

Excerpts From The Personal Journal of Speaks With Wind

Session 16 – September 23, 2011

Snow Moon – 12th Day

December 25

Much of the day was spent recovering from our battle with the Denizens of Leng. Grognar and Varos have taken off to work out details of the trade agreement with the Denizens, or so I believe.

In the afternoon, I learned a spell to determine if someone is scrying¹ upon me or my immediate environs.

We still need to deal with the leukodaemon and the Spiders of Leng.

Snow Moon – 13th Day

December 26

It turns out there were two leukodaemons. I caught the Red Ache from a leukodaemon arrow, but Dawn Flower successfully treated me for it. We captured one and learned that the Emperor has a torturer on staff, that Causticus seems to be very happy in captivity, and that the Spider Witch of Herod is behind the attacks on us.

Meeting With The Inspector General

We met with Inspector General Munch in the morning. He was concerned because spider attacks have increased now that the Denizens of Leng are no longer attacking them. The guards have been keeping things under control. They have suffered casualties, but no fatalities. Apparently they have been using Dawn Flower's clinic for treatment. A good thing, I suppose, as that increases the guard presence in the poor area of town.

Munch said the the leukodaemon had been very active, but only at night. It has been shooting people and causing panic, but has only killed a couple. Many have been infected with diseases, however. The daemon's goal seemed to be to spread terror and disease, not necessarily death.

Munch had mapped out the attacks of the spiders and daemon. There was not much overlap

1 Detect Scrying

between the two areas. Caylx and I have discussed it and we decided that the leukodaemon was the higher priority of the two threats. Come evening, we went out patrolling the area we thought it was likely to show up.

Battle With The Leukodaemons

We found the leukodaemon with little trouble – I spotted it easily². It shot me with an arrow and I contracted the Red Ache from that. Unlike a natural version of the disease, the magical contagion immediately enervated me, as if I had been exposed to it for an entire day³. A second leukodaemon showed up just as we had the first nearly defeated.

Despite that, the battle was relatively easy. Blitzanthium use the Planar Lock artifact to block the creatures' escape via planar travel or teleportation and I cast a spell of Blindness upon the second daemon, allowing us to capture it.

Caylx spoke to one of them in the battle. It said they were agents of the Spider Witch (from the Principality of Herod) and that she wanted revenge upon us. The magical bows the leukodaemons had also had an image of a spider upon them.

Audience With The Emperor

We took our prisoner to the emperor. Emperor Weishaupt dismissed Dawn Flower with the request she seem some sickened guards, a transparent ruse to get rid of her. He then took us into the bowels of the palace to meet with a human being in black plate armor. We did not learn the man's name, and although he had a pleasant demeanor, I got a feeling of intense evil from the man⁴.

I doubt that the man was actually human – he might very well be a devil or demon of some kind. While he ostensibly treated the Emperor as a superior, I got the impression that the Emperor only had limited control of him. Anyway, the man was a skilled torturer. We gave him a list of questions we desired to know the answers to and he told us to come back in about half a candlemark.

The Emperor took us to a well-furnished room across the way, which muffled the screams. We discussed several things while waiting, not all of which I understood. Some details:

- The Emperor had not learned of our trade agreement with the Denizens of Leng. Apparently our reports from yesterday had not made it to him yet. He certainly was

2 Perception check of 37.

3 4 Strength damage with no onset period.

4 A player feeling, not a character feeling.

- surprised.
- Emperor Weishaupt suggested we sell them firearms, but Caylx argued that we should hold off on that until after we sold them lesser weapons first.
 - The Emperor also suggested that we use them as mercenaries against the Spider Witch and other special threats.
 - The name Roganoff was brought up, but nothing was stated who or what he or she is.
 - Caylx brought up "Octor La Plant" and the Emperor sent Mordin out of the room as he has some fey blood in his ancestry.
 - Octor La Plant was an old dragon. The elves made a pact with him: he would stay underground. In turn, they would not speak of him. Elves who broke the pact would lose their souls or spirits to the dragon.
 - The Witch of Heroditus has had a minor association with spiders through history. Dorian's witch has a major association with spiders.
 - Caylx has had an association/conversations with the witch. She believes he has betrayed her. He said the soul eaters were sent by the witch and that she wants revenge for their deaths and the destruction of the Wood Golems.
 - The witch told Caylx she wants something Octor La Plant's possession. She supposedly cannot move against the dragon - something to do with fey or elven blood. However, the Emperor said that if she spoke of this to Caylx, she is not an ordinary elf. She could be a drow or an elf from another world.
 - The Emperor believes that no one in Palnu is a match for the witch.
 - Weishaupt did bring up some information on the meteor stones. The form of the stone seems to be attuned to specific World. He also said that he did not think all of the stones were bad and that previous meteor falls were not as bad as the latest. He brought out the fact that elves, dwarves and dragons were all brought to this world by previous stone falls. I am not convinced.

Results Of The Interrogation

At this point the "personal assistant" brought us the results of the interrogation:

- The witch wants revenge. She is angry because Caylx betrayed her and killed her children. Because Palnu is Caylx's home, she wants to get revenge on the city.
- The leukodaemon had no details on the future revenge plans of the Spider Witch, other than the fact that she has them.
- The Spider Witch considers the following her "children": soul eaters, leukodaemons, wood golems, other types of daemons, lots of forest creatures and spiders, and several dozen "soul-bound dolls", which are a type of construct.
- The witch only had two leukodaemons.

