

#01[19:05] <@GM> Anyway, when last we met, the protagonists were fleeing atop a spinning gear from the one of the larger machina, a bronze device that was chasing you down the rails

[19:07] <Elott> We had obtained a woman wearing a tiara from a pundulum/fishtank/command center, who had just woken up and immediately passed out with the removal of the tiara.

#01[19:07] <@GM> yep

#01[19:08] <@GM> You were also going very much downwards

#01[19:09] <@GM> While the larger gear grinding beastly pursued you, some of you were beginning to wonder just how this particular manse went. As it was now, you're zooming around the side of a hill and between more of the vast bronze conduits that seem to be channelling essence upwards from the ground into the clockwork above.

[19:09] <Djoser> "Why is today so surreal?" Djoser is clanking alongside the rest of the group. (What happened to the ship's crew?)

#01[19:09] <@GM> Speaking of clockwork, some of it is beginning to slow down now.

#01[19:09] <@GM> D: They're with you

[19:13] <Elott> Elott kneels near the back aiming to put another arrow into the clockwork machina; "What of this seems to you as surreal?"

[19:13] <Atum> "I'd say the mechanical tyrant lizard qualifies as surreal."

[19:15] <Djoser> "And our impromptu kidnapping. That isn't normal."

[19:15] <Elott> *Twang* "What, haven't you ever seen such fabrications that are put on display for festivals in the cities? This one merely spits razors of a sort... We should get off, maybe ascend up those pillars."

#01[19:16] <@GM> the mtl in question bellow and takes a couple snaps, but misses. You're moving along at a good pace at this point, and the creature is well behind you but still within bow range.

[19:18] <Elott> "Can this wagon turn... or can we wreck our pursuer if we stop suddenly?"

#01[19:19] <@GM> As the gear goes up and crests a steep hill, you see before you a tight series of curves through a cluster of clockwork. You have the opportunity you go fast here, provided you stay low to avoid the whirling machines, and might be able to get away from your pursuer.

[19:20] <Djoser> "Times like this make me wish for an essence cannon. And for some idea on how to use an essence cannon."

[19:20] <Atum> "I can't imagine a sudden stop would be good for either of us. Grab hold of something!"

[19:21] <Elott> Elott really does want to consider alternatives, but Atum has the wheel putting him in no position to argue. Elott hits the deck, directing his folks to do likewise.

[19:22] <Atum> ((I'm going to accelerate. What do I roll?))

#01[19:23] <@GM> same as before

[19:23] <Atum> ((What did I roll before?))

#01[19:24] <@GM> checking logs....

#01[19:24] <@GM> Int+Lore or Str+Lore

#01[19:25] <@GM> !roll 5[1d10] #Gamesofdivinity

#05[19:26] -RPGServ:#Gamesofdivinity- <Roll for GM [5[1d10]]: 1 5 3 6 1 >

[19:27] <Djoser> (That . . . isn't good.)

[19:27] <Atum> ((Alright. Channeling Compassion once more...))

#01[19:27] <@GM> That looks like the T-Rex just had a fairly vicious botch to me. Atum: Whenever you're ready.

[19:27] <Atum> ((Wait... was that for me?))

#01[19:27] <@GM> No, that was the bad guy

[19:28] <Atum> ((Thank God.))

[19:28] <Elott> (and the roll code is, /roll #[1d10] #gamesofdivinity where '#' is the number of dice. be sure to add the room name.

