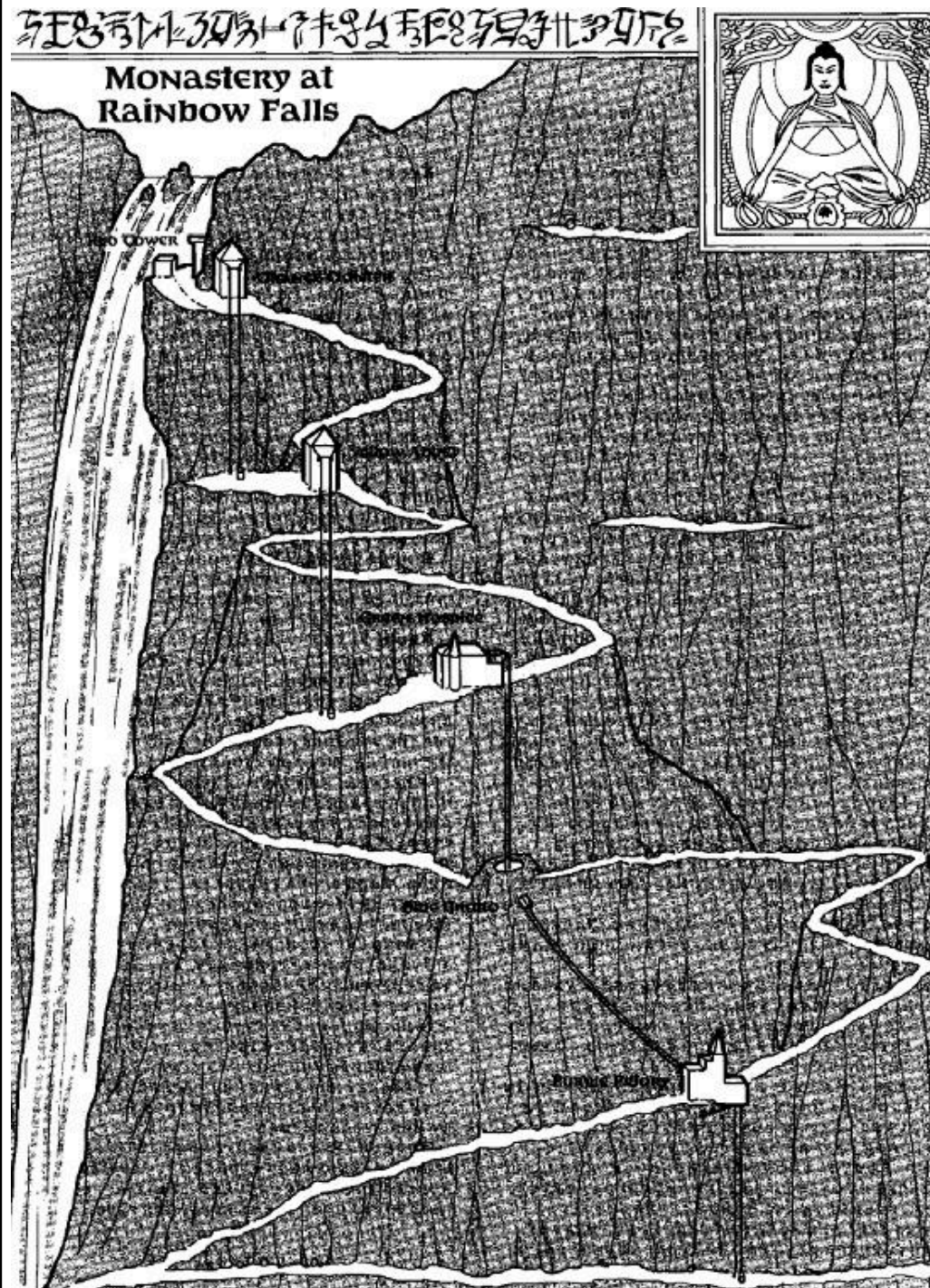










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Deep within an enormous range of mountains surrounded by a vast desert lies a fabled nation hidden from view. Abundant with mineral resources, it is a rich and bountiful country. Gold and jewels are so common that they have lost their value as jewelry and money. Greed has become an all but forgotten human emotion. This, however, is a mixed blessing. It is a tiny country that could easily be conquered by almost any large nation, which would certainly happen if her wealth were common knowledge. Its leaders have responded to this danger with subtlety rather than force: they have closed its borders, hiding its very existence from all who might wish to bring it harm.



Ep01	<p>12 Jan 2020</p> <p>The Tale of the Dalai Lama and his Great Tribulation</p> <p><i>Once again, in the darkness, the sweet motherly voice begins a new tale...</i></p> <p>Part I: A Fabled Land While crossing a vast mountainous desert, the party was spotted by a massive invasion force. Three hundred scouts separated from the army to decimate the party. The party was rescued by a beautiful young oriental woman and a flurry of monks from a nearby village. After informing the Abbot about the army, the monks decided to escort them to the Holy City to see the Dalai Lama. The journey took four days across harsh barren terrain under extreme heat during the day and freezing temperatures in the night. Near their destination, the party was blindfolded and carried into the city.</p> <p>NPCs: Beautiful young oriental woman (Princess) Village Abbot Sergeant of the Guard</p> <p>Cross the gorge safely Fend off/delay the scouts Travel to the Holy City</p>	<p>Clugh L9</p> <p>XP 58270 GP 14-5 = 9</p>		<p>Barney L7</p> <p>XP 30000 GP 10-2 = 8</p>	<p>Parry L7</p> <p>XP 30000 GP 0</p>	<p>[Noah N] Eli High Elf Fighter 7 (pre-gen)</p> <p>XP 30000 GP 85.5</p> <p>Repeatedly refused food and drink from the monks</p>	<p>Maple L7</p> <p>XP 30000 GP 310-300 = 10</p> <p>Inspiration! Raised two giants to rock and roll (boulders)</p>		
Ep02	<p>2 Feb 2020</p> <p>"Today at dawn, as promised."</p> <p>The party met the Dalai Lama and spent some time wandering in the Potala. Princess explained that they were prisoners just like her. Barney and Parcel tried to fly out but met with disastrous results. During the lucky day celebrations, a messenger from a neighbouring kingdom arrived to demand tribute of one woman and one horse. The Dalai Lama had no choice but to accede as his kingdom is weak. The party volunteered and promised to deliver Princess and the Dalai Lama's horse safely in return for their</p>	<p>Clugh L9</p> <p>XP 59770 GP 9</p>	<p>Kuhan L7</p> <p>XP 30000 GP 285</p> <p>Inspiration!</p>	<p>Barney L7</p> <p>XP 32500 GP 8</p>	<p>Parry L7</p> <p>XP 32500 GP 0</p> <p>Inspiration!</p>	<p>[Noah N] Parcel L7 M, High Elf LG Noble Wizard 7 (Evocation) Int +2</p> <p>XP 38500 GP 114</p> <p>Level Up!</p>	<p>Maple L7</p> <p>XP 32500 GP 10</p>		<p>[Dino J H] XGE Fenthis Skyfoot L7 M, Half-Elf CN Urchin Warlock 5 (Hexblade, Blade) Fighter 2 Sharpshooter</p> <p>XP 30000</p>