- She has some sort of connection to the Spiders of Leng, but they aren't her children.
- The witch is in the middle of the woods if the principality of Herod. She has a little house there.
- The witch might be willing to take meteorites in order to stop. No one seemed to think this is a good idea.
- Why do the daemons and others serve the witch? The leukodaemon said stuff about her being their "grandmother", but the "Personal Assistant" thinks that this is nonsense. He thinks it is due to magical compulsions and bindings, such as the long-lost Spiritwrack⁷ spell.
- The leukodaemon thinks the witch has six stones, plus one more here in town with a summoner.
- The summoner is the one bringing in spiders. The summoner is a human who summons the spiders using a wand with a meteor stone attached to the end of it.
- The leukodaemon said the witch came to this world recently. This witch hasn't been here for centuries.
- She changes her appearance; sometimes she is an elf or human, but she is usually green.

We went to see Causticus briefly, no real useful information was had from this although he seemed happy to see Weishaupt.

Mordin cast a spell to see if he could locate the meteorite wand⁶. He did not find anything.

I spent the rest of the evening learning the unusual Echolocation spell I found in the dwarven library. I also picked up a strange spell⁷ which allows me to precast and store a spell for a few hours using my life energies to bind it in place.

Snow Moon - 14th Day

December 27

We killed the summoner and seven gargantuan spiders the size of a house. While I was not injured in the battle, everyone else in the group was severely poisoned by the spiders.

We did not learn anything further about the witch.

5 Last seen in second edition D&D.

6 *Locate Object* spell

7 *Lesser Spell Matrix*, learned as one of the two spells gained from leveling. The other was *Lightning Arc*.

Dawn Flower began the day by casting the bones⁸, asking the ancestors, "What is our best course of action to find the summoner"? Dawn Flower said that bones told her to "find the outsider who is not an outsider". Note: We still don't know what this means. Perhaps the summoner is from an alternate world. Technically this means he is an outsider, but not using in the standard meaning of the word as it is used by medicine practitioners⁹.

There was no real difficulty in finding the spiders. We found four guards running from an equal number of spiders¹⁰ the size of houses. They stopped and yelled at us to "run", which allowed one of the giant spiders to kill one of them. I am thinking their bright red tunics somehow are a liability.

I used a Haste spell stored in my matrix to quicken the party and then called forth an Arc of Lightning upon three of the vermin. Dawn Flower called forth a blast of holy fire down upon two of them. One of the spiders threw barbed hairs at Mordin, severely nauseating him for a short time. Other than that, we swiftly dispatched them without injury. We did use up a lot of our medicine¹¹ in doing so.

Mordin saved two of the spiders from death; Caylx desires their venom (as do I, although I am not nearly as avaricious as he).

I tracked the spiders back to the general area where they had appeared. Mordin then cast his spell to locate the wand with the meteor rock upon it. The spell was successful this and pointed him in the direction of a building.

This battle was not nearly as easy as the first¹². The sorcerer managed to summon up three more of the gargantuan spiders before Mordin managed to teleport¹³ next to him and slay him. Caylx was totally enfeebled¹⁴ by spider venom, and Dawn Flower nearly so¹⁵. Even Mordin was so weakened¹⁶ that I probably could have beaten him in an arm-wrestling contest. Only I was not damaged by the vermin, unlike yesterday where I was the only one diseased.

8 *Divination* spell.

9 Spellcasters

10 Giant tarantulas, not that Speaks With Wind has ever seen a normal tarantula. They are not found in the Five Nations.

11 Speaks With Wind cast two *Lightning Arcs*, *Haste* from *Lesser Spell Matrix*, *Lightning Ball* and *Greater Invisibility*. Dawn Flower cast *Flame Strike* and *Prayer*.

12 Not only had we used up a lot of our spells earlier, but Caylx and Mordin's player was rolling horribly on his attack rolls and saving throws.

13 *Dimension Door* actually.

14 STR dropped to 0.

15 STR 2

16 STR 12, down from 24, I believe.

Half-way through the battle we realized we should take alchemical anti-toxin in order to protect ourselves from the spider venom. I berated myself for not doing this beforehand as the potions last for an entire candlemark.

The sorcerer had a sickly green hue, most likely due to exposure to the meteor stone. He had a wand case made of gold and lead, but it was clearly insufficient to fully protect him. The wand itself was fairly ordinary when we removed the stone. It was a ordinary storage device for lightning spells¹⁷.

The sorcerer also had an ensorcelled dagger bearing the Spider Witch's mark. I found nothing otherwise interesting about the dagger – it had a basic combat enchantment of the first magnitude¹⁸.

I believe we should sell the dagger – I can easily see it being used as a scrying target.

The house the sorcerer was in had several bodies in it that were fairly well decayed in the basement. Clearly the true residents of the house, murdered by the sorcerer.

I cast Blood Transcription upon the sorcerer, but he did not know any spells outside of the ordinary ones.

I kept the wand and we turned in the stone to the agency.

After we made our reports, I learned a spell to create a globe¹⁹ that prevents minor spells from being targeted within.

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

17 Wand of *Lightning Bolt* with 18 charges.

18 Dagger +1

19 *Minor Globe of Invulnerability*