

## JADE REGENT SESSION SUMMARY 09/30/2012

### ATTENDANCE

*Ernest* tells everyone, “There are 200 versions of Gangnam Style out there! We must watch them all!”

*Tim* corrects him, “You should check out the South African rap group Die Antwoord! They are sometimes lucid, and you need to see them all!”

Thence follows a showing of Die Antwoord’s *Baby’s on Fire* video. Ernest explains to everyone that if you know English and a bit of German and pronounce words like you’re mildly retarded then you are fluent in Dutch.

*Paul* appears and offers, “I have too many voodoo fries! Who wants some?” There are several takers, not necessarily including *Patrick*.

*Chris* groans. He observes that Tim is obsessed with the so-called “force field” around the pistachio cookies.

*Matt* shows up looking quite good: he is both undamaged and freshly trimmed.

<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
Bjorn the Unlucky	Tim	Ulfen Woodsman	9

### MOON BRIDGES ARE TOO AWESOME

*Gobo Samarillian* brings up another moon bridge to allow the characters to explore the room along the fourth wall of the gorgon-pit room, so named because it mostly contains a gas-filled pit that has a gorgon at the bottom of it. They find that the room contains supplies related to combat and weapons, including some bamboo floor

segments able to form a bridge across the pit – they fit neatly upon the pipes going over the pit. There is also a stairway leading down...

## ONI IN THE HOBGOBLIN BARRACKS

The stairs lead to a 200' corridor decorated in scenes of horrible violence. At the end is a door leading to what looks like a hobgoblin barracks. The characters rustle the bedrolls, searching for convenient piles of gold that aren't there. There are a few stairs up at the end of the chamber. *V'lk* sneaks over to investigate and sees a squad of hobgoblins preparing to attack the characters. He also notices that there is a third room behind the second room, again accessed through an open doorway and a few steps up.

*Jacob Frostfang* breathes silver *Dragon's Breath* upon the two lead hobgoblins, chilling one of them. An area of magical darkness covers over the group, inconveniencing several of the characters (all those who don't have darkvision). It is at this point that the characters fully appreciate that hobgoblins have darkvision.

*V'lk* signs out, "Dispel! Dispel! Dispel the stupid darkness!" His *Dispel Magic* doesn't quite manage it. *Yoshihiro* clutches *Suishen's* hilt and casts *Daylight*, eliminating the darkness effect. All the characters with darkvision active show up with huge, distended pupils. He also invokes *Suishen's See Invisible* power and sees someone invisible on the stairs up to the third room, a giant blue-skinned figure in tatami-do carrying a composite longbow and a katana.

*Harwynian* moves over and casts a persistent *Slow* on three of the hobgoblins. Their motions become glacial and difficult. The hobgoblins respond by very slowly hitting *Jacob* twice. The one unsloved hobgoblin moves in and clocks *Bjorn the Unlucky* with his morningstar. And two more hobgoblins come plowing in from the next room. *Bjorn* answers this challenge by slamming his hobgoblin clean back into the other room with a powerful shield bash. Wham!

*V'lk* responds by casting *Blessing of Fervor*, granting the most confusing set of bonuses ever to the others. *Yoshihiro* takes advantage of this to down a hobgoblin in a spray of arrows. The hobgoblin dies with a sound like an upset puppy. The others think this might create some problems with killing them.

Gobo notices that Jacob is hurt. He heals him. Enraged by the sight of his foe getting better, a hobgoblin moves in and strikes Jacob, inflicting substantial damage. Another hobgoblin attempts to dodge past Bjorn, but the ranger is too fast for him. He slams the creature with his shield, knocking him back into the room. The next hobgoblin thinks, “He couldn’t possibly do that twice!” And he is right – he flanks Bjorn and hammers him badly.

The oni *Fujai* attempts to melt Yoshihiro’s mind. Yoshihiro demonstrates his remarkable strength of will by resisting. The oni tries again, but once again fails to influence the samurai. “You see! By not letting rogue spirits into my mind at every opportunity, I have exercised my mental Kegel muscles into fine shape!” he chides his teammates.

