

JADE REGENT SESSION SUMMARY 09/16/2012

ATTENDANCE

Ernest notes, “I showed up at a Chinese place to get my lunch, but the lady at the desk didn’t seem to understand the concept of a to-go order. What’s up with that?”

Chris comments, “Perhaps the restaurant had been taken over by criminals who had already murdered the kitchen staff, and she was trying to communicate with you in a way that wouldn’t arouse their suspicions.”

Patrick offers, “Yeah, I’ve heard of things like that. You know, there’s a lot of paperwork assorted with some kinds of crimes. I’ve pretty much given up on crimes because the paperwork is just a killer.”

Tim walks in a bit late, explaining that there’s an accident on IH35. He isn’t quite sure why everyone is looking askance at Patrick. He does start talking about his recent acquaintance with the Demon Prince of Unintended Consequences. Everyone starts to look askance at him.

Bruce plays the disembodied voice, happy to accurately record the progress of the conversation without bias or additional editorial input.

Paul shows up just in time to hear how Chris has brokered a deal between Sam’s Club and Charles Manson’s family. He is intrigued by the possible details of the transaction.

Matt shows up last. It seems like he understands the Sams-Manson Deal pretty well, but he’s not sharing.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Harwynian Fallingleaf	Bruce	Elegant Elven Transmuter	9
Yoshihiro Kaijitsu	Ernest	Tien Reckless Mounted Archer-Knight	9
Jacob Frostfang	Matt	Ale-Loving Kellid Party Sorcerer	9
V’lk	Chris	Mute Feral Elf Stabber (and Oracle)	2/7
Gobo Samarillian	Patrick	Blind Gnomish Fortuneteller	9

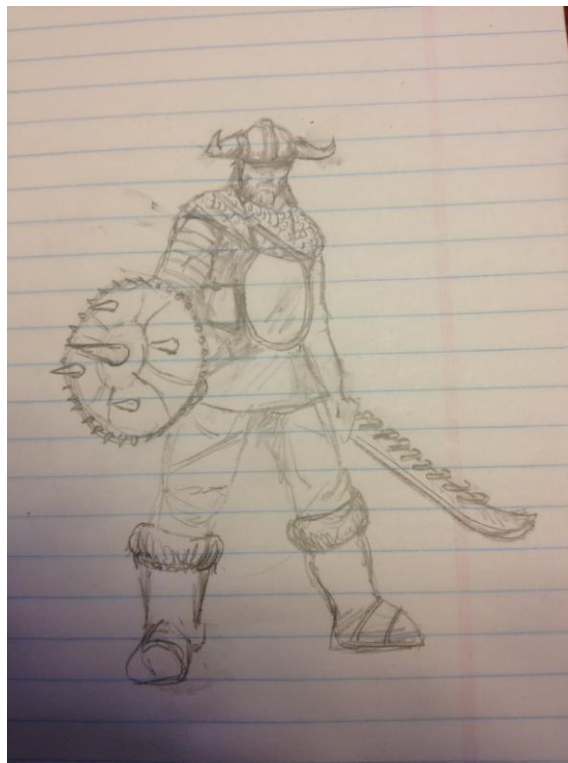
<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Bjorn the Unlucky	Tim	Ulfen Woodsman	9

WHO GOT POSSESSED? HOW?

The characters realize that *Jacob Frostfang* got possessed by the spirit of a dead werepig sometime in the last adventure. He must make a Will save at DC 17 every morning or be driven to consume disgusting food. *V'lk* draws a diagram to indicate, “This means we cannot take him to the Sirloin Stockade!” The others do not see a problem in this.

The characters also find themselves with the conqueror’s dilemma, in that they have accepted the surrender (and allegiance) of three hobgoblin warriors, four hobgoblin females, two hill giants, one dire boar, and three snow leopards. The snow leopards in particular were *Buto Putotsu*’s pets.

Bjorn the Unlucky decides that this is his moment. The snow leopards are confined in metal cages. He decides to make friends with one of them.



INTERROGATING THE HOBGOBLINS

Yoshihiro asks the hobgoblins, “Who did the Swine Shaman work for?”

