

#01[19:18] <Miashara> Set looks at you in first surprise and then an incredible relief as you quietly assent you joining him on the quest.

#01[19:19] <Miashara> Osirus disappears into the beginnings of rain, but no matter. There is much to be done.

[19:19] <~Ptah> Ptah gives a thumbs-up to the Fire Aspect. "Don't worry about it! We'll get her back."

#01[19:20] <Miashara> "Thank you, brother." He looks down a line of bluffs to the small port city of Cordou, far to the north and east side of Pangu prefecture. "You're right. We cannot fail. Now let us hurry. Our ship is waiting."

[19:21] <Elott> Elott muffles a sigh. "I will gather my people."

[19:21] <~Ptah> Ptah fiddles with his Hearthstone bracers as he waits for everyone to get ready.

#01[19:22] <Miashara> "Meet us at the Pier of Mourning Glories, but hurry. Our captain is not terribly patient. Or reliable."

[19:22] <Djoser> Djoser mouths 'Tepets . . .' to Ptah, rocking on his heels.

#03[19:22] * Miashara is now known as GM

#01[19:23] <GM> "No, Djoser, worse. He's a Pelep." and hurries down the hills, completely missing the point.

[19:23] <~Ptah> Ptah shrugs, giving an amiable smile.

#01[19:24] <GM> Elott, you hustle off, gather your people and possessions, and meet the others at the docks?

[19:24] <Elott> Indeed.

[19:25] <~Ptah> "Well, of we go, then." Ptah heads down the hill, his geta clacking on the wooden pier. He waves at the captain, cloak rustling in the drizzling breeze.

[19:25] <~Ptah> off*

#01[19:25] <GM> Do any of the rest of you have horses?

[19:25] <~Ptah> ((No, Ptah uses his uber Athletics sandals to get around))

[19:25] <Djoser> Djoser would have a riding horse. But not one he was particularly attached to.

[19:25] <~Ptah> ((He can probably move as fast as a Monkey Leaper, so he should be able to keep up))

[19:26] <Elott> "I wonder if I've sailed on this boat before. So many trips North, south, east and west. I probably haven, and can't remember."

#01[19:26] <GM> Djoser: Not enough to go looking for it?

[19:27] <Djoser> If one of his retainers doesn't have it handy? Nope. Just some vague curses about coward horses and quiet relief that he doesn't have to deal with a horse on a boat.

[19:27] <~Ptah> Ptah nods. "Knowing you, Elott, the captain's probably an acquaintance or something!"

[19:27] <Atum> Atum looked pensively at his sworn brothers, a look of concern on his face. "I'm worried about Osiris."

[19:28] <~Ptah> ((Did the people in the boats respond to Ptah's waving? He's really energetic and he's on the pier next to 'em))

#01[19:28] <GM> Elott, you and your men make your way down to the sea, getting there about the same time as the others descend the cliffs. Those of you with Sailing 2+ notice that the tide's in (Good) and that there's a small thunderstorm farther out to sea(bad)

[19:29] <Elott> "I worry about Osiris too. We all have our battles to fight, only in different places."

[19:30] <~Ptah> Ptah gazes pensively out to sea, then shrugs. He's never really felt comfortable around large bodies of water, despite the hours sensei forced him to meditate under waterfalls. ((Sailing 0))

[19:30] <Djoser> Djoser whistles to himself, thinking the dramatic skyline is a GREAT omen.

#01[19:30] <GM> Ptah: the people notice you, and a couple look, but they don't reply. The captain is hurrying them along. Anyone got breeding at 3 or more?

[19:30] <~Ptah> ((Yeah.))

[19:30] <Djoser> (Djoser does indeed.)

[19:31] <~Ptah> ((Are we the only two? Breeding's usually pretty popular))
[19:31] <Elott> (Breeding one. Oh, the shame!)
[19:31] <~Ptah> ((^_^))
[19:32] <~Ptah> (=) Ptah maintains his smile by force of will. "Osiris will be fine. He's not one to let anything put him off!"
[19:33] <Atum> "That's not what I mean. I've never seem him this upset; I wasn't sure he was capable of getting this upset. Doesn't that worry you?"
[19:34] <Elott> "If we go now to look death in the face, to hold to our oath, what do you think Osiris faces by breaking the oath? I don't like to leave, but I could do nothing for him if I stayed other than join him."
[19:35] <Djoser> "I'm sure he'll catch up. I hope he'll catch up."
[19:35] <~Ptah> Ptah's facade of feverish energy falters a bit.
[19:35] <~Ptah> "I don't know, I haven't know him that long..."
#01[19:35] <GM> Anyway, checking your sheets, when you all arrive on the dock, Elott meeting up with you, the crew finally stop. At first they're muttering about the horses (It'll take weeks to get the stink of them out!) but then one by one they start noticing your obvious aspect markings. Set is the only one whose heavily cowled himself, and the captain, a mortal wearing Pelep clothing comes down to meet you.
#01[19:36] <GM> Everyone give me wits difficulty 2, if you've got connections to northern merchants, add that.
[19:36] <~Ptah> Ptah raises a hand in greeting. "So you're to be our captain? It's a pleasure meeting you."
[19:36] <~Ptah> ((Rolling...))
#01[19:36] <GM> yeah
[19:37] <~Ptah> !roll_ww 2 7 ex
[19:37] <The_Lady> Ptah invokes the Lady...
[19:37] <The_Lady> 8, 10
[19:37] <The_Lady> rolled 2d10. Got 3 Successes against a TN of 7, 10's are counted double
[19:37] <~Ptah> Sweet.
[19:37] <Atum> ((How do we roll?))
#01[19:37] <GM> ooc, does everyone know how to use the dice bot?
#06[19:37] * ~Ptah hi-fives dicebot. ^_^
[19:37] <Djoser> !roll_ww 3 7 ex
[19:37] <The_Lady> Djoser invokes the Lady...
[19:37] <The_Lady> 3, 4, 10
[19:37] <The_Lady> rolled 3d10. Got 2 Successes against a TN of 7, 10's are counted double
[19:37] <~Ptah> You do !roll_ww (#) (TN) ex
[19:38] <Djoser> (Swanky.)
[19:38] <~Ptah> Indeed. =)
#05[19:38] -RPGServ:#gamesofdivinity- <Roll for Elott [4[1d10]]: 8 6 4 9 >
[19:38] <Atum> !roll_ww (5) (7)
[19:38] <The_Lady> Atum invokes the Lady...
[19:38] <The_Lady> Syntax is !rollww [# of dice] [tn] [reroll threshold (optional)]
[19:38] <Djoser> (Here I was, wondering who the heck 'The_Lady' was.)
[19:38] <~Ptah> Atum, you omit the parenthesis, sorry.
[19:39] <~Ptah> Remember to add ex at the end
[19:39] <~Ptah> Or 10s won't double.
[19:39] <~Ptah> Ex = Exalted.
[19:39] <Atum> !rollww [5] [7] ex

