

#01[20:10] <GM> You had just evacuated the ship. Perched on the decking of the pier, which oddly enough you still can't see the other end of, you're watching the storm reduce the captain's boat to soggy mulch.

#01[20:11] <GM> Elott, your minions trying to keep thier horses from freaking out. Except for Aydur, who seems to be humming under his breath.

[20:11] <Djoser> "I blame our captain for this." Djoser is hopping off and walking back over to the part of the ocean where he had his little 'breathing' incident.

#01[20:12] <GM> The captain whines something about it not being his fault.

[20:12] <Elott> They got the horses out? I've never seen a bond company stooge stick his neck out like that... "Be silent, Captain Colore. If you must speak, perform a head count of your crew."

[20:13] <Atum> Atum sets down the still-sleeping Set on the pier. He's grown more than a little concern by his sworn brother's unusually restful state.

#01[20:14] <GM> Atum: he's snoring slightly. His skin is warm to the touch, which is normal, so other than the obvious, he seems to be fine

[20:15] <Atum> "So what do we now?"

#01[20:15] <GM> Cpt Colore starts counting his crew. They're miserable and whiny, much like him, but with your asistance, they're all there.

#01[20:17] <GM> Elott is using the wind to keep the storm from dragging anyone off the pier, but it's taking a fair bit of concentration.

[20:18] <Djoser> Anything weird happen as Djoser walks over the drowny part of the water?

[20:19] <Elott> "Djoser, where is this place? Did you know?"

#01[20:19] <GM> D: not a bit. You went in and out a few times pulling members of the crew to safety, but everything was exactly as normal. You didn't see the girl again.

[20:20] <Djoser> "Some old, horribly cursed manse. My wife was talking about it this one time."

[20:22] <Elott> "There is nothing for us out here. We should walk the pier and see if we can enter."

[20:24] <Djoser> Djoser hauls himself back up onto the pier. "Agreed. Whatever . . . spirit . . . thing ambushed me earlier seems to have vanished."

[20:25] <Elott> "Atum, do you concur?"

[20:25] <Atum> "If we're going for a walk, you mind helping me wake him up?" He gestures at Set. "He slept like a stone through the whole thing."

[20:26] <Elott> "Wake Set, or carry him. If the horses don't scare, throw him upon one."

[20:27] <Atum> "Sure." Atum gives Set a sharp whack across the face, hoping that will make him come to.

#01[20:27] <GM> You smack him about for a bit and tie him to a horse.

[20:27] <Atum> "Let's go."

#01[20:28] <GM> He grunts, and cringes unconsciously.

[20:28] <Elott> Uh-Before folks go, There's no light forward? Elott will try and grab that lantern. There was a lantern, right?

[20:28] <Djoser> "Could it be poison? Is anyone here good with poison?"

#01[20:28] <GM> Good thinking. Yes, there was a lantern, and yes, it's on a pole over there.

[20:29] <Elott> Lantern!

#01[20:29] <GM> You yank it a couple times, and it comes loose

#01[20:30] <GM> With the light, you make your way down the pier. It turns a couple times, very treacherously in the dark, and the waves beat at you across the planks, but it's nothing you can't handle.

#01[20:31] <GM> As you move along, the the noise of the storm dies down. The wind and waves are just as large and dangerous, but the whole thing gets quieter and quieter. Soon, the sound of ticking is unmistakable.

#01[20:32] <GM> Around another bend in the pier, your light suddenly illuminates a vast sheet of bronze. As you get closer you notice it's edge is notched, like a gear, and it's rotating ever so slowly, in

time with the ticking. The pier leads to one end of it, and it would be an easy step down.

[20:33] <Djoser> "I did not see this coming." The disk is horizontal not vertical, yes?

#01[20:33] <GM> Yes

[20:35] <Elott> *looks to Atum and Djoser* "Shall I go first?"

[20:36] <Atum> "By all means."

[20:37] <Djoser> "Be my guest . . ." (Intelligence + Bureaucracy roll to figure out the size of the disk based on what we can see?)

[20:37] <Atum> ((Bureaucracy?))

#01[20:37] <GM> Bureaucracy? Go straight int, diff 1

#05[20:38] -RPGServ:#Gamesofdivinity- <Roll for Djoser [2[1d10]]: 5 1 >

#01[20:38] <GM> big

[20:38] <Elott> Carrying a lantern makes stealthiness out of the question. So knife in hand, Elott surveys forward.

[20:38] <Djoser> (MILES and MILES of disk! Vast! Blessed Isle big!)

[20:39] <Elott> (You think this is big, wait until we get to the mainspring)

[20:40] <Djoser> (I'm pretty sure that one is bigger than the imperial mountain. Yes, yes. I'm sure of it. The numbers don't lie.)

