

JADE REGENT SESSION SUMMARY 04/01/2012

ATTENDANCE

Ernest notes, “It turns out that Hero Lab for Mac is really pretty good. The only things I’ve found to complain about are that you can’t buy magic ammunition in less than standard lots of 50, and in order to change your amounts of gold you need to make a journal entry.”

Chris offers, “Have you tried making the vendor an authorized supplier and having them issue you an invoice? Then you can assign the charge for the account against the value of your gold inventory.”

Patrick enthuses, “I’ve really appreciated Hero Lab’s cash flow tracking systems!”

Paul is confused, “What the heck are you people talking about?”

Bruce seems to know, but refuses to admit anything.

Tim shows up a bit later, announcing, “Sorry I’m late! I brought snacks!”

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Harwynian Fallingleaf	Bruce	Elegant Elven Transmuter	4
Yoshihiro Kaijitsu	Ernest	Tien Reckless Mounted Archer-Knight	4
Jacob Frostfang	Matt	Ale-Loving Kellid Party Sorcerer	4
V’lk	Chris	Mute Feral Elf Stabber (and Oracle)	2/2
Gobo Samarillian	Patrick	Blind Gnomish Fortuneteller	4
Bjorn the Unlucky	Tim	Ulfen Woodsman	4

ROVSTING ASVIG LONGTHEWS

The characters ride out to *Asvig Longthews*’ extensive steading southeast of the city. He has a substantial fortified longhouse of sod and stone with several wooden outbuildings. There should be a big Ulfen funeral party going on inside, but they are quiet nonetheless.

The characters approach carefully from a southward trail. They find that the compound is surrounded by a ring of carven wooden posts. *Gobo Samarillian*

approaches closely to investigate them. He is able to conclude that they are magical. *Harwynian* clarifies that Gobo actually meant to say that the posts have a conjuration or summoning aura to them. They are topped by highly fanciful lion's heads, clearly carved by artisans who have never seen a lion. The posts are carefully and expertly painted in red and gold, with runes carved along their lengths. *Yoshihiro* suggests that the lion theme might just link up cleanly with the lion-marked gangsters who earlier attacked the characters.

While the other characters are discussing the possible function of the ring, *V'lk* simply walks into the ring and summons the lion. Yoshihiro groans, "Excellent. Now we take bets now on whether V'lk or the lion wins."

The creature that appears is just as distorted as the lion images on the posts. But it is still quite able to pounce upon V'lk and inflict lots of damage in wild, raking strikes. V'lk swiftly withdraws to the security of the rest of the characters. Gobo heals him of his misadventures. Yoshihiro rides down the creature, lancing it cleanly and downing it. The so-called lion yowls and collapses.

Everyone else crosses the ring swiftly, before it can recharge.

THE PARTY IS STARTED

The loud sounds of celebration emerge from the longhouse, covering both the characters' brief encounter with the spirit-lion and their approach to the stables. Yoshihiro stables *Akumu* inside, noting that there are about twelve mounts there. He cuts them all loose, hoping to engineer a stampede later on.

The characters move on to a long shed attached to the longhouse. The place is clearly used for carding and preparing wool for sale in Kalsgard. Nobody is present, but V'lk indicates that he hears Ulfen partygoers on the other side.

INTERRUPTING THE ULFEN

V'lk moves around to a northern door and listens. He hears grunting and heavy breathing. Then a man's voice grunts out, "Yeah! Give it to her! I'm next!" The characters conclude that this is the Ulfen Orgy Room.

The characters open the door to find two Ulfen warriors having their way with a female thrall (though gender really doesn't matter when it's a thrall...). The characters pummel the Ulfen into unconsciousness, to a soundtrack of increasingly inappropriate comments. *Bjorn the Unlucky* attempts to throttle one warrior with his morningstar, suggesting, "I'm going to overcome him with my spiky ball and shaft!"

One of the Ulfen manages to break free. He opens the door and runs for the kitchen beyond. The Ulfen bellows out an alarm, though one that goes unheard through the stone walls and the loud background noise. The three thralls roasting a whole sheep in the kitchen cower away as the big warrior storms in.

Harwynian casts *Bull's Strength* on V'lk, who rolls past the Ulfen to cut him off. Yoshihiro comes up behind him and non-lethally breaks the man's leg. The Ulfen goes down like a pole-axed steer. Gobo wonders, "Where are these steers, and why do people keep on using pole axes on them?"