[19:39] <~Ptah> !roll_ww 5 7 ex
[19:39] <The_Lady> Ptah invokes the Lady...
[19:39] <The_Lady> 2, 2, 6, 7, 9
[19:39] <The_Lady> rolled 5d10. Got 2 Successes against a TN of 7, 10's are counted double
#01[19:39] <GM> So everyone made that?
[19:39] <~Ptah> Yup.
[19:39] <~Ptah> Lucky. ^^_
[19:40] <~Ptah> ^_^*
#01[19:42] <GM> Each of you not only recognize the captain for what he is, a smuggler setting sail in foul weather to avoid authorities, but do infact recognize his goods, nubis leaf, a mild narcotic, and him, Pelep Colore, a shifty individual of dubious moral character, unpleasant acquaintance, and questionable romantic history. And this coming from dragon-blooded dynasts.
[19:42] <Elott> "Fortune smiles on you, Captain. Permission to board?"
[19:43] <Atum> Atum whispers into Ptah's ear. "You sure we want to take this boat?"
#01[19:43] <GM> "Um, yes. Please do." the man sounds like an oil spill, unctuous and black.
[19:43] <~Ptah> Ptah whispers back: "At least it'll be...exciting?"
[19:44] <Atum> "Famous last words. Very well."
[19:44] <~Ptah> He boards without fear, geta clicking brazenly against the creaky wood.
#01[19:45] <GM> You all board. Set, still swaddled to keep his overt aspect silent, goes up and the two of them begin talking quickly and money changes hands.
[19:45] <Djoser> (Do we know if Colore has exalted?)
#01[19:46] <GM> Elott, a sailor looks at your mounts, takes a deep breath, and offers to show you to a hold where they can be stabled.
#01[19:46] <GM> D: He's a mortal.
[19:47] <Elott> Turning his head back from observing Set, "That'll be fine."
[19:47] <~Ptah> Ptah walks around the gangplank, greeting the crew warmly.
#01[19:48] <GM> Ptah: Charisma + Socialize to make frieds with the crew (No difficulty, I'm just curious how well you do.)
#01[19:48] <GM> Djoser? Atum?
[19:48] <~Ptah> A sailor offers to let him work the rigging and the Earth Aspect gleefully accepts, following the crewman's instructions with feline grace.
[19:48] <~Ptah> (Ptah's Appearance 5, remember)
[19:48] <~Ptah> !roll_ww 6 7 ex
[19:48] <The_Lady> Ptah invokes the Lady...
[19:48] <The_Lady> 1, 2, 3, 3, 8, 10
[19:48] <The_Lady> rolled 6d10. Got 3 Successes against a TN of 7, 10's are counted double
#01[19:49] <GM> k
[19:49] <Atum> !roll_ww 10 7 ex
[19:49] <The_Lady> Atum invokes the Lady...
[19:49] <The_Lady> 1, 3, 3, 4, 5, 8, 8, 8, 9, 10
[19:49] <The_Lady> rolled 10d10. Got 6 Successes against a TN of 7, 10's are counted double
[19:49] <Atum> ((includes the +3 from my hearthstone)
[19:49] <~Ptah> ((Wow, nice roll. ^_^))
[19:50] <Djoser> Djoser is making sure all his stuff gets moved in and only noticing the sailors if they get in his way
#01[19:51] <GM> The two of you speaking with the grew almost immediately develop small crowds of impressed admirers. They urge you to help them load the cargo, which you can do if you feel so inclined.
[19:51] <Elott> (rolling for Aydur the viking to recognize storm fronts...)

[19:52] <~Ptah> Ptah enthusiastically sets to work, scampering across the crates like a monkey to stack 'em on top of each other.

#01[19:52] <GM> Djoser, you go below. Fortunately, the others are distracting everyone so nobody gets in your way.

#05[19:52] -RPGServ:#gamesofdivinity- <Roll for Elott [6[1d10]]: 6 10 2 8 6 1 >

[19:52] <~Ptah> On the way, he manages a quick greeting to Elott's friends.

#01[19:53] <GM> Elott, give one more for his estimation of the crew's competence.

[19:54] <Elott> The two legionnaires bow as they're supposed to, the two big fellows likely can't understand him (skyspeak?), the old woman and her son are polite enough.

#05[19:54] -RPGServ:#gamesofdivinity- <Roll for Elott [6[1d10]]: 4 9 3 1 10 4 >

#01[19:54] <GM> Djoser: You get to your state room. There's one room for the five of you. Unpleasant, but you've dealt with worse.

[19:54] <Atum> Feeling glad for a chance to distract himself from the day's troubles, Atum cordially agrees to help with the cargo.

[19:55] <Djoser> "And here I was looking forward to smooth sailing. Semi-smooth. Less unusual smells, at least."

[19:56] <~Ptah> Ptah does a handstand, kicking a box from the pier and catching it with his legs to stack in the hold.

#01[19:56] <GM> Ptah, Atum, the two of you get to work. You acquit yourselves quite well, and also gain a good understanding of both the layout of the ship and how the cargo is stacked. That may come in handy later.

[19:57] <~Ptah> Finished with the work, Ptah trades a few high-fives and words of encouragement with the crew and Atum, and then heads to the state room.

[19:57] <~Ptah> ((Elott: Ptah knows High Realm, Riverspeak, and Skytongue))

#01[19:57] <GM> Elott: Aydur looks at you and grins, slightly madly. "Aye, boss, we're in for one wild night."

[19:58] <Atum> Atum lingers on deck a while longer, making small talk with the crew about their travels.

#01[19:58] <GM> Ptah, Elott, and Djoser, you three go below, getting settled in and checking for booby traps.

[19:59] <~Ptah> ((Does All-Encompassing Earth sense help? My Greaves mean I always count as being in contact with the earth))

[19:59] <Elott> "My friend tells me that there's a storm coming. You'll want to tie down anything you don't want spilled over the deck."

[19:59] <Djoser> "So, Elott, do you suppose the captain enjoys his own cargo? He seems like the type."

#01[20:00] <GM> Atum, you're on deck, listening to a crewmember tell you far more details than he should about secret coves near Cherak when Set finally finishes his one-sided negotiations and comes over to you.

[20:00] <Atum> "What is it, brother?"

#01[20:01] <GM> Ptah: When you're jumping or near the land it does. So while the ship is docked you'll be fine. Once you get out to sea within the realm of the powers of water, you'll lose your connection.

[20:02] <~Ptah> ((So, do I detect anything?))

#01[20:02] <GM> "Atum, would you remain above board tonight? Our Pelep is lying a little, hiding a lot, and I'm concerned."

[20:03] <Elott> "I think Captain Colore has been through enough campaigns to deliver his cargo intact."

[20:03] <Atum> "Certainly. The crew make pleasant enough company."

#01[20:04] <GM> Ptah: Eh. No one is overtly malicious to you. I wouldn't let one behind you with a knife, but no one is immediately planning you harm. At least, no one on the deck. You don't know about those in the rigging, or on the pilot's deck.

#01[20:05] <GM> "Thank you, brother." Set goes below. That was odd. Usually Set's idea of caution is wearing a sword while lion hunting.

[20:06] <~Ptah> Ptah settles in for the ride, making small talk with whoever's near. "So, what's up?"

[20:07] <Elott> "Ptah, will you take some advice? Or would it not take hold right now?"

[20:08] <~Ptah> He turns to his Sworn brother. "Shoot."

[20:10] <Elott> "In the future, don't hobnob with those below you. Sesus Nagezzar would advise you against it."

[20:11] <~Ptah> He shrugs. "Aw, come on, Elott. It's so borrring not to talk! And hey, Sesus talks to the Twins all the time, doesn't he?"

[20:12] <Elott> "The twins are ostensibly his property, and even Nagezzar is criticized for doing it. People will call you a shabby lost egg, especially if they see you doing the work of a commoner."

