

Excerpts From The Personal Journal of Speaks With Wind

Thunder Moon ~ 16th Day

Quintilis 26

I spent the morning recovering from yesterday's encounter with the Gorgon and copying the spells from Dorian's spellbook. I will engage in the medicine rituals to use them better. The spells:

Second Level

Blur

Blindness/Deafness

Command Undead

Continual Flame

Hideous Laughter

Spectral Hand

Third Level

Arcane Sight

Dispel Magic

Heroism

Phantom Steed

Ray of Exhaustion

Shrink Item

Fourth Level

Dimension Door

Enervation

Invisibility, Greater

Mnemonic Enhancer

Summon Monster IV

Stoneskin

Fifth Level

Break Enchantment

Cloudkill

Fabricate

Permanency

Summon Monster V

Teleport

Sixth Level

Beast Shape IV

Form of the Dragon I

Heroism, Greater

Shadow Walk

Stone to Flesh

Summon Monster V

Dorian copied a couple of spells from my spellbook and spent much of the day breaking more of the enchantments on the "statues". No one of great interest thus far.

Professor Weishaupt spent some time talking to Dorian. He said Dorian's history was off – some things Dorian referred to happened differently or didn't happen at all. Recalling a conversation with Hssht on "alternate prime material planes", I brought up the idea that perhaps Dorian et. al. were from a parallel world.

The fact that they are most likely from an alternate world likewise implies meteor rock involvement, as the meteor rocks open planar holes. We discussed searching for a stone, but the presence of the witch in the woods dissuaded the rest of the party. We are also uncertain if

there is more than one witch, as Dorian's witch is an elf, but Heroditus' witch was human. It is possible that Dorian's witch was brought to this world along with his party.

Dorian et. al. are going to be returning to Palnu with Weishaupt. Weishaupt said that he could get them through the checkpoints.

Weishaupt also received/brought news from Palnu. The agency sent in their top agents to the swamp. The stone from the swamp was recovered and the swamp cleared, with only one casualty.

My report to the agency tonight contained information about the witch(es) and the possible presence of a stone. I suggested that they might want to send the inquisition or the TSA up for the witches, but I doubt they will.

Side note: Weishaupt will be popping in and out throughout the trip. Apparently, he has means of fast transport back and forth to Palnu. Not teleporting, but some other mechanism.

Tesh returned. We gave her one of the bows from the Wood Men. Mordin and Varos each took one as well.

We resume our journey tomorrow.

Thunder Moon ~ 17th Day Quintilis 27

Travel day. Not much interesting. Dawn Flower and I discussed the battle with the Wood Men and came up with an idea for an interesting medicine item – she called it a Phoenix Feather, after the legendary bird.

We began crafting it during the break times on our journey and in the evening. We rushed the work, but the disruptions of travel reduced the amount of progress we made.

Thunder Moon ~ 19th Day Quintilis 29

Travel day. Weather was hot, even for the season.

Finished the Phoenix Feather. Insisted Dawn Flower take it.

Thunder Moon ~ 20th Day
Quintilis 30

Travel day. Still hot. Managed to shoot a rabbit during the trip. Began work on a second Phoenix Feather.

Thunder Moon ~ 23rd Day
Sextilis 1

Travel day. A little cooler. Began work on ensorcelling Dawn Flower's shield with a protective enchantment.

Thunder Moon ~ 24th Day
Sextilis 2

Travel day. Stopped at a guard post in the evening. Finished the work on the shield.

Saw an unusual lightning struck tree outside of the guard post. As it seemed a good focal point, marked in with my mark¹ and spent a little time trying to memorize the location.

Thunder Moon ~ 25th Day
Sextilis 3

Travel day. Began work on a protective amulet for Dawn Flower.

Thunder Moon ~ 28th Day
Sextilis 7

Travel day. Finished amulet. Found trail sign that was from Big Hill. He is nearly a week ahead of us.

1 Arcane Mark spell.

Thunder Moon ~ 29th Day

Sextilis 8

Travel day. Working on Dawn Flower's shield again. Attempting to bring the protective magic to the second magnitude.

Hunting Moon ~ 4th Day

Sextilis 13

Travel day. Passed by a small village at noon, but otherwise nothing remarkable.
Finished the shield.

Hunting Moon ~ 5th Day

Sextilis 14

Travel day. Hot and muggy weather. Dawn Flower and I have begun preparing medicine in the morning to protect ourselves and our mounts from the heat².

