

JADE REGENT SESSION SUMMARY 10/14/2012

ATTENDANCE

Bruce calls in to ask, “Can anyone even hear me? It would be swell if you could.”

Ernest privately thinks, “It would be even more swell if we couldn’t...”

Chris keeps his opinions to himself. He is far more concerned with figuring out the oddball connection problems. He succeeds just in time to hear *Bruce* sneeze with capacious might.

Paul muses, “That could be a good magical item, the *Sneeze of Capacious Might* +4.”

Matt speaks out, “I could really use something like that! Think of all those times that sneezing would be really useful in the game!”

Patrick keeps his own counsel...

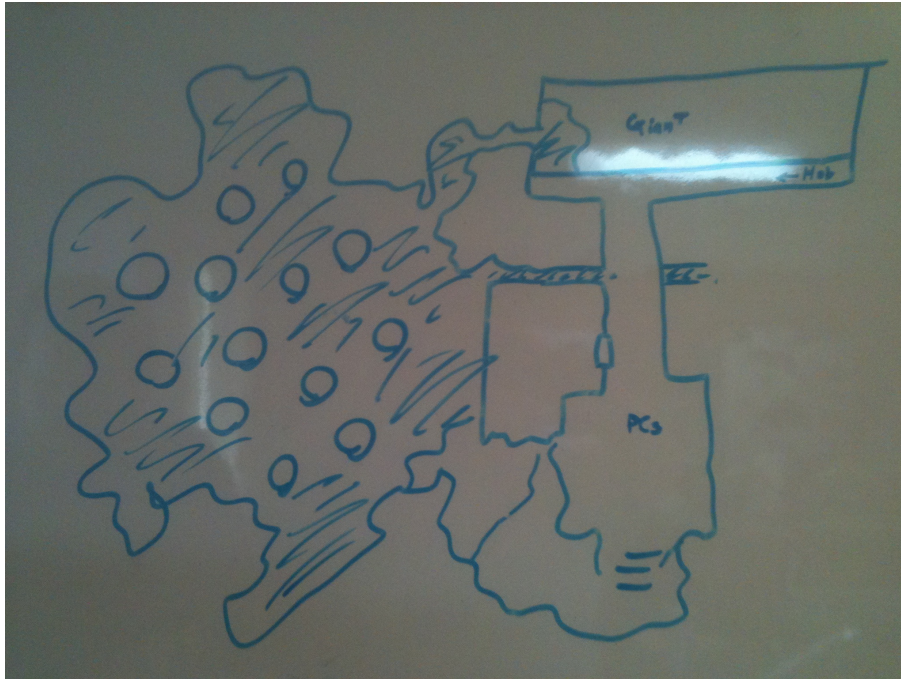
<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Harwynian Fallingleaf	Bruce	Elegant Elven Transmuter	10
Yoshihiro Kaijitsu	Ernest	Tien Reckless Mounted Archer-Knight	10
Jacob Frostfang	Matt	Ale-Loving Kellid Party Sorcerer	10
V’lk	Chris	Mute Feral Elf Stabber (and Oracle)	2/8
Gobo Samarillian	Patrick	Blind Gnomish Fortuneteller	10
Bjorn the Unlucky	Tim	Ulfen Woodsman	10

GLAD YOUR BOUT OF DROPSY IS OVER

The characters are grateful to see that *Yoshihiro*’s brief bout of the dropsy (which kept him from helping out with the gorgon-riding ogre mage) is done. They are saddened to note that the dropsy spirit has moved on to *Bjorn the Unlucky*, who will not be converting monsters into a fine red spray in the near future.

Yoshihiro celebrates his newfound healthfulness by exclaiming, “It’s time to grease us up a gnome!”

When we last left our heroes, *V’lk* had scouted further down the passage to find a balcony. Three hobgoblins up on the balcony are speculating on how long it will be before the boss kills the intruders. A hill giant stands in the chamber with a pile of stones, waiting for someone squashable to show up.



A side room (the unopened door above) proves to be something’s quarters. It includes a massive bed and a living carpet comprised of thousands of big, crunchy beetles. *Jacob Frostfang* goes in with his cold aura active and freezes out the lot of them. Then the rest of the group follows along to investigate. They find a variety of interesting objects, most of which *Harwynian* is able to appraise, but few of which he is able to hear about well enough to recognize.

Among the objects in the bedroom are six statues that look like they might once have been people. *Harwynian* believes that *Break Enchantment* might be enough to bring them back, but isn’t guaranteed to work.

