

#01[19:08] <Miashara> Anyway, at the end of last session I handed out xp. I'll count this as being last session for you, so today counts against the next batch

[19:11] <@Elott> So-did the team survive?

[19:11] <Atum> Yes. Not all our pants did, though.

#01[19:12] <Miashara> Elott: You get 12 for the three sessions you were here plus 2 (Half for missing with warning) for the one you missed. +1 for advantageous use of minions.

#01[19:12] <Miashara> Atum: That was indeed a tragedy

#01[19:13] <Miashara> Elott: 15 total. Anything else you did you want to claim xp for?

[19:14] <@Elott> Uh, no. I tend not to think about it.

[19:15] <@Elott> It IS a tragedy about those pants. Because most of the back-up pants probably went down with the ship, and it'll be hard to find pants where we're going.

#01[19:15] <Miashara> you forgot the emergency pants

[19:17] <@Elott> This is just how a platoon gets wiped out!

#01[19:19] <Miashara> to recap, you defeated the deeplings. Unfortunately, to do it you used a lot of essence, all four of you are manifesting fiercely, and the Manse took notice of you. You defeated it's initial guards, but it's getting ready to release it's anti-dragon-blooded guards on you, which will be bad. Running away seems to be a tactically sound maneuver, so get ready for the chase scene.

[19:20] <@Elott> Chase? Are we out of the diving bell? Cos otherwise I don't know to where we'd run.

[19:20] <Atum> There's still the gears, remember?

[19:20] <@Elott> We're going upwards?

#01[19:20] <Miashara> Oh, right

#01[19:21] <Miashara> You sank to the bottom. The diving bell met up with the rest of the machinery on the floor of the ocean, which is under another shell. You can go either up, into this section of gears, or down, into the stuff on the bottom

#01[19:22] <Miashara> sorry, should have mentioned that in the recap

[19:23] <@Elott> I'm a stickler for details, myself. I suppose now it's a matter of manse design; is there a center of a manse? 'Cos that seems like the place to go.

[19:24] <Atum> What does the "stuff on the bottom" look like?

#01[19:24] <Miashara> It's dark, so it's hard to tell for sure. Though remember the immense flow of essence current through the shaft of the main gear. That's got to come from somewhere. And there's the control center Djoser found, though that be only for the diving bell

[19:26] <@Elott> And the shaft goes... presumably, to the top of the diving bell and possibly to a larger part of the manse below? I'm guessing down, go where gravity takes you.

#01[19:26] <Miashara> Atum: It's more clockwork. These gears and springs are larger than the stuff in the diving bell and secured to pylons on the floor of the ocean. You can't see the full extent of the machinery, but you guess it's at least twice the size of the bell before it contracted(Dodger's stadium)

#01[19:27] <Miashara> Elott: Is your lore nonzero?

[19:27] <@Elott> Yes it is! The benefit of meeting the bare minimum stipulated by the Dragon blooded book. (Lore 2)

#01[19:30] <Miashara> excellent. Basically, since the big gear filled the entire bottom of the bell, the main shaft has to be the primary support for everything above it. That means it's carrying the entire weight of the diving bell. a brass dodgers stadium is heavy. That sucker has to be sitting on bedrock or a foundation to carry all that weight. (Unless it's just magic, which is certainly possible, but you get the feeling this place obeys as much of the laws of nature as possible. Otherwise it wouldn't use machinery, it would just be runes)

[19:35] <@Elott> It *feels* unlikely that the business-part of the manse would be mobile like this diving bell. Or if the diving bell were the business part then the thing wouldn't be so hard to find. Just guess, but Elott starts pointing 'down' to anyone who listens to him.

[19:36] <Atum> Alright. I suppose there's less chance of falling to our deaths from the ground.

#01[19:37] <Miashara> Do you want to bring the crew with you?

[19:39] <Atum> I don't think it's going to be safe for them while the anti-DB artillery is around. Let's bring them along.

