

JADE REGENT SESSION SUMMARY 03/17/2013

CAST OF CHARACTERS

Bruce sits in faraway Richardson, calling into the Aether. Will anybody answer? Will a voice call out in response? Apparently not. He sits bemused, speculating upon exactly what might be going on out there.

Ernest had sent out warning that because he has children underfoot gaming would be best at his place. *Paul* agrees. *Chris* grumbles, first because this means he needs to move all his Skype infrastructure and second because he might need to deal with small children.

Georgina is full of enthusiasm! L. L. Bean sent her a catalog of fishing gear. It turns out that fishing gear is also good for holding knitting gear, juggling gear, flow arts gear, and so on.

Patrick steps in, announcing to all who care to listen that he just pulled up. Everyone except *Georgina* assumes that he is talking about in his car. She assumes he's referring to pants.

Tim shows up just in time to hear Ernest inveigh against the monstrosity that is Fudge dice. Tim is confused – he didn't write any of the games that use them, and neither did Paul...

Matt shows up to help defend Ernest and his anti-Fudge Dice crusade. He loudly proclaims his opposition to all games that use such dice, excepting of course *FUDGE*. And *Fate*. And *Spirit of the Century*. And, of course who could forget *Dresden Files*, oh good times...

Character	Player	Description	Level
Harwynian Fallingleaf	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

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Gobo Samarillian	Patrick	Blind Gnomish Fortuneteller	12
Bjorn the Unlucky	Tim	Ulfen Woodsman	12

THERE IS A DRAWBACK TO THIS PLAN

The characters have finished exploring their way through the first level of the Well of Demons. They are unable to find any good way to make their way down to the second level, except possibly asking the kami up on the ground to interrupt the waterfall. The drawback of this plan is that this will probably let all the demons free.

The characters decide that they will go to talk to the kami anyway, but only to see if it can offer interesting insights on how to deal with the demons. The characters split between those who fly and those who walk (needing to use a Moon Bridge to get across the flooded cavern).

The characters return to the surface and trek to the source of the waters up in the island's central hills. It turns out that this trek only crosses some 400 feet. The characters are underwhelmed.

The waters come from a spring, flowing out to fill the lake and the stream. The characters find some magical writing on a nearby stone. *Harwynian* determines that the spring is magical and powerful. He uses *Identify* and determines that the power of the water is to contain the evil spirits of the Emperors.

Gobo steps into the lake and calls out to the spirit. A massive serpentine carp with rainbow scales explodes from the water and asks, "You called upon the spirit of the spring?"

Yoshihiro explains the characters' goal to restore the betrayed Emperor *Higashiyama Shigure's* body to its proper resting place and restore *Amatatsu Ameiko* to the Jade Throne. He hopes that the spirit can provide guidance on how to reach the lower reaches of the Well of Demons.

The spring spirit indicates that its entire purpose is to keep the waters flowing, and that to stop the flow would cause horrible disaster. The spirit does not have the

power to allow the characters to breathe water so they might get through without drowning.

Once the characters conclude that the spirit cannot help them, they move to a side conversation. Unnoticed, the kami turns back into water and vanishes.

RESTING FOR THE EVENING

The characters make camp to rest and regain spells. *Bjorn the Unlucky* decides that he will take this opportunity to attempt to seduce the monk *Hatsue*. In the morning, he is unwilling to explain his success (or lack thereof) to the others. Hatsue is also unwilling to provide any explanation. The others evenly divide between those who think he was successful, and those who do not. Spirited discussion ensues.

In the morning, *Jacob* performs a tea ceremony for the group. In spite of his skills, his outcome isn't all that impressive. Ameiko cannot restrain herself, shouting out "It tastes like toenails!" Yoshihiro admits that it tastes like a very interesting sort of toenails. Jacob admits that he didn't actually use tea, he just heated up some Red Bull. Bjorn howls, "I don't know why, but my head is pounding, my heart is pounding and my mouth tastes like metallic strawberries!" This is still enough to provide *Greater Heroism* to everyone in the group.

