

Excerpts From The Personal Journal of Speaks With Wind

Session 24 – March 30, 2012

Flower Moon – 21st day, Year 705

We arrived in Heroditus township about mid-morning. One of the men in the town greeted us, remembering us from our previous visit. We saw some smoke from the northern area of the town, and he told us that the town had been attacked four times in the last week by giants and ogres¹. The giants also apparently fought each other as well.

We ended up being directed to the blacksmith, who apparently had a dead giant body. He did – a dead hill giant. The blacksmith, killed it with a crossbow after it had been "softened up a bit". He was really proud of his deed, too. Calyx was impressed enough that he asked the smith to come with us when we went after the giants.

The smith was reluctant – he said that he was having a big horseshoe sale this weekend and that he had already posted a couple of hundred fliers. Despite all of that Calyx was persuasive and talked the smith into joining our group. The smith went into his shop and came out wearing a suite of full plate mail, a large shield and longsword, which he said he would be field testing for a customer.

We decided to see the Prince for a little more information. He was delighted to see us and surprised to see the smith. He didn't recognize him at first, but when the smith spoke he said, "Is that you, Stinky?" Apparently, the smith's name of Steinkowicz, his profession's tendency to sweat a lot and his personal hygiene have given him a most unfortunate cognomen.

The prince did have some useful information on the giants:

- A few dozen villagers have disappeared. With any luck, they are prisoners as opposed to meals.
- Ogres, hill giants, fire giants and frost giants were the primary attackers.
- There were also some 20' tall gray-skinned giants, which I determined were taiga giants. Taiga's are actually a relatively peaceful set of giants who have the ability to call upon spirits for strong, protective medicine.

¹ Actually said "three to four times".

- Lastly, there were a couple of 40' tall, black-skinned giants with glowing red runes carved into their skin. I recalled a piece of my tribes lore regarding a wizards war where they crossed fire giants with taiga giants to create Rune giants. The giants had the power to enslave other giants.

The prince also told us that there is now a mountain, where the witches hut was. It was our guess that this is where the giants came from.

Our group headed towards the mountain. We came across several places that looked like pitched battles had taken place. We found headless giant bodies and the heads of giants and giant skulls placed upon trees. Most of the bodies were of hill and frost giants, but there were some fire giants involved. Most appeared to have been killed via weapons, but a fair number showed evidence of fire damage, as if from battle medicine, and some showed some cold damage.

I spotted a large area of disturbed earth near our path. Upon closer inspection, it was a giant's grave, dug within the last couple of days. We exhumed² the body of a taiga giant.

Mordin had prepared medicine to speak with the dead today, so we questioned the dead giant:

Q: Why have you and your giant allies been killing these other giants – hill , frost and possibly fire giants?

A: They are not worthy. They eat too much.

Q: Where are the meteor stones that you know of?

A: I don't know what you are talking about.

Q: How many giant allies do you have on the mountain?

A: 12.

Q: From this point, what are the directions to where the human prisoners are being kept?

A: Up the mountains, in the cave.

Q: What is the least guarded entrance to the cave?

² Digging up graves is getting to be a habit.

A: Only one entrance

We headed on towards the mountain. After about a candle-mark of travel I spotted two ogre-magi flying about 100 paces closer to the mountain. They were clearly under an enchantment of invisibility. I notified the party of this and blinded one by conjuring glittering particles.

The combat that ensued was fairly straightforward. A couple of items of note:

- Mordin has new cloak with a symbol of insanity upon it. The giants and the standard members of our party were immune, but Stinky the Giant Slayer was clearly affected.
- There were several taiga giants, and they could see the invisible party members. I believe this was due to their protective medicine.
- We fought one Rune giant, who could walk upon air. He was immune to fire and lightning, but I struck him with a spell³ of Death World energies that severely damaged him.
- I also called a huge ally⁴ from the Sky World who battled the Rune giant, and the group managed to slay the giant.

The rune giant was wearing a meteor stone which attracted lightning and summoned monsters, just as the one Falling Stars possessed did. I placed it in an agency box. I will turn it in as soon as the agency reopens.

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

3 *Avasculate* from the Spell Compendium

4 Greater Air Elemental from a *Summon Monster VII* spell.