

Excerpts From The Personal Journal of Speaks With Wind

Rose Moon - 30th day

Junius 10

Note: Dawn Flower suggested to me that I include the Sempran dates in my journal, in order to make sure to familiarize myself with their calendar. So, I will now be including their month and day as well as the standard dating of the People.

I spent the morning today recovering from yesterday's exertions and making my formal report. I was approached by Tirel to see if I could make him a magical cloak to provide some extra resistance to hostile enchantments. I quoted him a price of 1000 aurei, but told him that I was planning on doing some personal enchantments first, so I wouldn't be able to get to it for a couple of weeks.

Tirel thanked me and said that he had a couple of friends who might also be interested.

I also visited the marketplace, spending 2,165 aurei on ingredients for enchanting objects. Ouch. I can't believe the prices for larks' vomit and wolverine bile. The diamond dust was rather reasonable, though.

I spent the afternoon scribing two scrolls of Mage Armor.

Blood Moon - 1st day

Junius 11

As there are plans to head back into the sewers, I have decided to upgrade the enchantments on my cloak. With Dawn Flower's assistance, I worked on adding the ability to deflect incoming blows to its basic ensorcelment. I am not sure how long before we head back out, so I rushed the enchantment¹.

Blood Moon - 2nd day

Junius 12

I finished the enhancements to my cloak.

I saw Grognar in the afternoon, during the noon meal. I asked him how he was feeling. He said that he was doing just fine - he had used his magics yesterday to rid himself of the Filth Fever

1 Raised the DC by 5.

and to accelerate his recovery.

He looked ok, but still, there seemed to be something off about him. Maybe it was the huge wheel of cheese he was devouring. It smelled rather ripe, and even on his best days, he is a little "messy".

I promised Dawn Flower that I would escort her on her rounds tomorrow.

Blood Moon ~ 3rd day

Junius 13

As promised, I escorted Dawn Flower on her rounds. In the morning, she visited an orphanage and treated several of the residents for minor ailments.

I took some materials with me, so managed to make a couple of more scrolls of Mage Armor. Some of the children were interested in what I was doing, so I ended up teaching them their alphabet.

Blood Moon ~ 4th day

Junius 14

Dawn Flower and I met with Big Hill in the morning to go over some of the details of the trade mission. There are plans to see Darven Oakenshield in a couple of days to go over the itinerary on the second leg of the trip.

In the afternoon, worked with Dawn Flower to scribe of couple of scrolls of Protection From Evil² for her use.

Blood Moon ~ 5th day

Junius 15

Escorted Dawn Flower again, this time visiting several houses in the outer city, including one that was near a pond fed and drained by a small stream. I saw a couple of children fishing in the pond, but the fish weren't biting.

Dawn Flower met with Mother Griselda, a local herbwoman. She took pains to inform me that she wasn't a witch, just an old woman who did healing with plants. I assured her that I knew she wasn't a witch, as she didn't have a pointy hat. Earned an elbow in the ribs from Dawn Flower for that remark.

I did purchase some willow-bark from Mother Griselda, for a pain in my left side.

Scribed two scrolls of Protection from Evil for myself in my spare moments.

Blood Moon – 6th day

Junius 16

One of Dawn Flower's patients went into labor today. Dawn Flower promptly got rid of me, telling me to return for her in the morning tomorrow.

I went to the pond I saw yesterday. The fish didn't bite for me either, although I did see a couple of catfish.

Wrote a couple of more scrolls while fishing: a scroll of Shield and a Scroll of Resist Energy.

Later in the evening, I learned a spell to assist in the identification of ensorcelled objects from the agency library³.

Blood Moon – 7th day

Junius 17

I picked up Dawn Flower shortly after sunrise. She spent the walk back giving me all of the details of the child and the labor. The child was a boy and in good health.

Dawn Flower and I spent the morning on a couple of more scrolls for her use. One was a Remove Paralysis scroll, which invoked the blessings of the ancestors to restore movement to frozen limbs. The other was a scroll of Lessor Restoration, another of the ancestors' blessings which would restore some of the ravages of poisons, disease and other such ailments.

