

Excerpts From The Personal Journal of Speaks With Wind

Session 18– November 4, 2011

Hunger Moon - 16th day

Winter 29

Things did not go well. We won every battle we fought, but failed to deal with the witch, and may have been cast out of our own reality as a consequence.

Battle Of The Trees

We had been traveling with the army for a couple of candle-marks. The area was lightly wooded, it was very windy and there was a light snowfall when we heard noises of battle from up ahead of us. Captain Braddock's group was about five hundred feet ahead of our party and they had been attacked by a score of animated trees.

I suggested that we take a few moments to prepare ourselves before heedlessly rushing into the fray. I called upon the powers of the earth (which I have recently mastered) to harden my skin for battle¹. Dawn Flower invoked the ancestors to grant us luck and vigor in the fray². Grognar summoned a storm of lightning³ and began calling down lightning bolts. Varos began shooting arrows at the trees. While normally pointy little sticks of wood are mere nuisances to trees, his skill was such that they did sever damage.

Caylx and Mordin then charged towards the battle without waiting for Dawn Flower to make other battle medicine. Fools. Varos & I wisely stayed near Dawn Flower to receive the benefits of her medicine. I began tossing fireballs at the trees, which burned quite nicely.

We managed to destroy the trees without much difficulty, although nine of the soldiers were slain. Upon closer inspection, six of the animated trees were of the race that the Wood People⁴ call "treants". Grognar looked at them and said they were not normal, that they had somehow become twisted and evil. The rest of the animated trees were apparently normal trees that had been used as expendable troops by the treants.

1 *Stoneskin*

2 *Righteous Wrath of the Faithful* from the 3.5 Spell Compendium

3 *Call Lightning Storm*

4 *Elves*

We regrouped and proceeded with the march, arriving at a small house in clearing in two more candle-marks.

Meeting With The Spider Witch

Caylx snuck up on the witch's house. It did not appear remarkable. Caylx knocked upon the door and entered the house. Shortly thereafter, a bolt of lightning struck the roof of the house and a green ring of light exploded out of it. The bolt was clearly a manifestation of bad medicine and far more powerful than anything Grognar or I could call forth⁵.

The weather immediately began getting worse – the wind picked up and the snow began to thicken.

We joined Caylx at the house. Caylx said that he had spoken with the witch. He said that she had a chandelier with six meteor stones in it, under a hatch in the roof.

Caylx told us the witch said the following:

- That the emperor was a fool
- That the emperor could have what he wanted. (I believe this referred to the stones)
- That the end of her plan was to leave use alone for eternity

When Caylx asked the beginning of her plan, she said it was this – and she called down a bolt of lightning that struck the chandelier, which is when we all saw the green flash. She disappeared at the same time.

Grognar flew up to the Black Ships on Scratch. As there was no witch to fight and due to the worsening weather, the Denizens returned to Leng, although they said they would be willing to assist us against the witch in the future.

There was nothing special in the house or basement – merely spell and item ingredients. It looked like it had already been emptied. Caylx had shrunk the chandelier into a cloth patch.

We gave the army orders to march back and find the nearest shelter against the blizzard. Our party decided to teleport to Hadron's Laboratory to consult with Hadron regarding what the witch might have done to/with the stones.

⁵ Speaks With Wind Spellcraft/Knowledge (arcana) made him think that it was on the order of *Control Weather* or *Limited Wish*

Not Hadron's Laboratory

Our group appeared in an obviously dwarven cave complex similar to the receiving chambers of Hadron's laboratory. However, it was not the laboratory. Both Caylx and my teleports misfired, but identically. The complex was occupied by a blue-green skinned troll variant⁶ and frost giants. We fought the inhabitants but were eventually able to parlay with them.

We obtained a map of the area from the giants. It showed:

- A dwarven complex to the north
- The lair of a "great white wyrm", presumably a white dragon
- Several volcanoes. (According to Caylx, there were no volcanoes anywhere in the region covered by the range of our teleport spells.)

In addition, we swapped some coins with the giants. There were several different mintings, none of which were familiar to us and all which seemed to be lighter than normal. None of the languages on the coins were in Sepiran, either.

The giants also said that they only human settlements were far to the south.

Based upon this information, we have reluctantly come to the conclusion that we somehow managed to switch worlds. The question before us is whether or not it happened when the witch called lightning upon the six stones or when our teleports misfired. I believe the first, but cannot rule out the second. However, irritating as Caylx can be, he is quite competent. While either he or I could miscast the teleport spell, I find it doubtful that we both could miscast it in an identical fashion at the same time.

Most likely, the caves we teleported to were the closest match to Hadron's laboratory within the range of the spell. This means that it is most likely we were not in our own world when we cast.

We are currently resting and recovering our spells in an extra-dimensional space I conjured⁷. We will attempt Sendings and Scryings tomorrow to gather more information and confirm our theory. I have laid out the complete information in our agency journal as well, in the hope that it can transcend planar barriers.

Fortunately Dawn Flower's medicine is capable of transcending the barriers between worlds⁸. I

6 Ice Trolls

7 Rope Trick

8 Plane Shift

had planned to use this to go the Sky World and visit Hssht, but returning home to Palnu is sufficient.

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