HOBGOBLINS AREN'T SLOVCHES

While the characters are debating their tactical options, the hobgoblins down the corridor are busy setting up an ambush. They go for *Gobo* first, striking him with an arrow straight in the breastbone. Gobo reels from the impact. V'lk runs down the corridor at them as they fire a second volley. He evades their shots by whisper-thin margins, unbending in his fury. He casts an *Obscuring Mist* to ward off additional arrows.

Jacob ignores V'lk's efforts to protect him. He storms straight through the mist, emerging into the hobgoblin's next volley. They were clearly not expecting him: all of their shots miss. The hill giant flings a rock at Jacob, and also misses him. Harwynian notes that everyone has already run away from him, so he casts *Protection from Arrows* on himself and moves forward to catch up.

Jacob moves directly to engage the hobgoblins and the giant, completely caught up in the impetus to prove himself as a master giant-fighter from the cold Northlands. The hill giant moves to turn Jacob into a fine red mist with its greatclub. Jacob avoids certain oblivion by the finest of margins. V'lk silently observes that the gods are looking out for him today.

In the background, Harwynian casts *Haste* on everyone except Jacob (who, as per usual, is too far out in front). Yoshihiro draws out *Suishen* and engages the hobgoblins as V'lk uses his mysterious shadow powers to appear behind the giant.

The hobgoblins surround Yoshihiro and strike at him! Yoshihiro responds with three flaming, hasted strikes that annihilate one of the hobgoblins. He takes a more measured approach with the next hobgoblin, turning Suishen's blade to the flat and beating the creature into unconsciousness.

Harwynian moves up, sees the hill giant trying to murder Jacob, and makes his job a little harder with a persistent *Slow* spell. The hill giant manages a true strike anyway, leaving Jacob feeling rather injured. V'lk answers him by inflicting a truly amazing amount of damage to the creature, dropping it like a sack of potatoes hefted by a Connecticut stevedore.

Yoshihiro and Gobo beset the last surviving hobgoblin. Yoshihiro demands that the creature surrender! Its refusal angers him and he tells the creature that he'll suffer shame in the afterlife by being slain by a blind gnome. Yoshihiro proceeds to just help Gobo beat the

hobgoblin to death with his 1d6-1 damage weak morning star strikes. The creature doesn't have a chance as the characters inflict the death of 1000 cuts upon him. It takes quite a while.

THE HOSE JOB

The area below the balcony is a mottled stone plaza. The place is very impressive, but has clearly seen better days. The walls are decorated with carvings of blinded ettins and obscene monsters. The characters waste no time in looting the hill giant. They find:

- A cup
- Some bones
- A pair of dice
- A very big tinder box.

Harwynian doesn't bother appraising the lot, no matter how much the others beg him to.

The characters see two doors out of the plaza. They break the first one and find a room where a small, withered bonsai tree sits under a drip of dirty water. It appears that the water is keeping the tree barely alive. The characters recognize this as the focus object of the kami *Akumi*, who had requested their help in recovering it. They package it up very carefully for transport.