#05[19:28] -RPGServ:#gamesofdivinity- <Roll for Atum [9[1d10]]: 1 1 2 1 6 6 8 3 7 >
#01[19:28] <@GM> You really, really tried to botch that.
[19:29] <Atum> ((It seems I botched at botching.))
[19:29] <Atum> ((For once.))
[19:30] <Elott> (let's start a streak)
[19:32] <Elott> Thinking: *When pressed face-down on a speeding bronze gear in a lost manse chased by an abomination... consider prayers of humility.*
#01[19:32] <@GM> The gear you're on goes screaming around a corner, and hits a slight hump in the rail. With the damage it's taken its speed is too much for the latching mechanism, and you have a brief moment of horror as the whole disk leaves the guide rail and sails directly through the midst of a thousand whirling, clanking gears, all with razor edges and moving with incredible speed. The Tyrant Lizard leaps after you. While your gear is much wider than it, you're also much thinner, and you sailed through the midst of the ominous mechanisms unharmed. The machina is not so lucky. It's caught at the midriff by a vast gear, fully nine feet wide, and sheared in half.
#01[19:33] <@GM> As it shatters, internal springs explode and send broken fragments flying in all directions, a veritable storm of frag.
#01[19:33] <@GM> Dex+Dodge everyone, difficulty 3.
[19:34] <Atum> ((Do I add in the bonus from my bracers?))
#01[19:35] <@GM> And Atum: you have the wonderful task of landing your gear on a six inch wide rail, while maintaining balance, and without dumping the crew overboard. Yes on the bracers. (Actually, this is sort of like a dodge, so add any dodge bonuses you have)
[19:35] <Elott> (spending the third willpower, cos Elott has got no dodge.)
#05[19:35] -RPGServ:#gamesofdivinity- <Roll for Elott [3[1d10]]: 8 10 2 >
#05[19:35] -RPGServ:#Gamesofdivinity- <Roll for Djoser [10[1d10]]: 2 9 10 1 4 1 3 4 5 9 >
[19:35] <Djoser> Djoser rolls his metal eyes and brushes shrapnel off his metal shoulders.
[19:35] <Elott> (Hey-hey. Four successes)
#05[19:36] -RPGServ:#Gamesofdivinity- <Roll for Atum [11[1d10]]: 10 7 2 4 7 7 6 3 7 7 4 >
[19:37] <Atum> ((Seven. I assume I'm in the clear?))
#01[19:37] <@GM> Was that the dodge or the landing?
[19:37] <Atum> ((The dodge.))
[19:37] <Atum> ((Another Int+Lore roll is required?))
#01[19:37] <@GM> Oh, you're fine. You weave out of the way and make it look like nothing ever would have hit you to begin with. Yep, roll it.
[19:38] <Atum> ((A Willpower for an auto-success this time.))
#05[19:38] -RPGServ:#gamesofdivinity- <Roll for GM [5[1d10]]: 9 8 9 4 5 >
#05[19:38] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 2 10 3 1 2 >
[19:38] <Atum> ((3 on the landing.))
#01[19:40] <@GM> You have one of those landings that makes everyone very suddenly remember they're very religious: AKA lots of praying.
[19:40] <Atum> ((There are no atheists on rollcoasters.))
#01[19:40] <@GM> but the gear drops, the latches catch hold, and you ride it out.
#01[19:41] <@GM> Very true.
[19:43] <Elott> Once the ride straightens out, Elott gets to his knees and scrambles around checking for casualties.
#01[19:43] <@GM> You whirr off, slowing down to a more, non-life threatening pace, but continue to proceed at haste away from the other hordes of anti-dragon-blooded machina.
#01[19:44] <@GM> (Actually, I really expected this chase to go longer. Hold on a sec as I jump ahead in my notes and type up some descriptions)
[19:48] <Elott> "Ah-Atum! Professing complete and total honesty, was that terrible leap your design?"

[19:49] <Atum> "What's the matter? It got us away from that machine, after all."

[19:49] <Djoser> "And that leap was quite a bit more terrible for the lizard. Thing."

#01[19:49] <@GM> Elott: you go over the crew. Anmarich and Andocept are still hurting from the fight earlier, but they laugh off your concern and tell you to go pick another fight, they're getting bored. You're a bit more worried about Kreusch, who was also injured before but lacks the durability of the other two. She's taking care of the girl, and gives you a wan smile and assures you the both of them will be fine. Ptah caught a gear in his teeth, and is laughing maniacally about it while the crew is muttering about damn lunatic dynasts. Set is unhurt goes to the front of the platform to try to get a idea of what's going to happen next.

[19:52] <Elott> "Results notwithstanding, I still prefer my plan."