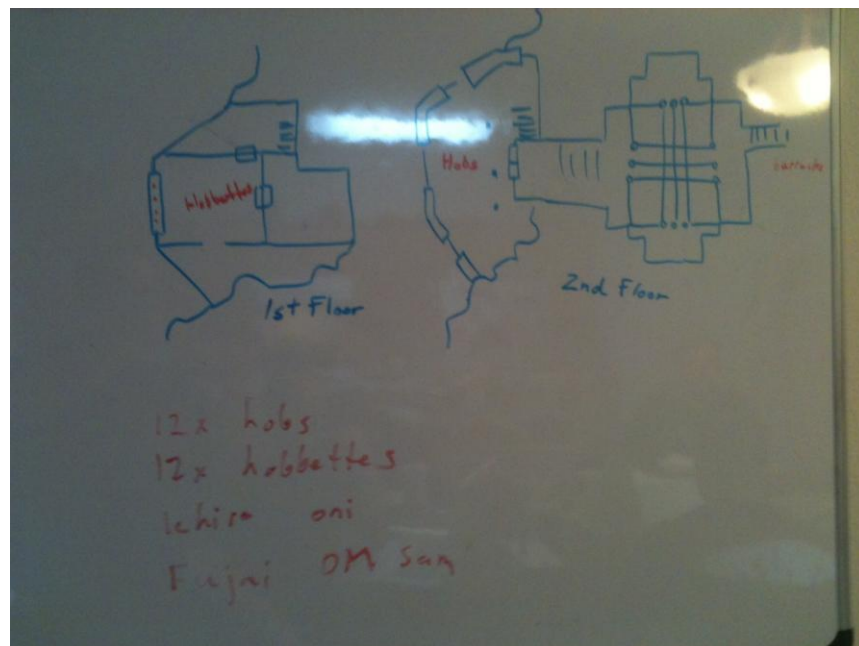
One of the hobgoblin women indicates, “Munascaru. She is the least of the Five Winds, left behind to guard the House of the Withered Blossoms.”

“Why was she left to guard this place?”

“She does not know, all she knows is that Annamuramon ordered her to do it. Annamuramon is the leader of the Army of the Five Winds.” The hobgoblins are unable to explain why the Army includes five winds, or how many oni it might include. They are pretty sure that there are more than five oni in the army.

The hobgoblins do know that the bridge leads deeper into the House of Withered Blossoms, specifically to the *Mockery Pagoda*. That site is a temple to Munascaru, where she lives along with her children and the *Sisters of the Broken Path*. Her children are led by her son *Ichiro*, who uses a massive no-dachi (a massive sword, to some of the characters). The defenders also include an ogre mage samurai named *Fujai*.

Yoshihiro convinces the hobgoblins to provide a diagram of the Mockery Pagoda and its associated fortifications in exchange for their freedom.



They oblige, so Yoshihiro makes them sign a formal document of surrender intended to curb their inherent evil tendencies as much as possible (and also act as a writ of safe passage to the kami outside). The hobgoblins sign it, then head on out with the hill giants. The giant boar is left to root around in the burned village, because what's a burned village without a pig rooting around in it?

The characters take refuge in the top of the hobgoblin fortress, protected by an *Alarm* set on the cave across the bridge by Bjorn the Unlucky. He hopes that it will alert the characters to the approach of invisible ogre magi. The spellcasters sleep while everyone else picks through the hobgoblins' loot. They find:

- A massive silver salver worth 800 gold
- A foot-tall gold and bronze animal figure
- A silver inlaid box worth 200 gold containing hobgoblin teeth (There are fairies here! Look out!)
- A kukri inlaid with gold leaf, decorated with superb inlay depicting herons, worth 100 gold
- A fine copper and silver candle-holder worth 65 gold
- Two masterwork glaives

ASSAULT ON THE MOCKERY PAGODA

The characters plan their assault carefully, then send Harwynian to fly into the antechamber to scout. *V'lk* makes him *Invisible* to keep him alive. The goal is for him to get a look at the inside the second level of the pagoda so he can *Dimension Door* the characters into the pagoda and we can just lock the front line defenders outside while we deal with the big boys. Yoshihiro touches Harwynian with his wakizashi, Whispering Shrike, to put a *Shield Other* on him.

Harwynian flies down into a massive cavern, past a thundering waterfall that the hobgoblins failed to mention. The Mockery Pagoda stands on the shore of an underground lake, a raised drawbridge leading to its main doorway. Harwynian is able to

see four hobgoblin sentries in the lower level of the pagoda, and four more standing guard on the fortified plaza with a whole barrel full of arrows. Unfortunately, they have the doors closed so he isn't able to see inside the pagoda on the second floor.



He gets as much of a view as he can, then flies back to communicate with the characters. The characters swiftly modify the plan to match.

