

JADE REGENT SESSION SUMMARY 06/24/2012

ATTENDANCE

Chris tells the others, “I’ve found the best online educational resource ever! It’s the Weyland Corporation’s young scientist training guide!” All watch as a Weyland scientist instructs a roomful of students that the best way to find out if a xenomorph is aggressive is to poke it. The students intone, “Don’t wait! Investigate!”

Paul speculates upon the expense ratio of the Weyland Corporation pension fund. He imagines that it must be quite good – few retirees are around to collect benefits.

Bruce thinks that he will watch this afterwards, as he is currently nothing more than a disembodied ghost. Woooo!

Patrick decides that he’d really like to see a bit less of the ghosts and more of the vampires. There haven’t been enough vampires around recently.

Tim agrees. He particularly wants more sparkly vampires. And the fact that Abraham Lincoln is now hunting vampires is a scandal that deserves investigation. There’s even a documentary about it out in theaters!

Ernest saunters in to report that he’s learned how to phase in and out of reality. He teaches *Tim*, who is disappointed to note that it doesn’t seem to be changing his personal experience of the world at all. *Bruce* notes that this does mean that *Tim* seems to be dropping in and out of the Skype audio feed, however.

<i>Character</i>	<i>Player</i>	<i>Description</i>	<i>Level</i>
Harwynian Falingleaf	Bruce	Elegant Elven Transmuter	7
Yoshihiro Kaijitsu	Ernest	Tien Reckless Mounted Archer-Knight	7
Jacob Frostfang	Matt	Ale-Loving Kellid Party Sorcerer	7
V’lk	Chris	Mute Feral Elf Stabber (and Oracle)	2/5
Gobo Samarillian	Patrick	Blind Gnomish Fortuneteller	7
Bjorn the Unlucky	Tim	Ulfen Woodsman	7

INTO THE STORM TOWER

The characters are standing in front of the three-hundred foot tall Storm Tower. Its walls are unnaturally smooth and coated in ice. Blinding winds circulate around it. Its base is surrounded by a lake dotted with black slush. A broken causeway of black stone leads to the tower.

Bjorn the Unlucky asks, “Do you think that this is a natural feature?” Then he thinks about the situation and decides not. There is an intense cold roiling off the black icy slush. He has heard of something like this – deep below the earth in the fabled Cavern of Black Blood there are lakes made up of thick cold blood. Evil four-armed salamanders called *charda* live and dance around them. They are xenophobic and rarely leave their domains. They stand about 4’ tall, but weigh at least 250 lbs. They reproduce by laying eggs, which they bury among the rocks along frozen rivers and lakes. They are deeply religious, preferring gods of cold and war. They are prone to horrible practices including infanticide and cannibalism.

The others are impressed by Bjorn’s knowledge of the situation, and even more impressed by the fact that he has regained status as a volitional creature. *Yoshihiro* congratulates him, “Welcome back, Bjorn! We have some neat stuff for you!” They equip him in the dragon scale armor they took from the white dragon’s hoard.

CROSSING THE BLACK LAKE

Gobo Samarillian summons a series of moon bridges to provide a safe path across the broken causeway. The characters move out carefully. And then two *chardas* emerge from the waters to attack!

A *charda* rushes up and grabs *Harwynian* by the ankles. *Harwynian* screams like a little elf schoolgirl as the creature drags him into the black slush. He starts taking damage from acid and cold.

The second *charda* unleashes a blast of freezing cold across the rest of the group, freezing many of them to the bones. *Gobo* responds by casting *Color Spray*, blinding and stunning one *charda*. *Yoshihiro* draws out his longbow and shoots the blind, stunned

charda twice, badly wounding it. He credits his Deadly Aim, Weapons Specialization and Point Blank Shot feats.

V'lk grabs for Harwynian and tries to pull him back out of the black slush. The charda holds him tight. Harwynian lashes out at the charda, striking it with a *Scorching Ray*. He is disappointed to find that the charda is not vulnerable to fire damage. He continues to both freeze and burn in the black slush.

The charda releases Harwynian and leaps upon Yoshihiro, pushing him right into the black slush (opposite side of the bridge from Harwynian). Yoshihiro invokes *Suishen's Air Walk* and steps up out of the freezing liquid. Harwynian follows his lead and *Levitates* up out of the black slush.

