She has vague memories of a wind snatching her voice away in at a strange statue of a four-winged demon in a shrine far to the north. That was two years ago, and she remembers nothing before then. At the time she had a strong urge to fly south and seek out similar statues. When she arrived in Brinewall she found *Kikkonu*. From what she knows he has been here in Brinewall castle for quite some time. She thinks that he was part of a larger group that arrived to destroy Brinewall but he stayed behind because he liked the dire corbies and liked having his own castle. The dire corbies worship *Pazuzu*, but she is not so certain of *Kikkonu*’s dedication to her god.

She is certain that she is on a mission for *Pazuzu*, but now she feels that she must travel on to find an even stronger companion.

Yoshihiro gives her the corby cleric's Pazuzu holy symbol as a symbol of good faith. He gains a relationship point, but inexplicably (to Harwynian at least) doesn't try to exploit it into a booty call. He figures that this will help later on when she and her new Pazuzu lover are trying to destroy Sandpoint.

KIKKONU'S PLAY

Yoshihiro picks up the pages of Kikkonu's play and scans it. It is all written in Tien, and is resolutely bad. As far as he can tell, it is about a family of crows who get transformed into weird, bitter humans. He decides that in Kikkonu's honor he will have the caravan players present it at the next town they visit. He names it *The Cuckolded Cuckoo*.

THE CUCKOO'S AMBUSH

The characters assemble in the trog arena. Zyobi sends out her telepathic call and a few minutes later Kikkonu appears in a spiral tendril of smoke. The two of them talk telepathically, leaving the characters out of the conversation. Then she recoils in rage from the silent conversation, draws her bow, and the characters leap to action.

Zyobi's two shots fly miserably wide, but Gobo casts a *Color Spray* and learns to his surprise that tengu are specifically vulnerable to illusion/pattern spells. Kikkonu is stunned!

Yoshihiro steps out and challenges Kikkonu in his native language. Harwynian steps up behind Yoshihiro and casts *Protection from Evil* on him. V'lk moves around to flank the hellclown and executes a sneak attack. Kikkonu is horribly damaged, though he is continuously regenerating.

Zyobi uses her last two flaming arrows on Kikkonu, inflicting even more injury upon him. Kikkonu is on death's door and Bjorn clubs him to the ground. The characters swiftly strip him of valuables then stuff alchemist's fire down his throat to keep him from recovering. The process takes a surprisingly large quantity of alchemist's fire. Yoshihiro comments, "Yech! It smells of scorched feathers in here."

Zyobi nods to the characters and walks to the door. She leaves, never to be seen again. Or maybe not...

V'lk's Revenge

Yoshihiro congratulates V'lk because the bird-man who destroyed his people is now dead. V'lk indicates that he is not as satisfied as he should be, because he thinks there was more than one bird-man involved, including one that cast spells – but after some reflection, he thinks that the rest of them were probably dire corbies. So, mission accomplished!

Looting the Hell-Clown

Kikkonu is carrying a relatively small quantity of items, including only one magical item:

- Leather armor
- A unique kusari-gama (sickle and chain) called *Dancing Wasp*. A +1 weapon, but it makes a shrill whistling sound when used in combat. Once per day it can summon a giant wasp (full-round action) that will follow the wielder's commands for as long as he whirls the weapon around his head, for up to 5 rounds.
- A small leather pouch with 5 bottles of Vudran ink
- Five shiny pearls (100 gp each)
- A composite longbow (+2 STR bow) with 20 arrows
- A dark wood and silver disk covered with an etching of the city of Brinewall, which the characters recognize as the other half of the circular Vault Key

The characters split up the ink. Harwynian takes the *Dancing Wasp*, because he's as likely as anyone in the group to use it as a weapon but can get some value from the summoning trick.