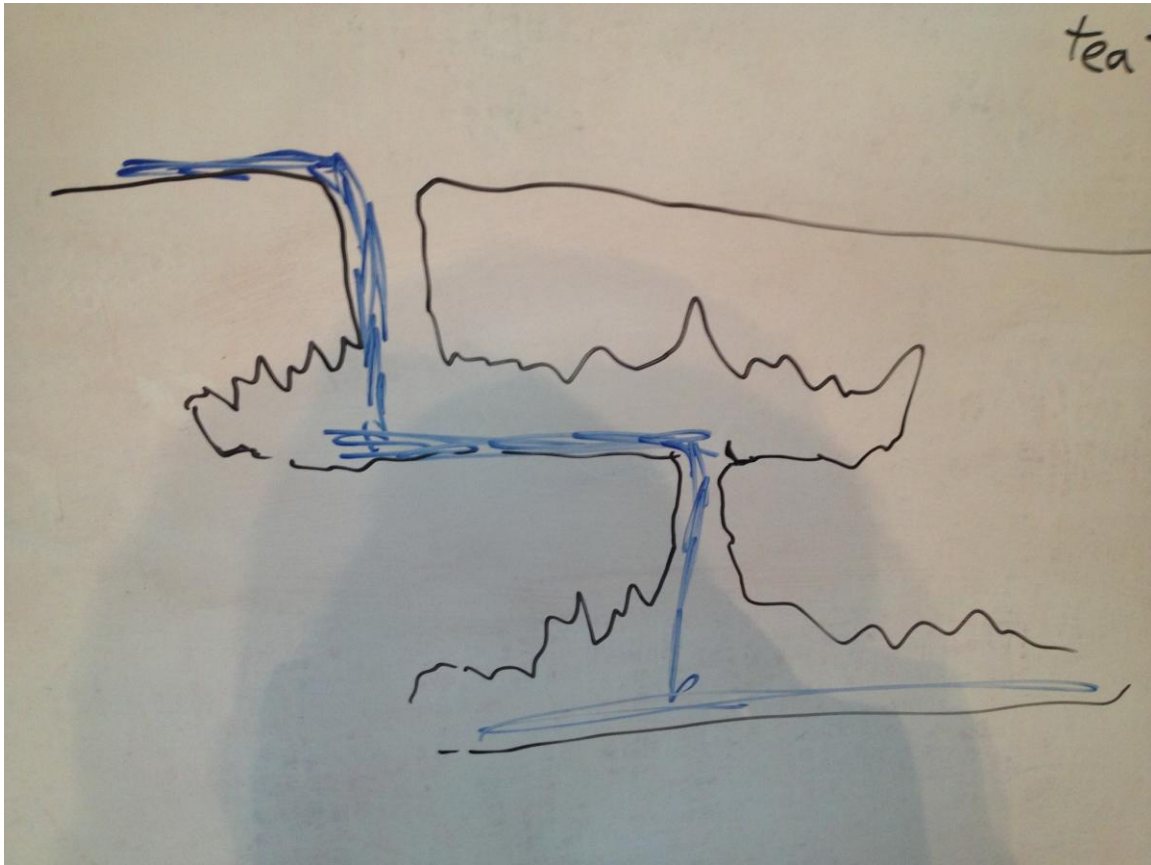
The next morning the characters go back down through the Well and are again affected by the magical vertigo effects. Yoshihiro is overcome by the effect and plummets like a stone down the shaft. Jacob and Sandru are also overcome. They join hands and make a suicide leap. Gobo and Hatsue make for the last pair.

Harwynian swiftly casts *Telekinesis* and saves Gobo from the fall. Bjorn very acrobatically saves Hatsue. Everyone else hits the water far below. Their injuries are surprisingly light, mostly absorbed by the temporary hit points they received in the morning's memorable tea ceremony.

THE CHASM TO THE SECOND LEVEL

The characters find the chamber where the water flows down into the second level. It turns out that there is an air gap in the passage, so water breathing is not

necessary, so long as folks can fly. Or swim very, very well. It is fairly clear that there is another precipitous drop at the end of the declining underground river. V'lk casts *Water Walking* on everyone in the group so they can operate freely at the end of the journey. Most of the group takes advantage of various flight or transformation tricks to be able to get down the abyss.



The sounds of the rushing water overwhelm everything else. At the bottom of the falls the characters find another pool. There is a small skiff floating in the water. There are several sandy islands further down in the chamber and a rocky ledge at the edge of the pool. Yoshihiro lands upon the skiff. Harwynian is about to do likewise, until he notices that the skiff is starting to steer itself automatically. He calls out, “Hey guys! I think this skiff knows where to go!”

The others mostly land upon the ledge, confident that Yoshihiro and Harwynian will figure out the details of the horrible skiff trap that they have fallen into. Bjorn decides to join them. At that is when the water elemental attacks them. “Dear god! It’s

not in the water! It *is* the water!” Slowly, the characters realize that there are many water elementals attacking them indiscriminately. Their level of alarm increases appropriately.

The skiff is dragged under the surface of the water, leaving Harwynian, Yoshihiro and Bjorn bobbing and screaming as they are battered to death by water elementals. Jacob flies in as a dragon and reflects upon the wisdom of hitting the area with a *Cone of Cold*. He thinks better of it when he recognizes that Harwynian’s *Cube of Frost Resistance* will also protect the elementals.