Bjorn attacks the blinded, stunned charda with great ferocity, critically wounding the creature. It spews disgusting blood and ichor across the causeway. Yoshihiro ignites *Suishen* and cuts a great diagonal slash across the creature, ending it.

Jacob Frostfang slashes at the surviving charda and leaving it only barely standing. *V'lk* slides in behind it and stabs it through the brain. The creature remains alive, technically. Harwynian fells it with a telekinetic strike.

One of the charda bodies slides into the black slush, but the other is available for trophy-taking. Most of the group proceeds to the tower with all haste, but Bjorn and Jacob linger behind to secure trophies. They settle upon a pair of claws.

THE TOWER BASE

The characters reach the base of the tower. They find themselves in an alcove with doorways forward, left and right. Snow has drifted into the corners of the area. As the characters approach, undead creatures emerge from the drifts; walking corpses with skeletal forms. Ice and snow cling to their bones and stringy hair.

Jacob slashes the nearest with his greatsword, nearly cutting it down. Harwynian steps away from the creature and blasts one of its companions with a *Scorching Ray*. He is deeply disappointed to learn that the thing isn't particularly vulnerable to fire damage.

Bjorn the Undesirable unleashes a flurry of strikes against the wounded undead, dishing out a respectable amount of damage. The corpse collapses into a pile of bones.

The wights (as they truly are) step up to attack Jacob and Yoshihiro. V'lk strikes, leaving a wight in very poor shape. Harwynian casts *Haste*. But then, a wight manages to strike Jacob and manages to drain him of a level. Jacob howls as his life force drains away!

Yoshihiro draws out his longbow and sends three arrows into a wight, destroying it. The wounded Jacob strikes out and destroys the last of them in a rage.

THE CHAMBER OF THE PLANT MONSTER

The characters proceed into the tower. The tower is divided into six hexagonal chambers, meeting in a small room at the center. The characters enter one of them and find a massive almost funguslike plant creature in the center. It is nearly 20 feet tall, with roots extending from the base. It is topped by a huge flower. Gobo immediately sets fire to the thing with alchemist's fire.

It responds by triggering a bright flash of light from its massive flower. Everyone except Yoshihiro (and the pre-blinded Gobo) is blinded! Yoshihiro slashes at the stalk, inflicting only minor damage. Jacob finds his way to the stalk and slashes with his greatsword, again inflicting light damage. Bjorn stumbles up to the thing and swings at it with his flail, inflicting almost no damage at all.

Then the plant opens its giant mushroom head and reveals that it has giant teeth inside. It bites down at Yoshihiro, lifting him up and trying to swallow him whole. Then it whips out with tentacles, going for Jacob. It lashes him cruelly.

Yoshihiro slashes madly at the plant, carving massive pieces of foul-smelling vegetation away from the core. He calls out to the others, "Check it out! I carved that piece to look like a swan!" The thing falls.

Jacob moves into another room scattered with mid-sized white mushrooms. The other characters don't immediately follow along as they are mostly still recovering from blindness. As they explore, invisible things appear! They are weird plant-fungus

monsters, and they are mad! They attack! Jacob dodges back out of range. He cautions the others, “They’re invisible!”

V’lk moves in very carefully.

Yoshihiro moves in, using Suishen to *See Invisible*.

Harwynian arrives in time to cast *Bull’s Strength* on V’lk.

Except for Yoshihiro, nobody can see anything.

Jacob readies a *Magic Missile*.

The monsters appear. Jacob immediately hits one with *Magic Missiles*. Harwynian decides that this is a good plan and prepares one of his own.

Bjorn relies upon his preternatural senses to detect the location (more or less) of one of the creatures. He swings, but doesn’t manage to connect. He looks a lot like a goofy kid swinging weapons at nothing.

Yoshihiro hits one fungus monster with a dye arrow, revealing it to Harwynian so he can fill it full of damage. It decides that it doesn’t like him very much. Jacob lays into the creature with his greatsword, slicing it neatly in half.

The surviving fungus monster attacks Bjorn, battering him with tentacles. Bjorn swings back with mace and shield. Then Yoshihiro shoots it with an arrow, leading the creature to run outside into the black slush.

The back room is full of trash and junk. The characters (mostly Jacob and Bjorn) are able to find roughly one caravan cargo unit’s worth of curios and artifacts from the Nameless Spire. It will be worth about 2200 gold when sold in a reasonable market.