[19:39] <@Elott> The Ship's crew? Elott isn't saying anything to them, still bitter about the shrine. If they're smart they'll follow the Princes of the Earth.

[19:41] <@Elott> In the midst of hurriedly throwing his legs over the edge of the big gear (right?), "Atum, my only object is that we find the heart of the manse and win it, or what best we can. Do you concur?"

#03[19:42] * Miashara is now known as GM

[19:42] <Atum> "For now let's just find some cover. We can worry about the manse later."

#01[19:44] <GM> Elott: Set adds, "Had I been awake, I'm sure I could have avoided coming to this place at all. But while we are here, let us at least seek a way to render ourselves capable of leaving it, and that will most likely be at the heart, as you suggest. I'm going to get Colore and his crew ready to follow us." He takes Ptah, and they go.

[19:45] <@Elott> "Hrm, I think the manse is very pressing concern."

[19:46] <Atum> "It is probably safest inside. To the manse!"

#01[19:47] <GM> You two, plus Djoser, hop down from the great gear to scout ahead, the rest coming after.

[19:47] <@Elott> "Arryb, Andocep, guard Kreusch. Anmarich, Aydur, Stymat, reconnaissance column. Move!"

#01[19:48] <GM> They hop too

#01[19:49] <GM> Here the gears are intermeshed with the natural contours of the ocean floor. You find a spot where the great gear almost touches a steep ridge and get down.

[19:50] <@Elott> (This is the ocean floor that's under the bell? It may sound silly, but we're not underwater right?)

[19:50] <@Elott> (not swimming that is?)

#01[19:50] <GM> No. The bell linked with another, larger glass dome, that arches over the entire machine.

#01[19:53] <GM> For off to your left klaxons are going off, and the same noises the Automated Defense Carbines (Elott: the first round of guard machines you defeated) made can be heard, only before they were loud enough to be annoying. Now they're thunderous and send earth tremors through your feet.

#01[19:54] <GM> You go right

[19:54] <Atum> Very much so.

#01[19:56] <GM> The ridgeline leads you down, through a rabbits warren of complicated clockwork that whirls and clicks around you, arcane but unthreatening. The horsemen ride off in front, proking their noses around, but staying in sight.

[19:57] <@Elott> "I've never seen a horse at the bottom of the sea, and probably never will again."

#01[20:01] <GM> You wind around a corner and come out on top of a large gear that is turning so slowly it might as well be stationary. Before you and down is a gleaming brass tower from which hangs a tremendous pendulum. At the very top of it is a cluster of metal bars that are turning slowly. They branch out to machines on all sides of you, vanishing within them

[20:02] <@Elott> "Does... could that be important I wonder."

[20:02] <Atum> ((Where is the tower relative to the gear? Can we walk directly onto the tower, is it a short drop down, or is it effectively out of reach?))

#01[20:03] <GM> The tower is perhaps a hundred yards from the timing cluster where you are now.

[20:03] <Atum> ((100 yards below us?))

#01[20:04] <GM> 100 yards across the ocean floor. A lot of that's down, but it's not a cliff. Horses can negotiate it.

[20:05] <Atum> "That looks like as good a spot as any. Shall we go down?"

[20:05] <@Elott> Elott nods and gestures forward to troop.

#01[20:07] <GM> You come down and find a clearing, cut in the shape of a stone gear. This is the first of it's kind you've seen. There's a broken machina by the outside of the stone circle, looking very similar to the wrecked ones you saw on the gear above. On the center of the stone circle are two statues.

#01[20:07] <GM> One looks like this

http://www.deepfriedpuppies.com/images/Hammerica_by_agnidevi.jpg

#01[20:08] <GM> one looks like that <http://www.deepfriedpuppies.com/images/silver.jpg> (only instead of blood on the sword, it's lichen)

#01[20:11] <GM> They are, however, statues, and don't do anything crazy like come alive when you walk past

[20:12] <@Elott> "These look... human. They don't strike me as fair folk..."