Harwynian *Dimension Doors* Yoshihiro, Bjorn and V'lk onto the upper battlement, bringing them through right next to the arrow barrel. Yoshihiro picks out one of the hobgoblins' arrows from the barrel and swiftly shoots a hobgoblin right through the spinal cord. The hobgoblin's do-maru armor spares him from being permanently crippled. Harwynian casts *Haste* upon the others. Bjorn quickdraws a starkknife and flings it inaccurately at a hobgoblin. V'lk turns himself *Invisible*. And Jacob puts a *Wall of Ice* across the pagoda door and stairwell from the first floor to muffle sound and block reinforcements.



Yoshihiro fires a flood of arrows into the wounded hobgoblin, turning the creature into a pincushion. A dead pincushion. Bjorn runs screaming past him and slashes through another hobgoblin, moderately wounding the creature. V'lk appears behind the hobgoblin farthest to the right and stabs him with sword and dagger, leaving the creature seriously injured. Jacob joins in and decapitates the hobgoblin.

The hobgoblin facing Bjorn unlimbers his morningstar and swings. He is off-balance from the damage he just took, so Bjorn avoids the strike easily. One of the unhurt hobgoblins nocks an arrow and shoots Harwynian. The elf is grateful that half the damage gets shunted off to Yoshihiro. Yoshihiro responds by shooting the hobgoblin three times. Harwynian follows up with enough *Magic Missiles* to kill the creature.

Bjorn strikes with blade and shield four times, critically wounding his opponent. V'lk arrives a second later, *Hasted* and *Invisible*, to end the creature.

The characters hear the sounds of hobgoblins coming up the stairs and banging on their ice wall. Yoshihiro exclaims, "That could be the title of a new pop song!" Bjorn thinks, "A very inappropriate pop song..."

The hobgoblins don't take long to break their way through the wall. The lead hobgoblin rushes out and strikes Yoshihiro with his morningstar. Yoshihiro takes the strike with unending resilience. *Gobo Samarillian* decides that one hobgoblin is quite enough: he casts *Color Spray* to knock out the remaining three. Then Jacob drops the number down to zero by chopping the hobgoblin down.

The characters move to a round of coup de grace strikes, ending the remaining hobgoblins. They use Harwynian's *Cube of Frost Resistance* to keep everyone from taking cold damage as they pass through the hobgoblin-created gap.

DOWN TO THE FIRST FLOOR

The characters head down to the first floor to look for additional opposition. Yoshihiro pauses on the way to pick up some additional arrows from the hobgoblins' arrow barrel.

The first thing the characters see is a gruesome four-headed hobgoblin-esque statue standing upon a bed of nails and birthing a swarm of horrible monsters. Gobo is able to identify the creatures being birthed as jannoi oni (hobgoblin oni), suggesting that the statue is of *Munascaru*. The statue is surrounded by offerings, including a severed aranea arm, dead spiders, a scroll of *Spike Growth*, a *Brooch of Shielding* (11 points left), a set of masterwork armor crafting tools, a set of locks and keys, a gold-plated merchant's scale, eleven obsidian stones (10 gold each), 91 gold pieces, 203 silver pieces

Beyond the statue altar, the characters find the drawbridge controls and not too much more. There is a pile of filth decorated with odd varieties of fungus; the others restrain Jacob from picking through it. There is a larder with dried food, various tools, and five flasks of alchemist's fire. The characters distribute the alchemist's fire amongst themselves, as the chance to set things on fire is always appealing. All that remains is the door leading to the core of the pagoda.

The characters buff up and prepare to move further into the pagoda. They expect to encounter a group of hobgoblin priestesses, plus an oni and an ogre mage. The characters open the door to see a steep stairway going up. They move up carefully, looking for tripwires, which is why they are so surprised when something attacks Gobo

from behind. The characters look and see an animated status of a Tien warrior attacking them.

Harwynian quickly identifies the creature as a clay golem, likely immune to any magic he can throw at it... but not to magic that happens around it. He withdraws and casts *Expeditious Retreat*. Jacob casts *Grease* underneath it and causes it to topple to the bottom of the stairs. Then he casts *Enlarge Person* to try to match its size. V'lk pushes it back, thanking his lucky stars for the combination of *Grease* and *Bull's Strength* to let him move a 600 pound golem.



Gobo notes that Jacob is considering launching himself at the golem, a decision unlikely to end well for the barbarian. He heads that off by using his *Ring of the Ram* to push the golem down the stairs and through the door.