THE CENTRAL SHAFT

There is a giant glowing sphere up at the top of the Storm Tower, visible from the central shaft of the tower. Harwynian looks up at it and agrees with the general consensus that it is the source of the storms. He suspects that there is probably no way to destroy it, but it is probably being fed power from a more mundane artifact that might be more vulnerable.

The others look around the central shaft and find a series of controls. It looks fairly likely that it is an elevator, but interpreting its controls requires Use Magic Device. V’lk rises to the occasion. A hexagonal plane of blue force forms under the characters’

feet and raises them up at the incredible speed of fifty feet per round! They reach the second floor.

The second floor is quite a bit warmer than the first floor. The central shaft is open to all sides on the second floor. The characters (in the interest of science) look around for anything they might be able to stick their faces into. There is a crystal control panel embedded into the wall to one side.

Oh, and there is a gigantic centipede-like beast covered with red-glowing scales present in the chamber. The characters recognize it from the *Amulet of the Remorhaz*: it must be a remorhaz! The creature also has the three-clawed symbol of Sithhud carved into its body.

The creature stares at the characters. It blinks all twelve of its eyes. “Friends!” it thinks. “New friends who will come talk to me, the loneliest remorhaz ever. Perhaps we can have tea.” Yoshihiro utters a samurai challenge and attacks it! He is unable to charge, because the thing is so big and so close already. He swiftly finds that the creature is immune to fire.



Harwynian casts *Protection from Energy (fire)* on himself as he realizes that he is already standing within a range of threatened squares.

V'lk runs around the creature, flanks it, and hits it for a very respectable strike. The creature looks critically wounded. Jacob hits it, and the thing loses consciousness. The characters move away from the blue glowing force-plate (which vanishes a moment later) and head into the rest of the second floor.

The characters find a door with a crystal control pad to one side. After some debate on how to open it, the characters decide to rely upon Harwynian's *Knock* scroll. The door opens in six segments. Beyond, the characters see a bewildering array of crystals flashing with incomprehensible colored light patterns. There is a low humming sound. Six crystalline scorpions scuttle across the crystals, manipulating them in bizarre ways.

Yoshihiro takes stock of this and says, "Okay, draw weapons!"

Bjorn takes that one better. He simply swings his flail at one of the scorpions. He cracks the creature's shell badly, then shatters it completely. Jacob attacks a second and damages it.

One of them attacks Bjorn with its tail, while the rest of them roll themselves up and launch stinging crystals at the group. Bjorn and Jacob both take a remarkable amount of damage from the attacks. Then Harwynian casts *Web* to trap them all. He manages to catch a couple of them. Jacob tries shooting a *Scorching Ray* at one and finds that they are immune to fire.

The rest of the fight goes fairly uneventfully, with the characters dispatching the remaining scorpions in workmanlike manner.

The characters examine the crystal controls. The entire room is reminiscent of a *Star Trek* control room, though none of them know it. They quickly find that they cannot understand the controls at all. Bjorn pries several of the valuable crystals from the panels. Harwynian indicates that most of them (all but two) lose their magical properties when they are removed. He cannot understand the two crystals that remain magical at all. The others decide that they will behave like savages and pry some 5000 gold of gemstones and crystals out of the panels, rendering them pretty much useless.

TOP OF THE WORLD, MA!

The characters head for the top of the tower. V'lk is able once again to create the elevator platform and send the group up to the next level. The winds become much stronger higher in the tower, strong enough to blow Gobo off the platform. All are glad

that he was secured to the others with safety rope. Around this time, Yoshihiro falls into an extended conversation with Suishen and is lost to the others.



The top of the Storm Tower is hexagonal, with a massive pylon located at each corner. A giant crystal is embedded in each pylon. Solid lightning extends from the crystals to a floating central sphere. Four frozen undead creatures, plus a blue-skinned winged woman floating fifty feet up in a lotus position defend the area. The blue-skinned woman is *Katiyana*; she is wearing a chainmail skirt that provides a remarkable amount of protection.

Harwynian uses a scroll to cast *Magic Circle Against Evil*. The undead creatures move in and attack – Gobo and Jacob are first to be struck, and to discover that the creatures are able to paralyze with touch.

The blue-skinned woman casts *Desecrate*, covering the area in negative-plane energy. The frozen undead become stronger! Harwynian casts *Slow* upon the four undeads, grim in the knowledge that the *Unhallow* and the *Desecrate* give them substantial bonuses to their saves. He is cheered that one is affected by the spell.