#01[20:14] <GM> You want to do anything crazy, or keep on walking?

[20:14] <Atum> ((Does the tower have an inside?))

#01[20:15] <GM> It might. You haven't gotten to it yet

[20:15] <Atum> Then we keep walking.

[20:16] <@Elott> Uh, do the statues look like they might be somebody famous? Are there crests? Because if this is original material then prayers may be in order.

[20:17] <Atum> This was a Solar-built manse, wasn't it?

#01[20:17] <GM> It was

[20:17] <Atum> It's unlikely to be anyone we'd revere.

#01[20:17] <GM> They have crests, but very old. You don't recognize them.

[20:18] <@Elott> "Hold, hold." All the same, Elott stares for a while and then rummages around his things (and his people's things) for some oil and anoints the statues quickly before passing.

[20:19] <Atum> "What was that for, Elott?"

[20:19] <@Elott> "Let us remember, despite the chaos, that we are guests here."

[20:19] <@Elott> "Act like a Prince."

[20:20] <Atum> "We're guests in an Anathema manse. We'd be wise not to linger too long."

[20:21] <@Elott> Elott begins moving along again. "Anathema? This manse and all others belong to the Empress and empire."

[20:22] <Atum> "Anathema-built, then."

[20:23] <@Elott> "Why split hairs? You'd anoint the statuary at home."

#01[20:24] <GM> While you're discussing the finer points of property law, you come to the brass tower. By now the noises in the distance are getting louder, and you're painfully aware of the amount of light you're throwing off. The tower itself is large, brass, and doesn't seem to have entrance or exit. The entire outside of it is rotating gears, with the exception of the pendulum, which you can see is sharpened on both sides.

#01[20:25] <GM> It's perhaps four stories tall

[20:26] <@Elott> "One of us has to climb that."

[20:27] <Atum> "I think it's obvious who should go. Your anima does give you a bit of an advantage."

[20:29] <@Elott> "I'd send the boy along after me, because he has good hands, but likely one has to be exalted..." Elott points his people into defensive positions behind the sharpened pendulum, and quickly begins trying to climb up these gears.

#01[20:30] <GM> The problem is that as the gears turn, they try to push you into the pendulum. This would hurt

#01[20:30] <GM> Dex+Athletics. Don't botch

[20:31] <@Elott> Well, in will go a willpower! To climb like the dickens.

#05[20:31] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 10 3 5 3 6 >

#01[20:33] <GM> You get any special bonuses to that?

[20:35] <@Elott> Nope, not from aspect anima. But he triples his leaping distance, so he can jump up and get a head start on the climb.

[20:38] <@Elott> Though I guess as a crafty air aspect he should've shot up a rope with an arrow to make things easy.

#01[20:38] <GM> You leap up, grab a hold, and start dragging yourself up. You're unprepared for the gears to yank an spin you around, though. You find yourself holding on to one particularly quickly spinning one that tries it's best to throw you into the downstroke of the great headsman's ax of a pendulum. You're only recourse it to dive off the tower and use the winds to make sure you land on your feet.

[20:39] <@Elott> But in one piece? "Rope! Rope and a heavy arrow... rotten, no good machinery... belongs at the bottom of the sea..."

#01[20:42] <GM> Indeed. Someone brings you a rope and a metal arrow. The crew begin to come out of the machines behind you, heading after you.

[20:43] <@Elott> So-To give himself a leg up on the second attempt, Elott will try to shoot an arrow with some light rope up there, and try to either grappling-hook it, or get the other end. Archery?

#01[20:43] <GM> yep. Dex + arch

[20:44] <@Elott> You'd said that most of our essence was spent, is there any left for Archery excellency?

[20:44] <Atum> Me?

[20:45] <Atum> ((Sorry, I read "our" as "your."))