V’lk lays into two hobgoblins, downing one of them and injuring a second. His blade was poisoned, but the venom was so weak that the hobgoblin barely notices it.

Bjorn realizes that he is surrounded by hobgoblins, exactly the way he likes it. He lays into the white-haired hobgoblin in front of him with sword and shield, horribly wounding him and shoving him back.

Yoshihiro steps out and challenges Fujai, noting that this will give other characters a +3 bonus to hit him in melee. Fujai answers with his own samurai challenge! Yoshihiro slashes him with Suishen, scoring a dramatic hit but inflicting only a light wound.

Harwynian pulls out *Miyako’s Fan*, invokes a *Forceful Hand*, and uses it to shove a hobgoblin away. The hobgoblin protests, “Nobody puts Baby in the corner!” as he is pushed into a corner.

Gobo moves up and uses his wand of *Inflict Light Wounds* on a critically wounded hobgoblin, dropping the creature. Another hobgoblin storms up to hit Harwynian, while the hobgoblin Harwynian targeted moves up to hit Bjorn. Bjorn turns to deal with the hobgoblin attacking Harwynian, almost slamming the creature into the ground.

V’lk casts *Grace* and moves into a flanking position behind Fujai. He strikes, delivering a palpable hit! Fujai looks somewhat damaged.

Fujai flies at Yoshihiro with katana and wakizashi, slashing him badly. Yoshihiro wonders, “Why does Fujai’s wakizashi do so much more damage than his primary weapon? It’s as if he’s got an extra bonus with that thing!” This thought infuriates Yoshihiro so much that he strikes Fujai true, inflicting an ugly slashing wound that not only downs the oni but also disfigures him horribly. But then, Fujai invokes his own resolve, pointing out that the majority of the damage he has suffered actually counts as nonlethal because he has fast healing. Jacob steps over and comments, “I see some real damage is in order here!” He uses his dragon’s breath to drop the oni for good with a gout of flame. The characters coup de grace him.

Harwynian moves his *Forceful Hand* over to shove away the hobgoblin threatening him, but the hobgoblin stands fast. Dismayed, Harwynian casts *Blink* to protect himself. The hobgoblin strikes twice; Harwynian’s *Blink* keeps him safe from one strike.

Gobo pulls out his trusty *Color Spray* and flattens the other remaining hobgoblin. Gobo comments, “This spell is the best!” He proceeds to smother the hobgoblin to death with his little gnome hands. Meanwhile, Bjorn whacks the last hobgoblin in the head, knocking it down.

With the removal of the last hobgoblin from the field, the characters turn to looting their fallen foes.

- Large masterwork tatami-do
- Large masterwork composite longbow (+9 STR)
- Large masterwork katana
- Large masterwork silver wakizashi
- Lacquered box set with pearls (worth 40 gold) containing two doses of opium.
- Six sets of standard hobgoblin equipment

Gobo comments, “That opium is mine! Especially after you gave my last stash away to that spider guy!” Nobody else objects.

The second room includes a large number of collapsible bamboo cots and sleeping furs, plus a variety of hobgoblin personal effects.

### THE COMMANDER'S QUARTERS

The third room proves to be the commander's quarters. It includes some trophies, but also a simple military cot. The south wall opens into a natural cavern from which rushing water can be heard.

- Three fine bearskins (worth 100 gold each)
- A bronze dagger set with jet (worth 130 gold)
- A ceremonial elephant dagger in a silver and lapis lazuli scabbard (worth 250 gold)
- Several bleached aranea skulls (Bjorn takes these, hiding them carefully to the aranea upstairs don't see them)

### DOWN THE DRAIN

Jacob considers the cavern entry. He asks, "Before we go down, how big is the hole?" Nobody chooses to touch this.