Ralston's Memory Ceremony was held this evening at Tesh's tavern. It was the first time I had been there. Contrary to what Dawn Flower might say, I did not get lost. I did detour through some of the more interesting areas in the outer city of the way there, though.

The Memory Ceremony was different from those of the Thunder Mountain people. No one cut themselves in grief, and there was no ritual wailing to scare away ghosts. Tesh told many stories about Ralston, and there was a great deal of food and drink. Grognar seems to have developed a cheese fetish.

3 Identify

Towards the end of the event, we were surprised to see Ralston walk in, or another of the Wood People⁴ so much like him that they could be twins. It turned out, that Ralston did have a twin brother, by the name of Winston. He carried a very small furry little man on his shoulder as well.

Winston said he was planning to join the agency to avenge his brother. I didn't have the heart to tell him that I had already killed his brother's murderer.

Blood Moon ~ 8th day

Junius 18

I worked with Dawn Flower in the morning on a scroll of Resist Energy⁵. Later in the day I managed to write a scroll of Shield. Learned a spell to summon a riding horse from the library⁶.

Meeting tomorrow with Darven Oakenshield. Dawn Flower briefed me on the plans for the expedition – she has been doing virtually all of the organizing.

Late this evening, I was returning from the library and I would sworn I saw Grognar being chased by a cat. I must have been imagining things.

Blood Moon ~ 9th day

Junius 19

We had the meeting with Darven Oakenshield. He provided us with some maps and letters of introduction for our trade mission. I commented on the precision on the maps. Darven told me that all dwarves learn to walk at the same rate at a young age regardless of the burden they are carrying, so distances can be easily measured by the time it takes them to travel through an area.

Knowing that we plan to return to the sewers soon, I decided to see if I could purchase a longsword that had been treated with alchemical silver. He had a couple of such weapons in stock; apparently there has been an upsurge in interest for them. I bought one for 105 aurei.

I also asked Darven if cheese would be considered a decent trade item but he said there was no particular fondness for it among his kind.

Two more scrolls in the afternoon – one more Remove Paralysis for Dawn Flower and one of

4 Elves

5 Divine version

6 Mount

Touch of the Sea for myself. Touch of the Sea is a useful spell, but only under rare circumstances.

Blood Moon ~ 10th day

Junius 20

Met with Professor Weishaupt. Went over what he and his organization are planning to provide the trade mission. The Professor said that he already had a large number of pack mules and horses, as well as the associated hirelings and guards. He did say that some of the traders of his only plan to go part way – not into the Five Nations themselves. I said I thought that was a good idea as too many outsiders coming into our lands at once might be seen rather negatively. At least, it might be that way until the people got used to it.

Weishaupt has imported some items that are rare in the Five Nations – pearls, coral, abalone, jade, turquoise, obsidian, incense and spices. I told him the abalone shells are not actually that rare – the Big Lake People fish the Great Salt Lake and there are abalone off the western coast.

I suggested manufactured metal products – pots, pans, etc. While we have smiths in the Five Nations, most of them are involved in the making of weapons and armor, as we don't do much mining. The metals are there – primarily copper and iron, but few of the People like to make a living underground. I also mentioned to him that we did have a lot of the Black Rock⁷ that burns in the Black Hills.

Weishaupt discussed what he plans to trade with the dwarves. He said he had several interesting alchemical concoctions – solvents, neutralizing agents, other items useful for mining and metalworking. He has a new item called "Stone Foam" which he said would be tested shortly. He winked at me when he said that and grinned⁸. He said that he would like to bring back mithral, adamant and dwarven magic items for sale back inside Palnu.

I told him that the Five Nations had an abundance of natural goods that I thought might be hard for the dwarves to procure, so that we should trade inside the nations and then use those goods to trade with the dwarves, then back to the Empire. We have an a great deal of meat and foodstuffs, furs and wool, as well as both hard and soft woods.

He and then Dawn Flower discussed some of her healing work among the poor of the city.

⁷ Coal

⁸ This was prior to the events of last session.

Scribed another scroll of Touch of the Sea in the evening, as well as a Scroll of Bulls Strength.

Blood Moon ~ 11th day

Junius 21

Stopped by to see the account manager regarding the payment for reports and finalization of the Tony Montana "problem". His assistant said the account manager is ill and running a heavy fever.