#01[19:54] <@GM> After a bit Set returns. He congratulates Atum on evading the machine, and adds, "From here it looks like the rail plunges underground, not doubt to more devious and dangerous parts of this manse. If we can slow or stop, we can disembark to the ocean bed there.

[19:55] <Djoser> "An environment I vastly prefer."

[19:55] <Atum> ((I have to go away from my computer for 20 minutes or so. Continue without me, and I'll pick up when I get back.))

#01[19:57] <@GM> Elott: Aydur says, "Oh, I can stop us if necessary. It may not be fun, but we'll stop."

[19:58] <Elott> "Aydur, friend, let Atum have a go at it first. Atum, You *have* found a contraption to slow this device? Because you have serially accelerated us."

[19:58] <Djoser> "And we are not using my feet as brakes. I just want to establish that right now."

#01[19:59] <@GM> Atum actually has a sudden attack of the vapors, which he will recover from in 20 minutes or so, and can't do anything until then

#01[19:59] <@GM> figure it out without him

[20:01] <Elott> Hurriedly taking up Atum's position, "I have a new Criticism of Atum's approach!"

[20:02] <Djoser> "Don't pull that lever! This one! This one!" Elott is not the only one with criticisms.

#01[20:02] <@GM> Djoser: roll to pull correct lever.

[20:03] <Djoser> Lets spend a willpower as well.

#01[20:03] <@GM> And I have plot prepared if you botch, which will amuse me greatly

#05[20:03] -RPGServ:#Gamesofdivinity- <Roll for Djoser [4[1d10]]: 4 10 1 5 >

[20:03] <Djoser> 3 successes.

[20:04] <Elott> (You fail at amusing the GM!)

[20:05] <Djoser> (I could do a dance.)

#01[20:05] <@GM> You yank a lever. And there's good and bad results. While you do definately stop, you do so in such a shrieking of gears and dispensement of sparks that the gear itself shudders like Sesus Nagezzar's dinner table and screams with tortured metal. Whole sections of it fall of and tumble to the ground and as you, Elott's minions, and the crew all get really, really friendly towards the center of the gear, away from plummets from fatal heights, the thing shivers and coasts to a halt.

#01[20:06] <@GM> Ptah leaps over the side, lands, kneels and kisses the ground and begins weeping, telling the mother earth he'll never leave her again. The rest of you sniff. Earth Aspects.

#01[20:09] <@GM> What do you do?

[20:09] <Djoser> "See? That was the right lever." Djoser is gonna stay laying down until things stop spinning.

[20:10] <Elott> Elott tries to get a look at the perimeter, in case there's any high ground. "I still prefer horses."

#01[20:11] <@GM> There is some higher ground. It's off to the east. Slightly off from that direction is a large, thoroughly destroyed tower, that looks quite similar to the one you pulled the girl out of.

[20:16] <Djoser> "Ugh. What we need to find is a boat."

#01[20:20] <@GM> "So, boss?" asks anmarich. "What next?"

[20:22] <Elott> "Even if we were to find a boat, we're at the bottom of the sea. The boats found there are rarely serviceable. What we require is further reconnaissance."

[20:23] <Elott> And Elott points to the 'thoroughly destroyed' tower. "Finding out what annihilated that may shed some light."

[20:24] <Djoser> "You just haven't ridden in the right boats."

[20:27] <Djoser> Is the the destruction of the tower obviously fresh? Still smoking, etc?

[20:27] <Elott> "Have we salvaged enough to prepare a litter for Kreuzsch? Without any strong objection, I say we strike out for those ruins."

#01[20:30] <@GM> D: No, its old. It's clearly been in its current state for quite some time.

#01[20:30] <@GM> E: You can put a litter together

[20:31] <Elott> Then onward.