Began working on enhancing the protective medicine on Dawn Flower's cloak, bringing it to the second magnitude.

Grogmar asked me if I could do some enchanting for him. I told him that it would be a week or so before I could get to it.

Hunting Moon ~ 10th Day

Sextilis 19

Travel day. No settlements of any kind encountered.

Finished the cloak. Told Grogmar I could work on his enchantments tomorrow. He said that he wanted his rhino hide armor enchanted. I agreed, provided he cleaned it first.

Hunting Moon ~ 12th Day

Sextilis 21

Travel day. Finished Grogmar's armor. Grogmar asked to put a very strong recall enchantment

² Several *Endure Elements* spells.

of the 3rd magnitude on a pearl that he bought. Tesh asked me to enchant her armor as well.

I told Grogmar that he would have to wait until I have done the enchantment for Tesh.

Hunting Moon ~ 13th Day

Sextilis 22

Travel day. A wagon broke down, but Dawn Flower worked the medicine to fix it quickly. The weather has been cooling down a bit.

Began the work on Tesh's armor.

Hunting Moon ~ 14th Day

Sextilis 23

Travel day. No trail sign from Big Hill – I am thinking his route has diverged from ours.

Finished Tesh's armor. As with Grogmar's, a basic defensive enchantment of the first magnitude³.

Hunting Moon ~ 15th Day

Sextilis 24

Travel day. Began work on Grogmar's pearl. This is the most extensive ensorcelment I have yet done.

Hunting Moon ~ 28th Day

September 7

Travel day. Arrived at Trademeet. No evidence that anyone knew we were coming. I am beginning to worry about Big Hill and Royus.

Still working on the pearl.

3 Enchanted it to +1.

Falling Leaf ~ 2nd Day

September 11

Trading is picking up. Traders are arriving saying that they have heard the "prophecy of a trade mission from the Big Tribe." Strange – it is possible that Big Hill's message got distorted in transit.

Three Feathers' has not shown up, though.

Finished the pearl.

Falling Leaf ~ 3rd Day

September 12

Trading day. No enchantments, but did the medicine ritual to learn Blur from the spells I copied from Dorian.

Falling Leaf ~ 4th Day

September 13

Trading day. Learned Blindness/Deafness & Heroism.

Falling Leaf ~ 5th Day

September 14

Trading day. Learned Continual Flame. Many more traders have arrived – again talking about a prophecy of a "trade mission."

Began replacing wagons with burros and two-wheeled carts. The wagons would have to be abandoned when entering the mountains.

Falling Leaf ~ 6th Day

September 15

Trading day. Learned Phantom Steed & Hideous Laughter.

Falling Leaf ~ 7th Day

September 16

Trading day. Learned Arcane Sight.

Falling Leaf ~ 8th Day

September 17

Trading day. Learned Dispel Magic.

Falling Leaf ~ 9th Day

September 18

Trading day. Learned Ray of Exhaustion.

Falling Leaf ~ 10th Day

September 19

Trading day. Learned Shrink Item.

Falling Leaf ~ 11th Day

September 20

Trading day. Focused on spells of the Death World – I did the medicine ritual to learn Command Undead & Spectral Hand.

Falling Leaf ~ 12th Day

September 21

We have finished up trading. Preparing for the journey to the dwarves tomorrow. Fortunately, home is not much of a detour, so I can stop and see if Big Hill arrived.

Falling Leaf ~ 15th Day


September 24

Arrived in the town of Questra⁴. No news of Big Hill, but the some of the locals said the

4 Mentioned in the first recap.

Ghari of Black Rock was responsible for the trade prophecy. I can't believe Three Feathers would do that, at least without good need.

I am exceedingly worried, as is Dawn Flower, although I am attempting to conceal that from her.

And doing a poor job of it – 

Falling Leaf – 20th Day

September 29

Village of Black Rock

Three Feathers is dead. Falling Stars is Ghari. Big Hill and Royus never arrived. A band of ogres moved into a cave some ten miles east of here, and villagers have gone missing.

Someone must have worked truly horrific medicine upon the village.

According to my relatives, Three Feathers apparently died in his sleep two months ago. This is despite his being in good health and possessed of strong healing medicine. I find this suspicious.

The elders made Falling Stars Ghari. Falling Stars is the source of the prophecy regarding the trade mission, and also made one regarding warriors coming to the village. There was a feast tonight to honor the warriors (us).

