

JADE REGENT SESSION SUMMARY 12/11/2011

ATTENDANCE

Today is lame ass excuse day in RPG land. *Chris* is in place at the appointed hour, as he is hosting. *Ernest* shows up late but first, despite having a birthday party the previous day that involved drinking for 12 hours straight. *Paul* the GM calls in late but arrives next. *Matt* arrives next figuring he'd be last, but it's not to be. *Bruce* emails in to say he can't attend due to <clearly made up excuse> and *Tim* notes he'll be late. *Patrick* arrives and we get started.

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

*Kellids = Powerful barbarians from the Frozen North

WALKING-AROUND MONEY

Between sessions, Ernest realized we hadn't split up the goblin bounty money, so he declares a 50 gp dividend to all players! This was sent in email but some of the group are apparently stuck in the 1970s and don't read their email. We have also all leveled to second level, and Fate points all reset to 3.

PACKING UP

Jacob is visited in the meantime by many people who want to give him fond farewells, sexytime style. Many Fortitude checks are rolled. He also goes to help Sandru prepare the wagon, mainly because he's crushing on Sandru. He determines that the man likes art and swashbucklers and looks for a present for him. He buys a replica scarf like that of the Varisian hero Ravno (Chuck's character from our Rise of the Runelords campaign). He negotiates Savah Bellinki the armorer down to 18 gp for the gift. After he notices she has a masterwork greatsword for sale, he starts trying to sell his healing

potions to her to obtain it. She gives him full value but demands a date to the theater in return; he's *so* down with that.

Gobo the gnome is staying with *Koya* the fortuneteller. She's eager to head out on the caravan to see new lands! She's talking about letting her (Madame *Niska's* manor house) house's lease lapse because she's not real interested in ever coming back.

V'lk wants to torment a *Sczarni* (Varisian criminal type). He plans to kidnap one, hang him upside down in the forest, and pretend to kill him. No one is quite sure why. He scouts out where they hang out and dresses up like a medieval *Rorshach*. He sneaks up on one of the guys while he's using an outhouse out back of the *Fatman's Feedbag*. As the *Sczarni* emerges, the half-elf leaps out and starts sapping him about the head and shoulders. The thug is tough; he rounds on *V'lk* and pulls a dagger. *V'lk* leaps back to avoid the blade and pops him again. The thug is screaming bloody murder by this point and people are coming out of the inn – the screaming that usually comes from the *Fatman Feedbag's* outhouse is usually not this sustained. *V'lk* decides to make a break for it, and dashes off to the northeast. A *Sczarni* leader yells, "Spread out! Get that freak!" He runs behind a shed (or shack) and hides. The searching *Varisians* bypass him. *V'lk* fumes silently to himself, certain that there must "be something wrong" with the *Sczarni*. If they have that many hit points, why don't they slay everyone in the town and rule over the burning wreckage with an iron fist? He just doesn't get it!

Hiro is hanging out at *Kaijitsu Manor*, having the servants polish his gear. He wanders over to *Savah's Armory* while *Jacob* is there and asks if she can engrave the six masterwork shuriken the party has been retaining as keepsakes with a dragon symbol. Eventually he manages to interpose himself into the vamping to get the job ordered. She acid etches them for 2 gold a pop, and he invites everyone to *Kaijitsu Manor* for dinner. He tells the group, "I had never really understood what the Order of the Dragon meant when they would talk about the team being more important than the individual; I always thought that was a lame excuse for individuals who weren't bold enough. But when you guys helped me when I was engaged in single combat with that skeleton and was on my last legs, I realized what they were trying to say. I am proud to be a member of this team!" He distributes the engraved masterwork shuriken to the group as a sign of our unity.

Hiro also talks to Ameiko about arrangements for the family holdings in Sandpoint in the interim. It is determined that Bethana Corwin the halfling maid will be in charge of the Rusty Dragon while we're gone.

Jubrayl Vihski, Sandru's brother, approaches Jacob. Jacob knows he's a Sczarni and is suspicious. Jubrayl offers him some clandestine goods to smuggle aboard the caravan. Jacob knows Sandru wouldn't approve, and he's all about Sandru's approval. He tells Jubrayl to get bent and goes and narcs him out to Sandru, also using the opportunity to give him the bladed scarf present.