The cavern very quickly turns out to be a 220 foot shaft with a waterfall down it. There is some evidence that the hobgoblins used it as a drain, possibly as a way to dispose of wastes. A corkscrewing walk passes along the edge of the shaft.

The characters move carefully down the shaft. Halfway down, one of the *Sisters of the Broken Path*, the crazy nunchaku-whirling female hobgoblin monks, steps out and moves to the attack. V'lk casts *Invisibility* and steps to intercept her, confident that his Acrobatics bonus will not let him down. Yoshihiro notes that his Acrobatics bonus is none too good, so he proceeds much more carefully.

As the Sister moves up, V'lk takes a swing at her but misses. Yoshihiro also strikes her, delivering a remarkable hit. Two more Sisters *Levitate* up and take the group from behind, right in the squishy spellcasters! One attacks Gobo, inflicting a punishing kick that sends him falling down the shaft. The others hear him hit the bottom with a

sickening crunch. The second tries to do likewise to Jacob, who manages to avoid a similar fate.

Gobo finds himself in a water-filled cavern. Luckily, he managed to hit a rock instead of the water. Jagged boulders form a series of stepping stones to a door in the wall of the cavern. Large shapes move beneath the water. Hundreds of carved screaming faces decorate the cavern walls. He flies back up the shaft and heals himself.

Harwynian casts *Levitate* on himself, hoping to avoid Gobo's fate.

V'lk invisibly flanks a Sister and stabs her. From Yoshihiro's point of view, it is as if sudden wounds appear on the monk's body for no reason. Yoshihiro doesn't let himself be bothered by this strange development: he simply slays the monk with Suishen. Then he *Air Walks* around to set himself up for next round.

A Sister punches Harwynian twice. Even he is unimpressed by her damage output. Another sister attacks Jacob. He complains, "Ow. You monks hurt me soooo badly. I think I broke a nail. I do not know how I will go on." The monk practically dies of annoyance at his sarcastic tone. She is so distracted that she doesn't realize that Bjorn has moved up behind her and bashed her far enough to send her down the shaft... except that she drank a potion of *Levitate* and just ends up drifting in open space.

Jacob tries to stop the monk with a *Hold Person*. She effortlessly resists the spell, leaving Jacob sad. V'lk shows him how it's done: he casts *Dispel Magic* on her *Levitate* and lets her vanish down the shaft. He thinks that she survives the fall. He hopes that a monster might eat her. Bjorn is not nearly so confident: he positions himself so he can shoot her with his bow as she comes into sight. Jacob simply steps off the brink and *Feather Falls* down. He spots the monk running up and hits her with a volley of *Magic Missiles*, critically wounding her.

Yoshihiro moves in and lays into the monk attacking Harwynian. She takes his strike, then strikes him in return. Harwynian casts *Telekinesis*, shoves the monk back into the wall, and withdraws. V'lk and Yoshihiro move in on the monk, who manages to kick Yoshihiro once. V'lk turns the Deranged Elf up to 11 and cuts her into ribbons.

The last monk evades Bjorn's and Yoshihiro's arrows, then runs up to kick Bjorn. Harwynian uses *Telekinesis* to grapple her. V'lk moves in and takes her down.

With the monks gone, Yoshihiro and Harwynian *Air Walk* and *Levitate* down to the base of the shaft. Bjorn and V'lk simply run down the spiral path, trusting in his Acrobatics skill to keep him safe. Oddly, Bjorn, V'lk and Harwynian all travel down the shaft at the exact same pace, taking 5 rounds to reach the base.

## THE WATERY CAVERN

Jacob reaches the bottom of the shaft and sees the same watery chamber that Gobo found. He sees two women (or, at least, the heads of two women) swimming towards him very quickly. He invokes a cold *Elemental Aura*, confident that the women have snake bodies.

The two women keep their distance from him. One of them trills at him, "Oooh, are you a present?"

"Perhaps; you stand up out of the water and I'll let you know."

