

JADE REGENT SESSION SUMMARY 10/28/2012

CAST OF CHARACTERS

Bruce gibbers insanely as the Old Ones latch onto his soul. As a result, he declines to attend the game. Everyone else shows up to finish clearing out the House of Withered Blossoms. *Ernest* doesn't realize he's doing the session summary until it's too late to insert humorous pre-game banter here.

| <i>Character</i> | <i>Player</i> | <i>Description</i> | <i>Level</i> |
|-----------------------|---------------|-------------------------------------|--------------|
| Harwynian Fallingleaf | Bruce | Elegant Elven Transmuter | 10 |
| Yoshihiro Kaijitsu | Ernest | Tien Cavalier/Samurai-In-Training | 10 |
| Jacob Frostfang | Matt | Cold-Loving Kellid Party Sorcerer | 10 |
| V'lk | Chris | Mute Feral Elf Stabber (and Oracle) | 2/8 |
| Gobo Samarillian | Patrick | Blind Gnomish Fortuneteller | 10 |
| Bjorn the Unlucky | Tim | Ulfen Woodsman | 10 |

Beyond the torture chamber is a tunnel that leads to a chamber full of chains of various sizes hanging from the ceiling. The characters can see a double-column of gibbets in the next room. "What horrors might lurk there..." wonders Harwynian. We discuss, and Harwynian and Drucusiquy return to the petrified people we found to try to help them while we press forward.

BEHIND THE GREEN DOOR

As this plan is worked out, Jacob runs impatiently away from the group and up the tunnel into a room full of chains! To no one's surprise, the chains animate and slash at him as two hideous white-skinned cenobites lower themselves down from the ceiling grinning horrifically. A female voice whispers to him in Tien. Jacob doesn't speak Tien. Regardless, he starts shouting, "Are you a spirit? Take me over! Anything would be better than my current cannibal pig spirit! Come and get me! My soul is tasty!"

The voice switches to Common. "You should leave and not meddle in things that are not your concern. You look like a man who likes his pleasure. I can give you many slaves to do with as you wish."

After a little bit of trying to let what he assumes to be an evil spirit take him over to no effect, he says, “Well, I do like pleasure... You had me till you started talking about slaves though!” They have some muddled banter; the chain devils hold off on their attacks while that goes on.

THE HELL OF UPSIDE DOWN SINNERS

Gobo says to the rest of the group, “Hey, I sense that Jacob is hurt!” thanks to his ongoing *status* spell.

Hiro runs up to the lip of the chain room and sees a huge female oni talking to Jacob, though Jacob clearly can't see it. “Well, we'll see about that,” he thinks to himself and levels his bow. He fires an arrow straight into the ogre mage's eyeball! (crit: x4 damage, 1d2 CON drain, -4 to visuals, bleed) She screams, critically wounded, and the kytons' chains start flensing Jacob again. A bunch of hobgoblin leper archers crowd into the far side of the room and start shooting at him too. “Ow ow ow!” exclaims Jacob. Jacob breathes a line of fire at his tormentors.

Gobo slaps a *freedom of movement* on Bjorn, who charges through the hanging chains at the archers. He is surprised by the invisible ogre mage, who appears as she slashes him badly with a katana as he approaches – he changes his direction slightly and spits her on his nine-ring ghost sword. She falls, the arrow still sticking out of her eye.

Jacob grows to large size and starts flailing away at the chain devils, which are suspended near the 15' high ceiling. Hiro stands there and fires arrow after arrow at them. They are very hard to hit. The pair drops one but the other chain devil keeps at them. “Nimble little minx, ain't she?” remarks Hiro.

V'lk casts *greater invisibility* and runs over to help Bjorn with the archers. Bjorn lands a flurry of blows on an archer, wounding him, and suddenly a bunch more wounds appear, spraying blood, and the archer falls. “Sword of the North Star style!” Bjorn yells and runs after another archer. This one obtains an array of wounds from the invisible V'lk before Bjorn even gets there. “Precognitive Sword Strike!” he yells as he hacks away at him.

Soon, V'lk and Bjorn stand amidst the ruins of the leprous hobgoblin archers. "Boy, they come off the bone easy, don't they?" muses Bjorn. The mute V'lk nods invisibly, nearly precipitating an existential crisis. The ogre mage moans and stirs on the ground near them. They both leap upon her prone form and tear off huge hunks of flesh. She keeps living, thanks to her regenerative powers. "I took her heart out but it's still beating!" V'lk gestures at Bjorn by waving her heart around. Bjorn summons a small fire elemental that lies atop the oni, setting her ablaze. This doesn't kill her either, but she does burn like a tire fire.

Hiro, Jacob, and Gobo have slain one, but they keep trying in vain to kill the last kyton. Between its preternatural reflexes and the hanging chains, and its resistance to damage, it's really tough to get a good blow in. It slashes with its chains at Hiro again and again. Gobo casts *align weapon* on Hiro's bow and finally the good arrows down it.

After we kill everything, Bjorn loots the lepers while everyone else stands well away. He decides to stop after a short while in disgust.

The group investigates the next room. It's a long gallery with twin rows of pillars and even more gibbets with limp human forms in them. "Where do they get all these people?!?" Hiro exclaims. We find four people left alive. Gobo casts a *mass cure light wounds* to get them all up and going. They bow and swear to serve us for the rest of their lives. We get them started on that worthy task by helping to care for the sixteen insane people we found a couple rooms back. We inquire as to what they know and it turns out the very next room is Munascuru's lair.

MUNASCURU MUST DIE

We gear up and construct a complex and detailed tactical plan (summary – "*Get her!*").