I told Dawn Flower and she said that she would take him some of her coddled greep and green leek soup. I almost told her that I want him to get well, but I wisely held my tongue.

Escorted her on her rounds again. She is very popular with her patients – no surprise there. I seem to intimidate them for some reason.

I bought a mechanical maze game today. It is a wooden board that has a series of knobs that when you twisted, rotate little walls on the top, making a variety of mazes. Then you see how fast you can get through it. I was going to take it apart to examine the mechanism behind it, but Grognar saw it and was fascinated. He just seemed to love going through the mazes.

Two more scrolls today – a double set of Expeditious Retreat.

Blood Moon ~ 12th day

Junius 22

Spent some time in the library – learned a spell to create and mask dweomers and various magical auras?

I told Tirel that I should get around to his request in a few days, after our upcoming trip into the sewers. He said he had some friends who wanted cloaks as well.

Made another set of Expeditious Retreat scrolls.

Blood Moon ~ 13th day

Junius 23

I took the day off. I am tired of writing scrolls. Plus, I am out of ingredients. Went finishing instead. I hooked a large one, but it got away.

Dawn Flower spent the day with Big Hill, going over the mission plans.

Blood Moon ~ 14th day

Junius 24

I didn't sleep well, so I rose early and went to the library. Learned a spell to rob the agility from a foe's limbs with a mere touch¹⁰.

Went to the Street of Apothecaries and purchased four vials of anti-toxin and four of anti-plague in preparation for tomorrow's trip into the sewers. I gave two of each to Dawn Flower and kept the rest for myself. While lucrative, venturing into the sewage system of Palnu is bad for ones health.

It seems to have had a bad affect on Groggar. Previously he used to stride forth as if nothing could bar his way and he had not a care in the world. After the last expedition, he scurries around and his eyes are always darting back and forth. He twitches a lot, too. His new found taste for cheese and obsession with my maze game make me worry that his mental faculties have been damaged. Certainly something is different about him.

Blood Moon ~ 15th day

Junius 25

We made our second foray into the sewers today. Our group consisted of the usual members, with Ralston being replaced by his twin brother Winston, whom we met at Ralston's wake.

The situation was less dire than our first experience, as we were not on a mad chase after a murderer. We had two goals. First, we wanted to see if we could find the exit from the sewers that led to the pit and seal it off. Second, there were rumors of a black dragon in the sewers. Professor Weishaupt was offering a bounty of 4,000 gold aurei if we were to bring back its body so he could dissect it.

We were also given an experimental device from Professor Weishaupt's alchemical laboratory. It was a barrel that would explode when triggered, filling the surrounding area with a resin that would then solidify. This is the "Stone Foam" that he mentioned as a possible trade good. This is what we would use to seal off the entrance to the pit.

We entered the sewers and went to the section that was most likely to lead to the pit. The

¹⁰ *Touch of Gracelessness*

passageway we were interested in was on the far side of an underground river. There was the remnants of an metal bridge that crossed the river, but it had long since rusted away. This was also the area we thought most likely to have the dragon in it. The water was a fair amount cleaner upstream, so we decided to first head there looking for the beast.

Grogmar uses his powers to change into a rat-dwarf hybrid form, and began sniffing to see if he could scent out the dragon. We did encounter the dragon; rather, it encountered us. Once again, we were ambushed, as a black-reptilian head raised out of the water to spit a line of acid at Scratch and Grogmar, who were flying ahead. Fortunately, Grogmar had already cast an enchantment that made him somewhat resistant to caustic liquids¹¹. Between that and Scratch's nimble maneuverings he was relatively unhurt.

The dragon immediately dove back into the murky river, out of sight. Both Dawn Flower and I cast spells upon ourselves to make ourselves resistant to its acidic breath, just as Grogmar had. I then cast a spell to call up an invisible shield of force while we were waiting for the dragon to make its reappearance.

The dragon showed again after about a dozen heartbeats and breathed again upon Grogmar and Scratch. Scratch grabbed it with a claw and dragged it to the shore. Winston shot it with a strange, alchemically powered staff that made a large booming sound. It was an interesting device, when I get a chance, I will definitely ask him if I can take a closer look at his Thunder-Stick. Tesh called up some strange bone armor and engaged the dragon in melee. We made quick work of it, despite it's breathing acid several times.