#01[20:40] <GM> Elott: you step down onto the platform and look around. The motion is jerky, the disk moves in sudden lurches, but it's no problem keeping your balance. It also isn't moving that fast. You stroll off and look around.

#01[20:41] <GM> Very shortly you come across the bodies.

[20:41] <Elott> Probably jogging. If the ground is moving it would be very easy to lose one's bearing. Moving fast over a-ooooh.

#01[20:43] <GM> They seem to be in two varieties. The first are shattered bronze machina. The remind you of a series of sculptures you once saw shortly after Set lost his temper and fraged the lot of them with his anima. They've resolidified, but were clearly melted to all heck. Internally, they're composed of gears and springs, and any part that wasn't melted was broken up very thoroughly.

#01[20:44] <GM> The others are flesh in varying advanced stages of decomposition. Other than an incredible odor of rotting fish, there's isn't must to be determined about them. Except its revolting and you may never eat salmon again.

#01[20:45] <GM> There are also a large number of extremely rusty iron implements, looks like swords and spears, but all useless now. That's all you can find in a cursory glance.

[20:46] <Elott> Elott first tries to put something on the ground-say, an old spear-to indicate the direction from whence he came. Then he'll poke around the scene. (investigation?)

[20:46] <Djoser> "Anything fun over there?"

[20:47] <Elott> Shouting back, "Corpses, and... some great things of cogs."

#01[20:47] <GM> Elott: per + investigation

#05[20:47] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 1 3 9 6 1 >

#01[20:48] <GM> You prod the piles of stuff with a stick

#01[20:49] <GM> There's some harder gooey bits in there, but you don't really determine anything else.

[20:50] <Elott> Well if the statues are bronze and the disk is bronze, it seems to connect them. Manses have been known to have themes. Maybe they were protecting a door? Run on a bit further.

[20:50] <Atum> "Corpses? Was there some kind of battle here?"

[20:51] <Djoser> Djoser has limited patience for hanging out with the sailors, and heads out to join Elott.

#01[20:52] <GM> You trot on. You come to the center, where a vast bronze collumn runs through the heart of the disk and continues above you, out of sight. When you put your hand on it, you can feel an electric jolt, making you realize that there is an extremely considerable flow of essence through this

thing.

[20:52] <Atum> Atum stays with Set for the time being.

#01[20:53] <GM> Djoser, you move out in the same direction. Moments later, you get to the center. According to your previous calculations, that means you were running at seven thousand miles an hour.

[20:54] <Djoser> "I think the wyld is messing with our perceptions of time!"

#01[20:54] <GM> Atum: You keep an eye on things. The crew seems quite content to let you guys go off looking for dangerous stuff without them, especially after the announcement of the bodies.

[20:54] <Elott> Elott wheels around with his dagger out. "Don't sneak upon me."

[20:55] <Elott> "If this is the center of this wheel, I suppose... either this is an entrance or we examine the circumference."

[20:59] <Djoser> "Well, I've been standing at the outer part of the gear for a while. Not much out there."

[21:00] <Elott> "I'll report this to the crew. Will you futz with this and see if a door can be found?"

[21:02] <Djoser> "Sure . . . sure . . . how hard can it be . . ." Can Djoser attune to it, maybe?

#01[21:03] <GM> Well, it's a giant bronze pole. I'm no quite sure what you would be able to attune with.

[21:03] <Elott> Elott trots back. "There's a great column through the center. We're looking for a door just now."

#01[21:03] <GM> I guess you could cast skin of bronze and the two of you could be bronze together, but other than that I got nothing.

[21:03] <Djoser> No features on any side of it?

#01[21:03] <GM> Not really

#01[21:04] <GM> you poke and pry at the fastenings, but get nothing interesting

#01[21:07] <GM> you want to walk back to the others?

[21:07] <Djoser> After podding and kicking at the pole for a while.

#01[21:09] <GM> you prod and kick. Yup, it's a pole. (Notice how you didn't have to roll for anything) Anyway, you're opinion of where everything is is still pretty bad, so you wander off in the wrong direction. After coming to another end, you figure it's basically a circle so you have to get back eventually. You pick a direction and go.

[21:10] <Djoser> "Stupid water . . . stupid gears . . . "

[21:11] <Elott> To Atum: "Those dead bodies, they were laying aside some bronze statues. I suppose the statues were moving at one time, as they were hacked to pieces."

#01[21:11] <GM> You find some bodies. You're not sure if this is the same exact group Elott mentioned, but regardless the description is the same. You also find another gear, this one interfacing with the one you're on. It's only twenty feet wide or so, and slightly raised. You can't see the other side though.

[21:11] <Elott> "If a manse is a fortress-and that's what Tepet always said-then those were this fortress's guardians and they must have come from somewhere."