Back into the Castle

The characters go back into the first level of Brinewall Castle in search of treasure and leftover dire corbies. They make it into the ruins of the main hall. The ceiling is

supported by thick stone pillars; rotting tapestries depicting a mighty castle on a hill overlooking the coast. A wooden throne with a back resembling the towers of a castle wrapped in the coils of a dragon stands at the head of the hall.

Yoshihiro strides across the hall and sits down in the throne. He feels very regal, as if he was made to sit in a throne. Nothing else happens, however, and searching the throne for hidden compartments or magical effects reveals nothing.

The characters leave the hall, pass into a short hallway, and find some stairs leading both up and down in a circular room. Tapestries are askew on the walls, and the room itself is in bad shape, looking as if something slashed and chopped its way through the place. There are bloodstains on the wall, old and dry.

As the characters investigate the room, the bloodstains on the wall start to become wet and runny. Ghostly soldiers made of blood emerge from the walls. They shriek as they are hewn apart by unseen foes. Blood splashes across the characters. Gobo suffers negative energy damage and runs from the room. The others take minimal damage, and are not dissuaded.

A figure in mail bearing a sword emerges from a door to the south. The figure's eyes burn with an unnatural flame. Yoshihiro takes a look at it and announces, "It's specter-rrific!"

V'lk ignores Yoshihiro's comments. He shoots the apparition with a silver arrow, and hits for effect. He grimaces in triumph.

Yoshihiro challenges the creature, "Stand down in the name of the Kaijutsu family!" He flings a vial of holy water at it, but most of the liquid splashes across Bjorn, who had the poor luck to be right in its path.

The creature responds by ignoring its sword and clawing at Bjorn. V'lk and Bjorn strike back with magic weapons to fairly good effect. And Yoshihiro destroys it with his nonmagical glaive.

The dead soldier has a nice dragon helm. Harwynian knows that this is the helm traditionally worn by Brinewall's commanding officer. This is probably the officer *Kortun*, to whom Yoshihiro's dead grandfather returned a treasure to him for safekeeping.

He also had a *+1 Longsword*, which Yoshihiro claims. We take the helm to give to Spivey so she can live in it, Tinkerbell style.

Gobo moves into a side room to find the Captain's quarters. The place was once very comfortable, but is now decayed and covered in a thick layer of dust. There is some evidence that this is where the shade of Kortun was waiting. Bjorn happens upon a letter describing an attack upon Brinewall. It is unfinished, but describes an attack by men in dark robes, not dire corbies.

V'lk heads up the stairs from the tower room, listening carefully along the way. He finds a small room that might once have been an armory, but which is now empty. Beyond it is a guardroom that also has bloodstains on the walls. Once again, the bloodstains turn wet and runny. Awful apparitions emerge and scream in blood-curdling tones. All of the non-elves have their blood curdled: they all go running in fear. Elves are apparently all used to horrors, so both V'lk and Harwynian are unaffected.

The characters reassemble once everyone regathers their wits. They decide to go back down to the first floor and sweep it for valuables or possible surviving monsters. They discover that even though some of the defensive works (towers and so on) were never completed, the original builders did make sure they completed the ballroom. They decorated the place with pictures of dancing elves. The paintings are all spattered with blood. There are a number of enormous gouges on the walls, perhaps created by an axe wielded by someone with an incredible (25+) strength. Another clue to the fate of Brinewall!

Yoshihiro is amazed by the priorities of the castle's builders. "Who was in charge of building this place? Was it done by a committee? Or perhaps by elves?"

Harwynian observes the design and sneers, "I assure you, this is not elvish construction."

Yoshihiro asks, "Is there such a thing as elvish construction?"

Harwynian draws himself up, "Absolutely! We enslave the gnomes to do it for us. Sorry, Gobo. That's just the way it is."

The characters continue through the first level, finding one more haunted room that they pretty much ignore.

THE TAXIDERMY ROOM

The characters manage to find their way to a chamber filled with various taxidermied animals and humanoids. There is a small elfin creature, only 2 ½ feet tall, with antennae and a dress made from butterfly wings and leaves, working hard to taxidermy a small bird. We shrug and approach.

