

JADE REGENT SESSION SUMMARY 04/15/2012

ATTENDANCE

Chris offers with amazement, “You know there are full-length movies available on YouTube? It’s amazing!”

Bruce cannot respond – he is too busy watching Skype upgrade his experience to the next level. This process involves, among other things, dropping the call.

Georgina points out that while she and Bruce have very nice snacks, they aren’t going to share any of them. Except possibly via FedEx. She serves out some organic tea, all the while describing how “organic” is just a scam. This leads Bruce to admit to some weird personal aspects to the way he makes tea.

Chris notes, “This is part of a common, well-established strategy: if you don’t want to do a task, do a really bad job of it.”

Paul points out, “I’ve seen this strategy applied to peeling potatoes. Michael can display the most amazing tricks with a potato peeler.”

Matt arrives just in time to say, “We totally don’t need to hear about this. Really. No fooling.”

Ernest shows up and presents a bottle of so-called “real moonshine”. *Paul* corrects him: actual moonshine doesn’t come in labeled bottles, isn’t licensed, and isn’t legal. And the best of it is produced in the hills of Kain-tuck-ee by semi-literate tribesmen. Ernest does not disagree.

Apropos of nothing, Bruce and Georgina abandon the game to check out the family of five squirrels cavorting around in their front yard. See them run! See them forage for nuts!

Patrick and *Tim* show up discussing the measures that would be required to allow a beaked kenku to use a blowgun. Apparently the ADA is alive and well in Golarion. Tim adds, “Oh, and if you have a chance to see *Cabin in the Woods* you should go and see it! It’s really very good!”

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Harwynian Fallingleaf	Bruce	Elegant Elven Transmuter	5
Yoshihiro Kaijitsu	Ernest	Tien Reckless Mounted Archer-Knight	5
Jacob Frostfang	Matt	Ale-Loving Kellid Party Sorcerer	5
V'lk	Chris	Mute Feral Elf Stabber (and Oracle)	2/3
Gobo Samarillian	Patrick	Blind Gnomish Fortuneteller	5
Bjorn the Unlucky	Tim	Ulfen Woodsman	5

THE GATES OF RAVENSCRAEG

The characters stand at the gates of Thorborg Silverscore's mountain fastness of Ravenscraeg. *Harwynian* has just cast *Knock* to open the doors, after the characters very cleverly made it past a variety of monstrous guards including a group of kenku ninjas. They fully expect to end up in a fight the moment they go through the gates, so in an effort to forestall this some of the characters dress up in the kenku's shinobi outfits.

Jacob Frostfang takes a look at the (otherwise unidentified) potions from the first group of kenku ninjas. He determines that they are potions of *Vanish*.

Yoshihiro suggests, "We have several folks who can cast *Disguise Self*. Let's improve our chances of staying undetected by disguising ourselves as kenku ninjas." After some discussion on the actual resources available to the party, the final plan is for *Harwynian*, *Bjorn the Unlucky*, and *Jacob Frostfang* will drink potions of *Disguise Self* to make themselves look like kenku ninjas. They will all be dressed in cast-off shinobi outfits. *V'lk* will disguise himself with a shinobi outfit as well, but without magic. *Gobo Samarillian* will hide in a backpack. *V'lk* also poisons his weapons with flasks of deathblade and blue annis poison.

Hearing what *V'lk* is up to, *Bjorn the Unlucky* asks, "Blue anus? We are carrying rectal poison?"

Everyone ignores him. *Yoshihiro* hands potions of *Blur* to *V'lk* and *Jacob*. *Harwynian* casts *Bull's Strength* on *V'lk*.

THE GREAT HALL OF RAVENSCRAEG

The characters push through the doors and into a massive hall. Balconies surround the walls, reached from great stairways at the far end. The whole area is lit by glowing fire-pits spaced along the center of the hall. There are several doors along the walls.

As the characters move into the hall, thousands of ravens swarm down from the ceiling – they divide into two swarms and challenge the characters. Harwynian casts *Haste* on the entire group, then moves to a smaller guardroom along the side of the hall. He finds nothing but rocks and dirt and is happy to find it.

V'lk moves to the next door in line and wrenches it open. He finds that the room is full of ninjas – four of them, quietly meditating. Bjorn asks, “What kind of ninjas? Kenku ninjas? Or regular ninjas?”

Yoshihiro observes, “Who *cares* what kind of ninjas? More ninjas is generally bad, no matter what brand.”