The golem becomes much faster as it *Hastes* itself. It springs to its feet! It moves back up the stairs before anyone can shut the pagoda doors. Yoshihiro shoots *Flame Arrows* at it in a desperate effort to annoy it. He manages to score one hit, noting that the actual arrow didn't do much to it, though the fire seemed to sting.

Harwynian continues with the theme of indirect actions by casting *Haste* on everyone (except the golem). Jacob follows up with two hits on the golem. Bjorn scampers down to help and slips and falls on the *Greased* stairs.

At this point, three hobgoblin lepers emerge at the top of the staircase and start shooting arrows down at the characters. The golem slams into Jacob three times. He is very grateful to his *False Life* for keeping him standing.



Yoshihiro tries another volley of arrows, while Harwynian turns around to *Slow* the two lepers. Gobo takes an arrow from one of them. A moment later, V'lk appears next to the leper and slashes him badly. Then he hears additional hobgoblins discussing strategy further up the stairs. V'lk decides to set up a tripwire to trap the hobgoblins as they rush down.

Then three hobgoblin womenfolk show up. They are all crazy-looking and tattooed, armed with nunchucks and madness and monk levels. They storm down the stairs to beat Jacob up, completely ignoring the invisible V'lk on their way down. As V'lk tightens his wire, he pulls a piece of statuary out of the wall. It falls and hits his head.

Bjorn has no interest in V'lk's misadventures. He is far too busy slamming the golem three times with his shield. He is extremely lucky, managing to push the golem

back a bit past the door. Yoshihiro calls out, “Everyone move move move!” With his free Move action, Bjorn slams the door shut. Harwynian follows up with a quick *Arcane Lock* scroll to keep the golem away.

Yoshihiro skewers one monk with a pair of well-aimed flame arrows, laughing at her attempts to deflect his fire. “You evaded the first! Fortunately, there are four more where that came from! Haha!” She is staggered. Harwynian follows up with a telekinetic pimp slap that downs her.



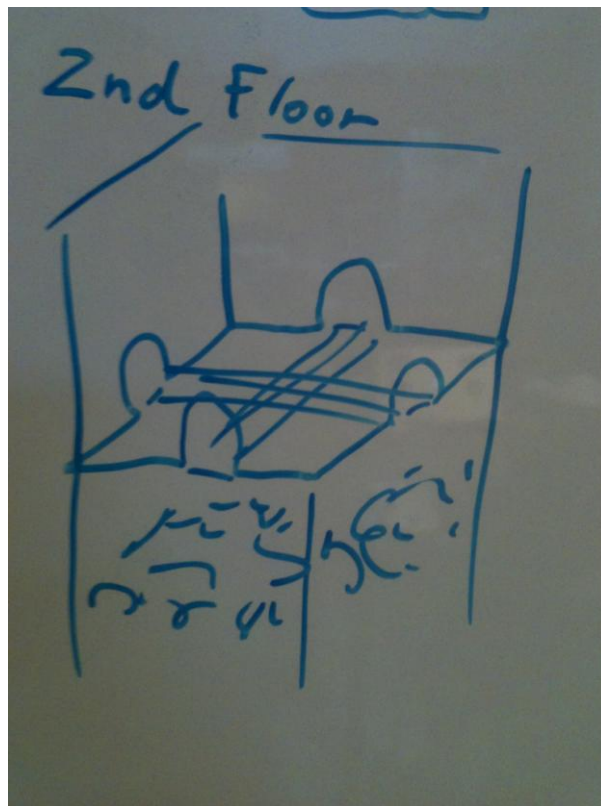
Jacob moves past two of the monks to get into position, ignoring their attacks of opportunity. He strikes accurately and well, slashing a tendon and inflicting 5 DEX damage in addition to normal damage. The two monks flank him and beat him. They beat him hard. “This isn’t what being bisexual means!” he objects.

V’lk appears behind one monk and slashes clean through her torso. She collapses in a pile of gore and organs. Bjorn crashes into the remaining monk, inflicting devastating damage. Yoshihiro and Harwynian follow up with blade and telekinetic strikes to down her.

V’lk leaps upon one of the fallen lepers. He notes how easy it is to scalp the fellow. The hobgoblin monks had several items of interest, most notably three *Amulets of*

Natural Armor +1 and three sets of *Bracers of Armor* +2. Harwynian picks up one set of *Bracers*. A couple of characters add *Amulets* to their collection. They also have 100 gold pieces worth of jeweled studs and clasps.

