

## JADE REGENT SESSION SUMMARY 01/20/2013

### CAST OF CHARACTERS

*Paul* bemoans the fact that every time he installs software, he cannot tell exactly what strange toolbars and add-ons he might be installing alongside the main product.

*Bruce* indicates, “That’s called ‘marketing’, and it’s crucial to the survival of our society today!”

*Chris* grumbles, “Yes, because today’s society is entirely based upon lying to people. I can hardly wait for the revolution to come and take some of these people out.” In the background, *Georgina* starts up a battle cry, “Lululululuuu!”

*Matt* notes that she appears to be gathering implements of destruction from the back of the office. He concludes that the video link must be fooling him today, and keeps his mouth shut. *Patrick* notes that Matt knows what’s good for him: he’s seen revolutions before, and they’re not pretty things.

*Tim* is absent today, owing to a family reunion at which he is unlikely to see a lot of pretty things.

*Ernest* for once serves as the voice of reason and sobriety, noting, “I brought lunch! Baked ham sandwiches for all!”

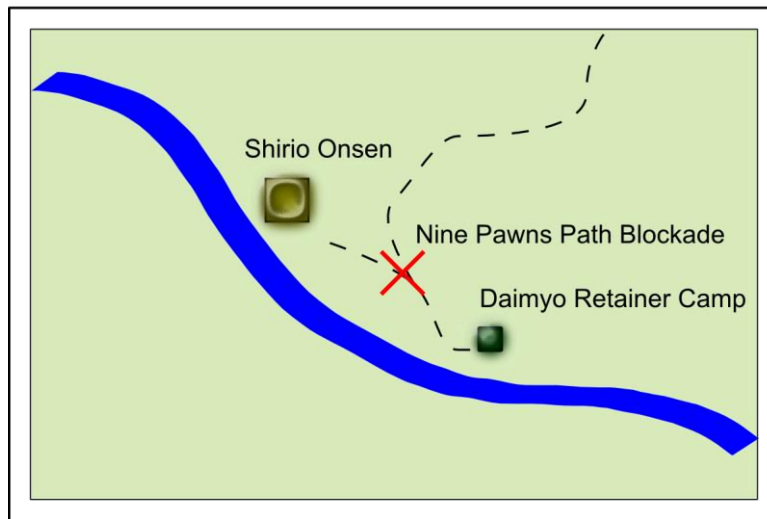
<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Harwynian Falingleaf	Bruce	Elegant Elven Transmuter	12
Yoshihiro Kaijitsu	Ernest	Tien Cavalier/Samurai-In-Training	12
Jacob Frostfang	Matt	Cold-Loving Kellid Party Sorcerer	12
V’lk	Chris	Mute Feral Elf Stabber (and Oracle)	2/10
Gobo Samarillian	Patrick	Blind Gnomish Fortuneteller	12
Bjorn the Unlucky	Tim	Ulfen Woodsman	12

### THE ROAD TO SHIRIO ONSEN

The characters are on the road to the lodge at *Shirio Onsen*. Once they arrive, they expect to challenge (and hopefully slay) the *Daimyo Sikutsu Sennaka*. They expect

to be aided by the *Nine Pawns*, samurai who left the Daimyo's service after he ordered them to burn down a village for failure to pay taxes. Those samurai (now ronin) have taken service at the lodge to get into position. The Daimyo is accompanied by fifteen retainers, with additional armed retainers at a camp down the road a quarter mile or so. The Nine Pawns will delay the arrival of the retainers once the alarm is raised by blocking the path with logs when they strike. If things go according to plan, the Nine Pawns will also block the path with the bodies of their enemies.

### The Shirio Onsen Area



Sennaka's retainers are not expected to be pushovers. Most fearsome among them is his yojimbo *Kazuo*, a massive warrior fond of fighting with a great iron tetsubo.