The undead clamber and rage at the characters, but do not inflict any serious harm. The blue-skinned woman takes more serious action, casting *Call Lightning* and blasting Harwynian silly. Harwynian reconsiders his original plan of casting *Dispel Magic* on her *Unhallow* in favor of getting rid of the *Call Lightning*. He casts and eliminates the lightning effect.

Jacob casts *Enlarge Person* upon himself, picks up Gobo, and takes to the sky to attack the blue-skinned woman.

Bjorn bull rushes an undead, sending it down the central shaft of the tower to its doom. He rejoices in his fantastic feat choice!

V'lk engages an undead with shortsword and morningstar. He destroys it, leaving only two undeads left (one of them *Slowed*) for the characters to fight.

Katiyana flies in spite of the wind (thanks to *Freedom of Movement*) and casts *Dispel Magic* against Jacob's *Fly* spell. To everyone's relief, her attempt fails and Jacob and Gobo do not fall to their deaths. Jacob moves into attack range and swings at her with his greatsword, discovering that she is protected by multiple layers of magic.

Bjorn bull rushes another undead into the central tower. As it topples to oblivion, Bjorn cries out, "Best! Feat! Ever!"

Harwynian decides to try casting *Scorching Ray* at Katiyana. He hits her dead on with both rays, but is saddened to see that her spell resistance stops both of them with no effect.

Katiyana casts *Greater Command* upon Jacob, ordering him, "Fall!" He (and Gobo) fall, but he's got a *Ring of Feather Fall* so the effect is not nearly as damaging as Katiyana might have hoped. She laughs at them mockingly, but with a hint of disappointment. "Like Sithhud I will endure and survive! And when Sithhud regains his power and becomes a true demon lord once more, I shall reap the benefit!"

Jacob casts *True Strike* and flies again to the attack. He delivers a solid hit, but only manages to inflict a light wound upon Katiyana.

Bjorn charges the last frozen undead, forcing it back. V'lk follows up, destroying it with a solidly-placed morningstar strike to the forehead. Then he casts *Ape Climb* and *Ant Haul*, so he now has both a Climb speed and the ability to carry 400 lbs. He indicates that both V'lk and Harwynian should climb on his back. He clambers up a pylon to get closer to the huge glowing sphere.

Katiyana channels negative energy upon Jacob and Gobo. Gobo suffers damage, then retaliates with a *Color Spray* that leaves her blinded and stunned.

Bjorn drops V'lk and Harwynian off on the platform next to the glowing sphere. Harwynian casts *Bull's Strength* on V'lk, who starts hammering away at the sphere. Bjorn joins in, also fortified with *Bull's Strength*.

Harwynian, looking for some way to contribute to the fight, tries firing a *Magic Missile* volley from his wand at Katiyana. He is amazed when the wand effect gets past her Spell Resistance. She is starting to look quite damaged.

V'lk casts *Dispel Magic* at Katiyana, peeling away several of her magical defenses.

Jacob swings at Katiyana as she recovers from blindness, critically wounding her. Bjorn continues to slam into the glowing sphere. He hopes that the sphere will give way before his spells evaporate.

V'lk pulls out his knife and runs to the edge of the platform, looking for an opportunity to attack Katiyana. He sees none, so he pulls on his *Claws of the Ice Bear* and prepares to clamber over to her. He reaches out to strike, stabs her through the back with his dagger, and watches as her body tumbles to the ground.

DAMAGE TO THE STORM CRYSTAL

Bjorn the Unlucky continues to hammer at the crystal. He finally manages to break the thing, unleashing an unbelievable amount of electrical damage. This weakens (but does not eliminate) the weather effects. Displaying a remarkable quantity of disregard for his own safety, Bjorn breaks the rest of the crystals. The storm overhead breaks, allowing the caravan safer travel across the rest of the High Ice. Temperatures are warmer and the weather not so severe.

KATIYANA'S LOOT

Katiyana was carrying some interesting items, but not nearly as many as the characters might have been hoping for from a boss monster:

- Scroll of *Cleanse*
- *+1 Breastplate*
- Masterwork buckler
- *Headband of Mental Superiority +2* (adds Use Magical Device skill)
- Spell component pouch

- Unholy symbol of Sithhud

The two magical gems taken from the control chamber identify as:

- *Cube of Frost Resistance*
- *Gem of Brightness*

THE END OF THE SESSION

The session ends with the characters ready to resume their travels across the High Ice now that the threat of the Storm Tower has been ended.