Shalelu and Bjorn chat. She says that she's lived a long time and is going into her wanderlust century and is looking forward to the trip. They hunt together and kill a house-length constrictor snake. V'lk cures the skin.

ON THE ROAD AGAIN

We plan to go up the Lost Coast road to Galduria (home of the Twilight Academy, a famous wizard's college full of Draculas) and Wolf's Ear (once full of lycanthropes and now allegedly not), and thence through the Churlwood to Roderic's Cove, a seaport. We want to avoid the dreaded den of villains, Riddleport.

And we head off! The first leg of the trip goes well; for four days we head up the road. Gobo, since he's blind, keeps quizzing V'lk, who is mute, about what the surrounding landscape looks like. It's like the movie "Hear No Evil, See No Evil."

We are riding along and Gobo, though legally blind, sees with his oracle senses a nearby tree that looks oddly like a man, with a face and everything. The driver on his wagon refuses to see anything of the sort, and we head on by.

GALDURIA

Then we get to Galduria, on the shores of Ember Lake. It's a happening little lumber and grain port with a big white limestone-clad castle that houses the Twilight Academy. We have consumed 80 units of stores. We sell our trade goods, making 29 gp which is immediately wiped out and more by our resupply needs.

Gobo goes to the Twilight Academy and wants to look around. The guard is wary as the gnome is not an arcanist, but Jacob intervenes. The guard is mildly mollified at

first but once he hears Jacob is a sorcerer and not a proper wizard, he shoos him off. They come back to get Harwynian as a sacrificial wizard to satisfy the gendarmes so the rest of us can poke around. But Harwynian is too overcome with the fatigue of travel to help us. Jacob manages to get in touch with the academy's master of procurement and we get some expensive scrolls and potions and stuff to resell at 50 gp a crate (x5). We also stock up on silver arrows and personal magic items for the next leg of the journey.

Hiro is brushing Akumu when V'lk, Jacob, and Bjorn come back to the caravan with hangdog looks. They have been trying to pick up wizardlings in the local bars but have been roundly mocked for their low intelligence. "What is a 'muggle' anyway?" muses Bjorn unhappily.

WOLF'S EAR

The trip to Wolf's Ear is only one more day and is uneventful. We hit the town and check around for rumors. There's gossip about Ravenmoor to the north; it's unfriendly to strangers, they can't even stay in town. Suspicion is that they worship some shifty-faced, thousand-tentacled horror. They have nice wine though. Some of the party is tempted by the lure of alcohol and tentacle sex and want to change course, but cooler heads prevail. Wolf's Ear is kind of a dump, a lot of hunting and furs, we figure they are all werewolves and their real main form of income is in waylaying caravans; no doubt there is a big ditch full of abandoned wagons out back.

Bjorn is looking for a mapmaker for some reason. He is directed to a hermit who lives outside of town. He goes there and there's a noxious chemical smell coming out of his cave. He ventures in and finds a dirty old man with a gigantic beard and furs who is working a big bubbling cauldron. Bjorn admires his giant beard and long curly fingernails.

He offers to trade his giant python skull to the old man. The old man says he has a map that shows the path to some treasure! It is a detailed map with back roads and whatnot of Varisia. Shalelu is impressed by the map and so he gives it to her.

The Rift of Niltak in the Red Mountains is where the treasure is; the place is reputed to have bizarre flora and fauna. It's conveniently close to Brinewall so we consider hitting it.

Yoshihiro speaks with Ameiko at some length about the other people on the caravan. He learns that she used to adventure with Sandru and that she has a sisterly bond with Shalelu. She doesn't know Koya that much. Hiro asks, "Do you have any problems with the Varisians? Father always called them dog-people."

"Father said all kinds of stupid things," she chides him. "I tried to take care of him when he got older and teach him not to be so reactionary. But then he died."

"Ah yes, goblins." Hiro frowns.

"Well, I guess... I blame Tsuto more. He was behind it. But he's in prison in Magnimar now."