#01[20:36] <@GM> You sally forth. The ground here is mostly unbroken except by rocks, and you realize you're well away from the central body of the Manse. The Tower, when you find it, is also very clearly made in much the same image as the one you found before. A pendulum lies broken and tarnished before it, and the concentric circles of gears are twisted and broken. Also, there is another stone circle, and on it are another two duelists. While they are both stone as well, unlike before the outcome of their duel is not in question. One, heavily shrouded in tattered robes, has just decapitated his opponet eons ago with a vast scythe that glitters in the weir-light of essence, while his opponent's dying stroke has impaled the "victor" on his blade. The winner is bent over, frozen in the act of falling down the sword towards his killer.

#01[20:41] <@GM> Stymat says, "Clearly, these two had such disdain for each other than they finalized their duel even at the cost of their own lives. Worthy warriors, though foolish. What use is vengeance if you're dead?"

[20:43] <Djoser> "You can reincarnate secure in the knowledge that your accounts are paid."

[20:44] <Elott> "Vengeance is a particular pleasure, and fleeting as it is. One does not hold on to it... Fan out and search."

#01[20:46] <@GM> Oh, wow. You're only getting about half the text.

[20:47] <Elott> Oh-and Elott annoints the statuary again. "what oversight, to wind the mainsprings of countless machines but yet task none of them with proper honorifics."

#01[20:49] <@GM> Your people fan out. None come too close to the two statues. When they return they report that there is no sign of menace. Arryb rides towards the high ground to see what he can find.

#01[20:51] <@GM> The two of you move closer to the statues. Percep+awareness, please

#05[20:52] -RPGServ:#Gamesofdivinity- <Roll for Djoser [2[1d10]]: 4 1 >

[20:52] <Djoser> Theres the botch you were hoping for.

#05[20:52] -RPGServ:#gamesofdivinity- <Roll for Elott [7[1d10]]: 2 7 6 4 7 8 9 >

[20:53] <Elott> (four successes. Go-go elf eyes)

#01[20:53] <@GM> Djoser: You think the one guy is actually a furry in cosplay. The other's his pimp.

#01[20:54] <@GM> Elott: Int +Lore please

[20:54] <Djoser> "Beastmen are bad enough. Wanna-bes are just sad."

[20:54] <Elott> Let's go back to back.

#05[20:54] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 4 7 4 5 1 >

[20:55] <Elott> Well, A success. That's good enough for me.

[20:55] <Elott> "What? Beastmen? I have a special arrow for those..."

#01[20:56] <@GM> Elott: You notice that of the two of them, only one thing isn't stone, and that's the scythe. It's some odd material you haven't seen the like of before.

[20:58] <Elott> "Look here. This must have been the actual weapon of the warrior herein depicted. It may be the this is his resting-place."

[20:59] <Djoser> "Well, don't TOUCH it. Who knows what . . . juices . . . are on it."

[21:00] <Elott> "I didn't plan on disturbing any resting places. Now look for a part of this tow with a

hatch. It was a likewise place where I found the unconscious lady."

[21:01] <Djoser> "We need more ladies to carry around now? I thought one was enough." Djoser looks around for a hatch anyway.

[21:02] <Elott> "With all probably the carnage killed them like a chick in its egg."

[21:03] <Djoser> "And now I want to find the door a little less."

[21:03] <Atum> ((I'm back. Sorry about the interruption.))

#01[21:03] <@GM> It doesn't take long for you to find a hatch. Between you it opens slowly, and you climb in. It's a mangled mess of shattered clockwork, much like you expected.

#01[21:04] <@GM> Also much like you expected, you find a tank, a similar setup as before, and a small skeleton, like that of a young girl, head staved in around the brass crown. She's clearly been dead for quite some time.

[21:04] <Djoser> "Well, at least it isn't fresh."

[21:04] <Elott> Picking up that crown. "Set? In all your days have you ever seen a Manse laid out in such a byzantine fashion, and filled with such things as these?"

#01[21:06] <@GM> Elott: You seem the religiously inclined type. leaving the skeleton where she is is no way to honor the dead.

[21:08] <Elott> "Oh, dragons. Anmarich! Did I pack the book of burial rights?"