Shalelu moves from the ridge down the corridor. She sees a samurai in bloodstained ancient armor standing guard. His eyes glow red from underneath the rim of his helm. She sneaks back and tells the others, “This is not the safe way...”

Back in the flooded cavern, Yoshihiro grabs Bjorn and attempts to walk up into the air with his *Air Walk* trick. At this point, several big ugly froggy creatures with dead, milky-looking eyes (“They look like boggards, but big, more evil boggards!”) surface nearby. They see Yoshihiro overhead and commence firing *Acid Arrows* at him. The creatures perforate him. Yoshihiro howls out, “It burns! Oh, how it burns! Just like mama’s kisses!”

This leaves the six elementals to gang up on Harwynian. They beat him silly. His only consolation is that he had some of the *Greater Heroism* hit points left to take some of the damage. Bjorn responds to Harwynian’s screams by shooting arrows down at the froggy monsters. He is disappointed when the one arrow that was on target merely bounces off the creature’s hide.

Harwynian decides that his best option is to not be crushed by elementals. He *Dimension Doors* back to the ledge, noting that the nearby sandy island is decorated with unpromising skulls with glowing eyes. The others, unable to see fine details of what is happening in the churning water, briefly assume that Harwynian has drowned.

Yoshihiro burns again, then the giant boggards act. They launch themselves into the air and spread their froggy limbs out as webbed wings. All V’lk can think is, “Sugar gliders! Monstrous sugar gliders!” This is hard to accept because each of them is ten feet tall and weighs 3000 pounds! Dear god, what are they *made* of?

Giant boggards fling themselves into the air at various characters. One of them grapples poor Hatsue. Jacob narrowly avoids being grappled by another of them. Yoshihiro overcomes his amazement at the sight of frog-men the size of mid-sized sedans gliding in the air like humongous flying squirrels long enough to send four arrows into one of them. He lightly wounds it. The others are dismayed.

The characters notice that the elementals are gathering around where the frog-man is dragging the unfortunate Hatsue. Bjorn had been flying with her, so he recognizes rather swiftly that he will also end up in the water.

Bjorn casts *Protection from Energy (Acid)* upon Yoshihiro to keep the *Acid Arrows* from etching him into a burnt skeleton. Yoshihiro is terribly grateful to feel the awful burning fade away.

Gobo knows all about the frog-things. He knows that they are hydrodaemons, terribly gleeful about the prospects of dragging victims under the water and drowning them – the anguish makes them extra-tasty. They are harmed both by cold iron and by silver, if the characters should happen to have any weapons made of those substances. The others are moderately happy to know that the gnome's book learning is paying off, sort of. He flies down and slaps a *Freedom of Movement* upon Hatsue, enabling her to easily slip from the daemon's grasp.

V'lk pops some popcorn off on the ledge and heals Harwynian. Harwynian shoots off a *Chain Lightning* at three of the things, observing that they have pretty good reflex saves and moderate resistance to electricity (but not outright immunity! Key point!).

The hydrodaemons are not to be outdone. One of them claws Hatsue twice – even though she wriggles free of its grasp, she is still torn to bloody flinders. Jacob takes two more hits and ends up grappled. The hydrodaemon that had been engaging Gobo flies after him like a spectacularly ill-tempered aerial frog.

Hatsue flies out of the grasp of a daemon as Yoshihiro sends a barrage of arrows down at a wounded daemon. He is confident because Bjorn has enhanced his arrows to

make them act as if they were silver. The daemon crashes down into the water with an arrow right between its eyes and piercing its outerworldly excuse for a brain.

Gobo comes in and unleashes a *Holy Smite* at three hydrodaemons, confident that it will work beautifully against an evil outsider. The three daemons howl as they suffer massive holy damage, and are blinded as well! Everyone rejoices! Then Jacob shreds another as Ameiko pulls out a banjo and fills the cavern with the hard-edged sounds of bluegrass. Harwynian peppers a critically wounded hydrodaemon with *Magic Missiles* but doesn't manage to down the creature.

Yoshihiro's luck runs out as a hydrodaemon catches up with him and claws him. It claws him hard. Honorable samurai blood sprays freely from his rended organs. He calls upon his samurai's resolve to stay up and stay in the fight.

Bjorn manages to tag a hydrodaemon with an arrow. The others finish the creature off.

There is one hydrodaemon remaining. Yoshihiro challenges it, "Come get some!"