"He's alive? If he ever gets out, I'll have to kill him to avenge Father's death!" Hiro pounds his fist on the table. Ameiko rolls her eyes. She gives him samisen lessons to give him a healthier outlet for his feelings.

Bjorn talks to Shalelu while out scouting, and she tells him about how a green dragon killed her mother and then she found Sandpoint. But recently she went and killed the green dragon in Celwynian and now she's all about moving on.

Gobo talks to Koya, and asks her about her mother's death. She says "Everyone had expected it for a really, really long time." Gobo asks her to do a fortunetelling for us. She does so, but it's a bit confusing as such things usually are.

We are travelling through the Churlwood when we come across three centaurs. Hiro rides ahead with hand raised. "Greetings, good folk! Where do you hail from?"

"We live in these woods. Where are you going?"

"We are headed to Roderic's Cove."

"You are with a Varisian caravan, but you don't look Varisian."

"I should think not! I mean, not that there's anything wrong with that. We are traveling far to the north to reclaim my family's birthright!"

"An interesting story! We would be honored to hear it."

We invite the centaurs to our caravan that night and tell them the story of the Kaijitsu family (inasmuch as we know it) and Ameiko plays the samisen for them. Gobo asks them about the woods and if there's anything dangerous in them. Jacob feeds them ale in an attempt to get them drunk.

They tell us about the goblin wolf demons, barghests, that live in the woods. They like to consume the bodies of innocents. We ask about goblin hunting in the area, and hear there are some but no specific large concentrations of them. Jacob talks to Koya and asks for a reading. She says “Sure, and I won’t even charge you! I just need some chest hair.”

“I’m a barbarian; I don’t have any chest hair!”

She takes him into her fortunetelling wagon. It’s full of Varisian bric-a-brac and has a strange spicy smell. She offers him candy that’s all stuck together into a big lump. She uses a Harrow deck and does a reading for him. It’s full of keeps and owls and mumbo-jumbo. She counsels him to stop being such a huge man-whore, in a roundabout way, and he butters her up in turn. She also tells him that the Kaijitsu family has a big destiny. He thinks maybe that’s in true in Hiro’s case but not that weirdo Ameiko.

Three days pass and we reach Roderic’s Cove!

RODERIC’S COVE

Roderic’s Cove is the less pirate-ridden sister city of Riddleport. We sell our magical trade goods from Galduria and then fill up on provisions. We buy cold weather gear both for the caravan and ourselves. Then we engage in a frenzy of gift giving to try to abuse the mechanics to up our Relationship scores with the NPCs. It is culminated in Bjorn trying to give a puppy to Ameiko but he is rebuffed.

V’lk ends up in a shrine to the river gods. He enjoys their travel-themed religious practice. He shows the priest our map to Brinewall and the man says “that place is cursed!”

Yoshihiro talks to the sheriff, who is very helpful about the upcoming lands we’ll be traveling through. The Velashu Uplands are largely well policed by horse riders, and then the Nolands are full of criminal barbarians. Hiro springs for nice inn rooms for everyone. The place has a lot of fresh dairy products, which is appreciated by everyone but the Kaijitsus. After a nice night indoors, we head out again.

THE LONG HAUL

We travel past Riddleport, across the Velashu Highlands and into the Nolands, going towards Brinewall. On the sixth of eight days, we’re heading through the pass

between the Red Mountains and the Calphiak Mountains before the Nolands and we spot a bird flying over. It's really big; Bjorn identifies it as a giant eagle! He tells us they are friendly and wise.

We reach Brinewall unmolested. We come down the road to where a track leads off the road and a sign says "Brinewall." Sandru complains of a sense of oppression and doom. Ameiko starts acting weird and looking pale; Hiro is concerned and asks Gobo to come over and check her out. He starts looking her over and she collapses! Hiro cries out "Ameiko!" He puts her into the wagon. Gobo reports that she is in a magically induced coma. "Well, fix her!" Hiro demands. Gobo tries but she is beyond his abilities.