	<p>freedom.</p> <p>Part II: The Rainbow Falls After receiving wondrous gifts from the Dalai Lama, the party left the Potala with Princess, Sergeant and forty sohei . On the first night at the Blessed Whispering Waterfall, the party discovered strange dark figures in the water, but they lost track of them. Next, at the Rainbow Falls, the rainbow was missing. A few sohei deserted as it was a bad omen. A few party members entered the Red Tower, while the rest stayed outside. A surprise attack ended in Maple's untimely death before the rest could render aid.</p> <p>NPCs: Dalai Lama (The High One) Princess (Daughter of the High One)</p> <p>Learn from the residents in Potala  Make a promise to the Dalai Lama  Discover the secret of the dark figures  Persuade/trick the sohei not to desert  Cleanse the Red Tower  Sohei remaining 34/40</p>	<p>A benevolent monk sacrifices his flesh and blood to save another (gift from the Dalai Lama)</p>	<p>Lucky Winner: Daddy Cool</p> <p>Lucky Ruby</p>	<p>A handsome gentleman constantly thinking of a beautiful lady (gift from the Dalai Lama)</p>	<p>Lucky Winner: Dancing Queen</p> <p>Lucky Diamond</p> <p>Even a good-hearted man can become angry (gift from the Dalai Lama)</p>	<p>High Elf Wizard 8 (pre-gen) Int+2</p> <p>Items on PC: Potions of Healing x4, Charm of Heroism</p>	 <p>Pork-cupined</p> <p>Travel a thousand miles, bring along a thousand books (gift from the Dalai Lama)</p>	<p>GP 310-261.5 = 48.5</p>	
Ep03	<p>9 Feb 2020 Going Down the Rainbow</p> <p>The party continued their painfully slow descent at Rainbow Falls. Along the way, they explored the Orange Cloister and Yellow Abbey. Both were occupied by vicious humanoid that attacked the party on sight. The party was severely wounded and had no choice but to rest. The party found the remains of the previous residents and a book that described the strange creatures.</p> <p>Cleanse the Orange Cloister  Cleanse the Yellow Abbey  Sohei remaining 34/40</p>	<p>Clugh L9</p> <p>XP 61120 GP 9+100 = 109</p>	<p>Kuhan L7</p> <p>XP 31350 GP 285</p>	<p>Barney L7</p> <p>XP 33850 GP 8</p>	<p>Parry L7</p> <p>XP 33850 GP 0</p>		<p>[Justin Y] XGE Cathmor L7 M, Human (V) NG Outlander Fighter 7 (Cavalier) Alert Dex+2 Dex+2</p> <p>XP 30000 GP 10</p>		
Ep04	<p>16 Feb 2020 Helpless in the Dark</p>	<p>Clugh L9</p>	<p>Kuhan L7</p>				<p>Cathmor L7</p>		<p>Fenthis L7</p>

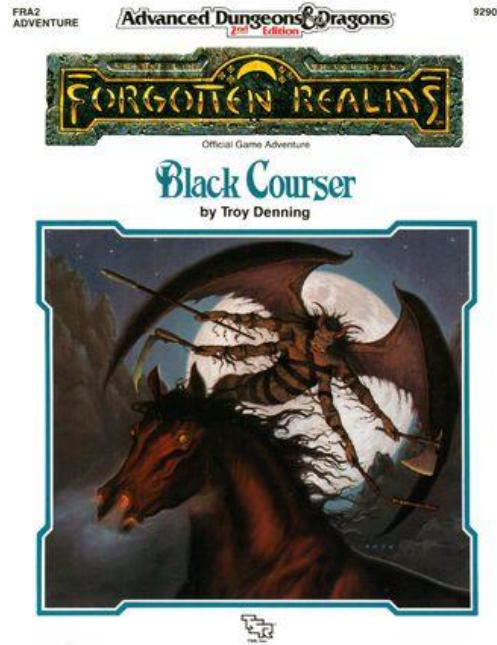
	<p>The party's first attempt to enter the Green Hospice was a disaster. Nine sohei perished in the attempt while the heroes had tremendous difficulty fighting in the dark. The party retreated back to the Yellow Abbey for the night. The party was attacked during their rest, but they managed to repel the apparition and save the Princess. The party finally cleared the Green Hospice of monsters in their third attempt.</p> <p>Repel the apparition in the night [+] Cleanse the Green Hospice [+] Sohei remaining 25/40</p>	XP 62620 GP 109	XP 32850 GP 285 Byubo's Belt Inspiration! Saving a monk's life is better than building a monastery				XP 31500 GP 10		XP 31500 GP 48.5
Ep05	<p>23 Feb 2020 Throw the frog down the cliff</p> <p>The party descended to the Blue Grotto. After a brief investigation, the party retreated to rest. However, when the party returned, the way in was sealed. The party again rode on the giant spider to proceed to the lower building. Along the way, they paid the toll for safe passage. At the Purple Priory, the party rejoiced in glee when they flung a hapless frog down the cliff. Unfortunately, Kuhan suffered when he failed to heed (comprehend) the proverb painted over the entrance. At last, the party reached the bottom of Rainbow Falls.</p> <p>Keep your hands off Byubo's jewels [--] Cleanse the Blue Grotto [--] Pay toll for safe passage [+] Cleanse the Purple Priory [+] Light the Padhra's lamp only after extinguishing all others [--] Sohei remaining (Bonus +XP) 25/40</p>	XP +250	Kuhan L7 XP 35450 GP 285-285 +50 = 50 Bravery +XP Level Up! Barbarian 5 Druid 3 Potion of Greater Healing, Uncut ruby (1300 gp) Lost 5 points of Wisdom to Padhra's Lamp	Barney L7 XP 36450 GP 8-8 = 0 Bravery +XP Level Up! Bard 8 Cha+2	Parry L7 XP 36450 GP 0 Bravery +XP Level Up! Human Paladin 8 (pre-gen) Cha+2 Byubo's Gloves, Spell Scroll (Remove Curse, Raise Dead)		XP +250		
Ep06	<p>1 Mar 2020 Dowry & Dragon</p> <p>Part III: To Ra-Khati's Frontier The party continued their journey alongside the river at the bottom of a canyon. A group of pilgrims intruded into their camp in the</p>	Clugh L9 XP 64370 GP 109	Kuhan L8 XP 36950 GP 50	Barney L8 XP 37950 GP 0	Parry L8 XP 37950 GP 0		Cathmor L7 XP -- GP --	Dante L7 XP 30000 GP 25	

