

## **Excerpts From The Personal Journal of Speaks With Wind**

### **Session 20 – December 16, 2011**

Hunger Moon - 20<sup>th</sup> day

Winter 33

The first thing in the morning, Dawn Flower attempted to break the death curse upon Varos. However, it was too strong. She will try again tomorrow.

We did find the Black Ship. It was intact but stuck in a snow bank. We did get to examine it closely: there are four sets of crystal panels on each side of the ship where oars would be on a regular ship. Ba'ha'b called these "levitators". The front of a ship had a "bridge" which was full of dials, magical controls and a wheel used to control the direction of the ship in four dimensions. Ba'ha'b said that three people are needed on the bridge to control the ship and eight people are needed to man the levitators.

Ba'ha'b returned to Leng to get a crew for the ship so they could begin ferrying the army home.

The lair of the great white wyrm was a couple of hours travel from the ship. Our initial plan was to enter through the back entrance, which the little dragon had told Caylx about. However, I saw a black-hooded figure drop down that hole when we were about a mile away. Deciding that we had lost the element of surprise, Dawn Flower called up an ally from one of the higher worlds and sent it down the back entrance while the rest of us would rush the front.

The front entrance was blocked with a stone wall, obviously magically conjured. Grognar called upon the Mountain to shape the stone and it flowed like water, open the way into the dragon's lair.

We saw three figures inside a small circle that would protect against minor magics, while we were charged by some warriors. In total we faced eight foes, plus two lackeys who did not enter the fray.

Varos killed the black-robed figure with a volley of arrows. We dispatched the rest readily enough, however an Enlarged Long-Tooth person struck the head from Mordin before he could escape. The only survivor was the kobold, Skerrit, whom we captured and the two

minions.

Skerrit was most upset. Apparently he had spent two years with the dragon, looking for a time in which he could loot its lair. He and his friends were doing just that when we interfered. Skerrit said he was an expert on dragon lore. He provided us with the following information:

- There is a ancient red dragon in the desert called Rotskull.
- Octor La Plant is the guardian of dragon spirits. The Winter Solstice is called Octor La Plant day, and he is supposed to bring presents to all of the good (that is "evil") dragon children. Octor La Plant is supposed to be in another world, underground, surrounded by the spirits of elves, from whom he draws power. Said other world was also supposed to be without magic, until Octor La Plant arrived there.

The black-robed individual was a wizard. While he had no uncommon spells in his books, he did have a series of notes upon other worlds, including our own. There were even some mentions of the meteors, which apparently do not fall in this world. Food for thought...

The dragon and the looters had a great deal of valuables. None of the coins were of familiar mintage, but seemed to be close enough to the standard to have the regular valuation. We found:

- 2,000 platinum coins
- 20,000 gold coins
- 40,000 silver coins
- 80,000 copper coins
- Assorted gems worth about 10,000 gold aurei
- A 10'x10' mirror decorated in gems worth 5,000 gold aurei
- Decorated robe worth 1,000 aurei
- Valuable spyglass worth 2,500 aurei
- Gem encrusted dress worth 2,000 aurei
- Masterwork gloves worth 300 aurei
- Valuable masterwork manacles 200 aurei
- Masterwork breastplate
- Masterwork greatsword
- Wand of Fireballs w 50 charges
- Leather armor with a standard defensive enchantment of second magnitude
- Leather armor with a defensive enchantment of third magnitude
- Chain shirt with a standard defensive enchantment of second magnitude

- Two enchanted cloaks that provide protection against hostile enchantments and conditions. Enchantments are of the second magnitude
- A long-tooth person's double-axe with a basic battle enchantment of the second magnitude which is also supernaturally keen
- A longsword with a battle enchantment of the first magnitude which has been endowed with the essence of fire.
- A greataxe with a battle enchantment of the second magnitude
- A dwarven waraxe with a battle enchantment of the second magnitude which has been endowed with the essence of lightning
- A tower shield bearing a standard defensive enchantment of second magnitude
- Adamant plate armor with a defensive enchantment of second magnitude
- Bracers with a defensive enchantment of second magnitude
- A staff endowed with immense healing power
- A short-sword bearing a battle-enchantment of the second magnitude that provides luck to the user.
- Two scrolls of teleport
- Six scrolls of stonewalk

Caylx and I split the scrolls. We will determine what to do with the other items later.

### Hunger Moon - 21<sup>st</sup> day

#### Winter 34

The Lengians returned the army and followers to Palnu.

Dawn Flower attempted to break the curse upon Varos again, but its power was still too strong for her medicine.

Groggar cast a spell upon Mordin's body's, calling his spirit forth from the Spirit World, bidding it inhabit a new body created by Groggar's spell. The new body appeared to be part Plain Person and part Long-Tooth Person, like myself. Mordin seemed pleased with the change.

Next day- Lengians returned the army and followers

## Hunger Moon - 23<sup>rd</sup> day

Winter 36

Dawn Flower finally managed to break the curse upon Varos.

## Hunger Moon - 26<sup>th</sup> day

Winter 39

Several of the students at the Academy said that they saw the Iron Tree move. As I had never heard of the Iron Tree, I had them lead me to it. It was a metal tube that jutted out of the ground on the eastern side of the Thunder Mountain. It had been cleverly disguised as a tree.

I was proceeding to dig it up when I heard Hadron's voice, saying "Speaks, what are you doing?" Apparently, the extinct volcano where Hadron situated his underground laboratory is the Thunder Mountain itself. The Iron Tree is a device designed to view the heavens. A strange coincidence that I built Three Feathers Academy of Esoteric Knowledge in the caldera of the same extinct volcano.

I spoke with Hadron later. He had been observed the course of the Sky Wanderer<sup>1</sup> which presaged the meteor showers – he believes that the meteors come from it. Hadron said that its course had changed and that its new celestial path meant that it would now strike our world dead on, but not for many, many years.

Another thing to worry about. I think the Witch is behind this.

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This and my other game recaps may be found at [www.launchpadzero.net](http://www.launchpadzero.net).

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1 Asteroid