[20:14] <~Ptah> Ptah pouts slightly, but nods. "I see where you're coming from, brother, but it's never been a problem in the past. Hm...I guess Aunt Mnemon may have had something to do with that."

#01[20:14] <GM> Djoser: You're prepping your sleeping arrangements when you feel the ship lurch away from the dock. Set asks you if you mind if he extinguishes the light, as just being near it makes the lanterns flare and sputter, bending the flames against the glass windows as like creatures trying to escape. Set continues, "Tell me. Is this crew like the hoodlum groups you've infiltrated?"

#06[20:15] * ~Ptah springs up, stretching his limbs.

[20:16] <~Ptah> "Ah...how long have we been sitting here? Nearly fifteen minutes? I wonder where Atum is..."

[20:16] <Djoser> "No, no, no. This is much easier to deal with. Colore isn't about to knife us in the sides in our sleep and steal our boots."

#06[20:17] * ~Ptah wanders around for a bit, ending up on the deck with Atum.

#01[20:17] <GM> Atum: The crew casts off and you start making your way into the storm. You may not be the best sailor around but you think to yourself, 'Gee. I bet the lightening and gale force winds are bad.'

[20:17] <~Ptah> "Why're you up here by yourself?" Ptah shouts over the howling wind, his reedy legs rock-steady on the planks.

#01[20:18] <GM> Djoser: "Excellent. Then you do not think there is anything to worry about?"

[20:18] <Atum> "Set asked me to."

[20:18] <~Ptah> ((How far out to sea are we?))

[20:19] <Djoser> "Not really. Worst case scenario? We toss Colore over the side and, maybe, 10 . . . 20 percent of the crew? Easy."

[20:19] <Elott> As Peleps Colore is an Imperial and so is his ship, Elott wanders towards the shrine and kneels, expecting to pass the evening in prayer.

#01[20:19] <GM> Ptah: about a mile so far

#01[20:20] <GM> Djoser: "Easy. Of course," Set smiles. "You are right. I will try to get some sleep. I must take my mind off of ... things." he mutters and climbs into his bunk.

[20:20] <~Ptah> ((Hey, Elott, what's your viking dude's Sail?))

[20:20] <Elott> (Three. Mostly sticks to coastal long boats)

[20:21] <~Ptah> ((Ah.))

#01[20:22] <GM> Atum, Wits + Awareness, please.

[20:22] <Atum> "How about you? I thought you were downstairs resting?"

[20:23] <Atum> !roll_ww 5 7 ex

[20:23] <The_Lady> Atum invokes the Lady...

[20:23] <The_Lady> 1, 3, 4, 7, 7

[20:23] <The_Lady> rolled 5d10. Got 2 Successes against a TN of 7, 10's are counted double
[20:23] <~Ptah> Ptah stretches his arms, taking in the driving rain.
#01[20:23] <GM> Elott: you find the shrine. It's about as holy as a used latrine, which, given the smell, some intoxicated member of the crew recently did.
[20:23] <~Ptah> "It's a bit staid down there. I prefer the fresh air better." He grins ironically.
#01[20:24] <GM> Atum: K.
[20:24] <Atum> ((Do I notice anything?))
[20:24] <Elott> This is a frustrating development. Elott makes a note to address this to the captain... After the ship reaches its destination. Until then, the humbling experiences of scrubbing a shrine clean.
#01[20:25] <GM> You and Ptah talk, and stay above decks, keeping an eye on things. The crew are working quickly and competently, and gearing up to try to run past the storm, close enough to avoid anyone else, but a safe distance from the heart.
[20:26] <Djoser> Djoser stays below with Set, awake with an eye on the door, just in case.
#01[20:27] <GM> Elott: You're packing that humility in. Aydur stops by and helps for a bit, and then asks if you mind if he goes above to check on the crew. Any other minions of yours who would help come in and do so.
#01[20:27] <GM> Atum: Why, whatever makes you think that wits + awareness is a perception roll? (Don't worry about it. That one's for my purposes)
[20:28] <Elott> "It is important that you don't break any heads, Aydur." Likely only Cpt. Anmarich is pious or competitive enough to scrub pee out of a shrine.
#01[20:30] <GM> The night rolls by. Set sleeps like the dead, Elott finally gets the altar clean enough to pray at respectfully, and you two on decks watch the ship ride a serious storm. Soon Aydur emerges, muttering something about Elott taking away all his fun, and introduces himself to the two of you.
[20:30] <~Ptah> Ptah smiles at Ayudar. "Nice weather we're having, huh?"
#01[20:30] <GM> "Fantastic. All we need now is beer!"
[20:31] <~Ptah> "Yup!"
[20:31] <~Ptah> Ptah looks around hopefully.
[20:31] <~Ptah> It does not appear that materialized alcohol is forthcoming.
#01[20:33] <GM> Atum: You're keeping an eye on the captain, who's perched behind the wheel. As you ride into the storm he continuously checks with his mate, and looking to port for something. You hear mention of "That Damn Devil Light." but the captain seems to be searching in vain.
#01[20:33] <GM> Atum, you don't see any beer. You do notice a small rock about the size of a loaded wagon rise out of the water, blink at you, and submerge again.
[20:34] <~Ptah> The Earth Aspect smiles. "Well, if we can't drink, we'll sing drinking songs!" Immediately he begins bellowing out a rowdy chorus from a song frequently heard whenever large quantities of Terrestrial Exalted and alcohol gather.
[20:34] <Atum> "If you'll excuse me, gentlemen..." Atum wanders over to the captain, feigning casual curiosity. "Need help finding something, captain?"
#01[20:34] <GM> Atum: "Who, what, why!? Oh. Err. No."
[20:34] <~Ptah> "Stay sharp, men!" While the captain is distracted Ptah's voice knives through the howling wind, encouraging the crew.
[20:35] <~Ptah> ((Rolling Charisma + War, Lead By Example, if that's alright with you))
#01[20:35] <GM> go for it
[20:35] <~Ptah> !roll_ww 10 7 ex
[20:35] <The_Lady> Ptah invokes the Lady...
[20:35] <The_Lady> 1, 2, 2, 2, 3, 4, 7, 7, 9, 9
[20:35] <The_Lady> rolled 10d10. Got 4 Successes against a TN of 7, 10's are counted double
#01[20:37] <GM> Atum: While the captain is lying to you, you manage to get a glance at the map his mate is holding. There's a red circle in the middle of the sea, and a two lines. One is a green one

coming from the west that seems to end in the circle, the other is a black line that goes from Cordou, through the circle, and on to Cherak.

[20:39] <Atum> "Very well." Atum makes a mental note of the location so he can pass on the incident to Set.

#01[20:39] <GM> Ptah, you assist the men, but none of them seem to have noticed the peculiar blinking rock. While you're helping someone tie a double cross bent sheep shank with a shortie, you notice it again. Again it disappears immediately.

[20:39] <~Ptah> "Huh, that's weird."

[20:40] <~Ptah> Ptah makes a mental note to keep track of that thing in the future (Next time it happens, he'll use 1st Awareness Excellency to add 4 dice)

#01[20:40] <GM> Atum: k

#01[20:41] <GM> Ptah: gotcha. Gimme a second to check something

[20:41] <~Ptah> Alright.

#01[20:42] <GM> Atum: the captain, acting if anything even shiftier than normal, starts trying to distract you and send you away from the pilot's deck.