	<p>dark and freed the black horse. A fight erupted and the party caught three prisoners, whom the party set free after questioning. After a few days of travel, the party was harassed by a black swarm. Kuhan, Parry, and Cathmor jumped into the river and were washed away in their attempt to escape. The party took refuge inside a ruined monastery when the Purple Dragon appeared in the form of an enormous purple dust cloud. The party confessed that they have lost the dowry and begged for its mercy.</p> <p>NPCs: Pilgrim "Shukenja" The Purple Dragon (Great Dragon of the Desert Winds)</p> <p>Don't lose the dowry Interrogate the pilgrims Escape from the swarm Converse with the Purple Dragon Beg for mercy</p>	<p>Level Up! Monk 10</p> <p>Inspiration! Mercy!</p>							
Ep07	<p>8 Mar 2020 A city buried in purple dust</p> <p>The party met Sandiraksiva again at a grassy hill. They tried to gain its trust but were rejected. After all, the party cared not for it during the journey and treated it as an object to be sacrificed. The party crossed the Great Chain Bridge and discovered hundreds of dead soldiers covered in purple dust.</p> <p>Part IV: Kushk and the Sixfold Path The party reached the Deserted City of Kushk. The dead emissaries from Solon were found hung at the city gates. The Sacred Mountain of Kushk laid beyond. Can the party reach the Tower of Harmony at the top?</p> <p>NPC: Sandiraksiva ("He who refuses to carry the</p>	<p>Clugh L10</p> <p>XP 65370 GP 109-109 = 0</p>	<p>Kuhan L8</p> <p>XP 37950 GP 50</p>	<p>Barney L8</p> <p>XP 38950 GP 0</p> <p>Solon's crest (1 gp)</p>	<p>Parry L8</p> <p>XP 38950 GP 0</p> <p>Raja's amulet (1500 gp)</p>				