#01[20:45] <GM> You didn't spend any during the last game session. How much did you spend before?

#05[20:45] -RPGServ:#gamesofdivinity- <Roll for Elott [12[1d10]]: 8 5 9 3 3 7 7 7 4 7 1 4 >

[20:46] <@Elott> (not more than ten. Elott rolls light, so he'd have two points for four extra dice.)

#01[20:48] <GM> Much better. You use a wideheaded arrow and pull just hard enough to send it over the lip. It catches on something, and you tug a few times to set it. Try that climbing roll again, +2

#01[20:48] <GM> Hint: Stunt this

[20:51] <@Elott> "Won't be a moment." Elott grasps the rope then takes a running start alongside the pendulum and at the farthest point jumps up the rope, and with one foot against the flat of the pendulum guides himself straight into the pillar. Feet lightly bouncing on the moving gears and arms dragging him hand over hand, Elott proceeds.

[20:52] <@Elott> (I can't think of many ways to make climbing really exciting.)

#01[20:53] <GM> Meh, do what you can. additional +2. Roll it

#05[20:53] -RPGServ:#gamesofdivinity- <Roll for Elott [9[1d10]]: 5 6 7 6 5 7 8 9 9 >

[20:53] <@Elott> (Five? That's better by two...)

#01[20:55] <GM> Good enough. You bounce 50s era batman style up the tower and get yourself over the top

[20:56] <@Elott> Looking downward, "Anmarich! Sharpen up that line! Don't stagger!"

#01[20:57] <GM> There's really nothing on the roof but a whole bunch of spinning brass bars you don't stick your fingers in and a small hatch leading down.

[20:57] <@Elott> "Atum, Set! There's a doorway-what do I do?"

[20:58] <Atum> "Have you tried opening it?"

#01[20:58] <GM> Set nods in agreement with this plan.

[20:59] <@Elott> "No! It could be full of balefire!" Despite concerns, Elott can't waste time and tries to open and enter this hatch.

#01[21:02] <GM> It's locked. You try harder. It stays locked. You plant you feet, set your shoulders, and yank until you see your ancestors. There's a ping, a lurch, and with a screech of tearing brass, the hatch opens.

[21:02] <@Elott> "Uh, It was locked! It's not locked any longer."

#01[21:03] <GM> Inside is a single room lit by a pale blue/green light. You hop down and look about?

[21:03] <@Elott> Yes, but only after jamming something in the hatch to prevent any sudden, 'locked you in' kind of surprises.

#01[21:04] <GM> Good thinking

#01[21:06] <GM> Inside is a large tank of seawater, the source of the light. The tank itself is rimmed by countless gears and latches. The water in the tank is churning and swirling, driving the machinery around it.

#01[21:08] <GM> In the very center is a small figure, female. Her hands are drawn across her chest and her eyes are closed. She's spinning so quickly that she's generating a miniature maelstrom. On her brow is a bronze and gold crown.

[21:10] <@Elott> Now, That's an aspect mark. And it doesn't sound like a familiar one.

[21:12] <@Elott> Or-wait, is it actually a crown?

#01[21:12] <GM> hard to say for certain with the spinning and the water and all. It looks like a crown.

[21:15] <@Elott> Hrm, Ptah said he'd seen a woman, didn't he? Well Elott can't possibly figure out what these knobs and switches do so he'll have to take a deep breath and try to rouse this woman... as gently as he's able.

#01[21:17] <GM> Remember, she's fully immersed in a tank of water, spinning like a top. If you want to wake her, first you have to remove her.

[21:20] <@Elott> Oh, fudgsicles. Well here's to rope use. Elott will clamber up, get the rope if it's not been caught in the gears and mangled, and try to form a lasso/hoop, which he'll use to drop in and catch this woman. "There's a woman in here, asleep. All I can do is wake her up!"

[21:23] <Atum> "A human woman? You're sure?"