The characters continue on their way up the stairs, confident that there cannot be too many more hobgoblins left. They reach the lattice: a massive open pit with thick iron bars crossing it, three in each direction, six inches wide each. A foul-smelling greenish mist fills the pit. The characters can see three additional doors in the room – one across from them, and one to either side. Reaching any of the doors requires crossing the pit.



Bjorn uses his magical powers to summon three eagles. He wants them to scout out whatever's down in the pit and report back to Gobo (who is the only one who can speak to animals). The eagles fly down. There is a horrible sound. The eagles do not return.

Gobo decides that enough summoned creatures have died today. He casts a *moon bridge* across the pit, to reach the chamber to the north. The characters cross the bridge, enter the door, and find a series of small cubicles. The characters conclude that they have

found the hobgoblins' cube farm, from which they ran a phone sex operation. The hobgoblins lived quite simply, with clay water jugs and thin bedrolls.

MORE HOBGOBLINS

Gobo makes up another moon bridge to head across to the southern room. At that moment, hobgoblins pour out of the door to attack! Two Sisters of the Broken Path, backed by Ichiro the Jannoi (armed with his no-dachi), rush across the moon bridge.

Jacob casts *Fly* and takes to the sky as two Sisters do their best to kick and trip Bjorn right off the side of the moon bridge. Ichiro flies down upon Jacob and slashes through his throat, inflicting a bleeding wound. From closer range, Jacob is able to see that Ichiro is horribly disfigured by wounds and scars, possibly self-inflicted.



Gobo casts *Hold Person*, stopping one hobgoblin. Harwynian pulls out another *Haste* from his bonded amulet and speeds everyone up. Yoshihiro takes to the air, issuing a samurai challenge against Ichiro.

Bjorn moves in to shield bash the unfrozen monk, pushing her back off the edge of the moon bridge. Once again, the characters hear a noise reminiscent of both the smoke monster from *Lost* and a freight train. The monk does not come back. There is a horrible thud, but no screams of terror. Bjorn turns to shield-bash the held monk, sending

her off the moon bridge as well. And as a final act, he flings his starknife at Ichiro to inflict a minor wound.

V'lk decides to deal with Ichiro as permanently as he can. He casts *Dispel Magic* and removes the oni's flight. Ichiro plunges 60 feet into the mist. Jacob flies close to the mist and sprays a breath weapon down into the mist, hoping to catch Ichiro. A moment later, another breath weapon cone sprays up out of the mist, catching Jacob and Ichiro. A billow of thick smoke comes up from the pit. Jacob avoids the worst of the effects, though he can feel his joints seizing up and a thin patina of stone coating his skin.

Yoshihiro observes from the moon bridge, "Aha! A gorgon! Did anyone bring their anti-gorgon spray?"

Meanwhile, Ichiro recasts *Fly* and comes zooming back up out of the pit. Harwynian is waiting for him with a well-aimed *Scorching Ray*, knocking him out. Even worse, the spell also dazzles him... if his eyes were still open.

Yoshihiro plows into Ichiro, burying *Suishen* into him to the hilt. Ichiro perishes. The characters quickly move to loot his body. He was carrying:

- Masterwork Composite Longbow (+6 STR)
- *Studded Leather* +2
- Masterwork no-dachi
- *Ring of Protection* +1

Harwynian wins the contest for the *Ring of Protection*. They mourn their inability to loot the fallen monks, now transformed into stone statues by gorgonic vapors. Harwynian explains that gorgons are iron-skinned creatures who transform living creatures into statues with their magical vapors. Gorgons are aggressive and territorial and crazy dangerous. They feed from minerals, including the stone of their transformed victims. Their meat is distinctive and highly valued by some stone giant clans as a source of strength. Their powdered horns can be used as a material component for several spells, including *Bull's Strength* and *Stoneskin*. We turn and happily skip away from the gorgon-filled pit.

The characters follow the *moon bridge* to the south room and explore it. The walls are carved in explicitly sensual themes. The characters search the place and find:

- A set of decorative screen painted in near-pornographic scenes.
- A silver and enamel ring decorated with the Tien characters for wealth and luck (11 gold)
- A silver fu-dog brooch worth 75 gold
- A pendant made of interlocking jade rings worth 60 gold
- A silver hairpin with a kingfisher feather worth 50 gold
- A carved ivory and coral bracelet worth 40 gold
- Four silver wedding rings (10 gold each)

THE END OF THE SESSION

The session ends with the characters picking through Ichiro's treasure hoard. Everyone gains a level and the whole group is level 10. Next time, more hard hitting oni action!