

Excerpts From The Personal Journal of Speaks With Wind

Session 27 – June 15, 2012

Blood Moon – 20th day, Year 705

Caylx, Mordin, Dawn Flower and I once again set out to investigate the Hsiphans. Caylx still had is ensorcelled Hsiphan scout, which we brought along as a guide, despite my misgivings. Spelled loyalty is unreliable. Like the last time, Dawn Flower worked medicine to allow us to travel upon the wind as vapors, at high speed.

We spent most of the day traveling east, and came upon a sacked village. We were debating on where to go next when two villagers came out of hiding and attempted to surrender to us as slaves. As both Mordin and I have orc blood, they thought we were with the invaders.

I attempted to tell them otherwise but they were very stubborn. When I introduced Dawn Flower as my wife, they were very sympathetic to her and the fact that she was forced to deal with my foul, unspeakable lusts. They are definitely not very perceptive as they got my marriage totally backwards.

They did say that most of the village was captured by the invaders and taken away. As it is late, we have chosen to rest here for the next and we will attempt to rescue the villagers tomorrow.

Blood Moon – 21st day, Year 705

We didn't Useless and Worthless as slaves. Instead we gave them some food and told them to head west. When that was done, I searched around the village for tracks. There were a great many. It looked as if the main body of the army, numbering in the thousands continued west while a small group turned back east.

Using the Wind Walking enchantment, we overtook the slavers after about an hour, about 40 leagues to the east of the village. Their group consisted of ten barred and covered wagons. The wagons were moving traveling double-file. Each was pulled by two pair of horses, and had two Hsiphan drovers. There were ten mounted Hsiphan outriders and as we learned later one guard inside each wagon.

After a brief consultation with Caylx, we decided that Dawn Flower and I would handle the five outriders on the north side, while Caylx and Mordin would handle those on the south.

The battle was not particularly difficult. However, it was complicated by the fact that each wagon had a barrel of oil inside it, that the Hsiphans lit at the first real sign of trouble. Despite that, we only lost 4 of the prisoners, rescuing nearly 15 score¹. Now we just need to figure out how to get them to safety.

Regarding the Hsiphans, we took 8 slavers prisoner and slew the rest, although it appears that one escaped.

Some other notes:

- We recovered 2,000 gold coins. A few were imperial aureii, but the others seem to be of Hsiphans mintage.
- There were two enchanted badges on two of the outriders, presumably symbols of rank. These seemed to be active only when in contact with metal piercings in the skin of the bearer.
- We also recovered a single longsword with a basic battle enchantment of the first magnitude.

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

¹ 296 actually.