

Excerpts From The Personal Journal of Speaks With Wind

Session 13 – August 5, 2011

Beaver Moon – 5th Day

October 14, Late Morning

I am currently sitting in the library of the "Hadron Controlled Elemental Research Network," also known as Hadron's laboratory. While I have only been in this place a little over a candlemark, it feels like the walls are closing in on me. How dwarves can live so far underground, away from fresh air and the sky is beyond me.

Still, much has happened in the little time that we have been here. First, we found two magical swords. Beneath the body of the hydra, we found a Sword of Flame¹. In addition to its burning energies, it carries a battle enchantment of the second magnitude. Beneath the Kalavakus was another longsword, made of cold iron². While this only had a battle enchantment of the first magnitude, it was empowered with holy energies from the higher worlds, making it a formidable weapon against evil. I am currently bearing the flaming sword, while Mordin carries the holy blade.

After leaving the entry chambers, we made our way to some guest rooms and a guest kitchen. In one of the guest chambers we found the body of a dwarf which had been torn to bits, but no sign of the monster that had killed him. In the kitchen, we found a most unusual being – a golden-skinned golem who called himself Kyton. He works as a cook, and was preparing a meal for us.

Kyton was most helpful. He told us that the laboratory had been invaded by monsters who appeared out of nowhere. Indeed, Kyton himself had killed one such monster, the one that had slain the dwarf in the guest room. Kyton shot it using a Thunder Stick (similar to Winston's) built into his left arm.

The invasion was the reason the laboratory was placed in "lockdown." Unfortunately, said lockdown sealed the exit-way from the guest area. So there no obvious way out. Luckily, Kyton showed us a small, grated tunnel in the back of the kitchen. It is apparently used to circulate air, but we went through it into a small storeroom that juts off of the circular ring that surrounds the laboratory³.

The ring itself is most dangerous. It is nearly thirty feet across, and on the outer edge is a metal

1 Flaming Longsword +2

2 Holy Cold Iron Longsword +1

3 No SF adventure is complete without crawling through air ducts.

tube that carries Lightning Energies from the Sky World. Apparently this tube is used cycle the energies in a circle and amplify them. In some fashion or the other, Hadron means to use these to investigate the nature of the world. I fear that he is targeting them, or has targeted them, against a meteor stone.

The lightning circled the ring every fifty to sixty heartbeats, as appeared to by quite lethal. Grognar was able to call upon earth powers to shape a moveable barrier out of stone. We were then able to transverse the ring with only minor exposure to the lightning.

We were forced to travel widdershins, as the deosil route around the ring was blocked by a wall of pure energy some thirty paces away from the storeroom. In the ring, we came across two more golden-skinned golems, which were much not at all friendly. They attacked us with built in throwers of flame. Despite the hindrance of the lightning shield, we managed to defeat them.

We made our way to another storeroom. This time, we used another grated air-tunnel to make our way inward. It led into a room just off of the laboratory's library. Ten dwarven workers were hiding in there – afraid of a "ghost" that was in the library.

The ghost turned out to be a vampire sorceress. I had cast a spell to allow myself to see hidden things⁴, so I managed to spot her – she had turned herself invisible. We proceeded to do battle with her – Caylx blinded her and made her visible by conjuring a glittering dust upon her. Mordin struck the death blow.

The vampire had nothing of value upon herself, save for a ring. The ring had a most formidable defensive ensorcelment upon it⁵. Considering the fact that Tesh tends to rush into battle, and is very lightly armored, we gave the ring to her.

Outside of the library, to the west is another wall of force. There was a talking illusion of a dwarf, Nongor Krigitek, asking for help freeing dwarves trapped on the other side.

On the way back to the library, we were attacked by four strange quadrupeds that materialized out of the edges of walls and floors. These vaguely looked like hounds, but were clearly unnatural – they had vicious claws and sharp, serrated teeth. They appeared to have some power over time, slowing several of our party and their gaze could cause great gashes to appear their foes.

We defeated them without much difficulty – I took one of their corpses to skin.

We returned to speak with the dwarves in the library to see how we could get into the control room. They pointed us to a chamber with a panel that should be able to bypass the force wall to the control room, and we are heading there now to examine it.

4 See Invisibility

5 Ring of Protection +3

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