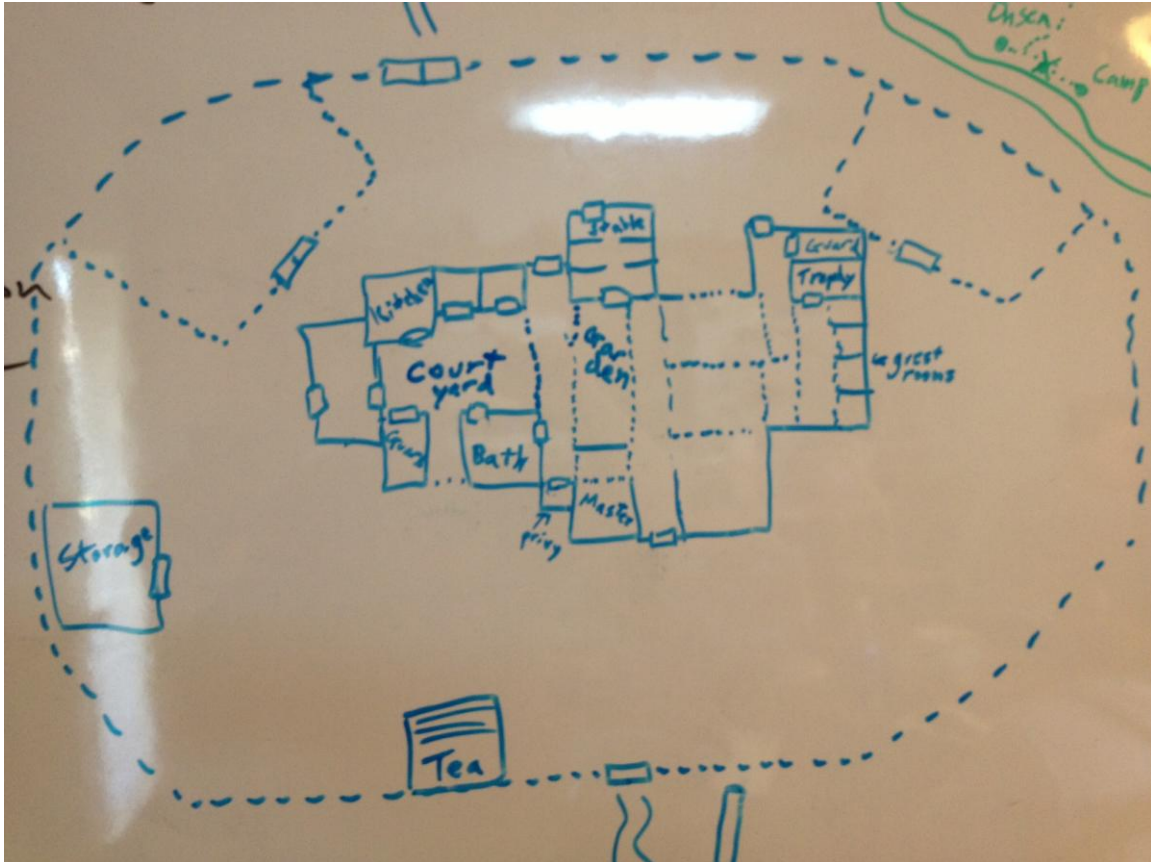
*Gobo* prepares for the coming violence by casting *Status* and *Sacred Bond* upon everyone in the group. *Jacob* prepares tea for the group with the magical *Harukai* tea set, giving everyone the benefits of *Greater Heroism* (+4 morale bonus on attack rolls, saves and skill checks, plus 11 temporary hit points, immunity to fear effects) for the next 110 minutes. That's good *Harukai*!

As the characters get closer to the lodge, *V'lk* once again becomes dismissive of Minkaian building techniques – he is not impressed by the rustic charm of the paper-and-wood construction. He picks up a rock and gestures, “My people make stuff out of these things! What the heck is wrong with these people!”

*Harwynian* and Jacob, in contrast, are enchanted by the peaceful and contemplative design of the lodge and its outbuildings.

## ENTERING SHIRIO ONSEN

The lodge is surrounded by a low palisade wall with two gates, one to the north and one to the south.