The thralls cower in fear. Bjorn covers over the thrall who had been seeing the attentions of the two warriors with a blanket. V'lk undresses the two Ulfen and hands their clothing to the thralls.

THE MAIN HALL

The characters disguise themselves as Ulfen and thralls as best they can and enter the main hall. Gobo assures the others, "I have Color Spray, so if things start to go badly I can stun them."

Harwynian contributes, "And I have Web, so if things go to crap I can make them go to crap faster."

Yoshihiro ignores both of them and moves into the main hall. The hall looks typical of an Ulfen hall, with a massive firepit in the center, benches along the long walls, and fourteen Ulfen warriors scattered throughout. Half of them are already unconscious from an excess of happiness. There are also five thralls serving food and being generally manhandled, regardless of gender. Everyone except for the mostly blind Gobo sees a curtain at the other end of the hall.

Gobo calls out, “Beer? Beer! Who wants beer!” His disguise isn’t that good, given his pink skin and green hair and generally midgety disposition. Yoshihiro explains that he found this fairy trying to disguise himself as a thrall, and he’s being thrown out. The group passes through the curtain.

ASVIG’S BEDCHAMBER

The characters pass the curtain into a bedchamber dominated by a feather bed. They find Asvig Longthews and another Ulfen warrior entertaining Asvig’s wife *Helwa* and a thrall. Asvig seems fairly drunk, but not so far gone as to be unable to demand, “What’s all this then?”

Yoshihiro starts to explain, but *Helwa* is clearly unconvinced: she starts casting a spell. The other characters decide that dramatic action is called for. Harwynian turns and casts *Web* into the main room, intending to capture as many Ulfen as possible.

Yoshihiro announces a formal challenge against Asvig Longthews, giving the others a +2 bonus to hit him. He draws on the power of the *Scabbard of Vigor* to imbue his blade with power (+3 bonus, 3 rounds) and slashes at Asvig, cutting deeply. Bjorn follows along with his flail, critically wounding him. V’lk’s morningstar strike is enough to down him.

Helwa carefully examines her various powers and options. She decides to flee. She evades V’lk’s strike and runs out the back door of the chamber.

The Ulfen warrior drunkenly swings at Gobo, cutting him on the head. Four of the trapped warriors in the main chamber manage to fight their way through the webbing to threaten Harwynian. Gobo moves up and *Color Sprays* the lot of them. All four of them are knocked cold.

Harwynian very obligingly turns around and shoots the Ulfen warrior who hit Gobo with a volley of *Magic Missiles*.

Yoshihiro runs after *Helwa* into the storeroom. There are several chests inside, along with an array of weapons and armor stored on the walls. He demands, “I’m just here for my sword, the sword that your husband’s men stole!”

Helwa asks, “Will you allow my husband to live?”

Yoshihiro agrees.

She explains, “I heard that Asvig stole a sword, but I do not believe it is here.”

While Yoshihiro and Helwa negotiate, V’lk fingers through the household treasures and Gobo heals Asvig. The characters pick up:

- A pair of *Elven Boots*
- A bag of 258 silver and 47 gold coins
- A fine shortsword with a walrus-ivory pommel cap.

Yoshihiro continues the interrogation, asking Asvig where the sword is. He notices that the Ulfen has a lion armband, but one made of platinum. Asvig absolutely refuses to say anything about the sword. The characters suspect that this is because his head will explode if he says anything. His unwillingness to confirm this only confirms the characters’ belief (oddly).

Harwynian uses his arcane abilities and is able to tell that Asvig is under the effects of a Necromancy spell, of the curse subtype. He thinks the spell is of moderate strength.

Helwa suggests that the sword might be on the funeral barge for Asvig’s recently-passed liege lord. She notes that no one knows why he ordered an attack on the characters’ caravan and no one knows why he had the sword stolen. Yoshihiro suggests that Gobo can try to eliminate the curse.

Gobo uses his scroll of *Dispel Magic* and breaks the curse on the hapless Ulfen lord! His wife Helwa verifies that the curse is gone for him (he’s initially dubious). Once he is free to talk, Asvig admits that he is working for *Thorborg Silverscore*, the local head of the Rimerunners merchant guild. She is their local factor. Harwynian asks how she came by the powers to compel him and all his men. He indicates that she has a club of corroded iron with brass studs, each engraved with strange sigils. She forced her to swear upon “that damnable club” along with all his warriors. He gave the sword to her. He thinks that she might be at the Rimerunners guildhall, but he gave it to her weeks ago.

