

Excerpts From The Personal Journal of Speaks With Wind

Session 22 – February 3, 2012

Grass Moon - 25th day

Prior to leaving, Dawn Flower called upon the ancestors for advice¹. We learned that Rotskull was alive, his lair was trapped, and that he had allies. We were also told that we use use medicine to defend ourselves against fire, but that we should also defend our medicine or we would burn.

Dawn Flower's spell of world-walking² brought us to a border area between the Ice Lands and a great desert. She once again called upon the Spirit of the Honey Mother to locate Rotskull. The spell indicated that he was about 180 leagues³ distant in the heart of the desert. This coincided with the information received from Skerrit.

Using our magic, we flew off into the desert.

Grass Moon - 26th day

We found the volcano where Rotskull is supposed to live. Rather than confront him today, we holed up in a couple of extra-dimensional spaces⁴, and prepared medicine in order to confront him with on the morrow. Medicine prepared⁵:

Dawn Flower & Myself

- Protective wards against bad medicine & malignant effects⁶
- Magic that would delay the effects of poison for several days⁷
- Resistance to extremes of temperature⁸
- Armor of force⁹
- One of my favorite enchantments, that causes eyes to sprout in the back of one's head as well as elsewhere all over the body¹⁰

1 *Commune and Divination*

2 *Plane Shift*

3 250 miles

4 *Rope Trick* spells

5 All spells except *Life Bubble* were Extended, due to either rods or *Blessing of Fervor*

6 *Superior Resistance*, Spell Compendium

7 *Delay Poison*

8 *Endure Elements*

9 *Mage Armor*

10 *Countless Eyes*

- A minor enchantment that gives the bearer a limited ability to avoid death and wounding¹¹

Dawn Flower Alone

- Immunity to Fire¹²
- The ability to see in darkness, such as my mother's people possesses¹³
- An abjuration maintaining a tolerable environment around her¹⁴
- Medicine to monitor the health of others in our group¹⁵

I also cast a spell upon Scratch to give him to proportional carrying capacity of an Ant¹⁶.

We will follow this up tomorrow with some shorter duration magics.

Grass Moon - 27th day

We were about one hours travel from Rotskull's lair when we set out. The dragon makes his home inside the caldera of an active volcano. We descended down into the volcano, through a sulfurous ash cloud and flying over a pool of molten lava. Fortunately my necklace protected me and the Life Bubble Dawn Flower invoked yesterday protected her. We saw an island of solidified lave in the middle of the caldera with a cave carved out of it.

We snuck into the cave. There were a series of symbols carved into the walls. The first symbol invoked fear into the heart of the observer, the second weakened those saw it and the third drove the viewers insane. Calyx managed to disable the first two, but was stricken by the third. It took us a little bit to realize that Caylx had been become insane. I mean, there wasn't that much difference from his normal behavior.

Dawn Flower called upon the ancestors to heal him. As she did so, three large Lava Men¹⁷, clearly called from the borderlands of the Earth and Fire worlds, appeared out of the wall. Six large Fire Giants also approached us from down the passage. Grognar used his medicine to quench¹⁸ the fires of our foes, while I called forth an Arc of Lightning on the giants.

11 *False Life*

12 *Energy Immunity*, Spell Compendium

13 *Darkvision*

14 *Life Bubble*

15 *Status* (twice)

16 *Ant Haul*

17 *Huge Magma Elementals*

18 *Quench* spell

While we battled these Lava Men and Fire Giants, we were struck with a spell appearing from the way we had come in. Said spell¹⁹ stripped of some of our Good Medicine. Dawn Flower's Immunity to Fire was dispelled and I lost my spell of True Sight²⁰. I dashed around the corner and saw a Long-Tooth Person who was invisible to ordinary sight. The Long-Tooth person attempted to call up a Shell of Rainbow Light²¹ to protect himself, but Dawn Flower managed to counter it²². I stripped him of his Invisibility medicine but then he manage to conjure his Rainbow Light Shell as we finished up the Lava Men and all but two of the Fire Giants.

At about this time, this gargantuan red dragon ambles up the tunnel from the way we were headed. Naturally, this was Rotskull. I prepared myself for the fight of my life when Grognar began to talk...and talk...and talk...

I am not sure how he managed to do it, but Grognar managed to negotiate an alliance with Rotskull and the Long-Tooth sorcerer (named Corazon) against the Spider-Witch. To seal the alliance, he traded the Cat-Headed Scimitar we recovered from underneath the Mountains of Madness in exchange for a Crystal Scrying Sphere²³.

Caylx then proceeded to barter with Rotskull and ended up purchasing a ring that protects the wearer from fire²⁴, a stone that brings the bearer good luck²⁵, and a staff charged with abjuration magics²⁶, all for incredibly low prices. Rotskull stored these items in a pool of molten gold, which he uses as a bathing pool.

Rotskull also had some interesting information about Octor La Plant. He apparently knew the dragon. He said that Octor La Plant was ancient when he was young. Rotskull also hates the Spider-Witch. She beared him in his lair about a hundred years ago, with a group of her minions, and beat the location of Octor La Plant's lair out Rotskull. Octor and his lair disappeared shortly thereafter. This was about the time that Octor La Plant is supposed to have made his grand bargain with the elves.

19 *Greater Dispel Magic*

20 *True Seeing*

21 *Prismatic Sphere*

22 Counter spelled with *Greater Dispel Magic*

23 *Crystal Ball With Telepathy*

24 *Greater Ring of Energy Resistance (Fire)*

25 *Stone of Good Luck (Luckstone)*

26 *Staff of Abjuration*

It was after his encounter with the witch that Rotskull decided to upgrade his lair and have Corazon come live with him. I spoke with Rotskull privately after our meeting for a few moments, and discussed rendering my services to him in enchanting and the like. Naturally, this would be for a suitable fee.

Rotskull told us where Octor La Plant's lair was. We visited that place, as it was only a few hours of travel away. The only thing there know is a salt late, nearly a perfect circle in shape.

Groggar used the Crystal Sphere to view Emperor Weishaupt. Apparently he was in a chamber, being grilled by the Seperan Inquisition.

I did not expect the Seperan Inquisition.

Groggar attempted to communicate with Weishaupt, but via a series of unobtrusive gestures, the Emperor indicated that this was not a good time.

We decided to return to Palnu immediately after that. When we arrived at the agency, we were surprised to see that it had been locked up. One of the guards there told us that the Inquisition wished to speak with us regarding the assassination attempt.

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