

Excerpts From The Personal Journal of Speaks With Wind

Session 25 – April 27, 2012

Flower Moon – 21st day, Year 705

After we slew the giants, we went into their cave. It was a very large single cavern. I estimated that it could accommodate more than a score and ten giants, although it would be very packed. In the center of the cave, there was a large pentagram engraved in the ground, about paces in diameter. At each point of the pentagram was a carved meteor stone.

The giants had eight surviving captives. While they could not tell us much, they did say that the Rune Giant would conjure up static electricity and discharge it upon the stones, summoning other creatures, mostly giants.

We took the meteor stones and secured them in agency boxes.

Dawn Flower cured¹ Stinky of the madness Caylx inflicted upon him.

The giants did have a variety of coins, art objects and other valuables. I estimated them to be worth about 60,000 gold aurei.

One of the Taiga giants lived, so we had Dawn Flower revive him. I used an enchantment of translation and questioned him.

- The giant said his name was Oakstrong
- He claimed not to have been under the influence of any magics when following the Rune Giant.
- When asked why he followed the Rune Giant, he said that Rune Giants are "the greatest"
- The Rune Giant was named Goran
- Goran's goal was to summon an army of giants and conquer this world
- A hag with spider jewelry taught Goran to use stones.
- Some of the giants resisted Goran and were killed. Others were killed for being too weak or worthless. - Some non-giants were summoned and were also killed.

¹ Heal spell

- The creatures summoned were from the world the witch banished us too.
- The giants found the stones. They were not given to them by the witch.
- Toward the end, Oakstrong did mention that he spoke common.

A side note: When we learned that the giants had eaten humans, Grognar showed an abnormal interest in how humans taste.

Grognar invited Oakstrong to join our party. We cut off Goran's head, gathered our loot and began to head back to Heroditus town.

A couple of hours after noon, those members of our group wearing the rings given to us by Weishaupt began to glow and we heard a voice speak, saying:

The statue reads
Six headed breeds
Between the lines
Break the spines
Key on the moon
Sun sets at Noon
Make your descent
Leading to...

The voice was clearly Weishaupt's although it was distorted, like it being spoken via a golem or made by a machine. Even when speaking and glowing, I could not detect any magic from the rings.

We introduced Oakstrong to the Prince. After some argument, I convinced the group that he could not come back with us to Palnu (at least at this time) and that he would best be of use here in Heroditus, helping to deal with the other giants in the forest. From what Oakstrong told us, there might be as many as fifty giants still in the area.

Flower Moon ~ 22nd day, Year 705

Dawn Flower used her medicine to preserve Goran's head, and we mounted it on a set of pikes outside the town's walls. I believe the message to the other giants in the area should be clear.

Groganar called upon the Mountain, giving him the ability to speak with stones and rocks and we questioned the stones. They were most informative. Some information we learned:

- They initially fell from the giant meteoroid in the last pass by this world.
- When part of the giant meteoroid, they had a collective consciousness of some kind
- The witch, who uses many, many forms, found them.
- Previously, when they were struck by electricity, they would summon creatures from various other realities.
- The witch cut them into their current shape attuning them to one specific other world.
- She ate the flakes left over from the cutting of the stone
- These stones were the ones used when the witch cast the army and us into the other world. At the same time, they brought the new mountain and some giants into this world.
- In this world, they were then found by the giants
- The witch showed up and taught Groganar how to use the stones.

Other information the stones gave us:

- The witch was obsessed with Oct der la Plant
- She said that he had a large meteor stone, and several small ones
- The witch spoke about her plan to turn the emperor into a statue
- She returned afterward with several books and seemed really happy
- She said that the giant meteoroid would be reunited with the small ones, implying that that it would be brought to this world. Note: At last some real evidence that the witch is behind the upcoming collision.

I numbered the stones with a little paint, so we could tell them apart. They were also given names: Greg, Peter, Robert, Marcia, Jan, and Cindy

Groganar uses his crystal orb to contact Belarius. Belarius had met with Inquisitor Columbo yesterday who told him that the Hsiphans² were mobilizing. A couple of hours afterward, Belarius's ring also went off. We determined that this was the same time our rings spoke. The senator has no idea on what the riddle means.

Groganar then contacted Hadron. He had a ring and heard the riddle. He didn't understand it, but was using a machine to attempt to decipher it and thought he would have an answer next Tuesday.

2 Orcs

Hadron was also interested in the fact that we had talked to the stones, but said he couldn't do that as he "didn't have any stones anymore" I think he might not have been entirely truthful in that statement.

