

Excerpts From The Personal Journal of Speaks With Wind

Thunder Moon ~ 7th Day

Quintilis 17

Big Hill and Royus took several remounts this morning and went ahead of the caravan. I sent a letter with them to Three Feathers as well as others in the Five Nations in order to let them know that the trade caravan is coming. With the pace we are making, and the various delays, I think they should reach home far in advance of the caravan.

Much of today was spent recovering from the battle with the Night Hag. Grognar and Dawn Flower cast a great many restorative spells on Heroditus. He is looking much better than he did last night. Heroditus immediately made several decrees regarding financial matters that showed he plans to deal far differently than his father with the local populace: he has loosened the stranglehold he has over the local marketplace and otherwise put a great deal of money into the hands of the local populace.

We discussed the cave of statues and Heroditus made us offers of land grants up in the area by cave. People are afraid to go there, so no one has claimed the land. All we have to do is "clear the area" of any problems. While Dawn Flower and I will take the land, I am not sure what we will do with it; we have no intention of living here.

We went to the marketplace in the morning and had no difficulty disposing of our spoils. I managed to purchase a masterwork heavy shield and masterwork buckler from one of the merchants. I also bought a flawless crystal of ruby quartz from a traveling merchant.

Tesh was very excited after the trip to the marketplace. She said she and Winston would be returning to Palnu for a short while, regarding a winery deal or some such. I confess I was not paying much attention. She said she would return in a few days, but she and Winston will not be with us to for the expedition to the statue cave tomorrow.

I spent the rest of the day ensorcelling the crystal. Hssht told me that there are several types of creatures that can turn people into stone. Cockatrices are bird-like creatures whose touch calcifies their victims. Gorgons are magical bull-like beasts whose breath petrifies all living flesh. Lastly, there are medusas – monstrous humanoids who look like beautiful women with snakes for hair. Hssht said that to meet their gaze would cause the viewer to turn to stone in a heartbeat.

As a Wind Person, Hssht is immune to such things. I, unfortunately, am not. I can avoid the touch of cockatrices and the chain necklace claimed from the chain devils can protect me from the breath of gorgons. My new crystal¹ is designed to deal with medusas and other such creatures. When attacked to a shield, it bends light so that one can battle a foe, staring directly at them, and yet still not meet their gaze.

Thunder Moon – 8th Day

Quintilis 18

We didn't make it to the cave. We were attacked by three wooden constructs², wearing unusual uniforms and masquerading as men and women. While we defeated our foes, we thought it best to recover from the battle and essay the cave tomorrow.

We were fairly near to the cave when attacked, about four hours away from the town. Mordin somehow acquired an unusual mount yesterday – a hippogriff. This is a monstrous beast that bears the wings, forelegs, and head of a giant hawk and the tail and body of a horse. Mordin was flying a little ahead of the group when the road was blocked by two men and one woman. They carried swords and longbows, and were wearing a uniform with a spider insignia.

There was some attempt at diplomacy on our part, but their opening greeting was to shoot Mordin's mount. Relations deteriorated from there.

We destroyed them, but it was a difficult fight. Calyx used the Wand of Lightnings to great effect, and he also has a pair of wands empowered with potent version of a shock spell. He managed to dual-wield these against the golems, doing immense amounts of damage to them³. Grognar and Scratch were also quite effective in battling them.

I used a Sphere of Ball Lightning on one to some effect, but its blows were doing great damage. Dawn Flower came and distracted its attention from me, but received several heavy wounds herself. She used her abilities to channel energy from the Life World four times to heal both herself and me. This was similar to one of the tactics we had discussed using the Shield Other spell. The key difference was that we weren't using magic to transfer the wounds. We do need to work on that tactic – also I need to improve Dawn Flower's and my defenses.

1 *Crystal of Bent Sight*. It might have been better to add this enchantment to Speaks With Wind's goggles.

2 Wood Golems

3 Double-Wand Wielder with 2 Wands of Shocking Grasp at 5th level. Touch attacks that do 5d6 each, with an extra 2d6 sneak attack in a couple of instances.