Dawn Flower used her healing powers to prevent the dragon from dying and we took it back to the agency.

Senator Belarius was a little surprised and sent for Professor Weishaupt immediately. We asked for 8,000 aurei, but Professor Weishaupt offered us 16,000 aurei. I didn't have the heart to tell the Professor he was doing bargaining wrong, that his counteroffer should be lower, so we took his offer.

Dawn Flower healed the dragon, waking him up and we questioned it. Caylx, Winston and I questioned it as we were the only ones that spoke Draconic. The questions and answers:

¹¹ *Resist Energy - Acid*

Question: What is your name?

Answer: Causticus

Question: Where is your lair?

Answer: Where we found him. The loot is underwater.

Question: Has he seen the hole to the pit?

Answer: No. It is guarded by the Knights of Barbatos

Question: Are there other dragons down there?

Answer: No.

Question: How old are you?

Answer: I am young. Note: He didn't seem to know his age in years.

Question: What kind of person tastes best? Note: Grognar asked this and I translated.

Answer: Ones that don't wear metal.

Question: Where is the pit from your lair?

Answer: Go south and make a left. Note: this was the route we thought.

Question: Can you cast spells?

Answer: No.

Question: Describe the Knights of Barbatos

Answer: There are two kinds. Neither is human but they are bipedal and their skin is kind of scaly.

One kind is small (rat-sized), with red skin, wings and stingers. They can make themselves unseen (presumably invisible) but Causticus said he can always see them.

The large kind are the size of a man. They have black skin and pointy ears, and can appear from nowhere. They have claws and use spears, but don't wear armor.

Question: Do they use magic?

Answer: Yes

Question: Had he ever seen Tony Montana? Note: we described him.

Answer: No.

He was definitely afraid of the Knights of Barbatos and avoided them.

Senator Belarius came in and asked us how the questioning was going. After some quick research, he pointed us to this description of Barbatos:

Barbatos is an Earl and Duke of Hell, ruling thirty legions of demons and has four kings as his companions to command his legions. He gives the understanding of the voices of the animals, sees past and future, conciliates friends and rulers, and he can lead men to hidden treasures that have been hid by the enchantment of magicians.

His theory was the Knights of Barbatos are either demons or people who wish to be thought of as demons.

We then loaded Causticus up into a carriage brought by Professor Weishaupt. The Professor pulled me aside and did say he was going to send me a few scrolls that he thought I might find useful, just not to tell anyone where I obtained them. He doesn't have a license for sorcery and with the instability in the secret police, he would prefer not to have an extra attention. I assured him of my discretion.

We then went back into the sewers returned to the area we fought Causticus.

Caylx sent his familiar, a small Wind Person, under the water to examine the area. Grognar used his powers to transform into a dire rat and also dove into the water. Caylx sent his magical lights under the water to light the area. They found a large pile of coins. Realizing that it would be too slow to bring them up one at a time, they started to shove the coins into bags, when Dawn Flower suddenly cried out and I felt a sting in my right leg.

We were ambushed by eight small devils who appeared out of nowhere¹². Imps, I believe they are called. The imp stings were poisoned – Dawn Flower said she felt a little woozy from the sting.

The imps were not that difficult, but they were joined by two bearded devils wielding vicious glaives – presumably the Knights of Barbatos. Dawn Flower was stung again. She drank some

¹² *Invisibility*

anti-toxin so managed to resist the worst of the poison. I was wounded by one of the glaives and it caused a bleeding wound, but Dawn Flower healed it before I suffered much injury.

We killed five of the imps and drove off the Knights and the other imps. After that was done, we finished gathering the items at the bottom of the river. We found:

- One enchanted diamond: I determined that this could be used a single time to call forth a large Wind person.
- One enchanted tiger eye: Like the enchanted diamond, but used to call forth a large Earth person.
- 10 small gems of varying types, with an average value of 100 aurei
- 1,000 gold aurei
- 10,000 silver denarii
- 10,000 copper asses

We decided to return tomorrow to seal off the entrance to the pit.