V'lk remembers that he's disguised as a ninja. He closes the door and drinks a *Vanish* potion. The ninjas inside decide that their comrade must have been looking for a quiet corner to pleasure himself in, saw them, and moved on. They continue to meditate.

Jacob Frostfang decides that opening more doors is just putting off today's problems. He pulls out a vial of alchemist's fire and flings it at a raven swarm. Yoshihiro flings a second vial. The air fills with the smell of burning feathers.

The swarms descend upon Jacob and Bjorn, tearing and pecking for the eyes!

Bjorn screams, “These are animals! Animals! Raaaugh!” He launches into a flurry of bashing with morningstar and shield, striding into one swarm. Those ravens that survive are terrified and disperse.

Harwynian realizes that he's been closed into an empty room by Yoshihiro. He looks out the door and sees that Jacob is surrounded by the remaining swarm. *Web* is clearly not the answer. He tries firing a *Magic Missile* from his wand and discovers that killing three ravens out of thousands is also not such a good choice.

Jacob swings desperately at the ravens surrounding him. His strikes don't do much, but his and Yoshihiro's alchemist's fire burn the rest of the swarm away.

THE CONTEMPLATIVE NINJAS

Knowing that precious rounds of *Haste* are ticking away, Yoshihiro organizes the characters around the door leading to the ninja barracks. V'lk rushes in first, ready to stab the nearest ninja. Jacob follows him in, stabbing the ninja clean through and ending him. V'lk is disappointed: he'd hoped to see the ninja suffer the effects of his deathblade poison. We all quickly conclude that deathblade poison is a kind of poison that, if you fail your save against it, a big guy comes running in with a sword and totally jacks you with it.

Harwynian steps in and shoots another ninja with his *Magic Missile* wand, demonstrating that ninjas are much less resistant to magic missiles than ravens. Then the rest of the characters pile in and end the remaining ninjas.

IT'S VIKING TIME!

Just as the characters deal with the last of the ninjas a squad of goons plow into them from across the hall. The characters are driven back into the barracks. The attackers are a mix of Varki, Ulfen and Tien, all apparently drawn from the lowest reaches of society. Harwynian finds himself on the front ranks, an uncomfortable place for him, so he casts *Web* across the second tier of attackers and pulls back away from the first tier.

Yoshihiro steps in and brings his blade across the face of one hulking Ulfen, critically wounding him. The attacker stabs unsteadily back at him with a spear. A dark-eyed Varki slips in and stabs V'lk near clean through, almost dropping him. Jacob and Yoshihiro respond with blades and arrows.

Attackers struggle free of the webbing slowly, moving to engage the characters one at a time. Yoshihiro, V'lk and Jacob stand in the doorway and stop them in detail, aided by Harwynian's telekinetic fists. The last surviving goon surrenders.

And it is at this point that Bjorn lets Gobo out of his backpack. Gobo takes a deep breath of the clean, clean air. The characters turn to looting the barracks.

- 3 *Fugitive's grenades*
- 4 potions of *Vanish*
- 8 tindertwigs

- 4 sets of leather armor
- 4 daggers
- 4 masterwork shortbows
- 4 masterwork sianghams
- 4 shinobi shozukus
- 12 jade raven statuettes.
- 8 sets of studded leather armor
- 8 battle axes
- 8 spears
- 44 silver pieces
- 20 blocks of Tien incense worth 10 gold each
- A cash voucher for 80 gold from the Rimerunners Guild
- Jade bracelet worth 25 gold
- Painted ebony fan worth 250 gold

The incense smells like cherry blossoms and tea. Jacob is enchanted by the bracelet, and puts 25 gold into the party treasury so he can have it.

THE IRON TRAPDOOR

The characters find an iron trap door in the barracks. After some checking, they figure out that it is a coal chute. It is quite small: only Gobo could fit, and even then only with an Escape Artist check. He declines to do so, to our dismay.

THE CLOSET SHRINE

The characters find a small shrine in a room under the staircase, apparently dedicated to a red-faced god of horrible visage. There are a few offerings in a bronze bowl before the idol. Though there is some joking to the contrary, the characters elect to leave the offerings to the Murder God alone.

INTERROGATING THE RUFFIAN

The characters turn to interrogating the surviving ruffian. He turns out to be *Gulfgar*, and he works for the Rimerunners Guild. All the pajama-clad ninjas are from Tien, and as far as he knows they also work for the Guild.

