## **Excerpts From The Personal Journal of Speaks With Wind**

## Rose Moon - 28th day

Constable Munch went to get a copy of the sewer key and to get additional information about the sewers.

I gave Dawn Flower the two daggers and two flasks of Alchemíst's Fíre. At the end of the day today, she gave me a platinum ring that she had purchased.

## Rose Moon - 29th day

It has been a long day. We were successful in our mission, but the price was high. I killed Antonio Montana, but he murdered Professor Ralston, and Grognar and Tesh were infected with Filth Fever.

We also recovered a lead box which we believe contains a larger size meteorite.

We met Constable Munch early in the morning. He had a report of a theft from a butcher shop near the stables that occurred the same night as the attempted assassination. I asked the question, "what lives in the sewers, eats shit and meat"? Calyx replied "politicians".

More importantly, Constable Munch brought a key to the sewer gates and maps of the sewers. The maps had some notations of the most recent sewer inspections but they didn't have any explanations of what the notations meant. Apparently those documents were burnt up in Constable Cassidy's house. Constable Munch also said that there was no news on what had happened to Constable Cassidy.

We were able to decipher some of the markings on the maps. The were several spots marked "MIA", which Constable Munch said meant a crew had gone missing. Several other spots indicated where sewer crews had an encounter. There was also one section that appeared to have not been explored in quite some time as it had nothing written on it.

The sewers themselves seem like a bunch of twisty little passages, all alike. All of the grates open up into a small chamber containing a table and two chairs. Five-foot wide passages connect the entry chambers. The entry chambers also have openings to the main passageways which are about forty feet wide and three hundred feet long. The floor in the passageways slopes down from each wall into the center forming a channel for refuse to pass through. These passageways empty into a central stream about twenty feet wide. We decided to start where we left off the night before last. Despite the track being two days old, Tesh and I were able to pick Antonio Montana's trail. We followed the trail to one of the large passages and split the party so half of us were on each side of the central "stream". Caylx cast a spell that conjured up some phantasmal lights to light the trail ahead of us, while Dawn Flower caused her shield to glow with light and Grognar did the same to Varos' helm. I periodically scanned for magical emanations, attempting to locate any meteor rocks.

Our first encounter was with half-a-dozen swarms of rats - well over a thousand in total. I conjured a Sphere of Ball Lightning, while Grognar summoned a rolling Sphere of Flame, which he used to great effectiveness'. Dawn Flower used a couple of flasks of alchemist's fire upon the swarm while Tesh resorted to bashing them with a huge club - the first time I have ever seen her use it. Constable Munch managed to disperse the final swarm with an excellent shot from a repeating crossbow. We had no major injuries, although Dawn Flower believes that one of Tesh's rate bites has become infected<sup>2</sup>.

Caylx used an enchantment to capture one of the surviving rats. Grognar then cast a spell to talk with the rodent. The rodent confirmed that the barrel of shit had passed this way, but did not know where it went.

Less than a minute after we fought the rats, Constable Munch was shot twice in the back by a couple of crossbow bolts. We had been ambushed by three humanoids covered with fur, with rat-like faces and long, naked tails. Due to the fact that the one we killed changed into a human, that our most powerful blows did little damage but the silver weapons used by Grognar and Varos easily wounded them, we have concluded that they were wererats.

Grognar and Varos were the only ones of us with silver weapons, but the rest of us still managed to do well against them. I called forth another Sphere of Ball Lightning and killed one wererat when I channeled lightning through my touch into its heart<sup>3</sup>. Ralston hexed several with ill-luck and then burned them with his gaze. Caylx cast a spell that caused his hand to drip acid while Dawn Flower called upon the ancestors to guide our blows and strengthen our resolve<sup>4</sup>.

This battle was fiercer than that with the rat swarms. In addition to the initial wounds received by Constable Munch, Grognar was badly wounded and appears to have been infected with

<sup>1</sup> Provided the killing blow on three of the six swarms.

<sup>2</sup> Tesh acquired Filth Fever.

<sup>3</sup> Shocking Grasp for 20 hit points.

