

Excerpts From The Personal Journal of Speaks With Wind

Session 17– October 14, 2011

Snow Moon – 27th Day

Winter 10

My spell of *Detect Scrying* once again went off as I spoke with Caylx. This time, I caught a vision of the scrier – it was an elderly woman who seemed somewhat elven in nature. The distance and direction of the scrier placed her in in the wood in the Principality of Herod.

I spoke to Inspector General Munch, and he sent for a bard of his acquaintance who sometimes assists them in drawing sketches of people from the descriptions of constables and crime witnesses. The bard, Jimus Powellus, did a very credible drawing of the witch.

I learned a spell to dissolved curses and enchantments¹.

Snow Moon – 30th Day

Winter 13

I finished the enchantments on the bow today². Heklus and Jeklus reported that they saw some tentacles coming out of a sewer grate.

Most important – Dawn Flower has dyed her hair red.

Hunger Moon – 6th Day

Winter 19

The Spider Witch has struck again and Varos and Caylx ended up killing Senator Belarius due to her machinations.

We were at the agency today looking to collect our pay for the last stone we recovered. In addition, Grognar and Mordin received the dire wolf puppies that they were promised by the hill giants. As they were getting acquainted with their new pets, Caylx informed us that his information network had reported to him of troubles in the sewers. Apparently some of the "cleaning" crews have gone missing.

1 *Break Enchantment*

2 Added *Conductive* to the bow, which was +1

We decided to go speak to Inspector General Munch to see what he knew about the problems in the sewers. As we stepped out of the pay office, we saw a couple of constables hurrying towards us. They asked Caylx to come with them, as he was on a killing rampage in front of the agency. Apparently, the contradiction of this statement didn't mean anything to them. Anyway, we followed them to headquarters.

We did see "Caylx" in front of the agency. He was normal sized, which I have not seen for months. His rapier was out, dripping blood from it and there were two bodies in front of him. The Caylx who was with us blasted the other Caylx, I blinded him and then Varos put an arrow through his forehead. As he fell, he appeared to change shape.

I noticed that none of our attacks upon him made any noise. He was clearly in an area of magical silence.

We all understood that this was a trap and soon we saw the rest of it. I spotted four giant spiders like those we had previously fought. They had been rendered invisible, but one of my arcane rituals allowed me to see them despite this³. After we had exchanged some blows and spells, they were joined by a slightly smaller invisible spider that was flying. It turned out that this was one of the Spiders of Leng.

Varos killed one of the spiders and Mordin's mount, Abidos, killed another. I struck the killing blow on one of the giant spiders using a couple of balls of conjured lightning. In addition, I killed the Leng Spider with a Explosive Ball of Lightning. I don't know who killed the last spider.

While Grognar, Varos and I were bitten by the spiders, only Varos was seriously hurt. He was incapacitated by spider venom. One constable was killed.

The false Caylx turned out to be our employer, Senator Belarius. A heavy iron ball was manacled to his leg. Caylx used magic⁴ to remove it from him while we remained a distance away. It was well he did so, as a blast of fire⁵ came from the manacle when it was removed.

We sent a messenger to the Emperor, informing him of what occurred. We dragged the body inside the building and cautioned the surviving constable and agency witnesses to say nothing regarding his death.

3 Permanent *See Invisible*

4 Ranged Legerdemain

5 *Fire Trap* spell

Dawn Flower plans to ask the ancestors tomorrow to restore Belarius from the dead. Caylx has sent for a large diamond to use as an offering to the ancestors.

The Emperor arrived and we told him all that transpired. He will be there tomorrow when Dawn Flower revivifies the Senator.

Before we went to bed, I scribed a scroll for Dawn Flower – a spell of *Freedom of Movement*.

Hunger Moon - 7th day

Winter 20

Dawn Flower's appeals to the ancestors were successful and she felt the Mountain restore Senator Belarius to life. She quickly cast spells to remove the blindness from him and to restore⁶ some of his vital energies.

Senator Belarius didn't know much of what had happened to him. He recalled meeting an elderly woman with gray hair who seemed "kind of elvish." She didn't have green skin when he met her, but later he said that she seemed to. Everything was kind of a blur to him and then he recalls being in the front of the agency, killing people.

I showed the Senator the sketch of the Spider Witch, and he confirmed that was the woman he met.

Based upon the interrogation of the staff, the Senator had only been gone a couple of hours, so the Spider Witch acted quickly.

The Emperor believes we can no longer wait to deal with the Spider Witch. He plans to send troops to the Principality of Herod and we have a meeting with the Denizens of Leng tomorrow to seek their assistance.

I cast *Mage's Private Sanctum* on my quarters today in order to prevent Scrying upon my business. Dawn Flower and I created another scroll of *Freedom of Movement*.

⁶ Remove *Blindness* and *Restoration* to remove one of his negative levels from being raised.

Hunger Moon - 8th day

Winter 21

We met with the Denizens today. The Emperor went with us, disguised as a representative. We made a simple and very expensive bargain. The Empire would equip ten score denizens with plate mail, pole arms, bows and other weapons. In addition, the empire will send "advisers" to show them how to use the weapons.

In exchange, the Denizens of Leng so equipped will assist the Empire in assaulting the Spider Witch in a weeks time.

The Emperor also told us that Dorian, Fred and Boreas who first told us of the witch will also be joining us.

I am keeping up the *Mage's Private Sanctum* until I join the expedition a day or so before the assault.

Dawn Flower and I created a *Scroll of Death Ward*.

Hunger Moon - 9th day

Winter 22

I teleported to the Dwarven kingdom today, as I needed to make some purchases of items that can not be found in Palnu. The items I purchased:

- Two potions⁷ that make the drinker invisible, at the cost of 300 aureii each.
- Two potions⁸ make the drinkers skin was as hard as bark from an ironwood tree. These were ensorcelled far above the basic level and cost 1,200 aureii each.
- A rod that strengthens the medicine used by the bearer, making minor spells harder to resist. This set me back another 9,000 gold aureii.

I returned to Palnu via another teleportation spell after I made my purchases.

I began working on a crystal to strengthen my will against mental attacks⁹.

7 Potions of *Invisibility*

8 Potions of *Barkskin*, Caster Level 12 – 1,200 gp each.

9 Greater Crystal of Mind Cloaking

Hunger Moon - 13th day

Winter 26

Finished the crystal today. We purchased some alchemical items in the marketplace today.

Hunger Moon - 14th day

Winter 27

Dawn Flower and I scribed a second scroll of Death Ward today. I then went and learned a spell to conjure noxious gases and vapors, while she cast the second spell of Restoration on Senator Belarius.

At the end of the day I teleported us to a specially prepared wagon with the Imperial forces. Our old friend, Lieutenant Braddock was there and greeted us. Correction - Dawn Flower just told me that he has been promoted to Captain.

Hunger Moon - 15th day

Winter 28

We marched with the army today. I did manage to create a Scroll of Bear's Endurance.

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