[21:24] <@Elott> "Looks human!" And by then the guy is descending back down for some half-assed fishing.

#01[21:25] <GM> (What would you even roll on) Try Str +Survival or Str + melee, whichever you prefer

[21:26] <@Elott> Survival. Probably he's had to fish someone out of a frozen lake-err, frozen swirling river before.

#01[21:26] <GM> I'll buy that

#05[21:26] -RPGServ:#gamesofdivinity- <Roll for Elott [7[1d10]]: 4 3 3 2 6 6 9 >

[21:27] <@Elott> Unfortunately that was, apparently, corpse fishing.

#01[21:27] <GM> Right, then

#01[21:27] <GM> You get the rope in there, and start screwing around trying to get it caught on her

#01[21:28] <GM> Atum: While you're waiting, you start hearing loud and ominous noises form back the way you came. Set and Ptah take off to go investigate after Set says, "See if there's anything you can do to help him. We have little time left."

#01[21:29] <GM> (You know, I wish I could type without eighty typos per sentence. That would be so cool.)

[21:29] <@Elott> (your typing responsibilities are greater than ours, it's a different standard.)

[21:30] <Atum> "Why are you wandering off? We stand a better chance if we don't split up."

#01[21:30] <GM> Atum: "Just to see what's going on. We won't go far."

[21:31] <Atum> "I'll hold you to that."

#01[21:32] <GM> Set flashes you a grin, "Of course. Besides, I need to get away for a moment. Too many people around here no wearing pants." and runs off, while Djoser yells, "Hey!"

[21:32] <Atum> ((Since the rope is presumably still attached to Elott, I'm going to wait for his fishing expedition to resolve.))

[21:33] <@Elott> (ought I make another roll then?)

[21:33] <Atum> ((That's the idea.))

#01[21:34] <GM> Yep
[21:34] <@Elott> (srry.)
#05[21:34] -RPGServ:#gamesofdivinity- <Roll for Elott [7[1d10]]: 2 2 2 9 3 5 5 >
#01[21:34] <GM> ...
[21:34] <@Elott> "Come on now, Be The Fish..."
#01[21:35] <GM> (I'm going to rename this game from Oaths and Pride to We Can't Roll for Sh!t or The Dice Hate the PCs)
[21:36] <Atum> ((Or maybe "When Pattern Spiders Attack."))
[21:36] <@Elott> (I'd say it's just that Elott sucks, but that's just me)
[21:36] <Atum> ((You should have seen us last session.))
#01[21:36] <GM> You manage to keep the rope on her, and not tangled in the gears, but you can't seem to get enough grip to pull her out.
#01[21:37] <GM> Yeah, this is pretty much everything you missed last sessions.
[21:37] <Atum> "Do you need some help up there?"
[21:37] <@Elott> Well now Elott is getting frustrated, and pulls out Survival excellency! (two motes, like, seven remaining)
#05[21:38] -RPGServ:#gamesofdivinity- <Roll for Elott [11[1d10]]: 3 5 2 1 10 8 8 5 2 4 3 >
#01[21:39] <GM> Oh, thank Wu Shan that's enough. You get the rope down and wrapped around her. Her eyes open at the touch, but her expression is blank, and her gaze doesn't focus on anything.
#01[21:40] <GM> You've got a good hold. What next?
[21:41] <@Elott> "Uh, I've got her! She looks like she took a blow to the head... something!"
[21:42] <Atum> "Thank the Dragons... Is she conscious?"
#01[21:43] <GM> (you still need to yank her out of the tank, btw)
[21:44] <@Elott> "I can't tell..." Now there's a decision. The healer who might be able to do something about this is down below. So he'd have to carry her down, or carry the healer up. (See, now you're just fanning the 'we can't roll good' flames.)
[21:46] <@Elott> Is it a strength to haul the person out of the tank?
#01[21:46] <GM> yep. Anyone else on the rope can help
[21:46] <@Elott> Wouldn't they have to be at the top of the pillar to help? or have some kind of pulley rigged?
#05[21:47] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 3 7 5 8 5 >
[21:47] <@Elott> I presume it was 'plus athletics'.
#01[21:47] <GM> sure
#01[21:47] <GM> yeah, you can rig a pulley
[21:47] <@Elott> Well, two successes then.
#01[21:49] <GM> Atum: You want in on this?
[21:49] <Atum> ((Sure. I was waiting for Elott to ask for help, but I guess we can cut to the chase.))
[21:50] <Atum> Atum grabs the rope, and motions for Djoser and a few of the mortals to do the same.
#01[21:51] <GM> sorry
#01[21:54] <GM> anyway, you get half a dozen people on it and yank her out. Elott: you're managing the rope and you make sure she doesn't get beheaded or mangled on her exit
[21:55] <@Elott> Is the group still being chased at this point?
#01[21:56] <GM> Immediately after she leaves the tank, the machines stop. Inside the over the sudden silence is deafening, while outside noises continue. Elott notices that the crown is infact a crown. The girl continues to look at you with a daze, noncomprehending expression.
[21:57] <@Elott> "Umm... whatever was taking place in this structure has just now suddenly stopped."
#01[21:57] <GM> Speaking of which, there are a series of loud detonations in the direction Ptah an Set left. They sound kind of like essence enhances weapons smashing into bronze. Suddenly, those two come running full tilt back towards you, shouting things like, "must leave now!"