<sup>4</sup> Bless spell

Filth Fever. | received a wound and Tesh was hit several times. Fortunately, Dawn Flower was able to hill our battle wounds.

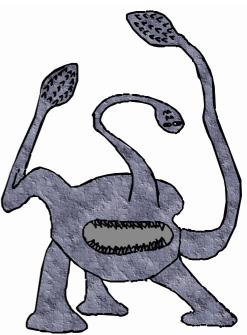
In addition to some minor goods of value and a magical rapier (with a basic battle enchantment of the first magnitude), we found that the wererats were carrying drugs. They have sixty packages that we could not identify, but Constable Munch determined that 20 other packages were high-grade "Hsifan White" and had a street value of about 25 gold each. Dawn Flower said it was extract of the opium poppy. They also had a note labeled "B16" which we determined was a location on the our maps and was located nearby.

We followed the river. As it was twenty-foot wide, we decided to all remain on the south side. When we came to what we thought was area B16, we saw a barrel on the other side about a hundred or so feet farther on, surrounded by reddish stains.

Grognar sent Scratch over to investigate. Scratch hovered over the barrel, using his wings to stir up a circular storm of debris, water, and the less savory items in the sewage. Suddenly Scratch was attacked by tentacles coming up out of the sewage.

The tentacles were attached to four rock-like creatures<sup>5</sup> that | have never seen before, clearly aberrations against the natural order.

The bodies of each creature were somewhat oval in nature, approximately twelve feet in diameter and about six feet high in the middle. The skin was dark-grey and lumpy, like it was made out a sewage-covered rock. Each rock creature stood upon three legs jutting out from its bottom, like the legs of a stool. These legs were a foot thick and about 4 feet high. Jutting out from the top of each rock creature were two tentacles that were easily twenty-five feet long. Each tentacle ended in a sort of paddle-shaped protrusion that was covered in barbs. From the middle of the body a vine-like stalk jutted up 4 feet into the air, with a couple of eyes attached to the end of it. In the center of the body was huge mouth, filled with several rows of serrated teeth.



I reacted first and conjured a magical shield of force. Dawn Flower called for the ancestors to

<sup>5</sup> Otyughs

protect me with a Divine Shield<sup>6</sup>. Varos shot one and Caylx managed a vicious shot with his arbalest<sup>7</sup>. Tesh charged one and was hit by a tentacle as soon as she closed. I then cast a spell to increase my size to that of an ogre and simultaneously entered the Frenzy and the fray.

Grognar called forth yet another Sphere of Flame<sup>8</sup> and then finished off one with a thrown javelin. Scratch killed one as well.

After we had killed two, Antonio Montana snuck out of a hidden door in the south wall and yelled out, "Say hello to my little friend." With that, he pointed a wand at us and our party was hit with a ball of flame. While several of us were hurt, Ralston was killed instantly<sup>9</sup>.

Mordin charged Antonio, who stabbed him in the gut with a poisoned longsword. Mordin collapsed to the floor.

Tesh ran up and attacked Antonio while Scratch flew over and grabbed him. Dawn Flower called upon the ancestors to fill his heart with the fear of death <sup>10</sup>. As soon as she cast the spell, a look of terror passed over Montana's face. Munch then shot him with his crossbow. I charged and nearly severed his neck with my greatsword<sup>11</sup>. Like Ralston, he died instantly.

Dawn Flower used her powers to heal Mordín and the rest of the group. We searched Antonio Montana and the secret room. There was nothing of value in the room, but Montana had the following on him:

- A longsword with a battle enchantment of the second magnitude
- A heavy wooden shield with a defensive enchantment of the second magnitude
- A chain shirt with a defensive enchantment of the second magnitude
- A composite longbow with a larger than normal draw, bearing a battle enchantment of the first magnitude.
- 12 masterwork daggers
- 12 glow rods
- The wand that was used to murder Ralston. It contained the ability to discharge another
  25 or so similar balls of fire
- A wand with a minor healing enchantment

<sup>6</sup> Shield of Faith

<sup>7</sup> Critical hit and sneak attack for 20 points of damage.