Gulfgar and his companions were mostly assigned to a guardroom, so he has fairly limited awareness of other things going on in the castle. He knows that the Captain of the Guard *Yorgen the Axe* has quarters up at the top of the stairs. When he gets mad he turns into a bear. Likewise, his immediate mistress is Thorborg Silverscore, and as far as he is aware she has quarters down in the basements somewhere. There is a green-skinned creature who has a lab deeper in the castle; he thinks the creature is half-orc, but the other half isn't human. The kenku all occupy quarters up in the top reaches of the building.

Gulfgar hasn't seen a beautiful curved sword anywhere around.

Gobo, V'lk, and Harwynian decide to listen and peer down the coal chute in the ninjas' room. Yoshihiro says it reminds him of a folk legend about three monkeys called "Eye Ape, Ear Ape, and Ear Ape."

Before he leaves, V'lk drops a coin in the Murder God's bowl. He notices that the bowl is empty.

MORE LOOTING – THE ULFEN GUARDROOM

Yoshihiro and Jacob visit the guardroom where Wulfgar and company were quartered, intent upon looting it. Yoshihiro finds an Ulfen board game. Jacob finds some runestones. The others find other random trinkets. When Bjorn sees the board game set, he complains, "I've always hated that stupid game."

THE REST OF THE FIRST FLOOR

The characters swiftly find out that the rest of the floor is pretty much locked up, and the guard captain holds all the keys. Yoshihiro intimidates Wulfgar into loyalty, then sends him down the stairs on the cliff face with a bag full of jade raven statuettes and instructions to give them to Asvig Longthews and his men (at the bottom of the cliff).

The characters head up to the balconies. They're wide enough that the residents have put long tables for feasting around them. The characters return to the first floor and head through the door at the back of the bunkroom, ending in a corridor going from one side of the long hall to the other. Various things are stacked up against the walls. They explore, eventually encountering the kitchen. There are four thugs inside, working hard to prepare food for twenty-five.

One thug sees Jacob grab a loaf of bread and yells, "Hey, you ninjas! You'll get your food when it's ready!" Yoshihiro closes the door to minimize the sounds of the murdering. The characters deal with them fairly readily. Within moments, two are dead, one is unconscious and one is magically feared and hiding.

The fearful thug explains that the back door in the kitchen leads out of the castle, down a sharp trail that few can essay. He admits that he is the baker, and is responsible for the bread currently cooking in the oven. There is also broth simmering on the stove. The characters eat, terrorize the baker, and leave.

THE TOWER

The next stop is the first floor of the main tower. The characters open the door to find the laboratory they have heard so much about. A humanoid body is trapped inside a huge glass tube. Various alchemical equipment is stocked on tables around the walls. As Bjorn moves closer to the body it moves, rises and speaks. None of the characters can understand it.

As Bjorn spends more time studying the creature, he is able to see that there is a strange rippling under the thing's skin, as if there are maybe thousands of other things inside its body. It looks quite desperate to be let out of its case. Bjorn responds by finding a tarp he can use to cover the tube.

Harwynian observes that many of the items stored on the tables are standard spell components. He replenishes his own supplies.

The characters continue up the stairs to the second floor. They find a door at the second floor landing. Yoshihiro knocks. An incoherent sound emerges from within. Yoshihiro responds in Common, badly accented in Tien, “Great sir! One of the Ulfen was eaten by the ravens! Must dispose body, other Ulfen are freaking out!”

A thick-set figure roars and throws open the door. The characters are easily able to see him as a big, angry, Scottish were bear. “Out of the way! Roaaaaargh!” The fellow storms past the characters, intent on going to slap some sense into his men.

The characters follow him down the stairs, then fall upon him with blades at a convenient intersection. V’lk starts out by stabbing him with a deathblade-coated sword. Harwynian casts *Haste*, speeding up everyone except Gobo (and the captain of the guard). Yoshihiro challenges him, then hammers him twice. The guard captain collapses from the combined effects of poison and damage. Yoshihiro claps him in irons then watches in concern as he loses 10 CON in ability damage to the deathblade venom. This proves to be enough to kill the guard captain dead. The characters swiftly loot him and his room:

- Chain shirt
- Masterwork battle axe
- 2 masterwork throwing axes
- Ornate jade raven statuette decorated with gemstones worth 100 gold
- Carved oak statuette of an Ulfen warrior biting his own shield in fury worth 10 gold

The guard captain’s chamber reeks of stale wine, rank sweat, and wild animal spoor. The empty wineskins speak to his social habits, and the bear hair on his bed speak to his nature.

