

Excerpts From The Personal Journal of Speaks With Wind

Session 26 – May 25, 2012

Blood Moon – 5th day, Year 705

Inquisitor Columbo asked us to do some recognizance to the east, to check on the status of Hsíphan¹ mobilization. Grognar and Varos were unavailable, but Caylx, Mordin, Dawn Flower & I set out as a group. As we figured that we would have to travel several hundred leagues, Dawn Flower cast a spell² upon us to transform us into a cloud-like vapor and we ascended high into the atmosphere and began traveling east a great rate of speed.

After several candlemarks, we saw a glimmer of light from below. It was a wagon in the middle of the desert. It appeared abandoned; and contained what appeared to be gold. There was sign on the wagon, in Dwarven, that said "Danger, Stay Back!". Clearly, this was a trap.

Calyx used an enchantment to lift a bag from the wagon. This triggered a series of four explosions which overlapped the wagon. Caylx nimbly evaded the blasts – the rest of us were out of range. Simultaneously four rocks on the ground slid to the side, revealing four iron golems. The golems had an H rune on the forehead – it looked like Hadron's symbol. They threw fireballs and seemed to be powered by meteors. After destroying a couple of them, Hadron teleported in.

Apparently the golems were a trap Hadron left for the Hsíphans. He said it has been here for years. Hadron he said that he is notified whenever one of his golems is dropped. Hadron drew us a map showing the locations of his various traps. Hadron warned us of the Hsíphan scouts – he said that they are highly trained and very dangerous.

We took our leave of Hadron and continued east. We came to a large village called East Haven (there is apparently no West Haven) towards evening. Our group stopped and spoke to the villagers. It turned out that their chief was assassinated two nights previously using a poisoned quarrel. The villagers didn't recognize a crossbow bolt.

We decided to exhume the chiefs body and question it, using Mordin's ability to speak with the

1 Orc

2 *Wind Walk*

I estimated that we were traveling approximately 40 leagues in a single candlemark.

dead. The questions and answers:

Q: Who killed you?

A: An orc.

Q: When did he kill you?

A: In the dead of night

Q: Did he know the orc?

A: No

Q: Was he alone?

A: No

Q: Why did he kill you?

A: I don't know

Q: How many were with him?

A: Two

Q: Where did he come from?

A: Outside

We found tracks outside the village. As it was late we decided to rest for the night and follow them in the morning.

Blood Moon – 6th day, Year 705

I managed to track the Hsiphans, and using Dawn Flower's enchantment, we overtook the scouts.

There were actually six scouts. As Hadron said, they were very skilled and highly stealthy³. The battle was vicious, but we were victorious. Mordin used his cloak to minimal affect and I used an ensorcelment of Disintegration upon one, which wounded it grievously.

We did take a couple of them prisoner.

The scouts had a great deal of enchanted gear, but not much gold:

- There was a total of 600 gold coins of various denominations.
- Six daggers with a battle enchantment of the first magnitude.
- Six shortswords with a battle enchantment of the first magnitude.
- Six repeating heavy crossbows ith a battle enchantment of the first magnitude. Their bolt cases had a special enchantment usable only by orcs. Instead of the next bolt in the queue

³ Afterward, the DM said they were high-level (13th) rogue/assassin.

- showing up, orcs can select the next bolt that is used.
- A variety of bolts – screaming, poisoned, flaming, etc.
 - Six sets of gloves that greatly increase the agility of the wearer⁴. However, these were tuned such that only orcs can benefit from the enchantment. Fortunately, due to my mother's blood, I will have no difficulty using a pair. I think that I will spend some time removing the restriction so that Dawn Flower might use a set as well.
 - Six cloaks⁵ that make orcs (only) more stealthy.
 - Six potions⁶ that render the drinker unseen.
 - Six elixirs that allow the user to See Invisible objects and creatures.

They had some maps showing Sepera and the 5 Nations.

Caylx charmed one of the prisoners and questioned him:

- The prisoner said that one of their jobs to assassinate local leaders in order to soften up the resistance.
- They were headed to the Five Nations.
- The orc had never seen the symbol of the witch.
- The army is about a month behind them.
- Most of the army is headed to Palnu not the Five Nations.
- The size of the army: "thousands"
- There are approximately 40 more scouts of their caliber – assassins.

We took our prisoners and headed back to Palnu.

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

4 Gloves of Dexterity +4, only useable by orcs

5 +5 Stealth useable by orcs

6 Potions of Invisibility