<sup>8</sup> Using Pearl of Power, L2

<sup>9 18</sup> points of damage, as he failed his save. He was at -9, but no one could get to him before his initiative and he fail to stabilize.

<sup>10</sup> Doom spell. Antonio Montana failed his save with a roll of 1.

<sup>11 17</sup> points of damage, taking him below his death threshold.

- 4 potions that cause the drinker to become invisible
- A potion that cures disease
- A potion that wards the drinker against missiles
- A potion that allows the drinker to fly
- A camouflage cloak
- 3 vials of Blue Whinnis a poison that renders the person injected with it unconscious
- 3 vials of Sassone Leaf Residue a rather noxious contact poison

To the north, we found another secret room. It clearly had been unattended for some time, as the floor was covered with a least several years of dust. It had what we thought were three black tapestries hanging on the walls and in the back was an altar with a chest on it. The tapestries were actually creatures<sup>12</sup>. When Caylx lifted the edge of one with a spell of manipulation, they flew off the walls at us and revealed their true appearance. Each looked something like a sheet with a stinger coming out of one end and and two horns beside their head. The underside was a pale color and contained two beady red eyes and a fang-filled mouth. Their back sides were black.

The tapestry creatures emitted a weird moaning that had magical effects. Grognar, Dawn Flower, Mordin and I were affected with a supernatural terror that lasted for about a dozen heartbeats, during which time we ran away as fast as possible. Fortunately, Caylx (thanks to his cloak) was unaffected and used the wand of fireballs taken from Antonio Montana's corpse on them. Scratch, Varos and Munch also resisted the effect and engaged the tapestry creatures.

When the fear effect wore off, Dawn Flower called upon the ancestors to lay a magical silence on Caylx, protecting him and those around him from the sounds emanating from the creatures. Once that was done, we quickly finished them off, although one showed the ability to manipulate shadows to create illusionary duplicates of itself.

When we finished off the creatures, we examined the chest. We opened it and saw that it was lead lined. Inside it was a cloak that radiated magic and a lead box. The lead box also radiated magic that seems identical to that of the two meteors | have seen. Considering the size of the box | guessed that it contained a rather large meteor stone, so we did not open it.

The magical cloak was made of leather and my analysis shows that it activates in salt water. When activated, the wearer is transformed into a a fish much like a large sting ray.

<sup>12</sup> Cloakers

We took the lead box, the bodies of Antonio Montana and Ralston and our two prisoners and headed up to the surface.

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As | sit here in my room, scribing this entry, | am still uncertain as to what to make of the events of the last few days. | have more questions than answers.

The more mundane elements seem clear. The presence of the wererats, their note with a destination where Montana was hiding out, and the presences of a large quantity of drugs make is seem likely that the Inspector General was dealing in illicit narcotics. The motivation behind the assassination is no clearer, however, nor do we know how long he was involved in these activities. Was he was the apex of the plan, or are there others involved?

Other questions come to mind. Did he know of the meteor in the box? Assuming it was unattended for a list of couple of years, if he did know, that makes it likely that he has been engaging in unsavory activities for quite some time. If he didn't know, then who placed it in the box? Why place the cloak next to it?

Also, how did the tapestry creatures survive? There was no food in the room for them to eat. Were they sustained by the emanations of the meteor? How did they get into the room in the first place? Were they perhaps actually tapestries that were changed by the meteor into aberrations? Is it just coincidence that the magical cloak that transforms the wearer into a saltwater ray was next to the box that contained the stone? Or was it put there to see if the changes the meteor produce could be guided?

Lastly, | wonder why none of the meteors' effects seem to be benign. Are the meteors inherently malignant? Perhaps with even some level of intelligence or awarenss?

I have discussed this with Dawn Flower, but she has no real ideas on the matter (and no real interest). She reminded me that I have a habit of seeing patterns no one else does but that doesn't mean that the patterns are meaningful in any way.

Note - make sure to ask Constable Munch to keep us informed on any weird or odd things he comes across. I am thinking that official reports might end up being modified as they pass up the chain of command.

This and my other game recaps may be found at <u>www.launchpadzero.net</u>. Revised on 03/27/11 to adjust dates as Flower Moon was switched to 30 days.