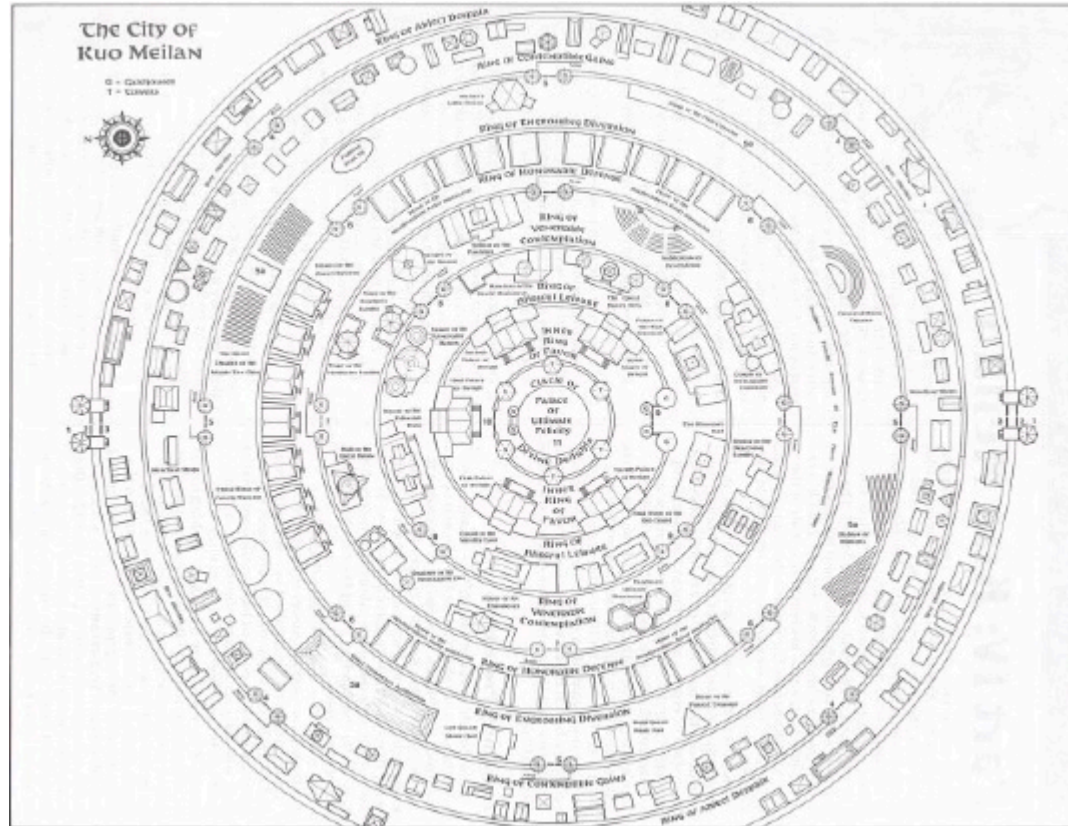
	Dalai Lama") Keep your eyes off Sandiraksiva's mares -- Investigate the scene at the city gates + Appease the greedy Bimasara +								
Ep08	15 Mar 2020 Up and down the Sacred Mountain The Sacred Mountain of Kushk tested the party as they walked the Sixfold Path. The party chose wisely to begin at the beginning and followed each path in sequence. They understood the meaning of some but failed on the others. The final path remains. Faith + Resolve -- Speech -- Action + Endeavor +	Clugh L10 XP 67370 GP 0 Cursed gold medallion	Kuhan L8 XP 39950 GP 50 Sword of Kushk "伟大光明"	Barney L8 XP 40950 GP 0	Parry L8 XP 40950 GP 0			Dante L7 XP 33000 GP 194 +2 Staff "天打雷劈"	
Ep09	22 Mar 2020 And they joined the army The party refused to be tempted on the last path down the mountain and walked it to the end even though Princess suffered a mishap. Miraculously, they arrived back at the top. They entered the Tower of Harmony and found the Prism of Kushk, bridal gifts for Princess and visions of events to come. The party persuaded Princess to share her gifts. At the base of the mountain, they encountered the army of soldiers that they met before. After being introduced to its commander, Prince Hubadai, they realised that they had been tricked by the Raja of Solon. They helped the Prince to capture the Purple Dragon and promised to act as scouts for his army. NPCs: Prince Hubadai (of the Tuigan Empire) Gaumahavi (Great Dragon of the Desert Winds)	Clugh L10 XP 69370 GP 0 Bridal gift boots	Kuhan L8 XP 41950 GP 50	Barney L8 XP 42950 GP 0 Inspiration! Heroic title: Likes to tempt fate	Parry L8 XP 42950 GP 0 Bridal gift gauntlets	[Deborah] Mordred Dwarf Cleric 7 (pre-gen) XP 30000 GP 25 Bridal gift ring		Dante L7 XP 35000 GP 194 Level Up! Wizard 8 Int+2 Prism of Kushk	

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Book II: Black Courser



A bird's-eye view of Kuo Mei Lan








Ep10	<p>29 Mar 2020 Burn the witch</p> <p><i>The voice continues in the darkness, "...either by killing everybody his army encounters, or, by relying upon you to guide him away from the natives."</i></p> <p>Part II: Through the Hidden Kingdom The party acted as scouts for the Tuigan army through the Hidden Kingdom. They chose the Way of Solitude, hoping that it would lead the army away from natives and villages. Cultural differences resulted in confrontations between Prince Hubadai and Princess Kiti. Princess became furious when the party sided with Hubadai. Panic crept</p>	<p>Clugh L10</p> <p>XP 71170 GP 0</p>		<p>Barney L8</p> <p>XP 44750 GP 0</p>	<p>Parry L8</p> <p>XP 44750 GP 0</p>			<p>Dante L8</p> <p>XP 36800 GP 194</p>	
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	<p>into the ranks when the party became marked by a strange tattoo on their foreheads, followed by Hubadai and then his nightguards. The party defended Princess with their lives when the nightguards threatened to burn the witch.</p> <p>NPCs: Prince Hubadai (of the Tuigan Empire) Princess Kiti (of the Hidden Kingdom)</p> <p>Scout the way ahead Sink the Monster of the Lake Scare the pilgrims away Save the Princess</p>							<p>Inspiration! "Beware the MONSTER"</p> <p>Spell scroll (Invisibility ✖2)</p>	
Ep11	<p>19 Apr 2020 (on Roll20) A hundred statues in front, a thousand monks behind</p> <p>The party took refuge in Prince Hubadai's yurt during a sandstorm. They even found a way for Princess to stay. The party came across a village and tricked the villagers to quickly evacuate. However, their motives came into question when they helped themselves to the villagers' unguarded possessions. Later, when Kuhan was cursed to become a discarded ornament, the party persuaded Prince Hubadai to save him, which he did by sacrificing the life of his shaman. The party ventured onto a side trail leading to a citadel full of statues but they were refused entry. The party turned back and met a thousand monks approaching on the main path. After failing to convince the monks to stop, they signalled the army to proceed towards the citadel to avoid a confrontation.</p> <p>Find a way for Princess to stay in yurt Talk to the hermit without him dying Evacuate the village speedily Skewer the glass-eyed lizards Make a choice between two paths Karma</p>	<p>Clugh L10</p> <p>XP 72920 GP 0</p> <p>Turned to glass (Saved by Mordred's Goddess of True Love)</p>	<p>Kuhan L8</p> <p>XP 43700 GP 50</p> <p>Turned to glass (Saved by Teylas the sky-god, with the shaman's life in exchange)</p> <p>Stole from the poor villagers after tricking them</p>	<p>Barney L8</p> <p>XP 46500 GP 0</p> <p>Inspiration! A smaller tent within a larger yurt</p>	<p>Parry L8</p> <p>XP 46500 GP 0</p> <p>Silver hair pin (5 gp)</p> <p>LG -> NG Stole from the poor villagers after tricking them</p>	<p>Mordred L7</p> <p>XP 31750 GP 25</p> <p>Items on PC: ^Bridal gift Ring</p>			