[21:58] <Atum> "Clearly. Now hop down so we can get going."

[22:00] <@Elott> Elott collects whatever knick-knack he'd jammed in the hatch, and with the woman still tied by the rope and the rope now in a pulley contraption, rides the whole thing quickly down the side.

#01[22:02] <GM> YOU bail off the side of the tower, fall, land, and take a quick look around

#01[22:03] <GM> Set has almost caught up to you, shouting go, go, go! very emphatically, while Ptah behind him is throwing a wildebeast at something you can't see.

[22:04] <@Elott> "Aydur! Carry her." The viking can be relied upon to know the score when it comes to carrying half unconscious women. "Grove nothing."

#01[22:04] <GM> Aydur growls something, but takes the girl.

[22:05] <Atum> ((Throwing a wildebeast?))

#01[22:05] <GM> You all take off running away from the tower. Take a moment to roll Wits + awareness and run.

#01[22:06] <GM> Atum: had to do with a joke made when he was describing one of his artifacts. Don't think too hard about it

[22:06] <Atum> ((Ah, got it.))

#05[22:06] -RPGServ:#gamesofdivinity- <Roll for Elott [6[1d10]]: 8 10 6 3 8 7 >

#05[22:06] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 5 10 5 7 5 >

[22:06] <@Elott> (It's all about finishing. Fourth Quarter)

#01[22:07] <GM> Atum: you're busy skedaddling, and wondering about the wildebeast, but Elott notices that the two statues are beginning to move. Then you pass around a pile of gears and out of sight.

[22:09] <@Elott> Huffing and panting, "I have a strong *gasp* suspicion that shortly *gasp* we may face enemies of stone. If that's different *gasp* from bronze."

#01[22:10] <GM> On that side you find a series of gears and rails. The gears seemed to have come to a stop on the high side of large, bronze support rails that plunge down out of sight. Djoser yells, "I have an idea! Follow me." and jumps on the gear.

[22:11] <Atum> Atum follows, and presumably so does everyone else.

[22:11] <@Elott> It's never a good impression when the princes question each other, so Elott goes along wholeheartedly.

#01[22:12] <GM> Around the side of the tower lumbers your pursuer. It's about the size of a tyrant lizard, only mechanical and bronzed so it probably takes more of a beating. It doesn't roar, but it does charge at you while you all jump on the gear.