[20:44] <Atum> Atum plays along until he leaves the captain's sight, at which point he heads belowdeck to their cabin. He knocks twice on the door.

#01[20:44] <GM> Ptah, hit it. Percep + Awareness + any excellencies, difficulty four. You only have one chance at this so add quick reflexes.

[20:44] <Djoser> "No boobytraps. Come in."

[20:44] <~Ptah> Alright.

[20:44] <~Ptah> !roll_ww 12 7 ex

[20:44] <The_Lady> Ptah invokes the Lady...

[20:44] <The_Lady> 1, 2, 2, 3, 5, 5, 6, 8, 8, 8, 9, 10

[20:44] <The_Lady> rolled 12d10. Got 6 Successes against a TN of 7, 10's are counted double

[20:44] <~Ptah> *phew*

[20:44] <~Ptah> Thank you, First Awareness.

#01[20:45] <GM> Ptah, you know how you're miles from shore in the middle of a thunderstorm with no lights?

[20:45] <~Ptah> Yup.

#01[20:45] <GM> You see the tiny gleam of a lantern off the port bow.

[20:46] <Atum> Atum closes the door behind him before addressing the barely-awake Set. "You were right. The captain is definitely hiding something."

[20:46] <Djoser> "Apart from the unkindly, unshared narcotics?"

#01[20:46] <GM> Atum: Set's unconcious. If he wasn't breathing regularly, ou'd be worried he was dead.

[20:47] <~Ptah> Without hesitation, Ptah loops a length of rope around his waist and leaps, Ivory Thunders launching him with cannon force.

[20:47] <Atum> ((Sorry. I'm speaking to Djoser then.))

[20:47] <~Ptah> (Ptah's leaping towards the gleam)

#01[20:48] <GM> Ah, you can do that, but it's pretty far away. Probably further then you want to swim in a storm, and almost certainly further than your rope. You'd need to get closer.

[20:48] <~Ptah> Hm, alright.

[20:48] <~Ptah> Charisma + War to persuade the sailors to indulge him?

[20:49] <Atum> "I think so. While I was on deck, I overheard him murmuring something about a 'devil light.' That, and his first mate had circled some spot in the middle of the sea on their map. I don't know what shady business they're dealing in, but it doesn't sound like drugs."

[20:50] <Djoser> "Could be some spirit? Sailors are like that."

[20:52] <Atum> "I doubt he'd be this secretive about offerings to some elemental in the middle of a

storm. We don't look like Immaculates, do we?"

[20:52] <~Ptah> (I mean, can Ptah convince the sailors to make the ship head towards the light?)

#01[20:52] <GM> Ptah: No. But you can try manip + presence + however many successes you had when you made friends earlier. Difficulty 4 (sailors don't really want to go off looking for secret bad stuff at night in a thunderstorm)

[20:52] <~Ptah> (Alright.)

[20:52] <~Ptah> (Ptah sucks at manipulating people. Good thing he's got high Presence.)

#01[20:53] <GM> roll it

[20:53] <~Ptah> With unquestionable authority Ptah speaks to the crewman in charge of direction.

"Turn 'em round, my man! This is important!"

[20:53] <~Ptah> (First Excellency 3m)

[20:53] <~Ptah> !roll_ww 16 7 ex

[20:53] <The_Lady> Ptah invokes the Lady...

[20:53] <The_Lady> 2, 2, 3, 3, 4, 5, 6, 7, 7, 8, 9, 9, 10, 10, 10, 10

[20:53] <The_Lady> rolled 16d10. Got 13 Successes against a TN of 7, 10's are counted double

[20:54] <~Ptah> Holy crap.

[20:54] <~Ptah> ^_^

#01[20:54] <GM> I just uttered a profanity of exclamation of surprise

[20:54] <~Ptah> lol

[20:54] <Djoser> "No, but I doubt he would take chances with us on board. Still, can't hurt to take a look around. Not like I'll drown."

[20:54] <~Ptah> ((We know who he's siding with if there's mutiny!))

#01[20:55] <GM> Elott: You're in the midst of the second devoted sutra, prayers for peace, humility, and good weather, when Aydur bursts into thr shrine. "Boss, you may wanna come up here. You're brother Ptah has lost his mind."

[20:56] <Elott> Elott stands and turns. "Do no interrupt prayers in the future." Without any further chastisement, he goes above to watch what's going on.

#01[20:57] <GM> Ptah: So insistently do you urge the crew that they tack instantly. The Captains screams something involving lots of words with four letters as the second mate shoves him out of the way and screams, "This is important, sir! He said so!" and yanks the wheel around. The entire ship lurches, broadsides the waves, and surges off in another direction.

[20:57] <~Ptah> Rofl.

[20:57] <~Ptah> ^_^

[20:57] <Atum> Atum looks at the Fire Aspect. "Do you think we should try to wake him up and tell him?"

[20:57] <~Ptah> Once we get into range, Ptah leaps using the stunt from earlier.

[20:57] <~Ptah> Only this time he does it from the mast.

[20:58] <Djoser> Djoser is also heading up to the top deck, wondering if the crew got into the supplies.

[20:59] <~Ptah> "Djoser, if I miss, it's up to you to save me!"

[20:59] <~Ptah> Ptah's voice fades out as he reaches his destination.

#01[20:59] <GM> Elott: You walk above serenely. The ship lurches and swings around, yawing dangerously under the wind, and you stick your head above the decks. Ptah, much as Aydur implied, has indeed lost his mind. There's no other explanation as to why he's using the mainspar as a diving board. You no sooner see him dive into the night than he's gone.

[20:59] <~Ptah> (hopefully)

[21:00] <Djoser> "If you MISS? Where are you going? . . . Oh, over the side. Of course."

#01[21:00] <GM> Elott: Aydur looks at you. "Is he always like that?"

[21:00] <Elott> "Did he tie himself fast to a line?"

[21:00] <Atum> Taking Djoser's abrupt departure as a "no," Atum follows him to the top deck.

Needless to say, the mess above bewilders him.

[21:00] <~Ptah> ^ _ ^

#01[21:01] <GM> The captain belows, "What in the name of the seventeen greater gods of excrement is going on?!" with some heat.

#06[21:01] * ~Ptah does indeed have a line around his waist. However, as an Earth Aspect, he always takes precautions.

[21:01] <Djoser> Djoser looks over the side, hoping Ptah at least took off any armor he was wearing.

[21:02] <Atum> "...What is Ptah doing now?"

[21:02] <~Ptah> ((Eh, it wouldn't have a significant mobility penalty anyway))

#01[21:02] <GM> Ptah: Stamina + Athletics.

[21:03] <~Ptah> (Alright. How many dice was that stunt?)

#01[21:03] <GM> 2

[21:03] <Elott> With Djoser manning the bow, Elott goes back to Captain Colore. "We have to make a brief diversion. Won't be long."

[21:04] <~Ptah> (Can I use fish and other marine environment-things to act as additional kickboards?)

#01[21:04] <GM> The rest of you, automatic success. The ship is broadsiding the waves. This is bad.

[21:04] <~Ptah> !roll_ww 7 7 ex

[21:04] <The_Lady> Ptah invokes the Lady...

[21:04] <The_Lady> 4, 4, 5, 7, 7, 8, 9

[21:04] <The_Lady> rolled 7d10. Got 4 Successes against a TN of 7, 10's are counted double

[21:04] <~Ptah> +Whatever Athletics bonus my sandals have

#01[21:04] <GM> Ptah: No. everything's fled the storm

#01[21:05] <GM> Ptah: Sandals don't do much for swimming, badass as they might be.