The characters decide to approach the lodge from the west, using *Passwall* to go through the palisade and into the storage area. Sneaking up is relatively easy because the guards are not really expecting trouble (+12 bonus). Unfortunately, there is at least one alert guard who spots Jacob about fifty feet out. The characters hear a loud explosion!

The carefully-designed plan is immediately discarded like last week's stale tea leaves. Jacob and V'lk cast *Dimension Door* and bring everyone into the courtyard flash bang! V'lk casts *Greater Invisibility* and opens the bath-house door. The steam makes

his outline visible, leading him to think (alarmed), “Oh no! I’m Kevin Bacon!” Yoshihiro and Harwynian (now shielded by *Protection from Arrows*) follow him.

Most of the group (except for Gobo) continues along to the master bedroom where *Yoshihiro* spots some actual opposition. Harwynian catches up with them and casts *Haste* on the group (except for Gobo, who is still cursing his short little legs). Jacob demonstrates one of his new tricks and transforms into a silver dragon (Gobo doesn’t transform at all, not even one little bit).

At this point, the bodyguards start to realize that the Onsen is under attack. A squad of men in samurai armor come clattering down the hallway. They attack the characters pell-mell, cutting Harwynian badly (Gobo reflects upon how at least nobody is trying to murder him at the moment, unlike that cocky elf. He deserves everything he gets, yes he does). One defender towards the back fires a *Scorching Ray* at Jacob. Jacob howls as it burns him!



Jacob unleashes his breath weapon, engulfing the attacking samurai! He manages to catch Harwynian in the blast, but all of the samurai evade the effect completely. Jacob complains, “They’re all rogues? But they’re carrying katanas! And casting spells! These guys are like the everything foes! Is there nothing they can’t do?”

V’lk casts a *Major Image* to bring the Nine Pawns (or at least images of them) into the battle. Yoshihiro launches seven arrows at two of the defenders, inflicting a series of devastating wounds that fail to do more than bring one man to his knee. Harwynian casts a *Persistent Slow* on the remaining four, bringing them down from five attacks per round to one. Everyone celebrates! Harwynian notes that they did have Spell Resistance (rather odd for run-of-the-mill rogues), though he was able to blow right through it. V’lk observes that the transmuter is being arrogant and condescending again, “Why yes, they did have unusual defenses. But the sheer elegance of my magic was more than a match for them!” V’lk rolls his eyes and prepares to hamstring another samurai. At least when he commits violence he doesn’t make a real production out of it. He just collects the ears. And why shouldn’t he? They’re so nice, each one unique like a snowflake!

Four more samurai defenders storm out of another corridor and engage the (illusionary) Nine Pawns. Jacob moves to engage and is somewhat shocked when one samurai’s face changes to that of a black bird. He roars as the samurai (tengu) goes for his eyes with a sharp, sharp beak. Another one casts *Dimension Door* and arrives right on top of Harwynian. Harwynian emits a very un-elegant squeak of dismay.



V'lk moves to flank with Harwynian and cut apart the teleporting tengu while Jacob claws and bites his way through another tengu defender, badly wounding the creature. V'lk manages to inflict a bit of damage, preparing the way for Yoshihiro to shoot the creature with five arrows and send it down for the count.

Yoshihiro finds himself pressed close by a tengu. Harwynian brings out *Miyako's Fan* and uses a *Forceful Hand* to bull rush the creature ten feet away. The tengu looks distraught: this kind of fighting just isn't fair!

One of the tengu takes stock of the situation (contaminated as it is by a tremendous number of illusionary allies on the characters' side) and squawks out, "Run! Flee! All is lost!" It takes to wing and flies away. The two *Slowed* tengu follow it. They follow it *very slowly*. The characters are left with just the eight probably-human samurai defenders who showed up after the tengu. Jacob tears into one of them, leaving him badly wounded. Gobo targets two of them with a *Color Spray*. He (and everyone else) is extremely disappointed by the results: the two samurai manage to resist the spell, emerging mostly unscathed. Gobo is amazed! Never before has he encountered an opponent who has been able to stand before his *Color Spray*. He tips his hat to the two samurai.

