

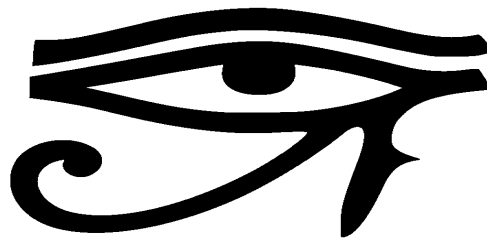
Excerpts From The Personal Journal of Speaks With Wind

Session 12 – July 22, 2011

Falling Leaf – 26th Day

October 5

We have decided to rest and recover in the village for a few days before proceeding onward. Grognar has cast his "*Create Treasure Map*" spell, using the skin of the Oni leader. It marked a spot about 2 days travel further along our trade route to the dwarves. The spot was marked with some sort of eye symbol, which I have reproduced below.



I spent most of the day ensorcelling Mordin's lucern hammer.

Falling Leaf – 27th Day

October 6

Dawn Flower spent the day discussing healing techniques with the new Ghari as well as talking to the council of elders. Our new kinsmen have been working most diligently to learn Thran.

I continued the enchantments on Mordin's lucern hammer. They were more difficult than usual, as they called upon Earth based magic, which I find most difficult.

Falling Leaf – 28th Day

October 7

Dawn Flower told me that a couple of villagers, Eagle Eyes and Long Stride, will be accompanying us to the dwarven area, in order to familiarize themselves with the trade route. Long Stride is an experienced trader, and speaks the language, so this is welcome news.

Another day spent working on the hammer.

Falling Leaf – 29th Day

October 8

We leave tomorrow. We had a final leavetaking celebration with Dawn Flower's and my families.

I finished the enchantments on Mordin's weapon.

Falling Leaf – 30th Day

October 9

We are traveling again. The weather is stormy, and it looks like there will be snow tomorrow. Fortunately, it should not be heavy this early in the season.

Presented Mordin his weapon before leaving the village. He seemed pleased.

After we stopped for the evening, I stayed up and learned the Fireball spell from Falling Stars' book.

Beaver – 1st Day

October 10

The map was correct – there was another treasure, guarded by a half-dozen one eyed giants. They were in a cave with a huge door on it, with a the eye symbol on it. These one-eyed giants were most unfriendly – so we killed them all. As for treasure, they had about 3,000 aureii worth of various jewelry, their weapons, and a fortune telling deck.

The cave was about 500 feet of of the trail. Upon close inspection, the terrain reminded me of the Red Swamp – not that it was reddish in nature, but that it appeared to not belong to the area.

Grognar, flying overhead upon Scratch, confirmed that the unusual terrain and plant life were in a large circle. In the center of the circle was a silver lightning rod (Hssht had told me of such devices), with a meteor stone on top of it. The lightning rod had "Hadron Laboratories" written upon it.

Grognar said that Hadron was an experimenter and wizard in the dwarven city.

Learned an improved version of the spell to make things and people unseen after we decided to rest for the evening. This was one of the spells Dorian provided.

Beaver ~ 2nd Day

October 11

We were attacked on the trail by what appeared to be two large clouds¹ of inky black smoke. Each cloud had two claw like hands protruding from it. Their touch drained the will and vitality of their targets, but we managed to slay them without fatalities.



The party did a layout from the fortune-telling deck. I didn't pay much attention to the result.

Learned another one of Dorian's spells in the evening: Enervation.

This spells calls upon the power of the Death World to temporarily suppress the life energies of its target.

Beaver ~ 3rd Day

October 12

On the trail. The light snowfall continues.

Learned another one of Dorian's spell: Dimension Door. This is a short range teleportation spell.

Beaver ~ 4th Day

October 13

We arrived at the Dwarven City. Apparently the reputation of the Agency extends well outside of the empire. When we mentioned that we were licensed agents, we were brought before their king. Apparently, Hadron's laboratory has been sealed off and they believe a self-destruct mechanism has been triggered.

They would like us to go into the laboratory and find out what is going on, preferably preventing it from exploding.

1 Soul Eaters

As they offered us excellent trade relationships, a great deal of adamant and mithral gear, and the promise to allow us each to purchase 30,000 aureii of gear at cost, we will be investigating tomorrow. A few dwarves will be accompanying us.

Learned Ray of Enfeeblement, a spell that weakens the target

Beaver – 5th Day

October 14, Early Morning

I hate riddles. We were led to a teleporter this morning, which is the only way in to Hadron's laboratory. Unfortunately, the teleporter split up the party. Dawn Flower and several others were sent into one chamber and I and the rest were sent into another.

Hadron had a few surprises for us in this one. Dawn Flower's group had to face an eleven-headed hydra. My group faced a Kalavakus – a violet skinned demon called forth from one of the hell-worlds.

The battle with the hydra was straightforward, I am told. The Kalavakus managed to overcome Caylx will² and cause him to attack the rest of the party. Still, we managed to defeat it.

The battle was not the difficult thing. To escape from the room, we had to override the mechanism sealing us in. Dawn Flower told me that on her side, it was some sort of mathematical riddle. On our side, it was a linguistics riddle. Varos and I managed to figure out the linguistics riddle, while Groggar was instrumental in figuring out the math riddle, although I am unsure of how.

Fortunately, when the exits were opened, we were able to make our way to the room where we supposed to arrive.

A side note: the dwarves did provide us with some gear prior to our being teleported. I received an enchanted mithral chain shirt and an enchanted adamant long sword, as well as 20 adamant-tipped arrows. These are almost certain to be necessary – Hadron was supposed to be fond of constructs and golems.

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