Blood Moon ~ 16th day

Junius 26

In the morning, Dawn Flower cast some spells upon herself to restore the damage the imps' poison had done to her. Our group then returned to the sewers and followed the passageway beyond the bridge. We found a small natural cavern that broke off the passageway. Clearly, it was not part of the sewer system. We pulled the trigger mechanism to the barrel. It started hissing and spewed out a huge mass of foam, which solidified, closing off the passageway from the cavern.

We accomplished the second part of our mission, but how effective it will be remains to be seen against the devils.

Went to the Street of Apothecaries for more some more components for enchanting. Found a nice chunk of cinnabar for a reasonable price, but had trouble finding fresh goldenrod.

Blood Moon ~ 17th day

Junius 27

I spent the morning enchanting the cloak for Tirel¹³. I told him during the noon meal that I was finished. He was quite happy, and told me he would have the money for me tomorrow.

13 Accelerated the work by increasing the crafting DC from 10 to 15, so finished in 4 hours.

Dawn Flower handed me a bag when she got back from her rounds. She said a baker had given her a cart full of bread for the orphanage. He then told her to "Please-a give-a this-a special-a-pumpnickel to-a the Speaksa-Witha-Thewinda." She took great pains to quote that exactly and then giggled.

I guess you had to be there.

The bag did contain a loaf of pumpnickel bread. It was quite tasty¹⁴. There was also a set of scrolls in the bag, along with a card with "W" on it. The scrolls each contained a single spell:

- Arcane Lock: This seals a door, chest, or portal so only the caster can open it.
- Bull's Strength: A spell I know. It enhances the strength of the target greatly.
- Darkvision: Of no use to me, this give the target the night-vision such as possessed by my mothers people. It lasts a long time though, and is something I might use on Dawn Flower.
- Daze Monster: Clouds the mind of a living creature so that it can take no voluntary action for a handful of heartbeats. Does not work on those of strong will.
- False Life: Another spell I know. This gives a supernatural vitality pulled from the Death World to the subject for a few hours.
- Fog Cloud: Similar to the Mist spell of the first magnitude, this creates a bank of fog. This lasts much longer and the fog can appear a moderate distance away.
- Invisibility: Makes to target totally invisible to the ordinary vision or the night-vision of my mother's people.
- Knock: This spell opens opens stuck, barred, or locked doors, as well as those that are magically held. It is not infallible, though, and will fail against truly difficult locks.
- Locate Object: I believe Caylx cast this divination when were were last in the sewers. A type of dowsing spell, it points the caster towards the object visualized.
- Misdirection: The spells redirects divination magics that reveal auras from the target to another target of the casters choice.
- Pyrotechnics: Allows unusual manipulations of large fires - creating either clouds of smoke or blinding fireworks and flashing lights.
- Scare: This is a more advance version of the first magnitude spell Cause Fear.
- Shatter: This spell creates a loud, ringing noise that creates disruptive vibrations in brittle, non-magical objects or crystals.
- Spider Climb: This allows the creature touched to climb as does a spider.

14 Speaks With Wind had Dawn Flower cast *Detect Poison* on it first. He cast *Detect Magic*.

Blood Moon – 18th day

Junius 28

I began working on the enhancements to my Medicine Bundle.

Tirel brought me the 1,000 aurei he owed me and I exchanged the cloak for them. He also brought a friend of his, a special agent from far to the south of the empire. The agent, one Kuntas Kinteus, has the darkest skin of any human I have ever seen. Some of the members of my tribe have very dark skin, but compared to Kinteus, they might just as well be as pale as the residents of Palnu.

Kinteus had a special request. He is going on a mission in the mountains and he hates the snow and cold. He asked if I knew of any items that could be used to make his journey more bearable. I immediately thought of boots that I heard were worn by the Barbarians of Ice Glacier to the far north. However, I was not sure I could make them myself, as I know only one of the three spells that I would think will be needed to make them. I told him that I would have to think about this and that he should see me tomorrow for my answer.

After I finished the day's enchanting, I spoke to Dawn Flower. She said that she could provide one of the missing spells – a spell to enhance the wearings natural agility and grace¹⁵. Given that I can provide a spell to enable great resistance to cold¹⁶, only a single spell would be missing. My skills have advanced to the point that I should be able to compensate for the lack.