Flower Moon – 23rd day, Year 705

Dawn Flower began the day by invoking the ancestors³, attempting to understand the Weishaupt's riddle. While meditating, she heard the Mountain speak, saying "You've been there before".

Thinking it might be that cave where we fought the gorgon, we made a quick trip to it, but found nothing of interest.

Dawn Flower then decided to commune with the Mountain, asking questions to clarify the original statement. The questions and answers are below:

Q: Is the poem referring to the sewers of Palnu?

A: No

Q: Is the poem referring to Castle Valley?

A: No

Q: Is the poem referring to the Hill Giants Cave?

A: No

Q: Is the poem referring to the Emperors Palace?

A: Yes

Q: Did Weishaupt trigger it?

A: Yes

Q: Is it urgent/would we consider urgent that we deal with matter now?

A: Unclear

3 *Divination* spell

Q: Is the Witch responsible for the Hsiphan mobilization?

A: Yes

Q: Is it referring to the library?

A: Yes

Q: Is it something we missed in the library?

A: Yes

Q: Was it a book?

A: Yes

Q: Is the book hidden?

A: No

Q: Is the book still in the library?

A: Yes

Q: Is the book that the poem refers to in its proper place in the library?

A: Yes

We teleported to the agency building in Palnu, which was still closed. We then made our way to the emperor's palace. It was closed for remodeling and the guards didn't want to let us inside, but Caylx talked them into it.

There was indeed evidence of construction in the library. Grogmar found a book on Hydra's and found a key hidden in its spine.

I saw an image of the moon inlaid upon the ceiling and an large rayed image of the sun inlaid upon the floor. Grogmar attached the key to the moon and I shown a light upon it directly from below. The sun then slowly lowered itself into the ground, its rays becoming a spiral staircase down. We went down the staircase (about 40 feet) into a small hallway. Caylx used an unseen servant to detach the key and the staircase closed itself up.

The small hall lead to another spiral staircase going down. At the bottom was a locked door which was no match for Calyx's lockpicks.

Beyond the door was a room 5 paces wide by 11 long. In the center was coin game in a 1 by 7 grid. It appeared identical to the one the Emperor said was in the pit. I pulled out my journal that detailed Grognar's solution, which he used and it worked flawlessly.

When the puzzle was completed, a hidden door opened on the far wall. We went through it.

It opened into a large room. There was a small pedestal with a Bronze Golem behind it. It looked like Hadron's work and was carrying a weapon similar to those we saw in his laboratory. The pedestal was another puzzle – this was the 10 by 10 game of "Noughts and Crosses" the emperor had told us about.

I faced the golem in the game, placing an X upon the board. After 28 moves, I was victorious. When I won, a door upon the far wall opened up.

			O						
			O	X	O				
		O	X	O	X				
X	X	O	X	O	X	X			
	O	X	X	X	X		X		
		O	O		X			X	
			O	O	O				

The room beyond was very dusty and contained many items. There were two books.

The first was very old and was written by Kil Gor Trowt. It was a book of legends and stories about Oct der la Plant. It did not seem reliable, but did state that Oct der la Plant day was on the winter solstice.

The second book was quite new and was written by Weishaupt. It also had a great deal of information on Oct der la Plant:

- The dragon is on an mountainous island 3 days sailing to the west. The book had a map to the island.
- The dragon came to this world and ravaged the land. He then flew to the island is and hasn't left since.
- Oct der la Plant is now undead
- It has at least two heads and may have up to five heads
- There is a force field of elves protecting him
- He has a meteor stone larger than man's head

There were other items in the room:

- A cold iron great sword with a combat enchantment of the third magnitude. It was especially ensorcelled to be deadly to dragons⁴
- A suite of plate mail⁵ apparently made out of the hid of a red dragon. It had a defensive enchantment of the second magnitude and provides its wearer with a great resistance to fire.
- A light shield⁶ made of darkwood, with a defensive enchantment of the second magnitude.
- A ring⁷ that provides its wearer with a vast resistance to fire.
- A scroll-case with five scrolls. One was a scroll of *Prismatic Spray*. The other four were of *Greater Heroism*

The last item we found was the most unusual. It was a gold bag imbued with strange protective magics. Apparently it completely block the radiation of meteor stones. I am guessing that Weishaupt created it for Oct der la Plants stone. I definitely need to study the enchantments on

4 +3 Cold Iron Dragonbane Greatsword

5 +2 Red Dragonhide Plate Mail, Fire Resistance 30

6 +2 Darkwood Light Shield

7 Ring of Fire Resistance 30

this.

On our way out we spoke to the golem. It is lucky we did not fight him. Apparently there are four more hidden behind secret doors that would have come to its aid.

We teleported back to the agency.

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