To great surprise, the daemon answers, "Okay." It opens its cavernous gullet and spits out a wad of foul-smelling slime at Yoshihiro. It makes him feel very sleepy, but he manages to throw off its effects. Shalelu answers the daemon's attack by skewering it with a silver arrow. Jacob notes, "That thing can spit 20 feet. That's very impressive."

Gobo answers him, "Yes, it makes him very popular with the ladies."

Harwynian is baffled, "There are women out there who want to be spat upon from 20 feet away? Where do you find them?"

Bjorn explains, "They're in rap videos. You need to spend more time watching VH-1."

The characters skewer the daemon in detail. It collapses, leaking horrible fluids and semi-fluids.

THE VESTIBULE OF THE UNDYING

Bjorn explains that he has a spell called *Life Bubble* that provides the characters with the ability to operate underwater (or, really, in almost any other circumstance with adverse atmosphere). He casts it upon characters and most of the NPC's. It will last for two hours.

The characters explore the lake and find nothing of great interest. They determine that the glowing skulls on the sandy island are just ambience: the glowing effect doesn't seem to carry any other malevolent effect. V'lk determines that they continue to glow even when removed from the island, so he gathers up a large sack of them.

The characters head down the cavern and approach the dead samurai sentry, covered by an *Invisibility to Undead* spell. The sentry shreds the spell without even noticing it.

Yoshihiro explains, "I am Yoshihiro Amatatsu!"

The dead skeleton throws a blast of acidic energy at the characters. They scatter to avoid the damage. V'lk provides a *Blessing of Fervor* and moves swiftly around to flank the samurai. Yoshihiro steps up and challenges the creature, finding that it (un)lives to challenge and be challenged. Yoshihiro's first strike is strong and true, shattering exposed ribs and shredding ancient armor (critical strike, 102 points of damage). The samurai staggers back, but continues fighting.

Harwynian casts *Haste* upon Yoshihiro and V'lk.

The undead samurai brandishes its katana and strikes at Yoshihiro. Its return strike, augmented by horrible fuming acid running upon its katana blade, is just as strong as Yoshihiro's initial attack, driving him to the point of death. Its blade tears across Yoshihiro's guts, spilling intestines and shattering bone. Gobo steps up and casts *Heal* to correct the situation, restoring him to full health.

Bjorn activates the anti-undead properties of his *Nine-Ringed Ghost Sword* and assaults the undead samurai. He charges and strikes! The samurai is touched, but not so harmed as to fall. Jacob follows up with some *Magic Missiles*. V'lk strikes with shortsword and cold iron wakizashi. He strikes knee and knee with the shortsword, then

as the undead samurai falls he uses the iron wakizashi to separate the creature's head from its body.

The characters recognize that one of the Evil Emperors they must challenge was responsible for converting most of his army into undead, including his greatest general *Akatsa Katsumoto*. The general in particular was also buried with the Emperor in the Well of Demons. He was carrying:

- *Katana* +2
- *O-yorori Armor* +2
- *Composite longbow* +1 (+7 STR)
- Masterwork wakizashi
- *Cloak of Resistance* +1
- *Ring of Protection* +2

Gobo gets the nice *Ring of Protection* +2. The characters despair of anyone being able to use the *Composite Longbow* +1: Jacob has enough strength to wield it in his dragon shape, except that dragons can't use longbows.

THE WAY AHEAD IS ALL CLEAR, HONEST!

V'lk casts *True Sight* and *Invisibility* and sneaks down the passageway to see what he can find. He moves into an utterly silent dark cavern. He finds nothing inside. He passes through into another cavern with starry patterns upon the ceiling, dimly illuminating statues below leading up to a carved throne. A massive crown sits upon the throne. A desiccated corpse dressed in Imperial finery lies upon the floor. V'lk sneaks back to report two empty caverns.

The characters move forward into the first cavern. Everyone is surprised when an enormous shadow descends from where it was covering almost the entire ceiling. The only parts of it the characters can clearly see are its evil red eyes. It falls upon Bjorn and tears into him. At the same time it tries to dispel his *Bear's Endurance* and *Protection from Evil* spells.

Yoshihiro fires a single arrow from the *Daikyu of Commanding Presence* into the air, using it to cast the *Daylight* spell and also serving as his champion's banner. He is glad to see that the creature becomes sickened in bright light. Jacob invokes *Breath Weapon* and covers it with flame, inflicting some damage. It responds by using its 15-foot reach to bite him. He screams as it tears bloody shreds out of him.

Harwynian, noting that the creature was damaged by fire, pierces it with two *Scorching Rays*. It howls in agony as one of the rays plays across its eyes and (temporarily) blinds it.

Yoshihiro shoots it several times with his bow, harming but not destroying it.