[21:12] <Atum> "You think that they were fending off an attack on the manse, then?"

[21:13] <Elott> "An attack of treasure hunters... or hapless shipwrecked trespassers. Except, I don't believe they were princes of the earth."

[21:15] <Atum> "I'd certainly hope not. Still, best to be on our guard; First Age relics are always something to be wary of.

[21:15] <Djoser> Djoser'll gamely hop on the other disk, assuming the others will come to him."

[21:16] <Atum> "If this pier was created for ships coming into the manse, I'd think there would be a more direct route that wouldn't involve hopping over a bunch of gears."

[21:17] <Elott> "We don't know from where this pier originated."

[21:19] <Atum> "Who else would have put a pier here? After all, this place isn't supposed to exist."

[21:20] <Elott> "I won't speculate on that."

[21:21] <Atum> "In any case, it couldn't hurt to explore the pier a bit more before we go around messing with ancient machinery."

[21:23] <Elott> "I think we've seen the pier already. Let's put some pressure on Djoser, and bring everybody up behind him."

[21:24] <Atum> ((A little clarification: Have we been up and down the entire pier, or just a section of it?))

#01[21:25] <GM> You've covered the whole thing

[21:25] <Elott> With a little wave of the lantern, Elott gestures everybody forward.

[21:27] <Djoser> Anything on the second disk?

#01[21:27] <GM> Your minions coax their nervous horses onto the disk, and the crew start to follow.

#01[21:28] <GM> D: It's moving much faster than the other one, and it spins you around a few times. On the other side of that is another disk, interfacing with this one, set even higher. They seem to be connected about the middle by a bizarre series of bronze fastenings and bars that run forward into the dark.

[21:29] <Djoser> Heedless of the dangers of getting lost, Djoser hops up onto the new disk, heading for the middle bit.

#01[21:30] <GM> Dex, diff 1

#01[21:30] <GM> due to the wind and rain, this is pretty slippery.

#05[21:31] -RPGServ:#Gamesofdivinity- <Roll for Djoser [4[1d10]]: 7 10 5 1 >

#01[21:31] <GM> not a problem. joining this gear is another one, and another one after that, each leading higher and higher.

[21:32] <Atum> "What do you see, Djoser? Is it safe to go forward?"

[21:32] <Djoser> "Oh, forget this . . . I'm getting dizzy already." Djoser hops back off it, heading back to where he is pretty sure the others are.

#01[21:33] <GM> you find them.

[21:34] <Elott> "What's up there?"

[21:35] <Djoser> "More disks. No boats or, I can't help but note, food." I wouldn't want to try and get those boxes up there, either. And forget the horses."

[21:36] <Elott> "You didn't go all the way? I don't mean to question, mind you, but if we're not going upwards than we have to go downwards..." Elott points towards the water.

[21:37] <Djoser> "Which is less of a problem for me than for you."

[21:38] <Atum> "You really want to go back into the water again, after what happened earlier?"

[21:40] <Djoser> "Now that I know we are under attack? I'd LOVE to run into her again. But that is neither here nor there. I didn't want to leave you behind while climbing an infinite rotating staircase."

[21:41] <Elott> "Atum, here is the lantern. I'll either get to the top of this thing and come back, or some manner of great fall will be involved."

[21:42] <Atum> "Given your anima, I don't think that will be a problem. Give me a shout when you reach the top."

[21:42] <Elott> Quick salute, and up Elott goes.

#01[21:43] <GM> do you have any kind of light?

[21:43] <Elott> He can fire up the ol' Anima banner.

#01[21:44] <GM> Though, isn't your aspect power still engaged?

[21:45] <Elott> It lasts a scene; so if this is the same scene as previous.

#01[21:45] <GM> Yeah, sure.

#01[21:46] <GM> Anyway, you hustle up. Gear after gear interface with each other, each a little higher than the last. You climb them like stairs. Normally the wind and rain would make this pretty hard, but for the obvious reasons, you don't worry about it.

#01[21:48] <GM> Finally you climb up into the gizzards of a vast clockwork assembly. Supported on more bronze columns, you're looking up at a mass of machinery the size of Dodger's stadium or one of

the imperial residences. It looms all around you.

#01[21:50] <GM> And don't worry. This is obviously something that wouldn't be seen from the busy shipping lanes that normally run right next to it.

[21:50] <Elott> Does one climb up into the array through the support pillars? Or will ropes be required? (If I'm at the pitching mound... need to get to the upper deck)

#01[21:53] <GM> With the wind at your command, you can try it without ropes.

[21:54] <Elott> Try he will! Because probably everyone else will need one and he'll have to hold the top end.