#01[22:13] <GM> Djoser runs and stomps on the central stop, breaking it. The gear begins to slide down the rail, while the mecha tyrant takes a couple steps and it's legs interface with the rail so it can chase you.

[22:14] <@Elott> About how fast are we sliding?

#01[22:14] <GM> Not nearly fast enough. Remember that scene from Jurassic park where the T-rex is chasing the car and Jeff goldblum keeps saying, "Must go faster?"

[22:16] <@Elott> Relative to the rails, because... "Aydur, quickly. As wells as you can, take your axe and damage the rails behind us."

#01[22:17] <GM> In the center of your platform, there's a series of smaller springs and clockwork that seem to control the rate of speed. Set's busy keeping the crew from flipping out, and Djoser jumps down to use his bronze hands to make sure the gear stays on track. Ptah starts spinning the gears to try to get it moving faster, but he needs some help.

[22:17] <Atum> I guess that leaves me.

#01[22:18] <GM> Int + Lore or Str + Lore (Either be smart or strong)

[22:19] <Atum> ((brains over brawn, I say))

#05[22:19] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 9 9 1 10 9 >

#01[22:20] <GM> Spectacular. Since this is a contested roll, the tyrant wants to catch you and do most unpleasant things, I'll roll the badguy's in this room

#05[22:21] -RPGServ:#gamesofdivinity- <Roll for GM [5[1d10]]: 9 7 4 10 1 >

#01[22:22] <GM> You start to pull away. The lizard responds by opening it's mouth and shooting a spray of small, razor sharp wheels, much like the defense combines before.

#01[22:24] <GM> Elott: Aydur reaches down and takes hack at the bronze rail. He cuts divot from it, not enough to sever it, but enough that it weakens the rail so when the clockwork tyrant hits it, the thing bends under it's weight, throwing the lizards aim awry.

[22:25] <@Elott> This is no good place, but that's opportunity. Elott quickly knocks a bow and stands in to aim. His shot will have tailwind while the blades will have headwind; he adjusts by loosening his grip slightly, and trying to put a high curve on his arrow; it will sail upwards to its target on the wind, while the blades will be knocked down and- Frickin' Aydur!

[22:25] <@Elott> What's the difficulty to put an arrow into the thing's mouth?

#01[22:25] <GM> Good: It missed. Bad: it hits the rail ahead of you, bending that, and when your platform hits it, it escapes Djoser's control and the whole gear jumps off the track

#01[22:27] <GM> It's pretty big. 2

#01[22:27] <GM> Aydur yells, "You told me to hack at the rails, I'm hacking at the rails!"

#01[22:29] <GM> Atum: roll to keep the gear on track

#05[22:30] -RPGServ:#gamesofdivinity- <Roll for GM [5[1d10]]: 7 1 3 3 5 >

[22:30] <@Elott> Ok, so much for fancy wind calculations. Elott just tries to power his shot into the thing's mouth. (1 mote for 1st excellency)

#01[22:31] <GM> k. hit it

[22:31] <Atum> ((I'll channel a point of Compassion here.))

[22:31] <Atum> ((That okay?))

#05[22:31] -RPGServ:#gamesofdivinity- <Roll for Elott [10[1d10]]: 1 8 3 1 5 2 7 8 10 4 >

#01[22:31] <GM> Well, if you fail the entire crew dies a horrible death. So I'll buy what you're selling. go for it

#05[22:31] -RPGServ:#Gamesofdivinity- <Roll for Atum [9[1d10]]: 2 9 9 8 4 8 7 3 9 >

[22:32] <@Elott> (That's five. In yo' mouth, robo-saurus! unless there was unaccounted defence)

#01[22:33] <GM> Actually there was. But since Atum kept the platform almost perfectly level while the the mecha tyrant thrashed around aimlessly and barely kept his feet, you may ignore DV. Roll lots of damage.

[22:35] <@Elott> Err, let's reveiw... has it got any soak for being metal?