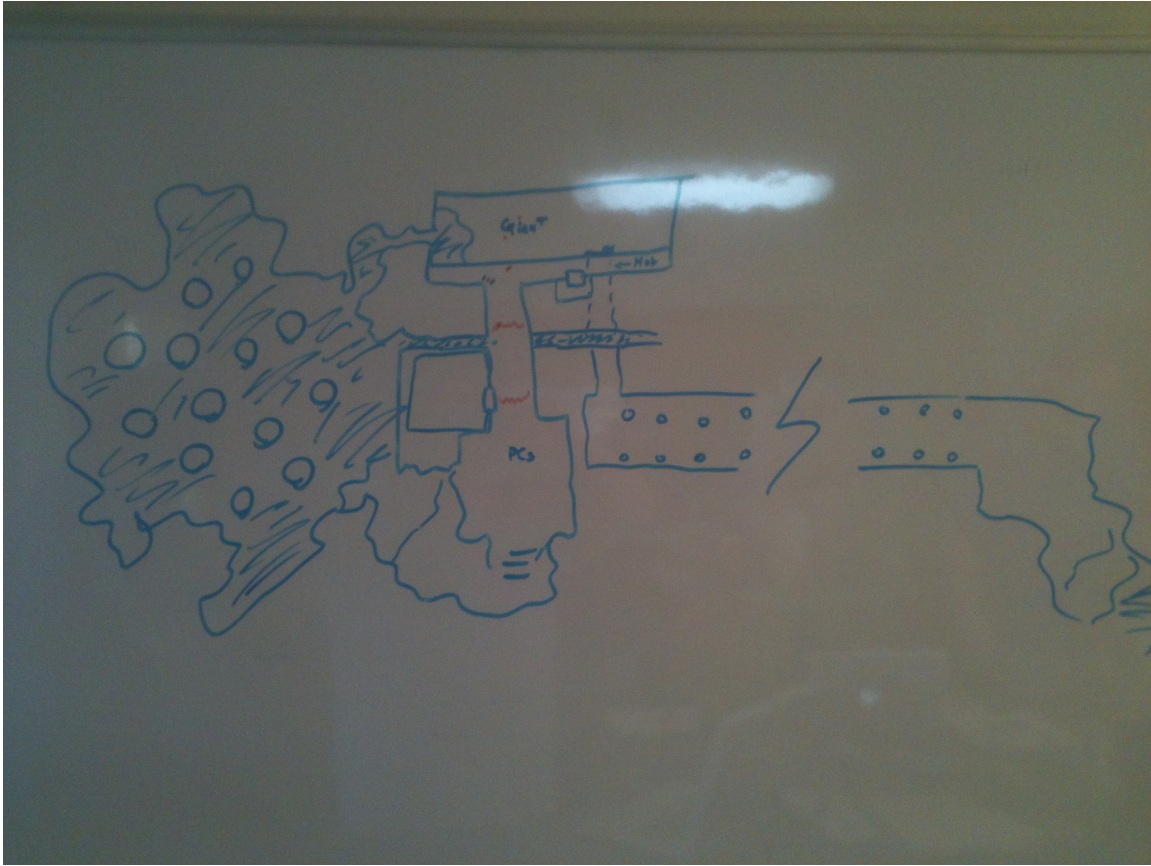
The second door is across a body of water. They cross it with Gobo's moon bridge and come into a massive hallway 600 feet long full of stone columns and statues of oni writhing in pain. The characters move down the corridor. As they do, four massive hulking eyeless lizards with mouths full of jagged teeth emerge from the shadows right around them. Harwynian responds first, hitting two of the creatures with an *Ice Storm*. The others note that the ceiling is creaking rather dangerously.



The creatures open their mouths and emit a horrible sonic wave. The first wave instantly stuns Harwynian, Jacob and V'lk. The second wave tears Harwynian half apart. The third almost kills him. And then the corridor starts to cave in. Falling stones knock Harwynian down and bury him.

Only Yoshihiro is not stunned, but the entire group is sorely wounded and buried in rubble. He notices that the four destrachans are using their sonic powers to blast their way out of the rubble. He thinks, "These are goddamn GI Joe monsters!"

V'lk uses his Escape Artist skills to work himself free of the rubble. He recognizes that this will be a long process. Meanwhile, the destrachans start digging into the rubble to get at the tasty trapped characters. Jacob realizes that he has a *Terracotta Warrior* available, and is very much in need of assistance. He summons up a helpful warrior spirit and asks it to attack a destrachan. Any destrachan. He remains buried and deafened, so he has no idea how things are going up on the rubble pile.



V'lk finally manages to struggle over to reach Harwynian. He uses a *Shadow Jump* to take the two of them far down the hallway and behind a pillar. He peers down the hallway to see a destrachan still fighting the terracotta warrior while the other three dig in the rubble.

Jacob decides that he is tired of being trapped under rubble. He flexes his majestic pecs and bursts free of the debris like an alien emerging from a host. Yoshihiro following in this trend by invoking his *Terracotta Steed* and using its might clears the stone away from himself.

V'lk feeds Harwynian one of his own healing potions. Harwynian returns the favor by casting *Protection from Evil* on him ("V'lk, are destrachans evil? Nod yes or no." <enthusiastic nodding>).

The destrachans respond immediately to Jacob and Yoshihiro by striking with their wicked hind claws. Hidden safely behind a column, V'lk thinks, "You know, those things can really handle themselves well in hand-to-hand combat." Jacob's spiritual ally slashes one of the destrachans down, though this doesn't seem to bother the others all that much.

V'lk casts *Greater Invisibility* on himself and moves toward the remaining destrachans. Harwynian snipes at a wounded destrachan with *Magic Missiles*, then moves in and finishes the job with a *Scorching Ray*. He doesn't know it, but the destrachan he killed had a PhD and was working on a cure for cancer.