"Why don't you come into the water with us? You'd better lose that heavy armor. You can't resist us!" He gains a Fate point as he strips his armor off. He is half way through the process when Gobo shows up and blunders right into Jacob's cold aura, taking nine damage.

The two women comment, "Aha! He brought a snack! But the snack has magic, we'd better kill it!" They shoot Gobo with *Magic Missiles*. He responds with a *Searing Light* attack on one of the women. "Nasssty! Nasssty little gnomeses!" Jacob nods sagely and begins unlacing his codpiece.

Gobo responds, "Ha! My third-level spell did almost as much damage as your first-level spell!"

Yoshihiro floats onto the scene. He shoots an arrow at one of the women. They respond by spitting two *Fireballs* at him; he looks briefly surprised before he disappears in the explosion. The characters still above him in the shaft see the explosions and flame. They reflect upon how glad they are to not be down at the bottom of the shaft.

Jacob objects to the women's treatment of his friends, so he puts up a *Wall of Ice* to protect Yoshihiro and Gobo. Yoshihiro floats down behind the wall trailing smoke. Gobo helps him out by casting *Spell Resistance* on him. Yoshihiro pops up over the wall and sends an arrow at one of the women; it turns out she was just an image, so the arrow passes through harmlessly. The sorceress responds with another *Fireball*. Yoshihiro takes it right on the chest without damage; he thanks Gobo for the defensive magic. A big semicircle is melted out of the wall of ice below him.

Bjorn gets a line of sight to the two naga sorceresses. He stops on the path and starts shooting arrows at them, scoring at least one hit. They respond by *Charming* him. Harwynian shows up and telekinetically grapples one of them. V'lk tries a *Dispel Magic* to free Bjorn, but the naga magic is too much for him.

Yoshihiro has a simpler plan: he sees one naga struggling as if held by an unseen hand. He proceeds to shoot a flight of arrows into the naga, hitting twice.

The grappled naga becomes agitated. She snarls, showing her yellowed, venom-dripping fangs, then tries to shoot Harwynian full of *Magic Missiles*. The telekinetic grapple causes her spell to fizzle. Her companion succeeds in shooting him, almost killing him. Conveniently, Gobo has a *Sacred Bond* with him and heals back the injury.

Yoshihiro continues to arrow volleys, critically wounding one naga.

Jacob finishes stripping out of his armor and leaps into the water. The giant fish in the water take an interest in him.

Harwynian drops an *Ice Storm* on the nagas, knocking one unconscious and prompting a quantity of rohypnol jokes. The other naga casts a healing spell to bring her sister back conscious, then slithers up onto a nearby boulder. The characters are fully able to see her grotesque, scaly form. She triggers a trap that affects everyone in the cavern (even the fish!). Bjorn and the two fish are *confused* by the noise as the screaming carved faces actually start to scream.

The so-called "fish" turn out to be the size of sharks – they are huge! They fight through their confusion enough to attack Jacob. The fish start to freeze thanks to his aura, which doesn't stop one of them from latching on to him and trying to swallow him.

Harwynian pulls out a scroll of *Scorching Ray* and roasts the wounded naga. She sinks beneath the water.

V'lk casts *Water Walking* on the *Charmed, Confused* Bjorn and hopes for the best. Against all expectations, he is able to act normally for a round. He uses this opportunity to charge at a giant gar. Huzzah!

Yoshihiro shoots the naga on the boulder twice more, taking her down.

The giant gar swallows Jacob whole. He takes a remarkable amount of bludgeoning damage from the gar's throat muscles in the process. Against all expectation, the fish doesn't seem to mind the fact that it is still taking damage from Jacob's cold aura.

Gobo flings a vial of alchemist's fire at the fish just as Jacob's boots vanish down its gullet. Harwynian pulls out his next-to-last scroll of *Scorching Ray* and kills the creature. Jacob proceeds to cut his way out of the inside of the gar. He emerges naked as the day he was born, covered in blood and fish guts.