#01[22:36] <GM> Scads of it. Giant bronze sheeting that was jostled and shaken by the unexpected aerial manuevers and as such were nowhere near the place your arrow hit.

#01[22:36] <GM> Unless you were aiming for it's armor plates?

[22:37] <@Elott> Then I believe the number is... uh... nine?

#05[22:37] -RPGServ:#gamesofdivinity- <Roll for Elott [9[1d10]]: 6 1 7 2 4 7 2 10 7 >

#01[22:38] <GM> what's your base damage?

[22:39] <@Elott> Uhh... dunno. Strength is three, the powerbow's damage is three, using such and such an arrow is two, and I thought I'd gotten an extra success?

#01[22:40] <GM> actually you had 2 extra successes.

[22:41] <@Elott> Oh. So... I should add one more die?

#01[22:42] <GM> yep

#05[22:42] -RPGServ:#gamesofdivinity- <Roll for Elott [1[1d10]]: 5 >

[22:42] <@Elott> Blast you, extra die!

#01[22:42] <GM> Oh well. You got it well anyway

#01[22:44] <GM> The gear goes shrieking off around a couple corners, and everyone has to hold on for dear life to avoid falling overboard. Aydur yells to Elott, "So you want me to hack at the rails or

not?" While the healer, what's-her-name, examines the girl.

#01[22:45] <GM> Atum You can try to coax more speed out of the gear, but you're in a twisty part, and that could have bad effects. What do you want to do?

[22:46] <Atum> What is the alternative to more speed?

[22:46] <@Elott> Who can remember the names of the old... (smiley) "It's probably advisable to avoid the edges right now. Kruesch that woman is likely an Exalt, hundreds of years old. Be wary."

[22:47] <Atum> I'm focusing on keeping the gear stable.

#01[22:48] <GM> atum:hold it constant. You don't roll anything. (YOU could also reduce speed, but there is a giant lizard mecha chasing you)

[22:48] <Atum> Yeah, definitely holding it constant.

[22:48] <Atum> ((Also: May I suggest that we wrap up this session soon? It's getting kind of late.))

#01[22:49] <GM> Twelve minutes? 11:00 even, my time?

[22:49] <Atum> ((Okay.))

#01[22:50] <GM> Kruesch says, "I'm always careful, young man. But this girl appears to have a head injury, may I remove the crown?"

[22:51] <@Elott> "As you see fit." To Atum and Ptah, "Is there any sign of where we're headed?"

#05[22:51] -RPGServ:#gamesofdivinity- <Roll for GM [5[1d10]]: 3 1 5 10 3 >

[22:52] <Atum> ((GM: Is there?))

#01[22:52] <GM> Atum: you guide the gear through a series of weaves, during which the tyrant gains only a little, not enough to make up the distance it lost in the bump. You come out on a long, steep stretch that goes down the side of a hill. The rail is pretty straight.

[22:53] <Atum> "Not yet."

#01[22:54] <GM> Atum: Would you like to accelerate on the straightaway?

[22:54] <Atum> Yes. This time I channel a point of Willpower for an auto-success.

#05[22:55] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 6 5 5 2 2 >

[22:55] <Atum> And thank Gaia I did.

[22:55] <Atum> Damn Sidereals.

#05[22:56] -RPGServ:#gamesofdivinity- <Roll for GM [5[1d10]]: 4 5 3 3 3 >

#01[22:56] <GM> Miraculously, you begin to pull ahead from the tyrant a bit.

#01[22:57] <GM> (Lizards, believe it or not, aren't that big on Lore)

#01[22:59] <GM> You get the gear going even faster, screaming down the rail, while Kruesch takes the crown off the girl to examine her head. The girl gasps, and sits bolt upright, before collapsing exhausted, in what the medic calls "sleep." that's a technical term.

#01[22:59] <GM> And we're done by my watch. Let's finish next week.