She looks up at the characters, “Oh! You’re so beautiful!”

“Thank you... what do you do here?”

“I am working upon my creations! Two wonderful humans! I’ve been looking for subjects like you for some time!” V’lk (who had been lurking around to the flanks in hopes of backstabbing) stops moving – she’s only interested in the humans.

She chats with Yoshihiro for a while. Her name is *Buttersnips*, and her greatest dream has been to create a masterwork of two humans’ faces stitched together. V’lk resumes sneaking around behind her. He slams her with a cold iron morningstar, critically wounding her.

“Aaaaugh! Why would you do that?”

Yoshihiro asks, “Why are you attacking Buttersnips? Buttersnips – stitching people’s faces together is wrong! You must give up your face-stitching ways!”

“I’ll get you, bad elf! But first I want to paralyze this one for use later!” She moves insanely quickly, closing with him in a blur and stabbing at him with a poisoned dagger. Yoshihiro feels like he’s being attacked with a rogue sewing machine.

Harwynian decides that slowing her down is the key. He buries her (and Yoshihiro) in a *Web*. V’lk moves carefully into the web and slams Buttersnips again, knocking her out.

The characters stabilize her condition and tie her up securely, then lock her up in a small cabinet. V’lk studies the room, with particular attention to the various pieces of humanoid taxidermy work (including an elegantly coiffed elf head). He finds:

- Assorted jewelry worth 220 gold.
- 5 vials of suspicious liquid (paralytic poison, save DC 14, repeats for 1d4 rounds inflicting 1d2 STR damage)

V'lk tries to convince Bjorn to drink the contents of one of the vials, making the universal "yum yum" motions and facial expression. Bjorn refuses. V'lk takes the vials. Then he drags the humanoid parts (and Kortun) out for burning and burial: the assorted parts get burned in a pyre, but Kortun will be buried according to the custom of his people.

THE GARDEN

The characters find an area that might have once been a pleasant garden, but which is now a matted tangle of weeds around a mucky pool. Bjorn is able to find some evidence that the dire corbies had been flinging things into the water, perhaps to feed something. He wades into the pond to find out what. He is less than pleased to discover that "something" is a giant water bug that tries to feed on him. He beats at it with morningstar and shield.

V'lk is laughing too hard to aim correctly. His arrow goes wide. Harwynian hits it with a pair of *Magic Missiles*, which doesn't really upset it. Then it grabs Bjorn with a claw. It makes ready to thrust its rostrum into Bjorn's body.

Gobo decides that he would rather not see any hot rostrum action, so he fires a Desnan candle at it (to no real effect). Bjorn is much less interested in seeing anything like that, so he clubs at it ferociously to rather greater effect.

The beetle sticks its proboscis into Bjorn. He reflects that this is the second time something has stuck a proboscis into him recently. It starts injecting digestive juices into him, liquefying his insides for later consumption. This has the direct effect of paralyzing him and inflicting a lot of CON damage.

Harwynian hits the bug with a *telekinetic fist*, hurting the bug but not killing it. It responds by dragging Bjorn under the water so he's not only paralyzed but also drowning. Gobo mourns, "It's got him! He's done for!"

Yoshihiro has no use for Gobo's doomsaying. He drops his bow, draws his blade, and leaps into the water. Unfortunately, he cannot figure out where the bug has gone. V'lk follows suit. V'lk manages to find and stab the creature, killing it.

The bug and Bjorn both float to the surface, neither of them moving. Yoshihiro starts to eulogize his companion, "He was a brave, stupid man." Gobo notes that as the paralysis wears off, Bjorn starts to move. Yoshihiro leaves off his eulogy to drag Bjorn out of the water. The bug itself is about the size of a small car.