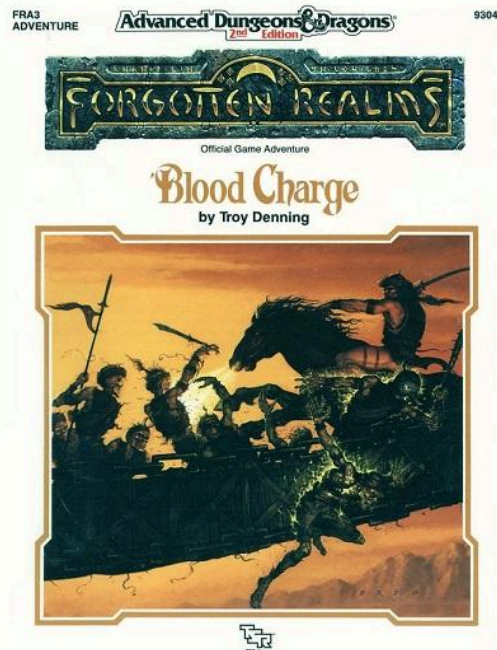
Ep12	<p>26 Apr 2020 (on Roll20) <i>"The Stamp of Tan Chin protects the wearer against death after he dies."</i></p> <p>The party convinced the old man in the citadel to allow the army passage. The old man stated his conditions, Prince Hubadai agreed and granted him a quick and painless(?) death in appreciation for his cooperation. Before his death, the old man informed the party that the Raja of Solon was actually the emperor of Shou Lung, Tan Chin, around two thousand years ago. Days later, when the army clashed with living boulders, the party discovered that those marked by the Stamp of Tan Chin rose as zombies when they died. Although Princess helped in the battle, the nightguards once again blamed her for putting the curse on their heads.</p> <p>NPC: Tsepo (old man of the citadel)</p> <p>Pass through the citadel safely Stop the rocks from rolling Protect Princess again Don't create more undead Karma</p>	<p>Clugh L10</p> <p>XP 74020 GP 0</p>	<p>Kuhan L8</p> <p>XP 44800 GP 50</p> <p>Rough topaz (500 gp)</p>	<p>Barney L8</p> <p>XP 47600 GP 0</p>	<p>Parry L8</p> <p>XP 47600 GP 0</p>			<p>Dante L8</p> <p>XP 37900 GP 194</p>	
Ep13	<p>3 May 2020 (on Roll20) Remained on the Way of Solitude for the entire march</p> <p>A shadow monster tried to abduct Sandiraksiva in the night. The party used the Prism of Kushk to capture the monster, but released the Purple Dragon in the process. The Purple Dragon realised she was betrayed by the Raja of Solon and left to delay his army so that the party had time to retrieve the <i>Stone Scepter of Shih</i>. They also earned the respect of the soldiers by risking their lives to save the Black Courser. Days later, the party rescued Prince Hubadai and Princess Kiti from giants when they fell down a cliff in an avalanche. Finally, after a month,</p>	<p>Clugh L10</p> <p>XP 76020 GP 0</p>	<p>Kuhan L8</p> <p>XP 46800 GP 50</p>	<p>Barney L8</p> <p>XP 49600 GP 0</p> <p>Level Up! Bard 9</p>	<p>Parry L8</p> <p>XP 49600 GP 0</p> <p>Level Up! Human Paladin 9 (pre-gen)</p> <p>Potion of Longevity x2</p>				

	<p>the party reached a citadel of monks and nuns at the southern border of Khazari.</p> <p>Prevent the horse-napping Halt the spread of Fungus-20 virus Rescue Prince and Princess Find a way to communicate Karma</p> <div><div>[+]</div><div>[+]</div><div>[+]</div><div>[+]</div><div>-3</div></div>		Drank from the Fountain of Eternal Life	Drank from the Fountain of Eternal Life					
Ep14	<p>10 May 2020 (on Roll20) A tough choice: Who shall live and who shall die</p> <p>Three Tuigan soldiers died from collateral damage when Barney tried to forcefully enter Princess' tent in the night. As the party was trying to persuade Prince Hubadai not to massacre Yumbu Citadel, they discovered that those who drank from the Fountain of Eternal Life were aging rapidly. Parry used his potions of longevity to save a Tuigan escort and Barney. Kuhan's aging stabilised after a while and would have been fine except the party made a grave mistake by returning to the Citadel. Another crisis occurred when Princess was kidnapped and the party fell into a trap as they tried to rescue her. Prince Hubadai and his elite arrived in the nick of time. Kuhan departed in a hurry, believing he would die soon and unwilling for a shaman of Teylas to sacrifice her life to save him.</p> <p>Stop the massacre on Yumbu Citadel Rescue Princess one more time Karma ("Authenticate Count: ?")</p> <div><div>[+]</div><div>[+]</div><div>-6/1</div></div>	<p>Clugh L10</p> <p>XP 77220 GP 0</p>	<p>Kuhan L8</p> <p>XP 48000 GP 50</p> <p>Retired from adventuring life due to old age</p> <p>Items on PC: Charm of Heroism, ^Byubo's Belt, Potion of Greater Healing, △Sword of Kushk "伟夫光明"</p> <p>Next PC: XP 34000 Tribute +4000 XP 38000</p>	<p>Barney L9</p> <p>XP 50800 GP 0</p> <p>Aged 80 years in one night/day before drinking a potion of longevity</p>	<p>Parry L9</p> <p>XP 50800 GP 0</p> <p>Inspiration! The tuigan soldier has no reward to offer Parry, he can only promise to return this favor "<i>in the afterlife.</i>"</p>			<p>Dante L8</p> <p>XP 39100 GP 194</p> <p>Inspiration! Heroic title: <i>There must be an angel (watching over me)</i></p> <p>Rolled two natural 20s for two death saving throws in a single battle</p>	
Ep15	<p>17 May 2020 (on Roll20) The Search for Kuo Mei Lan</p> <p>Part III: Khazari The party met a sage who had waited for them for a very long time to fulfil an ancient prophecy. Prince Hubadai reunited with his father who was attacking the Shou empire after breaching the Great Dragonwall. The party learned from Koja about Emperor Tan</p>	<p>Clugh L10</p> <p>XP 79220 GP 0</p>	<p>[W Ming] Alerin Flyhard M, Wood Elf CN Urchin Fighter 8 (Arcane Archer) Dex+1, Con+1 Dex+2</p>	<p>Barney L9</p> <p>XP 52800 GP 0</p>	<p>Parry L9</p> <p>XP 52800 GP 0</p>			<p>GP 0</p>	