Gobo takes a close look at the creature and identifies it as a *night-wing*, one of the least-powerful members of the *night-shade* family of undead. This specific example was once an oni who has been transmogrified into this shape by awful necromancy. It is vulnerable to good-aligned weapons, and silver weapons.

Jacob ignores Gobo's advice and simply strikes it again with fire. It screams and burns, now looking critically injured. Bjorn directly engages it and drops it to the very edge of unlife. V'lk leaps up and strikes it in the nodule. It screams and the entire room is briefly engulfed in darkness. When the light comes back, it is gone.

Gobo asks V'lk, "So, what did you miss in the next room?" V'lk says nothing. As per usual.

THE THRONE ROOM

The characters move into the throne room. They note that the sour stench of death flows from the body on the floor. A terrible chill fills the air. V'lk indicates that his *True Seeing* indicates that the crown, the decorations and so on are all merely illusionary.

As the characters enter and look around something rises from the dead body. It is the shade of Emperor *Shoginawa Ito*, looking very much like an incorporeal version of *Lo Pan* from *Big Trouble in Little China*.

Yoshihiro calls out, “Shoginawa Ito! I am Yoshihiro Amatatsu! We come seeking for blessing for the new Empress Ameiko Amatatsu!”

“You seek to wrest the throne away from the Jade Regent? He’s a dork. I will give you my blessing, but on the condition that you allow me to possess her!”

“That’s just not going to happen.”

“Then you will die!”

Shoginawa Ito casts a *Finger of Death* at Ameiko. Gobo swiftly casts a *Spell Resistance* upon her to block it. V’lk casts *Blessing of Fervor* and moves into position.

Bjorn is beside himself in joy. He yells out, “Sweet! Incorporeal undead!” He powers up his *Nine-Ringed Ghost Touch Sword* and crashes into the creature. Emperor Ito is no longer fond of Bjorn.

Ameiko follows up with a *Ghostbane Dirge* to bring Emperor Ito fully corporeal. Harwynian speeds things up with *Haste*. And Hastue takes a swing at the dead Emperor, connecting for a solid hit.

Emperor Ito responds with a *corrupting gaze* that makes its victims both less healthy (damage) and less attractive (Charisma damage). Then he follows up with a *spectral Flame Strike* that kills Hatsue outright. Her scorched, shriveled body falls to the ground. Finally, he casts a *quicken Mirror Image*. The characters find themselves facing seven Emperor Itos.

V’lk casts *Breath of Life* on Hatsue, bringing her right back to life. She is quite surprised to find herself once more standing and vital. Shalelu follows up with arrows to eliminate two of the Emperor’s images. Bjorn steps in with his *Ghost-Touch* blade and his magic shield. He obliterates all the remaining images and scores two hits upon the Emperor to boot. Yoshihiro steps up, comments, “Finish him!” and quarters him with two strikes from *Suishen*. The Emperor’s body vanishes.

The characters quickly search the area for the Emperor’s phylactery. They do not find it – it must be in another castle. The body, however, is the body of the Emperor Higashiyama Shigure. The characters place the body into a bag for transport back to the

surface, then spend a few immature moments scrawling insulting messages to Emperor Ito on the walls.

TRIMPHANT RETURN TO THE SHRINE OF THE HEAVENLY SOVEREIGN

With the body of the Emperor in their possession, the characters return to the surface. Getting there takes some doing because the characters must fly to do it (with the customary difficulties). The characters return to the Shrine of the Heavenly Sovereign. They once again speak with the spirit *Onoko*, who congratulates them for slaying the dishonorable ancestor of the Amatsatsu and heals all of their injuries and diseases (including the CON-wasting disease they didn't know they picked up from the water in the Well of Demons).

The characters lay out Emperor Shigure's body properly in his tomb. His spirit appears, clearly much more at peace than before. He regrets that his family is dead, but is grateful that the Jade Throne will be held by a member of one of the true Imperial families. The Emperor's spirit is able to tell the characters some of the history of *Annamuramon* and the creation of the Five Winds Oni. Funeyoshi rescued the defeated warlord's spirit and recreated him as an oni, but because he was bound by the Laws of Golden Perfection he could never use his increased powers to rule the worlds of mortals.

HOW GOES THE GREAT REBELLION?

The characters confer with their various rebel associates and attempt to count up the Rebellion Points they have earned and plotting their assault upon the palace – probably to rescue the daughters of the nobility held there to assure good behavior. The characters also sell a lot of their captured loot, bringing in 5210.60 gold pieces for each character.

THE END OF THE SESSION

The characters end the session by going up to 13th level (Harwynian's HP roll is 4).