

Excerpts From The Personal Journal of Speaks With Wind

Session 11 – June 17, 2011

Falling Leaf – 22nd Day

October 1

Spent the day recovering from the battle. Tesh, for one, needed a great deal of healing. We are planning on returning tomorrow in order to rescue the prisoners. According to Caylx, there should be 18 more of the hill giants and 14 more wolves¹.

I continued my discussion with Running Bear, White Dove, Big Sky and Raging River. They told me that Falling Stars began acting differently after he became Ghari. He spent several days exploring on his own – during one trip he came back with the enchanted crossbow and after another he came back with the enchanted rod (which Caylx has requested). They accompanied him on a few expeditions, but didn't see much unusual – a few exceptionally large wolves and other strange animals.

They also gave me a book of his – it is a spellbook. Of greatest interest are the notes written in the margin – they are written in Giant, detailing certain aspects of the spells. Was Falling Stars in league with the giants? Was it due to him be influenced by the meteor? His followers had no answers.

The list of spells in the book is as follows:

Bull Strength	Mage Armor
Expedition Retreat	Ray of Enfeeblement
Feather Fall	Scorching Ray
Fire Ball	Shield
Hold Person	Wall of Fire
Invisibility	

White Dove and Running Bear told me that their group has been studying magic. Especially after yesterday, they have come to the conclusion that the clan's medicine needs to be stronger for these perilous times.

There were three more disappearances today – Revenge Kill, Prophesied To Die Horribly and Red Tunic.

1 Dire wolves

Falling Leaf ~ 23rd Day

October 2

The giants were not our enemies. Instead, it was a group of four shape-shifters the giants called "oni", who were ogres with magical abilities.

We killed the oni, who had enslaved the giants. Unfortunately, we didn't discover this truth until we had slain six more of the giants. We recovered twelve prisoners, including Big Hill and Royus. The three who disappeared yesterday had been killed and eaten by the oni.

The battle went as our battles usually do. While we had an actual battle plan and actually attempted to follow it, it did not take the presence of the oni into account. In addition to their shapeshifting ability, they seemed to be able to become invisible at will, could conjure cones of arctic cold and could bend others to their will. Their wounds also healed incredibly fast.

Despite their abilities, we killed the oni and six of the hill giants. We then reverted to our original plan. Grognar manipulated the stone of the cave mouth to seal the hill giants in. We were planning on killing them one by one as they managed to come out, but Caylx knows Giant. He began negotiating with them for the release of the prisoners and their surrender.

The giants were quite willing to release the prisoners. During the negotiations it was revealed that the oni had taken over the band of giants six months previously and that they (the oni) were behind the kidnappings. Apparently, the oni have a taste for human flesh. The giants prefer beef, mutton and goat.

The leader of the remaining giants, named Bonz, said that Falling Stars had made a bargain with the oni. In return for the meteor rock and other assistance, he would help them capture villagers. Bonz said that they had been living in these caves for more than 30 years and that the meteor rock (he called it a "star stone") showed up about 3 months ago and the "world changed."

The rest of the party and I discussed this and we believe that the meteor rock transported the giants, cave and oni from another world to this one. This is similar to what happened to Dorian and his group of friends. It is not clear whether the stone was in this world and brought them over, however, or if it was in the other world and came with them. If the first is correct, why did it take twenty years to bring them over – assuming it was part of the original meteor shower? If the second, how did it get there? The giants did not mention anything about falling stars. Does this have something to do with the agency sending meteor stones through a planar gate to other

Note – tell the agency that they should mark the stones before sending them through their gate, so they can be identified.

worlds?

After the prisoners were released and we were debating what to do with the giants, I suggested that they might be adopted into our tribe. They were quite keen on this idea – apparently the caves hold bad memories for them. Including Bonz, there are nine giants in total – three male and six female. They also brought with them eight trained dire wolves, one of which might be breeding.

Some other notes of interest:

- White Dove demonstrated that she has had some training as a skald, as she sung a magical song during the battle.
- Running Bear showed the ability to channel the energies of the Life World, although his skill his nowhere near the equal of Dawn Flower's.
- I cast a spell to detect magical energies on Tesh's falchion and Dawn Flower did one to detect evil influences. I detected a malignant intelligence from the weapon and the evil from the sword was so overwhelming that Dawn Flower was stunned for a moment².
- Tesh's falchion also killed one of the oni with a single blow, using what I believe to be an effect powered by the Death World.

We also found the following carried by the oni:

- Four jeweled bracclets. I estimated their value at 400 aurei each.
- A crystal prism³ that can shed light at will. It can be overloaded causing to emit a blinding beam of light, but there is a limited ability to do that.
- A metal chime⁴ that interrupts magical spellcasting when it is struck.
- An ensorcelled set of boots⁵ that accelerate the wearer's speed and reaction time.
- An unusual 4" x 12" puzzle box⁶ – it can be unfolded into a ship that can carry 15 people with ease and yet weighs only a few pounds.

The oni also had some ordinary weapons, although sized to fit creatures that are twice the height of a man. They were not that interesting.

My report to the agency stressed that the meteor we recovered might not have been part of the original meteor shower, but instead may have come from another world. I find this to be a very

2 Means that the level of the evil aura was at least twice Dawn Flower's level of 6.

3 *Gem of Brightness* with 35 charges

4 *A Chime of Interruption*

5 *Boots of Speed*

6 *Folding Boat*

distressing possibility.

Falling Leaf - 24th Day

October 3

I spoke with the council of elders today. I turned down the position of Ghari and suggested that the four warrior who accompanied us against oni share the position jointly. I also told the clan of the dangers of the meteor stones and pointed out Falling Stars' treachery. Red Axe was upset and formally disowned his son.

I spoke with the four new Medicine Speakers and several of the elders regarding my plans for a training facility to teach advanced medicine and means of dealing with the meteor rocks. I left them a copy of all of the spells that I have acquired and told them my funds from the trade mission would be used to support the facility, which I said should be set upon the Thunder Mountain itself, as all of the four elements are represented there.

The nine giants (called Tall People by the clan) were inducted into the Black Rock clan in a ceremony in the morning. Bonz will be joining the council of elders to speak for them.

After the adoption ceremony, Dawn Flower convinced me to forgive Tesh and Caylx for their earlier rudeness. Tesh may very well have been under the influence of the falchion. She said Caylx's negotiations with the giants were worth some leeway. I grumbled a bit, but agreed with her.

Falling Leaf - 25th Day

October 4

Dawn Flower and I went through a handfast ceremony today with our families present.

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