TRAINING MONTAGE!

- Yoshihiro uses his magical wakizashi, Whispering Shrike, to cast *shield other* on Gobo. He starts *see invisible, protection from energy, air walk, and daylight* from his katana Suishen. He also uses his terracotta talisman to summon a phantom steed. “Come, let us end this!”
- Gobo puts *protection from evil* on everyone, renews his *status*, and puts *spell resistance 22* on Hiro. “Now someone point me in the right direction!”
- Jacob casts *false life, fly, enlarge person, shield, blur, and bear’s endurance*. He starts flexing like Hulk Hogan on crack. “Whatcha gonna do? When the 24 inch pythons and Hulkamania destroy you!” he cries.
- Bjorn has *ant haul, bloodhound, protection from cold, and longstrider* on. He explains, “I know they’re not combat buffs, but I’m going to try to lull her into overconfidence by pretending I’m a henchman!”
- V’lk poisons up all his weapons with belladonna and casts *blessing of fervor* as we go in! He sums up the feeling of the whole group with his trenchant comment, “...!”

“For the glory of the Amatatsu!” cries Yoshihiro as we charge in through the door! To find a hallway. “Son of a bitch!” We charge right! An empty library. We charge left! “Move move move!”

The group bursts into a large chamber full of depictions of madness and repulsive lusts, with “sculptures” created by murdered humans and aranea lining the walls. An old lady cackles while she tears a strip of flesh off an aranea on a big torture rack. “Leave me alone, I’m busy!” she says as she eats the strip of flesh.

“Munascuru! The Amatatsu are here to take your life!” Yoshihiro charges her on his *phantom steed* and slashes her with a critical hit from a blazing Suishen. She mutates into a tall, hunchbacked, orange-skinned Ja Noi oni with a naginata. She brings it down in a mighty blow in a critical hit of her own on Yoshihiro sufficient to bring him low— but he uses his samurai resolve to avoid the crit.

Gobo casts *bless* and V'lk casts *greater invisibility* as Bjorn runs up to join in. Jacob flies up above the fray and breathes a line of fire right down onto her. She screams as she burns.

Bjorn hauls off and slashes and shield bashes her four times, hurting her badly. The oni slashes at the mounted Yoshihiro but he repels most of her attacks. Gobo calls down the cold of the void upon her, chilling the creature. V'lk runs up invisibly and backstabs her, and she falls! Hiro jumps down from his phantom steed and beheads her with a flaming blade.

At that, Suishen gouts fire in a Highlander-esque power-up scene and gains the *flaming burst* ability! Another Oni of the Five Winds conquered!

DENOUEMENT

The soul of unending misery, Kusatsu Yuka, dwelling within V'lk is satisfied at the death of her tormentor. She departs, and as a vestige of her passing, he gains a proficiency in a Tien weapon!

We examine Munascuru's naginata. Yoshihiro recognizes it as an ancestral imperial weapon. As we begin to loot, Hiro suddenly realizes there's a torture victim on the rack and runs over and feeds it one of his healing potions. He's still freaked out so we give him a hit of opium (aranea like opium, and we've been finding some).

Gobo investigates the pit. It's full of hideous screaming faces and a big stone door. We determine that the stone door was some kind of magic portal powered by the souls of those they've drug down here and tortured and killed. It's how they escaped their imprisonment here, but it's inert now. Now that the last oni is dead, the kami can enter the pagoda!

We wander back to check out the library. The library contains many volumes of the history of the kami and oni of the Forest of Spirits, and some jade and gold and silver knickknacks. We gather up some of the most relevant books for readin'. We read bits of The Improbable Saga of Jinsen Tayago and his Astonishing War with the Oni. We learn about the kinds of oni (ettin, hobgoblin, human, kitsune, ogre, spirit, tengu, many more). Sadly none of this information has any interesting weaknesses that might benefit us later.

Our new servants escort the crazy people out of the dungeon and help us pack out the bulkier loot. We return the aranea and opium to the aranea above. Yoshihiro thanks the aranea king Akinosa and tells him they can stay here as long as they don't prey on any humans. The king thanks them for ridding them of the threat of the oni.

Outside, the kami are waiting. Hiro says, "Munascuru is dead! We have cleansed the House of the Withered Blossoms." They all hum in approval. We return the bonsai tree to the cute little kami who had lost it, Akumi. He thanks us and merges with his tree, but allows us to take it with us as long as we care for it. Hiro thanks him. (He has an aura of luck, and can find weak spots on enemies, eliminate sickness and poison.)

We ask if they can drive the evil spirits out of our comrades and maybe even heal the insanity of the other prisoners and turn the other petrified people back to life. The swine shogun spirit is driven out of Jacob but since it went unfulfilled, he still has his unnatural eating urges.

Miyaro the vixen lady is skulking around. She offers to guide us out of the forest and we also ask her to look after the insane people we found. She says that when we get to Minkai there are factions that will help us but they have no leadership. A large group of ronin in the north may be friendly to our cause. Hirabashi Jiro may be a powerful ally if we tell him what we learned here.

The kami will unfreeze the petrified people down in the dungeon over time. We offer the elf Drucusiquy a spot with the caravan to have tea parties with Harwynian or

whatever. She accepts, and shows no inclination to bother having her former adventuring colleagues brought along with her.

Yoshihiro gives his first magic sword, the wakizashi *Whispering Shrike*, to V'lk to commemorate his slaying of Munascuru. V'lk becomes proficient in wakizashis thanks to his departed spirit, so it's ninja overkill time next session!

All gain a level and the party is now 11th level.