

Excerpts From The Personal Journal of Speaks With Wind

Session 19– November 18, 2011

Hunger Moon - 17th day

Winter 30

The storm had subsided somewhat in the morning.

Dawn Flower started the day by calling upon the ancestors to send a spirit to carry messages¹ messages to Emperor Weishaupt, informing him of our situation. Even though we were in another world, we believed her medicine to be powerful enough to have only a slight chance of failure². The ritual took about a sixth of a candlemark to cast and allowed her to send the following message:

WITCH USED STONES.
HYPOTHESIS: ALL UNITS TRANSPORTED ALTERNATE REALITY.
IF POSSIBLE YOU VERIFY HYPOTHESIS.
PARTY SEPARATED ARMY.
ARMY TRAPPED BLIZZARD.
DENIZENS WENT LENG. SUGGESTION FOLLOWS.

The spell would allow the recipient to send a reply, but none was forthcoming.

Dawn Flower redid the ritual, sending another message to the Emperor:

WITHOUT ARMY POSSIBLE WITCH ATTACK.
DENIZENS TRANSPORT ARMY PALNU.
POSSIBILITY DORIAN'S REALITY.
QUERY ORDERS: PARTY RETURN PALNU PLANE. SHIFT OR EXPLORE
ALTERNATE?
CHECK AGENCY BOOK.

Again, there was no reply. I was worried at this point; I calculated that there was only a one-in-four hundred chance that both spells would fail. Had something happened to the Emperor? Death or incapacitation would prevent a reply...

1 *Sending* spells

2 5% according to the spell description.

Dawn Flower sent a message to Dorian as well:

PARTY ALIVE WELL.
IMPROBABLE TELEPORT MISFIRE.
BELIEVE ENTIRE EXPEDITION ALTERNATE WORLD.
SPEAKS WILL SCRY YOU TO COMMUNICATE APPROXIMATELY ONE
HOUR.
DON'T RESIST.
REPLY YOUR STATUS.

This time we did have a reply. Dorian stated:

HEY DAWN. KICKING BACK ON SOME TROPICAL BEACH.
THE ARMY IS NOT SO LUCKY. GENERAL BLACK LEFT. DRAGON
ATTACKED
HEAVY CASUALTIES!
WHATEVER YOU DO, DON'T ...

I did medicine to Scry upon Dorian in order to communicate with him. However, the spell failed. As we knew he was alive, Dawn Flower did her last sending ritual. He replied back that we were not to worry and that he had used magic to return to his own world. Apparently my theory that this was his home world was incorrect.

I decided that we should probably contact Captain Braddock, to see the status of the army. Dawn Flower did a ritual dance³ that called upon the spirit of the Honey Mother, ancestor of all bees, to point the way to him. Her ritual indicated that he was about 400 miles to north of our current location, and was alive, if somewhat worried.

I then Scried upon Captain Braddock and used a message spell through my focus to speak with him. He said that the army was hunkered down near the witch's hut. They had been attacked by a huge white dragon, which captured a few of the soldiers. Many of the soldiers had succumbed to the dragon fear and had run away.

I told our friend that we were unable to speak to the Emperor and that we were almost certainly in a different world. I informed him that we were going to return to our world and attempt to arrange a rescue, using the Denizens of Leng.

Dawn Flower then gathered the party in a circle and called upon the ancestors to transport us to Palnu⁴. She then did another circle dance ritual to locate a friend of hers in the healing

³ *Circle Dance*, from the 3.5 Spell Compendium

⁴ *Plane Shift*

house. Her friend was about 300 miles to the north, worried and very exhausted. However, as the spell succeeded, we knew we had returned to our world, as it cannot reach beyond the walls that separate worlds from one another.

I used a spells to transport Dawn Flower, Grognar, Scratch and myself back to the agency headquarters. Mordin transported Caylx, Varos, Abidos and himself, but they did not arrive with us⁵. They showed up about a half-hour later, walking through the front door of the agency.

We spoke to Senator Belarius. Apparently the forces of the witch attacked Palnu yesterday. She used more of her wood men and daemons. The witches forces were beaten back, but not easily. Belarius has not seen the Emperor since yesterday.