V'lk water walks out to the second gar and stabs it. He irritates it more than injures it. It thrashes around, so he stabs it again and kills it.

Yoshihiro asks Bjorn to retrieve the two nagas (he is, after all, still charmed, but he can also swim). Then he ends them. The characters look around for loot. Yoshihiro takes advantage of a *Freedom of Movement* spell and *Daylight* to run around under the water searching for more loot. He finds some items hidden in porcelain pots:

- A carved gold censer worth 200 gold
- A pair of silver armbands worth 50 gold
- A *Swan Boat Feather Token*
- 1012 gold pieces

The fallen Sisters of the Broken Path were carrying:

- 3 masterwork nunchaku
- 3 *Bracers of Armor +2*

- 3 Amulets of Natural Armor +1

The characters note that they are pretty much tapped out of magical resources. It is time to rest.

## AN AWFULLY GORGONIC DEVELOPMENT

The characters spend an evening resting in the commander's quarters. They make their way back to the cavern very carefully, all except for Yoshihiro, who remains behind because his intelligent sword Suishen is insisting on a "spa day." He shrugs at the departing others as he massages Suishen's hilt with sandalwood oil. V'lk uses *Water Walking* to give everyone a path across the lake. The way out is an open passage with a series of massive shelf-like ledges leading up to a worked chamber. The last ledge includes a huge series of steps.

As the characters come around the corner to the hallway they hear a big, metallic-sounding snort. They see a gorgon, mounted by an ogre mage in samurai gear. Harwynian comments, "This isn't a good development, is it..."

V'lk responds first with a *Blessing of Fervor*. Gobo casts *Bless*. Harwynian casts *Haste*. Bjorn launches three arrows into the ogre mage. The arrows inflict scratches only. The ogre mage responds by firing his longbow back, inflicting a surprising amount of damage.

The gorgon responds by gassing V'lk, Bjorn and Jacob. V'lk and Bjorn are transformed into stone. Things start to look very bad.

Jacob casts a *Wall of Ice* across the corridor to keep the ogre mage away. Suddenly, Bjorn recovers from his petrification. This startles the group and prompts Harwynian to remember that petrification is not permanent unless the victim is breathed upon *twice*. The others want to stay in the fight, so he casts *Blink* on himself.

The gorgon charges the *Wall of Ice*, shattering it. Jacob answers its appearance by breathing a line of cold at it and its rider, injuring both of them. Gobo follows up with *Searing Light* at the gorgon while Bjorn drinks a *Fly* potion.

Harwynian casts a persistent *Slow* on the gorgon and its rider. The ogre mage throws off the spell, but the gorgon is affected. Jacob, who had been bracing to be trampled, watches with interest as the gorgon very... very... slowly approaches him. The ogre mage strikes down at Jacob, hitting him with the flat of the blade and sending him spinning. Jacob recovers and slashes at the gorgon, cutting along its side and wounding the mountain of meat and metal badly. Bjorn comes in from the side, blade and shield swinging, desperate to destroy one of his favored enemies (Native Outsiders). His attacks are devastatingly effective, leaving the ogre mage fatigued, sickened, with cracked ribs (3 CON damage), and unconscious.

Gobo steps up to the gorgon and hits it with a *Color Spray*. The gorgon is unconscious, blinded and stunned. The characters slaughter it and saw its horns off. And four rounds later, V'lk recovers from his petrification. The gorgon and its riders carried:

- Large masterwork tatami-do
- Large masterwork composite longbow (+9 STR)
- Large masterwork katana
- Large masterwork silver wakizashi
- Two giant gorgon horns (powered into eight doses of gorgon horn for *Stoneskin*)

V'lk sneaks forward. The passage ends with a balcony. Three hobgoblins up on the balcony are speculating on how long it will be before the boss kills the intruders. A stone giant stands in the chamber with a pile of stones, waiting for someone to show up.

## **THE END OF THE SESSION**