[21:05] <~Ptah> Well, if they can magnify my leg strength enough for me to make thirty-foot leaps...

#01[21:06] <GM> Elott: The captain looks at you like you're daft. "Go? Where? Why?"

[21:06] <Djoser> "Does anyone know where Ptah went? Or why?"

[21:06] <Elott> Well, Elott grabs the Captain's arm. "IT's not for you to know. Those waves are beginning to wash over the deck. It's for you to take the wheel and right things, if you will."

#01[21:07] <GM> Ptah: that's a sudden, extremely hard movement. It got you much closer to the light. But swimming is a soft, continuous movement. Super strength doesn't really help that much.

[21:07] <~Ptah> (Does 4 successes cut it, or is this an extended roll?)

#01[21:07] <GM> Djoser: Aydur replies, "That way." And points into the night. Roll percep plus awareness, difficulty 4.

#01[21:08] <GM> Ptah: Extended. You're swimming right now. You can roll some more shortly. Don't botch. That would be bad.

[21:08] <Djoser> (Come on, 10s!)

[21:08] <Djoser> !roll_ww 2 7 ex

[21:08] <The_Lady> Djoser invokes the Lady...

[21:08] <The_Lady> 7, 8

[21:08] <The_Lady> rolled 2d10. Got 2 Successes against a TN of 7, 10's are counted double

[21:08] <~Ptah> ^ _ ^

#01[21:09] <GM> Djoser: You see dark. and rain. and some lightning. And more rain. And some waves. And some rain.

#01[21:09] <GM> Elott: Manip + Presence to boss around the captain. diff 2

[21:10] <~Ptah> Ptah suddenly has a revelation. Hollering with the thunder of an Elemental Dragon, he roars at the crew: "Toss me a long plank!"

[21:10] <Elott> (I'd think he'd have his own interests that his ship don't sink. :D)

[21:10] <Djoser> And no Ptah. Djoser burns the 5 essence to use his caste ability and hops over the side, walking over and through the waves that way.

#05[21:10] -RPGServ:#gamesofdivinity- <Roll for Elott [4[1d10]]: 3 1 8 6 >
[21:10] <Elott> Nope.
#01[21:10] <GM> Ptah: Oh you're well away from the ship right now. Way off.
[21:11] <~Ptah> (Lame. Anything I can do to make 'em hear me?)
[21:11] <~Ptah> If not, Ptah will swim back until he's in throwing range of the ship and yell again.
#01[21:12] <GM> Elott: the captain is in the process of arguing with you when you both observe Djoser walk calmly to the side of the ship, hop overboard, and stroll off across the surface of the sea.
#01[21:12] <GM> Djoser, what are you using?
[21:13] <Djoser> Using? Just the caste ability.
[21:15] <~Ptah> Actually, if Djoser is closer, Ptah will swim till he's in throwing range of him and then yell again.
[21:15] <~Ptah> Don't want to lose any progress if at all possible.
[21:16] <Djoser> "Ptah? Have you drowned?"
[21:17] <~Ptah> "Djoser! I'm fine, but this is too slow! I need a plank or other long, broad object that floats!"
[21:18] <Djoser> "Why do you need a raft? We have a boat! That is a much bigger raft!" Djoser'll try and pick Ptah up out of the water
#01[21:18] <GM> djoser, you catch up to Ptah right about the time he thinks of his plank idea. You're standing on the water, rising and falling with the breakers, right next to him while he struggles against the storm.
[21:19] <~Ptah> "I don't need a raft, dude, I need a plank!"
[21:20] <Elott> If the captain is too dumbfounded or stubborn to knuckle under and do anything, Elott turns his attention to the man at the wheel. (probably shouting) "You man. Turn the wheel so that the waves don't wash over the ship like that. It's bound to bother my horses."
[21:20] <Djoser> "Why do you need a plank? I mean, I'm more buoyant than a piece of wood . . ."
#01[21:20] <GM> Elott: same roll
#01[21:20] <GM> Atum: You doing anything or just observing?
#05[21:20] -RPGServ:#gamesofdivinity- <Roll for Elott [4[1d10]]: 6 3 2 9 >
#01[21:21] <GM> Elott: Sorry. The last thing he heard was Ptah tell him to turn the ship, and he's keeping the ship turned.
[21:21] <Atum> (Just observing for the moment. He'll help browbeat the captain if he feels Ptah and Djoser need their help, but for now he's just watching their antics.))
[21:22] <~Ptah> "Hey! You're right!"
[21:22] <Elott> To be clear-Is the ship actually taking on water?
[21:22] <~Ptah> Ptah leaps, spinning like a dolphin, and presses on Djoser's shoulders, sending his Sworn Brother horizontal.
[21:23] <~Ptah> Then, with essence-enhanced grace, he lands on Djoser's back, hands stretched out for balance.
[21:23] <~Ptah> ((Surf's up, dudes. ^_^))
[21:23] <Djoser> "Gah!" While Djoser can breathe water fine, it's a bit startling to have it in his face all unexpected.
[21:23] <~Ptah> "This is something you can tell you kids about!"
#01[21:23] <GM> Elott: Yes. It isn't catastrophic yet, but very shortly someone's going to have to start making brutal sailing rolls unless either the captain regains control of the wheel, or the crewman leaves the daze he's in.
[21:24] <~Ptah> Ptah and Djoser ride the whiplash storm, the former whooping uncontrollably as they evade wipeout after wipeout.
[21:24] <~Ptah> A thunderbolt illuminates the pair mid-leap as they swoop towards their target.
#01[21:25] <GM> Djoser: You have no idea where you're going, but Ptah keeps pointing and cackling

maniacly, pointing ahead of you, and you surge through the water.

[21:25] <~Ptah> ((Come on, that is an epic stunt.))

#01[21:25] <GM> Atum, Elott: Do something to prevent the ship from floundering.

[21:26] <Elott> Well that's trouble. Elott jumps forward towards the hatch. "Aydur-Take the wheel and break any man that stands in your way, steer us out of this mess." Then he pokes his head below decks: "Anmarich! Andocep! Affix your swords and come to the aftcastle."

#01[21:28] <GM> Djoser, stamina + athletics roll. difficulty 1 since you're using your ability. Ptah: same roll. Difficulty 2. To breath while Dj crashes through the waves.

[21:28] <~Ptah> ((How many dice was our stunt?))

#01[21:29] <GM> Elott: Aydur says, 'Finally!' and stomps over the the wheel. the 2nd mate at first doesn't want to give up the wheel, but then decides to take a short nap when Aydur hits him.

#01[21:30] <GM> Ptah +2

[21:30] <Djoser> !roll_ww 3 7 ex

[21:30] <The_Lady> Djoser invokes the Lady...

[21:30] <The_Lady> 1, 3, 6

[21:30] <The_Lady> rolled 3d10. Got 0 Successes against a TN of 7, 10's are counted double

[21:30] <~Ptah> !roll_ww 7 7 ex

[21:30] <The_Lady> Ptah invokes the Lady...

[21:30] <The_Lady> 2, 3, 4, 5, 6, 9, 10

[21:30] <The_Lady> rolled 7d10. Got 3 Successes against a TN of 7, 10's are counted double

#01[21:32] <GM> Djoser: ... um. Right

[21:32] <~Ptah> =(

[21:32] <~Ptah> It was going to be so cool...