Some notes on the wood soldiers:

- They appeared human and could speak⁴. Most constructs are totally unintelligent.
- They appeared to take wounds, but did not bleed.
- When destroyed, their forms lost their semblance of humanity as their appearance reverted to that of wood mannequins.
- Periodically they would shoot a burst of wooden splinters out from their body, striking everyone around them. This was most injurious and was not affected a spell to protect against missile attacks⁵.

They had no treasure, but the swords they were carrying were of masterwork quality. The bows had a much greater than normal pull (far stronger than I can use) and were ensorcelled with a basic combat enchantment⁶.

We returned to town and discussed the matter with Heroditus.

Thunder Moon ~ 9th Day

Quintilis 19

The statues in the cave were created by a gorgon. I learned that it (or another) had been there for at least two centuries; at least a couple of its victims were that old. I learned that the witch of the wood is an elf⁷ who is also at least two centuries old and is sometimes called the "Spider Queen." I also learned that our group is incapable of following even the simplest of battle plans.

We arrived at the cave without incident. Caylx cast invisibility on his familiar, a small Wind Person, who scouted the cave. It determined that the creature inside was a gorgon. I had a very simple plan - I would use the elemental gem obtained earlier to call forth a Wind Person, which I would then send in ahead to fight the gorgon. Being an elemental creature, it would be immune to the gorgon's breath. Even if it didn't slay the gorgon, it would weaken it substantially. We could then go inside the cave and kill the gorgon. Everyone seemed to agree that this was a reasonable strategy.

I used the gem and sent the Wind Person inside. The rest of the party (Dawn Flower & I

4 It is possible they were Awakened. Normally golems aren't intelligent and can't speak. Or maybe a Magic Mouth spells was used.

5 Protection From Arrows didn't work.

6 STR 18 composite long bows +1

7 It didn't come up, but she might very well be Drow.

excepted) immediately charged in after it⁸. We did destroy the gorgon, but a great deal of unnecessary risks were taken.

The cave contained a chest, which I believe belonged to the Night Hag. It contained the following items:

- 6,000 gold coins, mostly Seperan aureii, but some others as well
- Three emeralds, worth about 1,000 gold aureii each
- One emerald that glowed with a powerful enchantment. We believed this to contain the soul of Prince Herod. Heroditus purchased it for 21,000 aureii.
- Three pearls⁹ each bearding an enchantment. We determined that these would allow spell casters to recall a spell of the second level once per day.

While not in the chest, we also took the two gorgon horns. These are useful in making magic items that enhance strength or that use earth magic¹⁰.

There were fifteen statues in the cave. Recalling some of the old lore, we smeared gorgon's blood over three of them, restoring them to human form and life. Unfortunately, there was not enough blood for the remaining statues. The three restorees were adventurers who were petrified two centuries ago. Luckily, one of them, Dorian, is a wizard who believes he can break the enchantment on the twelve remaining victims of the gorgon. The other two are Fred, a warrior and Boreas, a rogue.

I cast a spell on Apple Thief to vastly increase his carrying capacity¹¹ and Dorian conjured nine disks of energy¹². Between them and our remaining mounts, we managed to get our loot and the remaining statues back to town.

On the way back to town, we engaged the adventurer group in conversation. Dorian provided us with the information about the "Spider Queen"; she was well known in his day. We also spent some time informing them of the empire's laws regarding magic and that they should not return to Palnu just yet. In my latest entry in the communication book, I recommended that the agency recruit them and asked that they send transit papers (such as the ones I received from Three Feathers) to the principality as soon as possible. Without them, I can easily see the Inquisition arresting them if they attempt to enter Palnu – they have a great deal of enchanted

8 Kudos to the DM – he totally predicted this would happen.

9 Pearls of Power, Level 2

10 Powdered gorgon horn is worth 250 gp as an alternate material component for magic items using *bull's strength*, *stoneskin*, *flesh to stone*, *statue*, and similar magic. (From the Pathfinder Reference Document)

11 *Ant haul*

12 *Floating disk* spells

gear.

Caylx also talked Dorian into allowing us to copy some spells from his spellbook. As Dorian knows spells of up to the 6th level, this should be very useful. While I doubt that I have much of anything Dorian does not know, I figure that I will reciprocate and allow him to copy spells from my tome.

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