#01[21:55] <GM> Dex+Athletics, difficulty 2

#01[21:55] <GM> (Normally 4, but again, the winds)

#05[21:56] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 10 6 9 7 2 >

[21:56] <Elott> Hopping holy warriors, batman. That was close.

#01[21:57] <GM> Yeah. Failing would have involved vastgrinding gears. IT would be bad.

#01[21:57] <GM> You clamber around for a long while. Ultimately you get towards the top where you find a couple interesting things. The first is the entire place is enclosed in a vast glass bell.

#01[22:00] <GM> The second is a extremely large, multipiece clock. It's got about eighteen hands,

#01[22:01] <GM> one of which is moving along with audible noise and some rapidity towards midnight

#01[22:03] <GM> You guys down below

[22:03] <Elott> "Midnight... midnight..." Elott grinds braincells together until, thinking in trap detection mode, he guess that at midnight the entire place submerges.

[22:04] <Elott> Then he starts hopping downwards, thinking of how people will climb up into this thing.

#01[22:05] <GM> after he vanishes upwards, the crew set up shop and try to put up some tents for shelter. Atun, you set Set down, and make sure he's warm. The good news is he looks like he's beginning to come around.

[22:06] <Atun> "...Set? Can you hear me?"

#01[22:06] <GM> He looks around blearily. "Atun?"

[22:07] <Atun> "Are you feeling alright? You missed the entire shipwreck, brother."

#01[22:07] <GM> Set groggily sits up. "Shipwreck?"

#01[22:08] <GM> Djoser: You're keeping a watch on things. You notice a Elott shaped light above, coming down towards you.

[22:08] <Atun> "Long story. Suffice it to say that we're on a pier in the Inland Sea, next to a manse that isn't supposed to exist."

[22:08] <Djoser> Djoser waves to Elott. "Find anything interesting?"

#01[22:09] <GM> Atun, "That's a problem. Are our brothers all right?"

[22:10] <Elott> Whispering, "I don't seek to alarm anyone, but I suspect that pretty shortly this entire bronze structure is going to plung under water. We need to get a rope and have everyone ascend immediately."

[22:10] <Atun> "They're fine." He pauses, considering the way Set phrased the question. "What do you mean, 'That's a problem'? Did you know we were going to end up here?"

[22:12] <Djoser> "There is no way we will be able to get everyth . . . even half of this up there."

#01[22:12] <GM> Atun, "Here? No. But it's delaying our trip north, and is therefore a problem." He pauses a moment, and says with sincerity, "And I've been having the strangest dreams."

[22:12] <Atun> "Dreams about what?"

#01[22:13] <GM> With a deep and thunderous gong, a vast bell rings, cutting off speech. There is a terrible lurch, and suddenly the gear begins to move, gliding sideways even as it rotates.

[22:14] <Elott> "The horses will have to be left behind. Ourselves, then my people, then the crew."

Elott then lets everybody else in: "We need very quickly to collect what is essential and can be carried,

and begin moving upwards. We need a great deal of rope."

[22:15] <Djoser> (Away from the connecting gear? Or along with it?)

#01[22:15] <GM> Elott, you can see the stairway you took up shifting, moving and coiling, as the whole assemblage begins to move in on itself. The bell rings again and again.

#01[22:15] <GM> D: Along with it.

[22:16] <Atum> To Set: "We can pick up this conversation later. Do you feel strong enough to walk?"

#01[22:17] <GM> And unfortunately, the great bell begins to wake the sleepers of the deep. Even as the apparatus contracts, the bell jar descends and you see yourselves moving towards it.

#01[22:17] <GM> Atun: "Yes, I can." He rises.

[22:18] <Atum> "Good. Let's go."

#01[22:18] <GM> It looks like you're being taken up under the jar. In fact, it begins to lower around you. Soon it comes down far enough to cut off the waves, as your great gear forms the bottom of the bubble.

#01[22:18] <GM> <Everyone got a good mental picture of that?>

[22:19] <Elott> We're in a diving bell, you mean?

#01[22:19] <GM> basically. The gear covers the hole at the bottom. except where the openings for the teeth are.

#01[22:21] <GM> The whole thing begins to sink as the last bell sounds. But from outside the bell, in the sea, you see eyes, fins, and the shadowy forms of women, coming towards you.

#01[22:21] <GM> Djoser, you suddenly get a very odd hunch exactly what those flesh corpses looked like before they died.

[22:21] <Elott> And, the cadavers are still on the first big wheel?

#01[22:21] <GM> Elott: They are. You're actually on that wheel. It's the bottom of the bell

[22:21] <Djoser> "Oh. Good. A rematch."

#01[22:23] <GM> And gentlemen, I'm sorry, but we're going to leave off here. We will begin next time with "The big fight scene."

[22:23] <Elott> "Uh, Perimeter. Form a perimeter, and arm yourselves."