THE TENGU ROOKERY

The characters continue to the third floor of the tower, the tengu rookery. The chamber is cold as the windows are large and open. There are beds for six tengu, but none are present as the characters arrive. A ladder goes up to the tower above.

The characters are examining the room when the invisible tengu ninjas choose to strike! Gobo evades one strike. Harwynian is horribly stabbed by a second. Jacob is hit and wounded as well.

Bjorn and V'lk cut and smash away at the ninjas, downing one. Gobo casts *Color Spray* at the ninjas, catching Harwynian in the blast. He avoids being stunned and responds by casting *Haste* on everyone except V'lk. Then a huge swarm of ravens boils out of a nearby room and around Jacob and Harwynian. It appears to be led by a single raven with a blood red feather. A second murder of ravens comes in through the trap-door in the ceiling.

Yoshihiro acts swiftly and scales the ladder and closes the trap door the second swarm entered through. He sees more flocks of ravens outside. Bjorn howls out, "This is my time!" and destroys the first swarm in a maelstrom of morningstar and shield swings.

Jacob slashes out at a ninja, decapitating it cleanly. The remaining ninja, mostly blinded by the *Color Spray*, vanish away.

Harwynian casts *Protection from Evil* on Yoshihiro as he waits for the ninjas to reappear. Then a tengu slashes the elf with a wakizashi and bites him, downing him. The characters converge on the tengu, cutting him to ribbons. Gobo quickly casts some healing to Harwynian, bringing him back to consciousness.

The bloodfeather raven leading the first raven swarm finishes casting its summoning spell and brings in three air elementals. All three elementals storm Bjorn, slamming him into a wall. Then the raven casts *Produce Flame* and commences flinging fires around at the characters. Jacob and Harwynian respond by volleying *Magic Missiles* back at it.

Bjorn turns upon the air elementals, damaging one of them.

Then the bloodfeather raven brings a *Sleet Storm* into the room, covering everything. It renders the ground icy, requiring an Acrobatics roll to move, and blocks vision entirely (even Darkvision). Bjorn manages to find his way to the ladder and climbs up out of the sleet storm. This allows him to strike out at the raven swarm, clearing away many of the birds.

Irritated by being caught in the sleet, *Harwynian* uses his bonded amulet to cast *Levitare* to get out of the storm. He is more than irritated to find that the sleet carries all the way up to the ceiling.

The bloodfeather raven flings more fire at V'lk while Yoshihiro slowly creeps his way along the wall towards the raven.

Bjorn manages to clobber the remains of the swarm, and then tags the bloodfeather raven with his backswing. Harwynian manages to hand-walk his way across the ceiling until he reaches the corner of the tower unaffected by the sleet storm. He fires a volley of *Magic Missiles* at the bird, wounding it badly. The raven responds by flinging more fire at Bjorn. Then the characters shoot it to death. And then loot it. The bloodfeather raven was carrying:

- A scroll of *Summon Nature's Ally II*
- A scroll of *Summon Nature's Ally V*
- A *Ring of Protection +1*

A nearby guano-covered chamber that the bloodfeather raven and its mundane companions occupied contains:

- A collection of human teeth
- 27 gold pieces
- An ivory and onyx necklace worth 130 gold pieces

The characters draw lots for the ring; Yoshihiro wins it. Bjorn takes both the scrolls, though as a Ranger he is only able to use the lesser scroll. The footlockers contain a variety of personal effects include:

- Six jade raven statuettes, more ornate than most the characters have seen, each worth 100 gold pieces.
- Several sets of personalized chopsticks

Bjorn gathers up the bloodfeather raven's collection of teeth and gives them over to Gobo... who eats them. Seriously, he puts them away, indicating that he will bury them outside in a respectful manner.

MORE ON THE SECOND FLOOR

The characters return to the second floor and the other locked doors, now that they have the guard captain's keychain. The first room is an armory loaded with mundane gear and a single magical arrow:

- *Greater Magical Beast Slaying Arrow* (+1 bonus, plus if it hits a magical beast the target must make a DC 23 Fort save or take an additional 100 points of damage).

The characters muse as to how it would have been very handy to have this arrow when they were fighting the bloodfeather raven.

The second locked room proves to contain a wide variety of cold weather gear. The characters resolve to come back and collect up a selection of it for their caravan later on. Bjorn also finds bundles of wolf fur, bear fur and fox fur. He thinks all are likely to be valuable.

The characters return downstairs to meet Asvig Longthews and his men. They show them the pantry and the wine storage, claiming eleven skins of fortified wine as their own proper share.

TO THE BASEMENT!