	<p>Chin, his lovely consort Mei Lan and his nemesis Shih Hai Kwai. The party separated from the Tuigan army and Princess in search of the lost city Kuo Mei Lan. Along the way, they were captured by Shou soldiers. They escaped to a Shou village where they met a beggar, who then led them to Kuo Mei Lan.</p> <p>Part IV: Kuo Mei Lan The ancient city was ancient and covered by a heavy tangle of vegetation. The party discovered a cache of magic weapons, but discarded them after they found Flyhard babbling incoherently in a blind alley, the result of his harrowing experience during their long rest.</p> <p>NPCs: Donazar the Sage (wizened old man?), Yamun Khahan (commander of the Tuigan Empire, "Great Emperor of All Peoples and All Lands") Koja (Tuigan Grand Historian), "Running Dog" (Shou beggar)</p> <p>Meet Donazar the Sage Meet Yamun Khahan Escape from Shou captors Explore Kuo Mei Lan</p>		<p>Con+2</p> <p>XP 40000 GP 0</p> <p>Scared out of his wits, aged 30 years in one night.</p>		Desert Noble Half Plate				
Ep16	<p>24 May 2020 (on Roll20) The horrors of Kuo Mei Lan</p> <p>The party encountered many dangers in Kuo Mei Lan, from man-eating plants to oversized poisonous ants. The party rested while watching a ghostly play before intruding carelessly into the Ring of Honorable Defense. Parry was surrounded by undead soldiers and almost eaten alive.</p> <p>Proceed towards the inner ring Watch the play Don't trigger the alarm Don't trigger the alarm again</p>	<p>Clugh L10</p> <p>XP 80720 GP 0</p>	<p>Flyhard L8</p> <p>XP 41500 GP 0</p>	<p>Barney L9</p> <p>XP 54300 GP 0</p>	<p>Parry L9</p> <p>XP 54300 GP 0</p>				
Ep17	<p>31 May 2020 (on Roll20)</p>	<p>Clugh L10</p>	<p>Flyhard L8</p>	<p>Barney L9</p>	<p>Parry L9</p>				

	<p>倾国倾城 The Beautiful Mei Lan</p> <p>After figuring out the right response to the guard towers' question, the party progressed swiftly to the innermost ward. However, the nights in the city were terrifying and exhausting due to supernatural events that were inexplicable. The party came across temples dedicated to the one and only patron deity of the city and decided not to touch any of its artifacts. The party resumed their search for clues and valuables in mansions that were better preserved until they reached the palace. The party became the first living persons to lay their eyes on Mei Lan, the most beautiful oriental consort, in two thousand years. She retreated to await their arrival in her parlor.</p> <p>Give the right answer to the towers  Gather valuable clues along the way  Arrive at the Palace of Ultimate Felicity  Don't dally too long with Mei Lan </p>	<p>XP 82920 GP 0</p> <p>Potion of Greater Healing</p>	<p>XP 43700 GP 0</p> <p>Jade Dragon Figurine (1100 gp)</p> <p>Cursed Palace Ring, Potion of Greater Healing</p>	<p>XP 56500 GP 0</p> <p>Sapphire (500 gp)</p> <p>Crystal Ball, Spell Scroll (Lesser restoration x4, Raise Dead) Potion of greater healing x2; Potion of superior healing</p>	<p>XP 56500 GP 0</p> <p>Potion of Superior Healing</p>				
Ep18	<p>7 Jun 2020 (on Roll20)</p> <p>Mei Lan's skeletons in the steaming pool</p> <p>After searching through the upper levels of the palace, the party travelled downstairs to the mysterious lower levels. Along the way, they discovered the horrifying secret behind Mei Lan's beauty. In the imperial treasure chamber, the party discovered Shih "the Hero of the Peasants" (he was somehow still alive after two millennia). The gullible party again fell for Mei Lan's sinister tricks and wrongfully killed the defenseless Shih. Mei Lan, now a vengeful spirit, then became free to unleash her hellish scorn upon the party. Barney died in a contest of words with her before the party finally smited her to oblivion.</p> <p>NPCs: Shih Hai Kwai (the Hero of the Peasants), Mei Lan (the devious malevolent ghost)</p>	<p>Clugh L10</p> <p>XP 85945 GP 0</p> <p>Level Up! Monk 11</p> <p>Sloth title: <i>Killed the Hero of the Peasants while he was defenseless</i></p> <p>Stone Scepter of Shih "石中间", Potion of Greater</p>	<p>Flyhard L8</p> <p>XP 46725 GP 0</p> <p>+2 Katana "落花流水"</p>	<p>Barney L9</p> <p>XP 59525 GP 0</p>  <p>Lost his head Lost his heart to the hideous Mei Lan</p> <p>Buried with him underneath a mountain of treasure:</p>	<p>Parry L9</p> <p>XP 59525 GP 0</p> <p>Inspiration! My first time (<i>smiting in the name of Torm</i>)</p> <p>Heroic title: <i>Like a ... true believer</i></p> <p>Potion of Hill Giant Strength, Potions of Greater</p>				

Book III












In the skies above, the Purple Dragon battled Tan Chin and his dowagu. The Purple Dragon lost and plummeted to her death, but not before destroying Tan Chin's physical body. On the Great Chain Bridge below, Tan Chin's undead horde massacred the monks defending the bridge and marched on to the Potala Palace without resistance. The party watched the scene from a distance. Without aid from the Tuigan army, they were unable to change the course of history.