Blood Moon – 19th day

Junius 29

I continued work on the Medicine Bundle for most of the day.

Kinteus stopped by during the noon meal and I told him of the boots I can make for him – they would keep him warm in all but the coldest of conditions, they would allow him to walk across snow without leaving any traces, and he could walk across ice without slipping or falling.

I told him that I would be able to begin work on them in five to six days, but I would need 1,250 aurei for the materials and 1,250 aurei for my labor. He blanched at that, and attempted to haggle me down. However, Dawn Flower then recounted several stories of the winters we had back home.

15 *Cat's Grace*

16 *Endure Elements*

Kínteus said he would have the money for me in two days.

Blood Moon ~ 20th day

Junius 30

Dawn Flower and I shared the noon meal with Constable Munch. We met him at a pastry shop that is apparently a favored location of the local constabulary. I warned him about the Knights of Barbatos and informed him of our most recent foray into the sewers.

I suggested that they might wish to invest into silver weaponry to equip expeditions into the sewers. The Constable told me that the budgets of the various guard houses were stretched to the maximum already and they could not afford new weaponry. I told him that I would think on this.

Continued work on the Medicine Bundle.

Blood Moon ~ 21th day

Quintilis 1

Finished the work on my Medicine Bundle in the morning.

Dawn Flower informed me that we had a meeting with Professor Weishaupt tomorrow. Kínteus brought me the 1,250 aurei and Dawn Flower and I purchased the necessary materials at the marketplace.

I also stopped to meet Darven Oakenshield. I gave him 1,000 aurei to purchase silver and cold iron weaponry for Constable Munch's guard house. Darven said that he would have it delivered when he was finished making it.

Learned the spells Arcane Lock and Fog Cloud.

Blood Moon ~ 22nd day

Quintilis 2

Began the work on the boots in the morning, but only spent half a day on them. In the afternoon, we met with Weishaupt. He said we should be ready to go on the Ides of Quintilis¹⁷, which should correspond to 5th day of the Thunder Moon.

Learned Daze Monster and Locate Object in the evening.

¹⁷ The exact date of this probably varies year-to-year.

Blood Moon – 23rd day

Quintilis 3

I received a message to see the accountant today. When I went by, he said that my accounts had been updated and gave me a card with the deposit amount. He then thanks me for Dawn Flower's soup and then leaned in, lowered his voice and said, "Please. In Tarim's name – never tell her if I am ill again."

Dawn Flower is an excellent healer – but her cuddled greep and green leek soup is not her best medicine.

Dawn Flower and I worked on the boots some more. I am beginning to feel like a cobbler.

Blood Moon – 24th day

Quintilis 4

Kinteus stopped by at lunch, to check on our progress. I told him that we should have them ready for him tomorrow morning.

We finished the boots right before sunset.

Blood Moon – 25th day

Quintilis 5

Kinteus was prompt. He paid me the remaining 1,250 aurei and said he was going to one of the ice houses to try them out. He came back at noon and said I had done a wonderful job. I reminded him that it was "we", as Dawn Flower provided valuable assistance in creating them, but I told him I was happy he was pleased.

He then kissed Dawn Flower's hand. I was less happy about that.

Dawn Flower and I went on an abbreviated version of her usual rounds as we also stopped by the Street of Metalsmiths. I ordered another 6,000 aurei worth of trade goods for the trip north.

Tirel brought two more friends by during the evening meal – a small woman named Julia and a wiry man named Nero. Apparently, they wish to purchase enchanted cloaks as well; they even had the money for the base materials. I told them I would start tomorrow and should finish by the 8th day of Quintilis.

I learned Shatter and Invisibility from the scrolls I was given.

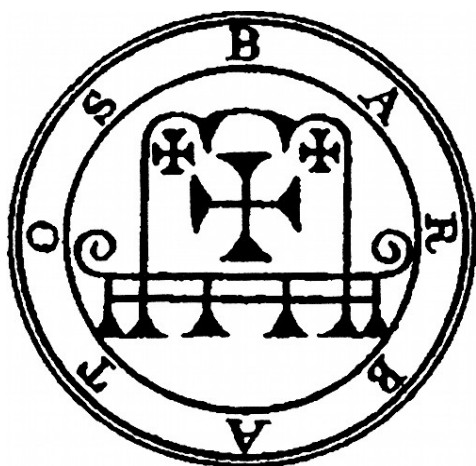
Blood Moon ~ 26th day

Quintilis 6

Went to the Street of Apothecaries in the morning and purchased the materials for the cloaks. I did the enchantments for the first one in the afternoon.