THE SOLARIUM

The characters find a big solarium up on top of the ramparts. Part of the roof has fallen in and been repaired with canvas. Yoshihiro notices a giant bat hanging in a dark corner at the back of the place. He restrains Bjorn from flinging himself to the attack. Everyone except for Bjorn agrees that not bothering the bat sounds like the best plan ever.

THE SHRINE

The characters find a shrine originally dedicated to Desna. The place has been horribly defiled, with the statue of Desna crudely modified to seem like a statue of Pazuzu. The characters make some efforts to restore the place, but the damage is extensive so their efforts have little impact.

Behind the shrine is a door to a small sacristy that was (apparently) never found. The characters find a small locker inside that contains several useful items.

- *A Phylactery of Faithfulness*, dedicated to Desna
- +2 *Evil Outsider Bane* arrows (4)
- *Cure Moderate Wounds* scroll
- *Remove Disease* scroll
- *Restoration* scroll

Yoshihiro and V'lk split the arrows. Gobo takes the scrolls. He also takes the phylactery (he does follow Desna, after all), but intends to give it to Koya back at the caravan.

THE DINING ROOM

The second-floor dining chamber is a nasty mess of eggshells and debris. The characters initially guess that this was the harpy Zyobi's chambers, but eventually determine that the place was inhabited by dire corbies. A bit of examination suggests that the eggs were (in part) dire corby eggs. Apparently the philosophy of the dire corby is that their young aren't alive until they're hatched, and up until then they're very delicious.

THE FUNGUS ROOM

The characters find a room clogged with filaments of musty, old fungus. They suspect the room was once servants' quarters. Servants no longer live there. Moving on to another servant's room, one not full of mold and fungus, the characters find a small niche hidden behind a loose wall stone. It is a cache of stolen silverware.

- 100 gold worth of stolen silverware

THE LOST CHILD

The characters move on to a disorganized storeroom full of spoiled supplies. They find the bones of a child underneath a pile of rotting firewood. The characters think that the wood fell on the child, trapping it. Near the body is a series of charcoal drawings of ninjas with throwing stars, magic ogres with axes, and kenku attacking the castle.

V'lk gathers up the bones for proper burial. Yoshihiro blesses the fallen child in the name of Desna.

THE HARPY'S NEST

The harpy Zyobi appears to have taken up residence in the castle library. The place is a mess, and most of the books are destroyed. Zyobi clearly took her valuables with her when she left. The characters find a few surviving books and bring them along. None are all that valuable, but the characters expect a long caravan journey ahead, one in which books will be handy.

THE MYSTERY MACHINE BADGE

For solving the mystery of the destruction of Brinewall Castle the characters gain the Mystery Gang badge.



The characters arrange to bring *Spivey* in from the graveyard. They intend to spend the night in the Desna shrine, and along the way do what they can to restore the place. She is more than happy to help out with the project. Beyond that, she heals the wounded characters and replenishes the group's supply of holy water.

Everyone rests long enough to regain spells.

THE THIRD VAULT OF BRINEWALL CASTLE

The characters head down to the portcullis blocking access to the Vaults of Brinewall Castle. Yoshihiro uses the two crests of Brinewall to open the portcullis. After it slowly clanks upwards, the characters move forward into a forbidding, dust-filled chamber.

As the characters move forward, they note that the dust is starting to move. The characters prepare as it coalesces into the shape of an old but formidable Tien man. The spirit adopts a threatening pose and brandishes a katana.

Yoshihiro speaks, "Grandfather! It is I, Yoshihiro Kaijitsu, son of Lonjiku!"

"I know this name!" The ghost relaxes its guard stance. "Take the seal away from here! It is no longer safe, I am no longer worthy of guarding it!" It points the sword to a place on the wall, then makes an agonized cry and flies into dust.

Yoshihiro bids it farewell, "Goodbye, Grandfather!" He adds, mostly to himself, "He was so much more loving than my actual father." The characters get the *Ghost-Whisperer Badge* for dispelling the ghost by making it recognize its descendant Yoshihiro.