Ep19	<p>14 Jun 2020 (on Roll20) Reunion with Prince and Princess</p> <p>"... the actions that result from this inner search will determine whether those who follow remember you as a hero or a coward. You are about to face your moment of soul-searching."</p> <p>Part I: Reunion The party discovered that the Shou people were resilient and resolute when they faced the onslaught of the Tuigan invasion. They burned their homes and contaminated their</p>	<p>Clugh L11</p> <p>XP 86745 GP 0</p>	<p>Flyhard L8</p> <p>XP 47525 GP 0</p>	<p>[Joshua N] XGE Barley M, Half-elf NG Criminal (spy) Bard 6 (Lore) Warlock 2 (Hexblade) Dex+1, Cha+1</p>	<p>Parry L9</p> <p>XP 60325 GP 0</p>						
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	<p>water supply to thwart the enemy's progress. When the party preemptively attacked a Shou patrol, the brave soldiers defended their homeland to the last man. The party divined the Tuigan's location and reunited with Yamun Khahan, Prince Hubadai and Princess.</p> <p>NPCs: Yamun Khahan (commander of the Tuigan Empire, "Great Emperor of All Peoples and All Lands") Koja (Tuigan Grand Historian), Chanar (advisor to Yamun Khahan), Min Ho (former Shou general)</p> <p>Reunite with the Tuigan army Stop the hidden dagger</p>			<p>XP 44900 GP 15</p> <p>Inspiration! 苦肉計</p>					
Ep20	<p>21 Jun 2020 (on Roll20) Leaving the army to become monks</p> <p>The party met the khahan's advisors, hoping to gain their support in persuading the khahan to send an army to defend the Hidden Kingdom. Alas, the party failed to understand the Taloc and make a proper proclamation to the khahan, despite several attempts by fate to emphasize the game's importance.</p> <p>Part II: Red Mountain Monastery Left without an army, the party travelled to the Red Mountain Monastery in order to learn more about Tan Chin's powers. The monks assumed that the party wished to join them, so they discarded their worldly possessions and shaved their heads.</p> <p>NPCs: Ruby Lama (of Rubilya)</p> <p>Gain the advisors' support Make a proper proclamation Meet the Ruby Lama Explore the monastery</p>	<p>Clugh L11</p> <p>XP 88545 GP 0</p>	<p>Flyhard L8</p> <p>XP 49325 GP 0</p> <p>Level Up! Fighter 8 Barbarian 1</p>	<p>Barley L8</p> <p>XP 46700 GP 0</p>	<p>Parry L9</p> <p>XP 62125 GP 0</p>				

Ep21	<p>28 Jun 2020 (on Roll20) The Great Temple of Furo</p> <p>Not satisfied with the Ruby Lama's answers, the party explored deeper into the monastery. They discovered an area where the monks were undergoing a series of tests which would, upon successful completion, grant them answers to three questions from the Padhrasattva of Knowledge. The tests proved extremely challenging to the party as they defied their conventional wisdom and went against their instinctive habits.</p> <p>Don't be blinded by the darkness [--] Don't bow down to the werewolf [--] Don't jump off the platform [--] Don't wield the shining sword [--]</p>	<p>Clugh L11</p> <p>XP 90145 GP 0</p>	<p>Flyhard L9</p> <p>XP 50925 GP 0</p>	<p>Barley L8</p> <p>XP 48300 GP 0</p> <p>Level Up! Bard 7 Warlock 2</p>	<p>Parry L9</p> <p>XP 63725 GP 0</p>				
Ep22	<p>12 Jul 2020 (on Roll20) The Hidden Kingdom is doomed</p> <p>After completing a series of tests, the party finally reached the heart of Rubilya, which is Furo's audience chamber. Furo answered three questions from the party and gave each of them a parting gift. The monks fell prone and touched their foreheads to the ground as they departed.</p> <p>Part III: Blood Charge The party reached the Great Chain Bridge just in time to see the Purple Dragon fall to her death, defeated by the Raja of Solon. Without the Tuigan army, the party could only watch as the undead horde massacred the monks defending the bridge. The Hidden Kingdom is doomed as the undead marched towards the Potala Palace.</p> <p>The party travelled to Solon and found it to be heavily guarded, but they managed to sneak in before dawn.</p> <p>Don't jump across the rift [--] Don't enter the umber hulk's pen [++] Don't wear the golden crown [++]</p>	<p>Clugh L11</p> <p>XP 92485 GP 0</p> <p>Bravery! +XP</p> <p>Inspiration! Gained an audience with Furo, the Padhrasattva of Knowledge</p> <p>^Ioun Stone (Awareness), Spell Scroll (Furo's Teleport)</p>	<p>Flyhard L9</p> <p>XP 53265 GP 0</p> <p>Bravery! +XP</p> <p>Inspiration! Gained an audience with Furo, the Padhrasattva of Knowledge</p> <p>^Ioun Stone (Sustenance)</p>						

	Save the Hidden Kingdom from undead  (only the Dalai Lama, Princess, Tsepo and a handful of monks survived) Sneak into Solon 								
Ep23	19 Jul 2020 (on Roll20) Descend into darkness After getting an overview of Solon city from a slave, the party headed towards the Pagoda of the Avatar of Light. The denizens of the city seemed to avoid this place, the party rested and found some magical items to aid them. Although the party was invisible, the guard at the gates to the inner city spotted them. A battle ensued but the party was unable to bring down the intelligent flying brute. The inner city was actually an enormous pit where thousands of zombies labored. The party descended a ladder into the depths beneath Solon city. A one way trip? Gain information on Solon city  Trick/silence/circumvent the gate guard  Explore the Pagoda  Descend into the depths 	Clugh L11 XP 94485 GP 0 Potion of Greater Healing	Flyhard L9 XP 55265 GP 0 Potion of Greater Healing	Barley L9 XP 50300 GP 0 Potion of Greater Healing, Spell Scroll (Mass Cure Wounds, Raise Dead)	Parry L9 XP 65725 GP 0 Level Up! Paladin 10 Potion of Greater Healing				
Ep24	26 Jul 2020 (on Roll20) A Power Word Kill a day After encountering more undead, the party stopped to rest. Unfortunately, Tan Chin discovered them and he proceeded to play a cat-and-mouse game with the party. Two party members died but were brought back to life. The party descended down a well to an even deeper level. There they finally arrived at the base of a pyramid-sized obsidian monolith that seemed to be some kind of forgotten temple. NPCs: Tan Chin (Raja of Solon, former emperor of Shou Lung) Overcome shadows with strength 	Clugh L11 XP 96985 GP 0  Day Two Power Word Kill	Flyhard L9 XP 57765 GP 0	Barley L9 XP 52800 GP 0  Day One Power Word Kill Everburning lamp	Parry L10 XP 68225 GP 0 Potion (Heart of Fire),				