[21:33] <Djoser> (Unless he gets the stunt dice as well, I suppose. Otherwise, it's swallowing salt watter and gagging for everyone!)

#01[21:33] <GM> Oh no. I have something more fun in store for you.

[21:33] <~Ptah> Well, we're both involved in the stunt...

#01[21:33] <GM> You crashed effortlessly through the waves, letting them break in front of you. All too suddenly, you dive down below a particularly nasty rouge and hurl through the depths. At which point you see her. The girl. Underwater.

#01[21:34] <GM>

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#01[21:34] <GM> she looks like that

#06[21:34] * ~Ptah would say whoa, but he doesn't want to drown. Djoser is free to express their mutual emotion.

[21:35] <Djoser> Djoser kicks himself for not bringing the fans

#01[21:36] <GM> Djoser, this catches you so off guard that you twist your head sideways to get a better look at her, completely miss noticing the five large oaken pilings that plunge down through the suddenly calm water.

#01[21:36] <GM> It's okay though. You don't miss them with your head.

[21:36] <Djoser> Happily, he can talk underwater. "Owwwwwwwwwwww."

[21:36] <Atum> Sighing a bit at Elott's undiplomatic solution, Atum dashed back to the cabin for his powerbow and arrows. If there was going to be a mutiny tonight, he'd best come prepared.

[21:37] <Atum> (Do any of us on deck notice their wipeout?)

#01[21:37] <GM> Nope

#02[21:37] * ~Ptah (~chatzilla@MagicStar-52F19559.sip.asm.bellsouth.net) Quit (Ping timeout#)

#01[21:38] <GM> See, Djoser, you were moving fast. Really, really, really essence powered speedboat shove up your ... pants fast. You manage to knock yourself loopy for a second and unless Ptah gets back

here in time you drag you to safety, you're pretty much screwed.

#01[21:39] <GM> Atum: You got weaponry.

[21:39] <Djoser> (How so? Is something jumping them? Other than the known menace: Large pieces of wood.)

#03[21:41] * Ptah (~chatzilla@MagicStar-52F19559.sip.asm.bellsouth.net) has joined

#gamesofdivinity

#01[21:41] <GM> Let's put it this way. Under normal situations, you'd be fine. This is not a normal situation.

[21:43] <Djoser> K.

#03[21:43] * Ptah_ (~chatzilla@MagicStar-52F19559.sip.asm.bellsouth.net) has joined

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[21:43] <Elott> Near the wheel, Elott consults the new pilot. "Aydur, is there any way you can get the ship closer in to where that line is going?"

[21:43] <Ptah_> Dunno if you guys got any of my messages

[21:44] <Ptah_> Arrgh.

[21:44] <Ptah_> Stupid internet connection.

[21:44] <Ptah_> Ptah would say whoa, but he doesn't want to drown. Djoser is free to express their mutual emotion

[21:44] <Ptah_> Not sure if you guys got that.

[21:44] <Ptah_> This happens pretty often to me, sorry if I held you guys up

#02[21:44] * Ptah (~chatzilla@MagicStar-52F19559.sip.asm.bellsouth.net) Quit (Ping timeout#)

#03[21:44] * Ptah_ is now known as Ptah

#03[21:44] * Ptah (~chatzilla@MagicStar-52F19559.sip.asm.bellsouth.net) has left #gamesofdivinity

#03[21:44] * Ptah (~chatzilla@MagicStar-52F19559.sip.asm.bellsouth.net) has joined

#gamesofdivinity

#03[21:44] * ChanServ sets mode: +q Ptah

[21:44] <~Ptah> There we go. ^_^

#01[21:44] <GM> Elott: Aydur says "Sure! We may even survive it!" And starts yanking at the wheel.

#01[21:46] <GM> Ptah, its on you. Djoser went head first into a oak piling and has knocked himself loopy. You may want to do something constructive right now as your both underwater still.

[21:46] <~Ptah> Can you describe the scene and girl?

[21:46] <Elott> "Protect the ship as best you can." Elott goes towards the bow. "Atum! Have you seen the flares of any animas out there?"

[21:46] <~Ptah> I'll roll Awareness, using an Excellency, to pick up any useful details.

[21:46] <~Ptah> !roll_ww 10 7 ex

[21:46] <The_Lady> Ptah invokes the Lady...

[21:46] <The_Lady> 1, 2, 3, 3, 4, 5, 6, 8, 9, 10

[21:46] <The_Lady> rolled 10d10. Got 4 Successes against a TN of 7, 10's are counted double

[21:47] <Atum> "Out in all that rain and lightning? Not likely. I can barely see ten feet in front of my face."

#01[21:47] <GM> You're underwater, the girl is looking at you with disinterested curiosity, and Djoser is sucking water and turning blue, something that you're fairly sure can't happen.

[21:48] <~Ptah> Not cool.

[21:49] <Elott> One can spend a mote of essence just for a bright Anima flare, yes? If so, Elott does.

"We'd best light ourselves, so that they know which way to go."

[21:49] <~Ptah> First things first: Ptah maneuvers Djoser so that the "Water" Aspect can breathe again.

[21:49] <~Ptah> Any props I can stunt with?

#01[21:49] <GM> Elott: Roll wits + Sailing for Aydur. Difficulty 3

[21:50] <Elott> Aydur has some degree of willpower-now one less!

#01[21:50] <GM> Ptah: Not really. You can grab hold of him and kick for the surface though. It's not far away.

#05[21:50] -RPGServ:#gamesofdivinity- <Roll for Elott [6[1d10]]: 2 7 4 8 10 6 >

#01[21:50] <GM> Strength + athletics. Diff 2

[21:50] <Elott> (huzzah for the drunken viking!)

[21:51] <~Ptah> Ptah works furiously, grabbing the girl's arm to swing around and slingshot them to the surface.

#01[21:52] <GM> Cackling madly, but still sounding slightly mournful for his lack of beer, the viking gets the ship around and is once again nose into the wind. He then angles a bit so your drifting sideways after the rope. "You idiots, get to work!" He belows at the bemused crew. "Boss, little help, please?"

[21:52] <Atum> "Good idea." Atum lights his anima as well, lighting up the night (or at least the nearest 100 feet of it) with swirling elemental Essence.

#01[21:53] <GM> Ptah: You grab for the girl. She panics and shakes madly, tryign to get rid of you. roll to get Djoser to the surface.

#06[21:53] * ~Ptah spends Willpower

[21:53] <~Ptah> !roll_ww 5 7 ex

[21:53] <The_Lady> Ptah invokes the Lady...

[21:53] <The_Lady> 1, 3, 3, 8, 10

[21:53] <The_Lady> rolled 5d10. Got 3 Successes against a TN of 7, 10's are counted double

[21:54] <Elott> Elott is stripping off anything metal or heavy, including his boots, and starts tying a rope of his own 'round his waste. "Atum, I think I have to go out there to try and bring them back in. Andocep! Kill any man that refuses Aydur's directions."

[21:54] <~Ptah> (Was the girl the source of the glow?)

#01[21:55] <GM> Atum: You kick the banner into high gear. LIght comes. The deck starts to blossom.

[21:56] <Atum> "Hold on a second. Who's going to rescue you if you get dragged under? Neither of us can walk on water, you know."

#01[21:56] <GM> Elott: You get down to your pants. Andocep responds, "Right!" and begins beating people to get them working. Odd how a good beating does that.