We then went to the palace to see what had happened to the Emperor. We found the Emperor in his library. Bad medicine had been worked upon him, turning him in a stone statue. We searched the library, looking for a method to restore him. We found nothing, but I did not that certain of his books appeared to be missing. There was a gap – no books were found between "Artifacts Of The Ancients" and "Baba Yaga's Hut – The Witch's Guide To Home Decorations."

My report last night to the agency showed up in the books, so apparently that medicine is sufficient to cross between worlds.

Lacking the power to restore Weishaupt ourselves, I turned the statue into a cloth and placed it in my pocket. I then transported⁶ Calyx, Grognar, Dawn Flower and myself to Hadron's laboratory as we figured Hadron had the power to restore Weishaupt.

Unlike the last time I attempted to transport to Hadron's, we arrived in the receiving area. Hadron used on of his machines to create a scroll to that would transmute Stone to Flesh. As the shock to his system from the transformation might actually end up killing him, Dawn Flower prayed⁷ to the ancestors to grant him luck and strength to survive the spell.

Weishaupt was depetrified and survived the process. Apparently he had returned to his library after the battle where he was surprised by the witch. He didn't recall anything after that. Weishaupt doesn't know what the witch took from the library, although by the placement it could be books on Astronomy or Astrology.

Caylx took out the chandelier he had taken from the witch's hut. Instead of six meteor stones, it

⁵ Teleport misfired. They ended up in Caylx's school teachers school.

⁶ *Teleport* spell

⁷ *Prayer* and *Mass Conviction* from the Spell Compendium. Total of +4 to his saves.

had six emeralds. Hadron was fascinated by its workmanship and borrowed it so that he could analyze it. I gave Hadron some items I had gathered from the other world, so he could make us a focus to return.

The Emperor communicated⁸ with the Denizens of Leng. They said that wanted "nothing to do with treacherous humans" and blamed us for the loss of one of their Black Ships.

As we need their assistance, apparently tomorrow we go to Leng in order to find out what happened.

Hunger Moon - 18th day

Winter 31

In the morning, Emperor Weishaupt transported us to Palnu. We then gathered into a circle and Dawn Flower used the tuning fork obtained from Hadron to transport us to Leng. We were immediately attacked by what we later learned was a [Neothelid](#). This was a gargantuan aberration - it looked like a worm that was some 30 feet long and was as wide around as a man. It had no eyes, but its mouth was had four strange serrated tongues. It breathed acid in a huge cone, teleported and had strange mental powers.

Its ability to breathe acid nearly killed Dawn Flower. She had cast a spell upon me earlier to transfer some battle damage from myself to her⁹. We had reasoned that since she is seldom on the front lines of battle, that this could maximize the benefits of her healing powers. Unfortunately when the Neothelid breathed acid upon all of us this transferred some of my wounds to her and she was herself in the line of fire of the acid.

The phoenix feather I had created months ago saved her, although the creature then struck her down with a tongue. Fortunately Grognar was able to rush down and envelope her in earth, protecting her from further damage. I shifted myself through dimensions¹⁰, in order to break the magic connecting Dawn Flower and myself.

The great worm used its strange mental powers¹¹ to strike down Varos and Mordin, just before Caylx and I managed to use our medicine to finish it off.

8 More *Sending* spells

9 *Shield Other* spell. This is a bad idea when facing creatures with area effect weapons.

10 *Dimension Door* up 400 feet, to get out of range of the *Shield Other*.

11 *Psychic Crush* took them to -1 hp each.

After we slew the worm and we healed everyone, I flew up to a great height to attempt to look for the Denizens. Leng is a cold, rocky land with a very broken landscape. I saw patterns and diagrams on the ground which I could not interpret, but were unsettling to my mind. I also saw smoke in the distance, from what appeared to be a settlement.

We approached the settlement and met about a score of the Denizens. They misconstrued us for slaves but that was quickly straightened out. These Denizens were of a different tribe than the ones we had dealt with previously, although they knew of them. They were unwilling to use their Black Ship on our behalf, but we did make a trade deal after we pointed out that we killed the Neothelid. In exchange for 200 suits of plate mail, 200 long spears, and 200 long bows, these Denizens are willing to exchange 400 fine rubies. I estimate the value of the rubies at approximately 1,000 gold aurei each, so if we complete this deal our group will net more than 150,000 gold aurei.