It doesn't take Yoshihiro too much effort to persuade Asvig that he must join forces with them to destroy the Rimerunners to regain his honor. We all settle down and plan to head out in the morning.

NIGHT ASSAULT

Later that night, Yoshihiro hears the WHUMP of the thatch roofing catching fire. He calls out an alarm to the others. Harwynian groggily casts *Darkvision* on him. Yoshihiro leads the characters through the wool carding room and out into the darkness. He sees one of the black-clad figures outside the building, but he doesn't see the two lurking near the door who sneak-attack him. One of them stabs him with a siangham. Bjorn thunders forward and smashes a ninja into pieces with his morningstar. Yaaaugh!

The second ninja strikes at Yoshihiro again, forcing him to use his resolve to remain standing. Then two more ninjas emerge from the darkness and drop him. V'lk drags him back into the burning building so Gobo can heal him.

Bjorn swings at a ninja. He mourns, "I rolled really badly and these are monks, so I don't think I hit."

From inside the building, someone calls out, "No, these are ninjas and they're wearing pajamas! They have terrible armor class!" Much to his surprise, he finds he did hit a ninja. And then the two surviving ninjas suddenly drift away into the darkness.

Harwynian starts whirling the *Dancing Wasp* to summon a giant wasp. Gobo notices that burning thatch is falling right behind him and uses *Create Water* to correct the situation.

The three ninjas reappear armed with bows. Up on the roof, V'lk is shot twice with arrows. He leaps down to engage a ninja, and is swiftly joined by Harwynian's giant wasp. He stabs the ninja from one side, and the wasp stings from the other.

An Ulfen warrior charges out and slashes a ninja with his grim battleax. The ninja sustains a critical wound. Bjorn howls out, "I saw the sign!" and follows up with his own attack, landing a massive, gushing internal wound.

The ninjas pull potions and attempt to drink. Bjorn strikes out at the ninja he was fighting, cutting him down. The wasp strikes again, poisoning a second ninja. Then the two surviving ninjas vanish. I really like saying “ninja.” Ninja ninja ninja.

With no idea where the ninjas are, the Ulfen warriors run out into the darkness. Bjorn casts *Magic Fang* on the giant wasp.

Then the ninjas strike again. They fill Gobo with arrows. He survives, but he’s not happy. V’lk rushes one of them, cutting him. Then the Ulfen warriors charge and finish the two of them off.

The characters search the fallen ninja, hoping that they might have some unused potions. They have:

- 3 hollowed eggshells inscribed with magical glyphs and filled with something that sounds like pepper. Gobo finds faint transmutation and conjuration auras on them.
- 6 tindertwigs
- 3 *potions of Invisibility*
- 3 sets of leather armor
- 3 daggers
- 3 masterwork shortbows
- 3 masterwork sianghams
- 3 shinobi shozoku bodysuits, giving +2 on Stealth checks (masterwork clothing)
- 3 jade raven statuettes (each worth 50 gold)
- 3 sets of masterwork thieves’ tools

WHO WERE THOSE MASKED MEN?

The characters ask Asvid Longhews if he’s ever seen people like the ninjas, or the jade raven emblem. He knows nothing about any of them, though the characters are increasingly eager to launch an attack upon the Rimerunners.

The characters also determine that the ninjas did not attack Asvid or his men at all, preferring to attack the characters alone.

THE RIMERUNNERS' GUILDHALL

The characters return to Kalsgard and inspect the Rimerunners' Guildhall down near the waterfront. It is a masonry building with wooden doors and window sashes and a slate roof. The chimneys are tipped with lead. During the day there are guards posted but the front doors are open and outsiders are permitted to enter and conduct business with the Rimerunner agents inside.

The characters send Asvig Longthews, Helwa, Bjorn the Unlucky, V'lk (concealed with *Disguise Self*) and a couple of Asvig's warriors inside. The plan is to have Asvig ask after Thorborg Silverscore, with the story of the characters' attack, the ninja attack, and the fire as an explanation why.