#01[21:56] <GM> Ptah: what light?

[21:57] <~Ptah> What Ptah saw earlier.

[21:57] <~Ptah> Is she what he saw earlier?

[21:57] <Elott> "If there's nothing on the end of that line, I'll come back. If they're out there sucking water, I'll come back with both of them. Hold the line taut, I'll tug if I need to be reeled in.

Acceptable?"

#01[21:58] <GM> Ptah: what're you talking about? I don't think I mentioned any glow.

[21:58] <~Ptah> Is she what Ptah saw earlier?

[21:58] <~Ptah> With his successes on the Awareness roll?

#01[21:58] <GM> Oh, you mean the light far off the port bow. No, that's a lantern.

#01[21:59] <GM> anyway, worry about her later. The water aspect's drowning.

[21:59] <Atum> "Just don't take too long." Atum took the rope.

[21:59] <~Ptah> I already succeeded.

#01[21:59] <GM> okay

[22:00] <~Ptah> he_Lady> Ptah invokes the Lady...

[22:00] <~Ptah> 1, 3, 3, 8, 10

[22:00] <~Ptah> rolled 5d10. Got 3 Successes against a TN of 7, 10's are counted double

[22:00] <Elott> Completely unsure as to what started this whole thing, Elott grasps on to Ptah's lifeline and begins hand-over-hand following it out, with an illuminated anima.

#01[22:01] <GM> right. Elott, Stamina plus Athletics, diff 2 to follow the rope

[22:01] <~Ptah> Anyway, is Djoser conscious?

[22:02] <~Ptah> He can breathe now, right?

#05[22:02] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 7 6 8 6 10 >

[22:02] <Elott> (yay for four!)

#01[22:03] <GM> Ptah, you grab Djoser and swim for the surface. You break the surface, grab the piling, and hold Djoser's head up. Right about then Elott comes hand over hand out of the night and grabs hold of you. A little TLC later (by which I mean smackings) you wake Djoser up.

[22:03] <Djoser> "Ughh. Is that what drowning feels like? I don't think I like it."

#01[22:03] <GM> Djoser, you inhale, cough a couple times, and start wondering why you nearly drowned. You're pretty certain that isn't possible.

[22:03] <~Ptah> "Are you alright, brother?"

[22:04] <Elott> When Elott gets there, does he see anything remotely worth this trouble that's been going on? Islands of gold, rocks of jade, that sort of thing?

#01[22:04] <GM> Islands of gold? Not so much.

[22:04] <~Ptah> Where's the lantern?

#01[22:04] <GM>

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[22:05] <~Ptah> Ptah's eyes widen. "I knew it!"

#01[22:05] <GM> You see that. You're holding on to one of the pilings.

[22:05] <~Ptah> Ptah steps onto the stone platform.

[22:06] <Elott> Elott gets Ptah's attention and shouts over the storm, "What is it?"

#01[22:06] <GM> Atum: you've got a firm hold on the rope and a careful eye on the not entirely reliable captain, whose keeps bothering you yelling, "what's going on?"

[22:06] <~Ptah> "These eyes don't lie!" Ptah points at the...landmass?

[22:07] <Elott> "I've been to the North! This is not the North! We have to go."

[22:07] <Atum> "I'm sure you know better than I do, captain. Now stop bothering me until my comrades have made it back safely."

[22:07] <~Ptah> "I know this isn't the North! We're in the middle of the Inland Sea! Why is there a stone pier?"

[22:07] <~Ptah> "And how come Djoser was drowning?"

[22:08] <~Ptah> "Water Aspects can't drown! Something's up!"

#01[22:08] <GM> Atum, Aydur suddenly exclaims, "The hells?" and the ship spits sideways into a point of dead calm. There's a dock. A lantern. No storm. And three of your brothers yelling at each other.

[22:08] <Djoser> "That's the part I want answers to!"

[22:08] <Djoser> Djoser climbs back up on top of the water's surface, wringing out his clothes, or trying to in the storm, at least.

[22:08] <Elott> "Bast isn't here. We have to go. If you're not back shortly..."

[22:09] <~Ptah> Ptah frowns. "I know we took an oath, Elott, but this should be investigated! If someone figured out how to drown Water Aspects, we could have hundreds of deaths!"

[22:11] <Atum> Confused, Atum stared back suspiciously at the captain. "Reached your destination, captain?"

[22:11] <Elott> Elott just gets confused.

[22:11] <Djoser> "Anyway. There is some . . . elemental or something down there. It must have attacked me."

#01[22:11] <GM> Atum: The captain stares at you in open mouthed shock. "I didn't even think it existed!"

[22:12] <~Ptah> ((Could you guys post the part I missed when I disconned?))

[22:12] <Atum> "Didn't think WHAT existed?"
#01[22:13] <GM> Ptah: Pmed it to you
#01[22:13] <GM> you didn't miss too much
#01[22:13] <GM> "Sarnath."
[22:13] <~Ptah> "Sarnath?"
[22:13] <~Ptah> Ptah is suddenly at the captain's side, having scampered up the line with inhuman speed.
[22:14] <~Ptah> "What's that?"
[22:14] <Elott> "Djoser, what happened when you followed Ptah out here?"
#01[22:14] <GM> Everyone, Wits + Lore, diff 5
[22:14] <~Ptah> !roll_ww 5 7 ex
[22:14] <The_Lady> Ptah invokes the Lady...
[22:14] <The_Lady> 1, 1, 2, 3, 9
[22:14] <The_Lady> rolled 5d10. Got 1 Successes against a TN of 7, 10's are counted double
[22:14] <~Ptah> Aww.
[22:15] <Djoser> !roll_ww 5 7 ex
[22:15] <The_Lady> Djoser invokes the Lady...
[22:15] <The_Lady> 2, 7, 7, 8, 10
[22:15] <The_Lady> rolled 5d10. Got 5 Successes against a TN of 7, 10's are counted double
#05[22:15] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 1 1 9 10 1 >
[22:15] <Atum> !roll_ww 5 7 ex
[22:15] <The_Lady> Atum invokes the Lady...
[22:15] <The_Lady> 1, 1, 5, 6, 8
[22:15] <The_Lady> rolled 5d10. Got 1 Successes against a TN of 7, 10's are counted double
[22:15] <Djoser> (Hey! Unexpected!)
[22:15] <~Ptah> Nice!
[22:15] <~Ptah> ^_^
#06[22:15] * ~Ptah hi-fives Djoser.
#01[22:15] <GM> Very impressive. Makes up for your bad luck earlier.
[22:15] <~Ptah> lol
#01[22:16] <GM> The captain says, "A place of incredible power. Ancient magic. Staggering amounts of money."
#01[22:17] <GM> Djoser: and to the best of your knowledge, that is indeed true. However he forgot to mention the parts about unspeakable danger, twisted wild magic, and dire destiny of the most unpleasant variety.
[22:19] <~Ptah> "But what is it, exactly? Why's it here and how'd you hear of it?"
[22:19] <Djoser> "I'm not entirely certain what is out there. But it doesn't look interested in our well-being."
[22:20] <Djoser> Djoser is climbing up onto the pier.
[22:20] <Elott> "Haunted? Some den of the ocean gods?"
[22:21] <Atum> "And you steered a fully crewed cargo ship right into it. Why?"
[22:22] <Djoser> "Technically, it looks like we did most of the steering, actually."
#01[22:22] <GM> To put it succinctly, Sarnath was one of the great Manses of the first age. It's exact location in the inland sea is unknown, though you're inclined to say "Right here." It was populated by some incredibly powerful Solar artificers. Unfortunately, during the Usuptation, a group of dragon blooded sorcerers attempted an unproven and untested spell. Summon the Wyld. IT did not turn out well.
#01[22:23] <GM> The captain replies, "What he said!" and points at Djoser. "I just wanted to know if it existed. I never wanted to come here."