Jacob, interpreting from his Harrow reading, thinks that whatever's causing this may be inside Brinewall. V'lk puts ashes of a dead man on his face and prepares to assault Brinewall. We get the caravan camped and concealed. Ameiko says to Hiro from in her coma, "One treasure beyond two seals in the third vault!" He says, "Don't worry Ameiko, we'll take care of this!" He covers her with a blanket, charges Sandru to take good care of her, and heads in to Brinewall.

BRINEWALL

The woodlands surrounding the village are dense with undergrowth. We have to pick our way slowly through the brush to get in. It is surprisingly large – we come in near a lighthouse; there is a village and graveyard and a castle up on a bluff overlooking the sea and the Steam River.

THE LIGHTHOUSE

Hiro recommends that we watch the place and see what might lie within. V'lk climbs up the ruined lighthouse and surveills the village. He takes his time and draws a map. He sees a skeletal hand protruding from the rubble inside the lighthouse, but he pays it no mind. Bjorn checks around for recent tracks but finds nothing.

On the path, V'lk finds human-sized bird footprints. He indicates it and draws a picture of a winged man in the dirt. We look at him dubiously.

THE GRAVEYARD

We make our way to the fallen temple of Desna and the graveyard. The temple has a depiction of a woman with butterfly wings, and it's in a non-defaced condition. It is fallen down with age, but neither it nor the lighthouse look like they were burned or deliberately torn down. The graveyard looks oddly well tended. V'lk really doesn't want to go in, but Hiro says "One of my relatives might be in here. Seems like a nice place, safe as houses." We go in, and there's a small well-tended shrine to Desna with a statue with an upraised bowl. Gobo and Hiro each put a gold piece in the bowl. There's a small cough and a tiny woman comes out from behind a gravestone. She has brilliant green butterfly wings with red spots. She says, "It's good to see some fellow worshippers of Desna. I've been tending this place for a long time now." We engage her in conversation, and she readily tells us about herself. Her mistress was slain by a hungry plant and she was stranded here on this plane 10 years ago. Her name is Spivey. We ask if there are any Kaijitsus buried here. She says no, and the large crypt is that of the founder of the town, Admiral Mercatio Kiameleu. She tried to start to rebuild the church but ran afoul of the dire corbies, a kind of wingless bird-man, that are living in the castle. "They usually live deep underground. The castle must have broken through into a cavern full of them." Bjorn asks her what manner of creature she is. "I'm a lyrakien! It's a kind of aztata!" We nod uncomprehendingly.

We ask about other things living in the town. The Linnorm King raiders came a long time ago and killed a sea drake that lived in the lagoon; it killed most or all of them though one of the survivors may have ended up in the castle. She says things live in the lagoon, "like crabs, but more vicious!" "You mean lobsters?" She kindly offers to let us stay in the graveyard to rest and heal us, and informs us that the statue will turn water into holy water. Hiro inquires as to whether there's anything we can do to help her return to her native plane, but other than "kidnap an 18th level wizard" she can't think of anything.

We head to the ruined buildings to the north. There's barracks, houses, and a glassworks strangely similar to the Kaijitsu's in Sandpoint! We search it hard but don't find anything.

THE HARBOR

Then we check out the Linnorm King longboat. It's partially sunken and tied to the pier. It sports tremendous claw marks and electrical scorch marks. We search it to no effect. Gobo makes a moon bridge for us to board it easily. Hiro notes that those moon bridges would be a great getaway tactic if we have to flee the castle. Gobo says he's not sure what kind of incline he can get out of one of those bridges. We contemplate philosophically whether one can drive an iron spike into solid moonlight.

We finally ask V'lk about his weird scrawling on the map near the lighthouse; he gets across to us with some difficulty that there was a dead guy in there. Interested, we go back and Bjorn unearths the skeleton. It has a crushed lockbox next to it! He retrieves that and we pry it open and find 93 gold and a skeleton key. Gobo does a *mending* on the key to fix it up.

On the beach, there's a rotting corpse of a sea drake. Gobo tries to establish how long it's been dead, and as he approaches, a bunch of reefclaws burst forth from the sea to attack.

NEXT TIME

We have a lobster boil and then assault Brinewall Castle to root out its evil pigeon invaders!