V'lk stabs and stabs again at a samurai, delivering a strong cut to the man's arm right at the weak point of his armor. The samurai bleeds copiously. He curses V'lk and all of V'lk's ancestors. Neither V'lk nor his ancestors care overmuch.

Yoshihiro takes a step back to guard Harwynian, then unleashes a barrage of arrows against the second samurai who had been menacing him and Harwynian. The samurai tries to use Samurai Resolve to stay standing, but the force of Yoshihiro's archery not only overcomes his Resolve but also shoots his head off. Nobody else understands how this is even possible with archery as they haven't watched *Princess Mononoke*.

The samurai Harwynian trapped with his *Forceful Hand* deduces where the invisible V'lk is based upon the outlines revealed in the blood sprays. She challenges him, then stabs him in the side. V'lk howls wordlessly, prompting Yoshihiro to quip, "Despite all your rage, you're still just an elf in a cage." Two of the samurai spend their time engaging V'lk's images. Two more challenge Gobo (who has been casting a remarkable amount of damaging magic) and attack him. He manages to evade all but one of their strikes. The last two samurai challenge Jacob (in his dragon form).



Harwynian picks out one samurai and burns him with a series of *Scorching Rays*. The samurai survives, but clearly noticed the attack. His *Forceful Hand* slams the other samurai clean through a paper wall and into the garden.

Jacob lines up four of the samurai (and three of the characters' illusionary allies) and engulfs them in a wave of cold. Yoshihiro follows up with a volley of arrows, downing the samurai Harwynian had shoved into the garden. The characters are impressed with the determination of the samurai to continue fighting at all costs.

The characters notice that one of the samurai is caught in an iaijutsu duel with an illusionary image. The image is perfectly still and perfectly focused, its hand upon its nonexistent blade, ready to draw. The samurai is very desperately trying to remain equally focused. The characters suspect that he will lose.

Gobo finds himself faced with four samurai. He casts a *Color Spray* on two of them. One of them manages to resist the spell, but the other one is knocked unconscious



and falls into a nearby hot spring bath. The characters determine that the samurai will likely drown before he wakes up.

Jacob tears into a wounded samurai and tears him apart.

V'lk steps over the body of the drowning samurai to engage another of the samurai who had been facing Gobo. The samurai is horrified, as the images he had been fighting evaporate and V'lk appears in front of him. His last words are, "They really were illusions!" Yoshihiro, Jacob and Gobo eliminate the remaining samurai while V'lk heals some of the wounded characters.

## CHALLENGE THE DAIMYO!

Noting that the samurai had come from the courtyard, Yoshihiro enters the courtyard and bellows out a challenge, "Sikutsu Sennaka! Come out and face me!" Daimyo Sikutsu and his massive yojimbo Kazuo step forward. With his *True Seeing* ability Yoshihiro is able to see that Kazuo is actually an ogre mage... but it doesn't matter that much because Kazuo drops his human disguise quickly anyway. Daimyo Sikutsu is accoutered in a full set of finely detailed armor – he very much looks the part of the samurai lord.



“Sikutsu Sennaka! You are ordered to surrender under the authority of the true ruler, *Ameiko Kaijutsu!*”

The Daimyo scoffs, “I do not acknowledge her authority, or yours.”

V’lk casts a *Blessing of Fervor* on the group and moves into an attack position.

Kazuo responds by blasting the group with a *Cone of Cold*. Harwynian is thankful that the ogre mage is evil so the *Circle of Protection* works, but rather less thankful that he stumbles and falls directly into the path of the spell anyway. Jacob replies with his own cold attack, with disappointing results.

Gobo launches a spray of *Shooting Stars* at Kazuo and Sennaka. Harwynian follows along with a *Chain Lightning*. Both Kazuo and Sennaka start to look slightly wounded. And then Harwynian’s *Forceful Hand* slams Kazuo back a square. Oof!