[22:23] <~Ptah> "...Right."
[22:24] <~Ptah> Ptah looks at him incredulously.
[22:24] <Elott> While clambering back aboard the boat, "Then you won't mind leaving."
[22:24] <~Ptah> "So, now that we know where it is, we can chart it on a map, right, and figure out where we are?"
[22:24] <~Ptah> "After we get Bast back, we should man an expedition here!"
#01[22:24] <GM> "I can't wait! Let's go!" he replies.
[22:26] <Elott> (That was in response to, 'man an expedition?')
#01[22:27] <GM> No. "Let's go away, right now."
#01[22:27] <GM> Or "Then you won't mind leaving." to be specific.
[22:27] <~Ptah> "Wait, we still need to chart it on the maps so we can find it again!"
[22:27] <Djoser> "Hmmp. I want to have a long talk with whoever it was under water there."
[22:28] <~Ptah> "Yeah, we should do that, too!"
[22:28] <Atum> "Um, Ptah? Did you miss the part about the 1000-year-old curse?"
[22:28] <~Ptah> "This has got to be a sign from the Elemental Dragons or something!"
#01[22:28] <GM> "Uh, boss," mentions Aydur.
#06[22:28] * ~Ptah is very excited about getting his first Sign from the Elemental Dragons.
[22:28] <Djoser> "That probably means it's wearing down. Besides, we may as well wait for the storm to die down."
[22:29] <Elott> To Captain Colore: "Very sensible. Yes Aydur?"
[22:29] <~Ptah> "Atum, we're Blood of the Dragon! Who besides us is more suited for Curse-Breaking?"
#01[22:30] <GM> "Boss, it's the storm. It's getting nastier."
[22:30] <Elott> "And... you would advise that we wait here, in the calm, until it breaks. Yes?"
#01[22:31] <GM> "No boss. I advise you to put your head between your legs and kiss your butt goodbye," he says calmly as a rogue wave perhaps ninety feet tall breaks over your heads.
[22:31] <Elott> "Oh-gargleargle..."
#01[22:32] <GM> Djoser: Good news! You don't drown in this one!
[22:32] <Djoser> Indeed. Proving the inherent dignity and quiet superiority of the water caste.
[22:33] <~Ptah> Uber Sandals, ground me!
[22:33] <~Ptah> Ptah faces the onslaught of water, a mountain against the tide.
#01[22:33] <GM> In fact, as the wave comes crashing past you, you notice with perfect acclarity it sucks four of the crew from the rigging and off to their aquatic demise. You also notice it parts around the dock, barely touching it, and leaving the lantern undamped.
#01[22:33] <GM> Ptah: you take a tuna to the face.
[22:34] <~Ptah> Ptah grabs it gleefully.
[22:34] <~Ptah> "Another sign from the Dragons!"
[22:34] <Elott> Are people being washed off deck?
#01[22:34] <GM> Ayup
#06[22:34] * ~Ptah makes a note to eat it later.
#01[22:36] <GM> What do you do, gentlemen?
[22:36] <~Ptah> How intact is the boat?
[22:36] <Djoser> Djoser hops off the pier, dragging up anyone who was washed off. In order of proximity and status.
[22:36] <~Ptah> Ptah will try to salvage as many supplies and stuff as possible.
[22:37] <Atum> Atum will run back to the cabin to wake up Set, if he can.
[22:37] <Elott> When immersed in water, being surrounded by 'a swirling vortex of air' may turn out to be more trouble than it's worth. But when the killer wave hits he takes his chances and uses his aspect ability.

[22:37] <~Ptah> He will recruit all surviving mortals in this effort, too.

#01[22:38] <GM> Ptah, you previously made friends with the crew, but now they're mad at you because they think this is your fault. For the moment though, they're desperate and work feverishly to rescue as much as they can from the ship.

[22:39] <~Ptah> Ptah puts his all into salvaging his relationship with the crew, as well!

[22:39] <~Ptah> "Come on guys, no one asked for this to happen, least of all me! Right now we've got to stick together and get through this!"

#01[22:40] <GM> Elott, you kick the aspect ability on. The winds rise to your command, blowing powerfully enough that they temporarily flatten the waves, and give you a brief respite. Unfortunately, the waters are piling up outside your little moment of calm, and you just know that isn't going to turn out well.

[22:40] <~Ptah> With a truly herculean effort, he pulls a stack of crates to shore.

[22:40] <~Ptah> (What's the Earth Aspect Ability again?)

#01[22:40] <GM> Djoser, you start snatching people out of the drink. You are suddenly very popular.

#01[22:41] <GM> Ptah: You become real durable, real heavy, and it's probably not something you want to do while in immediate risk of drowning.

[22:41] <Elott> Elott doesn't want to be caught sitting still when that happens. He's never been in a shipwreck before, but between the pier with the lantern and where the ship just was, he does his best to head to the ship, with a mind to get people out from below decks.

[22:42] <Djoser> (Soak lethal with full stamina and add Essence to the die rolls to resist grappling and knockback, and add Essence to stamina when you are touching earth or stone)

#01[22:42] <GM> Atum: You sprint below decks and rush down. You open the stateroom door with your boot, and find Set, still asleep. That isn't odd or anything. You grab him, heave him over one shoulder, and rush back above decks.

[22:42] <~Ptah> Ptah becomes as an anchor in the shore, threading heavy ropes around his body. Like a stampede of oxen condensed into a single frame, he begins dragging the ship to shore.

#01[22:43] <GM> Ptah, not so much with the shore. You're still on the dock, getting cargo off the ship.

[22:43] <~Ptah> Well, it'd be faster to save the entire ship, right?

#01[22:44] <GM> Elott: At this point your loyal minions come charging up out of the hold, certain members of a looting persuasion bringing everything with them they can grab, and take the scene in a glance. They get the hell off the ship.

#01[22:45] <GM> Ptah: First, the dock is wood so you can't summon your aspect. Second, remember how I said your sandals let you use your power if the earth is nearby? Yeah, they aren't telling you good things.

[22:47] <~Ptah> Meh.

#01[22:47] <GM> Atum, you manage to get off the ship with Set over your shoulder. You pass Elott, who's looking at the sea horrified. Elott: outside the range of your winds, the waters have built up to titanic walls that resemble the sides of a well. It's time to get off the ship.

[22:48] <Djoser> "Elott, try and make sure my cook gets out of there! We may be here for a while."

[22:48] <Elott> When you gotta go, you gotta go. But-Elott doesn't move faster than the slowest of his people. This brotherhood doesn't leave comrades behind.

[22:52] <Elott> Then it's haul everybody up onto the pier/dock and take account.

#01[22:52] <GM> Right. You all shepherd your people, and the crew, off the ship. You also bring what you can of the supplies, choosing food over narcotics. You do manage to get everyone off before Elott relaxes, and let's the water take the ship.

#01[22:52] <GM> And gentlemen, the GM must wake up very early tomorrow, so let's break here for the night.