Only one destrachan remains. Unfortunately for it, V'lk is lurking invisibly. He lashes out with his blades and leaves vicious gashes along the creature's flanks. It flees, only to be shot down by a *Magic Missile* from Jacob.

The characters turn to digging out those of their comrades still buried in the rubble. Jacob is *Enlarged*, which makes the process remarkably straightforward.

STONER CHICK

The characters elect to return to the beetle room to rest and regain spells. Harwynian makes an immediate attempt to *Break Enchantment* on one of the stone statues using his Bonded Amulet, to no success. After regaining his spells, he tries again on a statue of a wealthy male human. It takes a couple of tries, but he manages to return a female elf in arcane robes to life. She is disoriented, "What's going on? Who are you?"

Yoshihiro asks her, "Do you remember a gorgon?" He explains the group's mission in general: to slay *Munascaru*. Her name is *Drusisique*. She was traveling through the Forest of Spirits, searching for spell components, when she was attacked by a gorgon-riding samurai. After we compare dates, we determine that she has spent the last 50 years as a statue.

Harwynian wastes no time in developing an appropriately formal and traditional relationship with her, meaning that everyone else could die of old age before seeing any action. Yoshihiro suggests to her that the group might be interested in hiring her as their elven wizard, as their current associate "just isn't working out."

She knows that the Halfling statues are *Milo* and *Marigold*. They were Halfling adventurers ("Probably rogues..." says Gobo). The female human is *Aziza*, another adventurer. She isn't able to offer much more detail upon their various skills: "You know, the sort of folks who you hire to do distasteful things." She tells Harwynian *sotto voce*, "Your subordinates seem awfully uppity." Harwynian assures her that they perform better if they think they are independent.

V'lk scouts ahead to the end of the corridor. He finds that it is also blocked by a water barrier. He finds that the corridor ends in a 30' by 30' shaft with water pouring down from above. There are stone stairs cut into the walls of the shaft. V'lk returns to report the existence of the shaft, and that if there are monsters in that direction they are staying well-hidden.

THE HELL OF SHRIEKING SINNERS

V'lk picks his way down the shaft. At the base he comes upon an array of cages containing insane albino humans. Their screaming is incessant. He hides and waits. Soon enough their tormentors arrive: two figures that look like hobgoblins, but horribly disfigured and scarred. They are *Ja Noi* (hobgoblin oni). They are wearing studded leather armor and are armed with no-dachis (big swords). He returns to the others to explain the situation.

The characters hatch a quick plan that mostly involves charging down the shaft as quickly as possible under *Haste* and mostly using various ways to fly to avoid needing to make Acrobatics rolls on the stairs. Drusisique arrives with an array of *Mirror Images* in tow.

V'lk starts off by invisibly slipping up to one of the tormentors and slipping a shortsword between his ribs. His hit is good, but the hobgoblin isn't terribly upset about the outcome. V'lk reasons that you don't end up as the no-dachi-wielding badass in charge of the torture chambers by being a pushover.

Yoshihiro approaches the second tormentor, a vicious-looking Ja Noi with long, bristly hair. The oni draws out his no-dachi and flies into a rage. Yoshihiro groans, "Great. Barbarians." Gobo tries casting *Hold Person* on one, but the creature calls upon his Auspicious Blessing to throw off the spell. Drusisique tries casting a *Magic Missile* at a Ja Noi, to no great impact. Harwynian casts a persistent *Slow* at them. The two Ja Noi both start to move as if through a swamp.

Yoshihiro shouts out a samurai challenge to one of the Ja Noi and steps to the attack. He manages to slash across the creature's throat, denying him speech. The creature collapses. The others unload on the nearer Ja Noi and fell it quickly. Harwynian, Jacob and Yoshihiro perform coup de grace upon the two of them with *Scorching Rays* and Suishen. The others back away from the awful stench of roasting Ja Noi.

Yoshihiro tries talking to the crazed humans, all sixteen of them. “Hey. Are any of y’all, you know, sane?” He gets no good response. The others look at the Ja Noi and loot them.

- 2 suits of *Studded Leather* +2
- 2 masterwork composite longbows (STR +6)
- 2 masterwork no-dachis
- 2 *Rings of Protection* +1

Beyond the torture chamber is a tunnel that leads to a chamber full of chains of various sizes hanging from the ceiling. The characters can see a double-column of gibbets in the next room.

THE END OF THE SESSION

The session ends with the characters gazing upon the gibbet room. What horrors await them there?