Yoshihiro steps up to Sennaka. As he comes in reach, Sennaka strikes with a saved action, delivering a staggering strike. Yoshihiro responds with three mighty slashes from *Suishen*, slashing open his chest. Sikutsu Sennaka falls to the ground... and then amazingly stands back up again. His resolve keeping him upright despite his blood coating everything in a five foot radius.

V’lk ponders, “How can I possibly follow up on that?” He manages one good hit on the ogre mage that Kazuo’s damage resistance mostly absorbs, and a long slash that bleeds copiously (at least until the creature’s regeneration heals the wound).

Jacob changes over to a fiery dragon’s breath and engulfs Sennaka and Kazuo in flame. Once again, Sennaka falls. Kazuo is horribly burned, his blue skin bubbling and burning. The oni collapses. Harwynian moves up and finishes the creature off with a *Scorching Ray*. Yoshihiro comments, “Those ogre magi burn like Nazis in a bunker.” Nobody else understands what he’s talking about.

Yoshihiro prepares the body of Sennaka for transport back to his brother. The other characters spread out and loot, searching in part with *Detect Magic*. Kazuo was not carrying any magical treasures (just his masterwork tetsubo). The characters simply take along everything Sennaka was carrying for later sorting. Sennaka was carrying:

- *Potion of Bull's Strength*
- *Potion of Cure Moderate Wounds*
- *Potion of Dark Vision*
- *Potion of Lesser Restoration*
- *+2 Katana*
- *+2 O-yoroi (armor)*
- *+1 Composite Longbow (+4 STR)*
- *Masterwork wakizashi*
- *Belt of Mighty Constitution +2*
- *Cloak of Resistance +2*
- *Family Banner*

Harwynian gets an excellent calligraphy set out of Sennaka's baggage. Gobo wins a contest for the *Cloak of Resistance +2*, and passes his old *Cloak of Resistance +1* along to Harwynian. V'lk gets the *Belt of Mighty Constitution +2*.

The characters look outside the Shirio Onsen and see that the Daimyo's other retainers were alerted by the earlier thunderstone alarm and are now facing down the Nine Pawns. The characters are concerned that the Nine Pawns might be interested in fighting to the death, for all that their stated goals involve surviving somewhat longer. With their trophies in hand, the characters leave Shirio Onsen before the guards fight their way past the Nine Pawns. Jacob flies over in dragon form to spook the retainers and give the Nine Pawns the signal to retreat.

## **THE ROAD TO SAKAKABE**

The characters slip away from Shirio Onsen, rejoin their caravan, and start the journey to Sakakabe some 200 miles away. Jacob manages to make contact with the Nine Pawns, who lost only two of their number fighting against the Daimyo's guards.

***RESTORING THE DEAD PAWNS***

Gobo determines that he should be able to use the magical power from his *Gem of Brilliance* as the source for *Raise Dead* spells to restore the two fallen Pawns. His attempt is successful. The restored samurai are (of course) ronin so they have no money – but they do promise to provide an appropriate reward to Gobo when their lands and properties are restored. We also distribute magical katanas to all of them to gain their loyalty in the new regime.

***SAMURAI HORSES FOR ALL!***

The characters visit the stables quite quickly and determine that there are several trained horses there, the former mounts of the Daimyo Sennaka's retainers. Yoshihiro promises to retrain them for anyone interested in a new horse. Harwynian, Jacob and V'lk are all interested. He works on this project during the week-long trip to Sakakabe.

***AN ENCOUNTER ON THE ROAD***

On the second day of travel the characters meet a monk standing in the river wearing a tengai hat and playing a flute. V'lk takes one look at the hat and explains to the others via gesture, "If we have to kill this guy, dibs on that hat!" The others are willing to agree to that.

As the characters approach, the monk gestures towards a lacquered wooden box on the shore. The characters get the idea that he wants them to leave an offering in the box. Most of the characters put some silver coins into the bowl.