[illegible]

[illegible]

	Spell Scroll Spell scroll, varies	<p>A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise the scroll is unintelligible.</p> <p>If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.</p> <p>Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.</p> <p>A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.</p>	
	Orb of Direction Wondrous item, common	While holding this orb, you can use an action to determine which way is north.	
	Helm of Comprehending Languages Wondrous item, uncommon	While wearing this helm, you can use an action to cast the <i>comprehend languages</i> spell from it at will.	
	Robe of Useful Items Wondrous item, uncommon	<p>This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment.</p> <p>The robe has two of each of the following patches:</p> <ul style="list-style-type: none"> • Dagger • Bullseye lantern (filled and lit) (1 patch used) • Steel mirror • 10-foot pole • Hempen rope (50 feet, coiled) • Sack <p>In addition, the robe has 10 other patches with unknown contents.</p> <p>Patch 1: rations, Patch 2: bedroll, Patch 3: backpack, Patch 4: longbread, Patch 5: water, Patch 6: sausage, Patch 7: cheese</p>	Patches left: 3
	Charm of Vitality Minor supernatural gift	<p>You can use this charm as an action. Once you do so, the charm vanishes from you.</p> <p>It removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend.</p>	
	Charm of Heroism Minor supernatural gift	<p>You can use this charm as an action. Once you do so, the charm vanishes from you.</p> <p>You gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the <i>bless</i> spell (no concentration required).</p>	
	Byubo's Belt Wondrous item (belt), requires attunement	You gain +1 bonus to AC against weapon attacks while you wear this belt.	
	Byubo's Gloves Wondrous item (gloves), requires attunement	Your Dexterity score increases by 2 while you wear these gloves.	
	Sword of Kushk "伟大光明" Weapon (longsword), requires attunement	While holding this +2 longsword, you can use an action to speak its command word. When you do so, the sword emits bright blue light in a 20-foot radius even in magical or supernatural darkness.	

	Potion of Longevity Potion, very rare	This potion is rumored to return youth to the drinker. Suspended in this amber liquid are a scorpion's tail, an adder's fang, a dead spider, and a tiny heart that, against all reason, is still beating.																			
	Desert Noble Half Plate Armor (medium), uncommon	You do not suffer additional penalties in hot environments as a result of wearing medium armor.																			
	Crystal Ball Wondrous item, very rare (requires attunement)	The crystal ball is about 6 inches in diameter. While touching it, you can cast the <i>scrying</i> spell (save DC 17) with it. Once used, the crystal ball can't be used again until the next dawn.																			
	Potion of Giant Strength Potion, rarity varies	<p>When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score. This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type.</p> <table><tr><td>Type of Giant</td><td>Strength</td><td>Rarity</td></tr><tr><td>Hill giant</td><td>21</td><td>Uncommon</td></tr><tr><td>Frost/stone giant</td><td>23</td><td>Rare</td></tr><tr><td>Fire giant</td><td>25</td><td>Rare</td></tr><tr><td>Cloud giant</td><td>27</td><td>Very rare</td></tr><tr><td>Storm giant</td><td>29</td><td>Legendary</td></tr></table>	Type of Giant	Strength	Rarity	Hill giant	21	Uncommon	Frost/stone giant	23	Rare	Fire giant	25	Rare	Cloud giant	27	Very rare	Storm giant	29	Legendary	
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	+2 Katana "落花流水" Weapon (longsword), very rare (requires attunement)	<p>You gain a +2 bonus to attack and damage rolls made with this magic weapon.</p> <p>The katana is a single-edged slightly curved sword ending in a chisel point. It is noted for its superior construction and design. It is perhaps one of the finest types of swords made. Great care is taken in making the katana and the forging and construction of it is considered a rare and valuable art. The weaponsmith must labor long hours to achieve the correct temper of the blade. When correctly made, the blade is light, well-balanced, and combines great strength with flexibility and resilience. The quality of the metal and forging allows the blade to be ground to a razor-sharp edge. Equal attention is also given to the hilt, guard, and scabbard of the weapon. Katanas often have individual names, reflecting deeds of glory in which it has been used.</p> <p>For the samurai, the katana is more than just a weapon, it is part of his honor and the honor of his family. A single katana may have been in the same family for generations, becoming a treasured heirloom. To lose such a weapon is a shameful disgrace that can only be swept clean by the recovery of the weapon and the punishment of those who have taken it.</p> <p>While holding this weapon, you may use its powers (using the sword as the material component if required). Each power, once used, cannot be used again until the next dawn.</p> <p>1. Float like the sakura flower You can use a reaction to cast the spell <i>feather fall</i> on yourself.</p> <p>2. Flow like the heartless water You can use an action to cast the spell <i>water walk</i> on yourself.</p> <p>One Man One Katana Once attuned to this weapon, you are unwilling to part with it, keeping it on your person at all times. You have disadvantage on attack rolls made with melee weapons other than this one.</p>																			

	<p>Ioun Stone Wondrous item, rarity varies (requires attunement)</p>	<p>An Ioun stone is named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of Ioun stone exist, each type a distinct combination of shape and color.</p> <p>When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you.</p> <p>Awareness (Rare). You can't be surprised while this dark blue rhomboid orbits your head.</p> <p>Sustenance (Rare). You don't need to eat or drink while this clear spindle orbits your head.</p>	
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