I can see no way that Falling Stars' medicine includes true prophecy, short of the The Mountain losing its sanity. Somehow he must have intercepted Big Hill's message.

Regarding the ogres, we are going to investigate them tomorrow, so I will have to put off mourning for Three Feathers. Falling Stars will accompany us, at my suggestion. If he is responsible for Three Feathers death, perhaps he will let something slip. Certainly he lacks subtlety.

According to our trackers, there are nearly three dozen ogres. They showed up two months ago, near the time of Three Feathers death. That is also near the time when people started disappearing.

Of the villagers who have gone missing, two are from Black Rock and five are from neighboring villages. The locals who are gone are Runs Aimlessly and Prophesied To Die Horribly.

I have written a personal note to Senator Belarius in the message book, letting him know that his old friend is dead.

Dawn Flower is quite upset as well. She was closer to Three Feathers than I.

Regarding personal notes – Grognar was quite polite at the feast tonight and seemed concerned about the missing villagers. Caylx and Tesh, on the other hand, were complete boors. They made comments about "why would anyone live here" and other ones of a more derogatory nature. If it were not for the fact that I met many polite people in the Empire, I would think that "civilization" drains the manners from people.

Suffice it to say, I will be charging Tesh and Caylx my standard rates for any enchanting they wish me to do⁵, if I bother to do it all.

Falling Leaf – 21st Day

September 30

Village of Black Rock

The news today is better than yesterday's. Falling Stars is dead and we recovered his meteor rock. Bill Hill and Royus are alive, although captives of a tribe of hill giants.

That is correct – hill giants, not ogres. While there were a couple of ogres, the rest of the cave dwellers were hill giants. Not surprising that our trackers got it wrong – we have had no giants in these hills in living memory.

We left early in the morning. Four of the village's warriors, Running Bear, White Dove, Big Sky and Raging River, accompanied us, along with Falling Stars. Hssht - there is an interesting story regarding Running Bear and White Dove, but I am too tired to write it now. Suffice it to say, they are much better swimmers than when they were five summers old.

It turned out that Falling Stars was wearing a meteor rock in a crude amulet that he must have fashioned. That led to his undoing. While he had developed some fairly strong medicine since I left (undoubtedly due to the stone), the stone acted as a focus for lightning based magic. Any lightning spells within a certain distance ended up being redirected to the stone and summoning creatures from the Abyss. As both Grognar and I use lightning quite extensively – Falling

5 3/4 book price for agents.

Stars ended up quite dead in short order.

Falling Stars did cast a ball of abysmal flame upon our foes, hitting Groggar at the same time, so he was no great loss to the battle.

Regarding our foes – the first two were ogres, as I stated, accompanied by a couple of large wolves, but the rest were hill giants. We slew a dozen giants before falling back. Of major note, Groggar summoned a storm of sleet, imprisoning five giants in it, while Caylx used the wand taken from Antonio Montana to burn them with fire.

Prior to retreating, I recovered the body of Falling Stars. Caylx snuck into the cave and stole the hill giants' treasure. He also saw that there were 18 hill giants left and 14 wolves. They also had more than a dozen human prisoners, Big Hill and Royus among them.

Falling Stars had the following with him:

- A masterwork light crossbow with a basic combat enchantment on it of the first magnitude. How he came by this is unclear, the People use regular bows, not the crossbows of the southern peoples.
- An ensorcelled rod. This enhances the potency of certain lesser magics cast with it⁶. Caylx immediately laid claim to this.
- An amulet with the meteor rock.

I locked the meteor in my gold box and placed it inside my lead box as well. I used a few Jolt cantrips⁷ and determined that the boxes blocked its ability to draw lightning.

Caylx gave each of the agents the following, which he said had been the hill giants' treasure:

- 100 platinum pieces
- 4,000 gold pieces
- 500 silver pieces
- 500 copper pieces

I gave half of the treasure to Dawn Flower.

On the way back to the village, I questioned Running Bear, White Dove, Big Sky and Raging River regarding Falling Stars behavior over the past few months. I explained that that stone was bad medicine and to attempt to use it would drive one mad and that it was almost certainly

⁶ Lesser Rod of Maximize Spell

⁷ Formerly *Static Discharge*

responsible for Falling Stars death.

Made a report to the agency. In addition to the statement that we had recovered the stone, I laid out my suspicions that it was somehow responsible for the presence of the hill giants and the death of Three Feathers.

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