Harwynian is actually familiar with this practice. There is a specific order of monks who travel around collecting alms and teaching laypeople how to play the flute. Their style of flute is often accompanied by the samisen, so Yoshihiro joins in and plays alongside the monk for a little while.

Yoshihiro tries talking to the monk. The monk responds by leaping up onto the surface of the water and running across it to the alms box. He picks up the box, bows to the characters, and vanishes into the woods.



***THIS IS NOT A JOKE!***

Three days later the caravan is moving along the lower slopes of a hill when three ogre magi fly over the ridgeline and rush to the attack. They snarl at the characters angrily, their tusks glistening and their eyes afire! Then they rake the party with *Cones of Cold* leaving several characters (particularly Harwynian) almost dead of cold. Harwynian responds with a *Persistent Slow* that catches two of them. V'lk and Gobo heal him so he no longer looks like an icicle.

Yoshihiro strikes one ogre mage with three arrows. Jacob hits that ogre mage and one other with fiery dragon's breath, knocking the wounded attacker from the sky. One ogre mage casts a spell back at Jacob, to no effect. The other surviving ogre mage swoops down upon Yoshihiro with his greatsword.

V'lk decides that he's tired of flying ogre magi. He casts *Dispel Magic* on one of them, bringing the creature down to the ground with a sickening thump. Harwynian hits the remaining flying ogre mage with a *Disintegrate* that (sadly) doesn't manage to live up to its name. Gobo follows up with a *Chain Lightning* that illuminates the skeletal

structure of the grounded ogre mage, roasting it to the bone. The last ogre takes two arrows to his vital organs from Yoshihiro. Everyone is amazed that the creature is still in the air.

Jacob assures the others, “That will not be a long-term problem.” He knocks the ogre mage down with fire. The characters take appropriate actions to ensure that the magi will not recover, then turn to looting. As usual, the ogre magi are not carrying much of great interest to the characters:

- Wand of *Summon Monster II* (27 charges)
- Masterwork Longbow (+7 STR bonus)
- Masterwork buckler
- Potion of *Invisibility*
- Scroll of *Cure Light Wounds*
- Scroll of *Ice Storm*

Harwynian picks up the potion of *Invisibility* and the scroll of *Ice Storm*. Gobo takes the wand of *Summon Monster II*. V'lk claims the scroll of *Cure Light Wounds*.

#### ***MORE TROUBLES ON THE ROAD***

Gobo and one of the Nine Pawns are on watch later that night when they hear noises coming from the wagon where the caravan stores food supplies. Gobo tries sneaking over to the disturbance. He sees a creature with long bristly hairs picking through the caravan stores. When it sees Gobo it snarls and electricity runs up its hairs. Gobo thinks, “My god, that thing is ugly.” Then it runs into the darkness.

The Pawn accompanying Gobo is able to explain that the creature was a *raiju*, a thunder animal.

#### ***THE LITTLEST ONE***

The following evening, Harwynian is on watch. He spies some strange glowing balls of light coming out of the forest. They start circling around him. He casts *Magic Circle Against Evil* and wakes the group.

The glowing spheres circle closer and closer around Harwynian's head. He recognizes them as spirit oni, the smallest and weakest type of oni. They are created from spirits that abandon their duties. He thinks they want to touch him so they can talk through him. He allows one of them to contact his head. The spirit oni forms into a facemask. It grants him a +2 insight bonus on Perception checks. On the minus side, it takes control of him.

V'lk tries attacking one. It strikes back by forming a monster face and bites at him.

The third goes towards Gobo's face. Gobo evades and Yoshihiro destroys it with *Suishen*.

Then Harwynian's spirit speaks with his voice, "We know many things." Harwynian decides he'd rather not know the things the spirit knows, so he pulls the mask off his face. Yoshihiro destroys it.

"I'm glad we've finally all learned our lessons about letting strange spirits possess us," chides Yoshihiro as Jacob gnaws on a pine cone.

## **THE END OF THE SESSION**

The session ends with the characters arriving in Sakakabe. Other things might have happened, but the recorder of all wasn't around to hear about them...