The characters carefully search the area of wall indicated by the ghost. The two vaults have been found and looted – the vault they find there is the secret Third Vault. The door opens, leading to a room only partially excavated. It contains three locked chests.

As soon as Yoshihiro touches the second chest, it pops open. Inside, there is a box. Inside the box, a jade statue. But as Yoshihiro opens the box the characters start to hallucinate. They see three visions:

- An army of fiends falling upon a nation of Tien people (the land of Minkai).
- A young noble man and his companion, who suddenly grows to a jade-clad giant that strikes him down (the death Emperor Shigure of Minkai).
- A young Tien noble handing a blade to an Ulfen merchant for a bag of coins as Ameiko rises from a couch dressed in the finery of an Empress (Ameiko and Hiro's grandfather Amatatsu Tsutaku fleeing to Varisia).

Yoshihiro suddenly knows that his true family name is not Kaijutsu, but Amatatsu, one of the five Royal Families of Minkai (and the only surviving one). The last vision shows *Rokoru Kaijutsu* (as he was then known) selling the family's legendary sword *Suishen* to the Ulfen merchant *Finn Snebald* in the city of Kalsgard. Rokoru needed to sell the sword to finance his family's flight to Varisia.

Clearly a powerful fate has brought all the characters together for a great purpose. It is Destiny!

Suishen is an intelligent sword and likely knows a lot of the family history. And whether she knows it or not, *Ameiko Kaijutsu* is the lost heir to the throne of Minkai.

The jade statue is the *Amatatsu Seal*, and represents the Amatatsu family's right to rule the nation of Minkai. Should no Amatatsu heir appear, it can transfer that right to another righteous person. It has five charges per day and may be used by an Amatatsu scion to cast the following spells:

- Cure Serious Wounds
- Remove Curse
- Remove Disease
- Restoration
- Heal (costs 5 charges)

It can also cast *Resurrection* on an Amatatsu scion, but this renders it useless for a month. This power works only at the discretion of the Amatatsu Seal. The Seal radiates strong magic and can be tracked from any distance by those with the proper knowledge, including the *Oni of the Five Storms* (the monsters who attacked Minkai). The Seal is also protected against magical transport: it cannot be moved through magical means at all.

The box containing the seal is a *Warding Box* conceals the presence of the seal. The Warding Box is proof against all divination spells short of those cast by the gods, but it only works if it is closed.

Yoshihiro tells the others, "We have been charged with a sacred quest!"



The Amatsatsu Seal, Warding Box and Dancing Wasp

Bjorn mentions, “By the way, this might be important – my last name is Snebald...” The others are appropriately shocked.

The characters gain the *Brinewall Legacy* badge. The Fate point for this badge carries over to the next adventure.



FINAL DETAILS

Yoshihiro persuades Spivey to join the caravan. This gives the characters the last badge, *Azata Friend*. The caravan also includes the Ulfen woman *Kelda Oygutter*. The characters can build relationships with both of these characters. Each character starts

with a +1 relationship with each of these characters. In Harwynian's case, he has a competitive relationship with Kelda, given that her primary interests are raiding and treasure. Arrrgh!

The characters return to the caravan and set to making plans for their next destination. The key question is whether to head all the way back to Sandpoint, just back to Roderick's Cove, or just head north. The final choice is to go back to Roderick's Cove to gather additional supplies and pick up several craft items some characters purchased (particularly V'lk). We consider hitting the nearby Rift of Niltak either before or after that trip.

THE END OF THE SESSION

The characters each gain a level (4th). They may also gain a relationship point with the NPC of their choice, but each character also gains two relationship points with Koya for cleansing the Desna shrine. Giving the Amatatsu Seal to Ameiko is worth +1 relationship. From some time ago, killing at least ten goblins is worth +1 relationship with Shalelu.