The characters move on down to the basement. V'lk listens at the first available door and hears flowing water. He opens it to find a chamber with a 9' wide and very deep channel full of water. A brass bell is set into the wall on the near side of the stream; a wide plank is lying on the floor on the other side. There is also a door on the near side. We steal the bell so that no one will take it. Yoshihiro contemplates that a moment, and then feeds it to his Bag of Devouring.

The characters first stomp through the door. They find a natural cavern. A waterfall fifteen feet wide and thirty feet high plunges into a pool. The door opens onto a

ledge, with the pool below. A couple of barrels are also present on the ledge, the characters presume they are there for water collection. Another ledge stands at the other side of the chamber, also with a barrel next to it. Gobo ends the discussion on how to cross the stream by summoning a *moon bridge* to get the characters across.

The barrel on the other side of the chamber is sealed, with an aspergilium (used to distribute holy water) on top of it. The characters pry the barrel open and conclude that it is full of a liquid that tastes more like alcohol than water. The characters eventually determine that hit is sake. Yoshihiro exclaims, “It smells like my father!” He fills the aspergilium with it.

Bjorn uses his morningstar to very noisily break through the door. Behind, they find a small room with a dilapidated well inside it. The characters wonder why a well is necessary if there is a waterfall in the previous room. Bjorn (who has mysterious nature knowledge) suggests that the waterfall probably freezes in the winter, at which point ground water from the well may be very welcome. V’lk starts madly gesticulating and Hiro, the aspergillum, and the room. Yoshihiro waves the doodad around and sprinkles sake on the well and on the characters.

At this point, four monsters that were hiding on the ceiling drop down onto the characters. Something grabs Bjorn. It is like a tentacle octopus! It does some damage, then starts to smoke and squeal as it touches the alcohol. The creatures flee away from Yoshihiro as quickly as they can.

Bjorn shudders, “What... the fuck... was that?”

The others reassure him that the creatures were executioner’s hoods, and that they’ve encountered them before (though at the time they didn’t know the creatures were vulnerable to alcohol). It is quite clear that the aspergilium was there for exactly the purpose Yoshihiro was using it for.

At this point, flickering firelight starts to come up from the well. V’lk tries looking down into the well. He sees a flaming sword stuck about fifteen feet down in the wellshaft. The well is quite narrow, so the characters hatch a clever plan: Harwynian

casts *Reduce Person* on Gobo, Bjorn hands him a *Ring of Protection from Fire*, and the others lower him down to get the blade.

As soon as Gobo grasps the sword, it says, “It took you long enough! If I hadn’t managed to get wedged in this well you never would have found me!” The characters are quite certain that the sword is *Suishen*, and it has all of the attitude and self-satisfaction anyone could expect of an ancient, intelligent sword.

Yoshihiro introduces himself to the sword, though he stumbles over his family name. Suishen shoots back, “Have the Amatatsu scions decayed so far that they don’t even know their own names?”

Harwynian comments, “If it was an elvish-forged sword it would have better manners.”

Yoshihiro ignores the elf and explains, “Oh Suishen, there was an invasion of Minkai by the Oni Army of the Five Winds. We intend to bring back the legitimate rulership of the Five Royal Families.”

WHAT SUISHEN KNOWS

Each of the Five Royal Families of Minkai has a royal seal. These seals are their badges of legitimacy, passed down from generation to generation. The Five Winds had been assassinating the members of the families, prompting some of them (including the Amatatsu family) to flee across the Roof of the World. The Amatatsu family managed to make it to Kalsgard, but they had no more money and needed to continue their journey: that city was too obvious a refuge to be safe. The eldest surviving member of the family sold Suishen as a way to provide the resources to continue their flight to safety.

The oni of the Army of the Five Winds are prevented by the rules of the gods from holding direct rulership of Minkai. Suishen doesn’t have much current information, so it doesn’t know how the Five Winds are actually controlling Minkai. In the day of Yoshihiro’s grandfather the oni had been intent upon killing every member of the Five Families they could not turn into one of their puppets.

Suishen also knows Thorborg Silverscore: she is one of the oni. She has taken human form, though that doesn't fool the sword for a moment.

THE SWORD SUSHEN

The sword Suishen is a +2 *Flaming Defending katana*. It provides its wielder with *Endure Elements*. In addition, three times per day it can cast: Air Walk, Daylight, Resist Energy (cold) and See Invisibility.

THE END OF THE SESSION

The characters have recovered the sword Suishen and know now that Thorborg Silverscore is one of the Five Winds – next session, an oni must die!