I came to the impression that the Denizens no longer know how to craft the Black Ships, which is why they are so fearful of losing them.

A side note: Caylx managed to lift a ruby off one of the Denizens. He needs to be careful. I saw him and I am certain that another one of the Denizens saw him, although the creature seemed to snicker a bit and said nothing. Caylx then exchanged the ruby for a young elf maiden named Ariel.

After our negotiations, the Denizens agreed to take us to the tribe we had dealt with previously. We rode in a strange carriage which seemed to periodically jump through dimensional shortcuts. I was told that if we were to walk to the town where we arrived it would take days, but it took us about half a candlemark to make the journey.

The city-dwellers recognized us. Apparently one of their ships did not return from the aborted battle and they are upset with us. After reassuring them that we knew nothing of this, we obtained some personal objects¹² belonging to the Denizens of the lost ship. One of them was apparently a tentacle comb – ugh.

I reassured the Denizens that we stand by our allies as they stand by us. We said that we would return to the other world and see if we could determine what had become of their ship. One of the plate-armored Denizens, Ba'ha'b, would accompany us.

¹² For purposes of scrying

Dawn Flower shifted to the other world. I flew up to a great height and saw a circle of snow covered trees in the distance. The circle was about a 10 mile radius and reminded me of nothing so much as the Blood Swamp. It looks like what the witch did was to switch our 10 miles of our world with this one.

We flew to the forest. Our progress was a little slower than normal due to the presence of Ariel and Ba'ha'b. Ba'ha'b actually spent most of his journey in Calyx's dimensionally expanded back.

Our party found the witch's hut with little difficulty. The army is camped all around it. We spoke with Captain Braddock. He said that the dragon returned this morning, accompanied by two smaller dragons. The dragon conjured Walls of Ice and clouds of fog to control the movement of the troops and again, most of them were affected by the dragon fear. Again, they captured several of the troops and flew off to the north.

I found the remains (clothing & armor) of a couple of the Denizens as well as the remnants of one of the bombs. No evidence of the Black Ship, though.

Captain Braddock said that the dragons have been very punctual in their assaults, attacking at dawn. Tomorrow, we will be waiting for them.

Hunger Moon - 19th day

Winter 32

The battle with the dragons was much easier than the one dealing with the Neothelid. Our preparations made sure that we were well-set to deal with the wyrms. Grognar called upon the Mountain to create a sphere protecting us from cold¹³. Dawn Flower used her medicine¹⁴ to ward us against fear and other bad medicine. In addition, she provided all of us with resistance to cold energies. I myself cast a spell upon my skin to make it as tough as stone.

The dragons were invisible when they arrived, which explained why the army never saw them coming. There were four of them – one huge female and three smaller ones about the size of Causticus. Varos struck the death blow upon the large one. I am not sure who killed the first of the smaller dragons, I think it might have been Mordin. I killed one of the smaller ones with a Ball

13 *Anti-Cold Sphere* from the Spell Compendium

14 *Cloak of Bravery, Mass Conviction, and Mass Resist Energy* all from the Spell Compendium

of Abysmal Flame and Caylx wove an enchantment of charming¹⁵ on the last.

Varos seems to have been struck by a curse¹⁶ – a supernatural chill has settled into his bones. We have determined that until the curse is lifted he will be especially vulnerable to cold effects and no medicine will protect him from them.

I took two fangs and a claw from the huge dragon and some scales from one of the smaller ones.

We interrogated the young dragon that Caylx charmed. They had seen the black ship grounded on a mountain. The Denizens appeared to be dead (although they will reform in Leng) and they looted the ships taking back the armor and such to their lair. However, the black ship appeared to be in intact.

The little dragon said its lair was about an hours flight away. Probably three hours or so as we travel – dragons fly very fast. The dragons had a priest – a kobold named Skerrit. The kobold wears leather armor and has been known to turn invisible, use balls of fire and healing magic.

We will take Ba'ha'b to the ship tomorrow and then he will return to Leng to bring back tribe members to recover it. Then we will deal with Skerrit.

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

15 *Charm Monster*

16 *Draconic death curse*