I came across of book in the back of the library in the evening called the Goetia. It had a entry on Barbatos, as well as seal and image:

The Eighth Spirit is Barbatos. He is a Great Duke, and appeareth when the Sun is in Sagittary, with four noble Kings and their companies of great troops. He giveth understanding of the singing of Birds, and of the Voices of other creatures, such as the barking of Dogs. He breaketh the Hidden Treasures open that have been laid by the Enchantments of Magicians. He is of the Order of Virtues, of which some part he retaineth still; and he knoweth all things Past, and to come, and conciliateth Friends and those that be in Power. He ruleth over 30 Legions of Spirits. His Seal of Obedience is this, the which wear before thee as aforesaid.



Blood Moon ~ 27th day

Quintilis 7

Enchanted the second cloak in the morning. I was approached by one of the agents I had met, Calliodorus, who said he had heard of some potions that would allow one the ability to move about like a master acrobat and asked if I could brew them.

I told him that I could do a couple of elixirs¹⁸ that did what he wished – for the space of an hour after quaffing one, he would be able to tumble about as if he had trained for years at the skill. I asked what he needed him for and he said that he kept getting hit when charging foes using pole-arms and that he would like to be able to dodge them.

My first suggestion is that he not charge foes using pole-arms, but I would be happy to make him a couple of the elixirs for 250 aurei each. I told him to see me in two days to pick them up.

Learned Misdirection and Scare from the scrolls.

Blood Moon – 28th day

Quintilis 8

Created the first Elixir this morning with the assistance of Dawn Flower. I do need to learn the spell that gives one the grace and agility of a cat, so I don't tie her up for this. Still, it only took a couple of hours.

Studied and learned two more spells from W's scrolls: Darkvision and Knock.

Blood Moon – 29th day

Quintilis 9

We created the second Elixir before breakfast. Calliodorus paid me his 500 aurei after taking a sip of one. He said it sent a tingle up his leg.

I accompanied Dawn Flower on her rounds in the city today.

Finished off the last of the scrolls and thereby added Pyrotechnics and Spider Climb to my inventory.

Blood Moon – 30th day

Quintilis 10

Made a copy of all of the spells in the library as well as all of the spells in my spellbook.

18 Elixir of Tumbling

Thunder Moon – 1st day

Quintilis 11

Spent the morning enchanting an amethyst¹⁹ with an an first magnitude enchantment similar to the pearl we found back in the temple of Drachnar. Went shopping with Dawn Flower to purchase supplies for the journey. We also had her pick out a riding horse for the trip. I know she doesn't like to ride, but it seems like a good idea.

Thunder Moon – 2nd day

Quintilis 12

Created a second amethyst with a spell restorative enchantment.

Spent the afternoon picking up the goods I ordered from the Street of Metalsmiths.

Thunder Moon – 3rd day

Quintilis 13

Went over the plans for the trip with Big Hill, Dawn Flower and Weishaupt again.

Took inventory of the trade goods. Went over a list of the drovers, guards and other personnel.

Thunder Moon – 4th day

Quintilis 14

At long last, the caravan leaves tomorrow.

The entire day was eaten by last minute preparations.

This and my other game recaps may be found at www.launchpadzero.net.

The Seal of Barbatos is from <http://www.fromoldbooks.org/Mathers-Goetia/pages/008-Seal-of-Barbatos/008-Seal-of-Barbatos-q100-500x492.jpg>.

The picture of Barbatos is from <http://funeralspirit.blogspot.com/2011/01/barbatos-live-in-alcoholic-downtown.html>.

¹⁹ As a Pearl of Power, 1st level. Amethysts are an air stone – I figured Speaks With Wind would prefer them to pearls. Created it at the 5th caster level. Added 5 to the DC to speed up creation.