It is quickly obvious that Asvig is not very bright and not very able to make up compelling stories on the fly. Helwa is substantially better at it. With some help from Bjorn, they learn that Thorborg Silverscore is now living at her new house at *Ravenscrieg*, a manor purchased from the recently-passed lord *Snorri Stoneyes*. Asvig knows that Raven's Crag is a two-day walk south of Kalsgard. The factor they are talking to agrees to arrange a meeting with them at a nearby bath-house. The meeting is set for three days out.

The characters eventually decide after a lot of jibber-jabber that they will attempt to ambush Thorborg Silverscore on the road as she comes in from her household to Kalsgard for the meeting.

STORIES OF THE MAGICAL STONE EYE

While the characters prepare to get underway, Asvig Longthews is more than willing to tell the characters about his experiences with Snorri Stoneyes. Snorri Stoneyes had a magical artificial eye, or at least he claimed he had one. Locals called him "The Mad Reaver". He claimed that his magical eye allowed him to see both the past and the future, and that there would be a time when the gods would war upon Golarion, when the rough beast slipped its chains and emerged from the center of the earth. He believed that

those who were prepared could survive the cataclysm, which is why he constructed his castle up at the top of a high crag.

LEAVING THE CITY

On the way out of the city the characters pass a blind old beggar on the street, who whispers “They know who you are! They are coming for you!”

Yoshihiro grumbles, “What else is new.” V’lk drops the beggar some coins. Then the characters they all go to buy rope.

ON THE ROAD AGAIN

V’lk spies the Rimerunner messenger group. The characters set an ambush in the boggy terrain and shale hillocks of the area in a copse of trees. There are only two of them; one dies falling off his horse and Bjorn needlessly kills the other with his starknife despite Yoshihiro’s admonishments to the contrary.

The party takes their messenger stuff – clothes, jade raven pendants, and message - and head towards the keep. On the way, an orange ooze comes lunging out of a pond at the group. It eats Bjorn’s horse because he’s too thick to run from it. The characters proceed onward, leaving the ochre jelly slurping up a liquefied horse behind us.

RAVENS CRAEG

Rickety wooden stairs a hundred feet lead up a lichen covered cliff face to an imposing keep. V’lk becomes fascinated with the various vines and herbs – bog tea, nightshade – at the base.

The characters ascend the stairs and at the final landing, there is a huge wasp’s nest. They debate about how normal visitors don’t get killed. V’lk walks up and a giant mutated spider with bat wings and crab claws starts to emerge! He pees himself and shows his jade raven pendant to it – it eyes him a moment and withdraws. The group scuttles by quickly.

The main landing is ninety feet up. Arrow slits flanks a bronze portal, and greeters – three ninja bird-men. They are less muscled than the dire corbies from Brinewall, so the characters assume they are just normal corbies.

“We do not recognize you! You’re not the regular messengers!” Yoshihiro begins to respond when Bjorn throws his starknife at them! It misses badly and sticks in the doorframe. They all look at it balefully and pull out a variety of weapons with a “shing!”

V’lk leaps forward and stabs one. It disappears briefly and reappears with its wakizashi sticking into V’lk’s thigh. The others spread out and stab Yoshihiro and Bjorn. Yoshihiro tries to bull rush one off the side but it stabs him and evades – Bjorn figures that’s a great idea and does the same thing, taking the creature off guard and pushing it over the rail! The surprised bird-ninja is sadly flightless and thumps to the ground below and does not stir.

V’lk circles around behind one and gets in a sneak attack. The other stabs V’lk then takes the elf down with a bite from the beak. They both disappear, and the other appears to attack Bjorn, taking him down! Yoshihiro fells that one with a backhand form his sword.

Gobo issues a scintillating spray of colors all around the area the kenku ninja disappeared within. Yoshihiro feels his way around, trying to find the probably-stunned but still invisible bird-man. Gobo heals Bjorn and V’lk as Yoshihiro frantically waves his sword around and feels something. V’lk blows dust onto him and Yoshihiro and Bjorn hack him down.

“Well THAT sucked!” declares Yoshihiro as Gobo heals everyone up with a wand of cure light wounds. Bjorn is still absolutely convinced he did the right thing.

The characters loot the two dead kenku ninjas. They have blowguns. We object strenuously on the grounds that they don’t have lips! Paul the GM, upon reading their descriptions, says that he should have used the super virulent poison they had on them on us anyway so it’s all fair.

The entry doors seem to be barred. We have Harwynian cast knock to open it, after a brief consultation on how the spell works now in Pathfinder.

THE END OF THE SESSION

We all level up! Ding!