#01[21:09] <@GM> Set considers this. "No, I haven't. Nor do I care except in irritation that our Pellep buffoon has seen fit to drag us here while I was sleeping, thus preventing me from getting to the north and completing out true quest. Neglecting that, though, this is unequivocally the greatest manse I've ever been in, perhaps the size of the imperial one. IT would not surprise me if this was, at some time past, one of the war manses of the realm."

#01[21:09] <@GM> ((You all get all of that? Last word should be realm.))

[21:10] <Djoser> (Yes.)

[21:13] <Djoser> "Unless you can hold your breath as long as me, we'll need a vessel or control of this place to get out of here."

#01[21:13] <@GM> Elott: Anamrich responds, "Yes, but we only have the one for the Children of Mela. We would need to bring her remains to the surface to bury her with those honors."

#01[21:14] <@GM> D: "I know. It galls me, but there is nothing to be done about it."

[21:16] <Elott> Elott is already searching for a ersatz-shovel in the wreckage. "Djoser? Do you know any of the funerary rights of Daana'd? Just a few would do..."

[21:17] <Djoser> "Regardless, we aren't going to find the hearthstone this far from wherever the center is. But it should work for a place to spend the . . . night? Is it night?"

[21:18] <Djoser> "Ugh. Go gently into the west, past the gates of immortality to your new incarnation. Preferably without coming back as a ghost, hungry or otherwise. Amen."

[21:18] <Elott> "... That's all?"

[21:18] <Djoser> "What do you want, a poem?"

#01[21:21] <@GM> Set chaffes visibly at the delay, but admits, "If our mission is to provide proper burial for our sister, perhaps we cannot deny the same gift for this one we've come across. I'll go see if I can find a gravesite."

[21:21] <Elott> "Can you at least say it in the old tongue?" He picks out a spot near the statuary.

"Anmarich, set the crew to positions within the wreckage, then we'll cover our approach and conceal our position."

#01[21:24] <@GM> Anmarich nods and goes out to position your people. You fit the crew inside the tower.

[21:27] <Elott> When he's standing in a knee-deep hole Elott scratches his head and says, "We had better set a sleep schedule... to watch for patrols, and see if this woman comes to wake."

[21:29] <Djoser> "And we should secure her so she doesn't make a run for it or start cutting throats or something."

[21:30] <Elott> "Uh... I... hi. Tie her on your watch, if she wakes in that condition it can only serve to panic her."

#01[21:30] <@GM> Set, who has a large bronze gear on his lap and is carving a elegy into it with his burning daiklave says, "Oh, we'll certainly put her under guard. I suppose it would be unpolitic to bind her, but Elott, have one of you best men with a knife watching her."

#01[21:35] <@GM> You set up camp for the evening, or at least what you think might very well be evening, and get some sleep. It's quite.

[21:36] <Elott> Elott looks at the daiklave and mutters something about a show-off. "Aydur, keep watch with your axe. If the woman is a witch and begins turning us to pigs, chop off her head."

#01[21:40] <@GM> You bury the remains beneath a clockwork gravestone, and sleep.

#01[21:40] <@GM> Some time later you all wake up, and prepare yourselves.

[21:41] <Atum> ((What, no clockwork ambush?))

#01[21:41] <@GM> ((There's one more thing I'd like to do tonight. We can break here if its getting too late, or run the last bit.))

[21:41] <Elott> I say, run it.

[21:41] <Atum> ((I agree.))

[21:42] <Elott> (wibbles back) As is his borderline psychotic tendency, immediately upon waking Elott grabs a sword and walks the perimeter.

#01[21:42] <@GM> D: you in agreement?

[21:43] <Djoser> (Sounds good to me.)

[21:44] <Djoser> "Hmmm. Now that I'm not made out of metal anymore, not having pants is a bit chilly."

#01[21:44] <@GM> K. Elott you wake up a bit before the rest and do a roving patrol. Arryb, who is also awake and on guard, meets you and points off in the distance. "There are strange noises coming from that ways, and have been since I took watch. While I don't think the manse is ready yet, I believe it may be preparing to assail us again."

[21:46] <Elott> "So much for a full breakfast. Good-uh, fine duty holding your watch. Tell Set and The Captain."

#01[21:47] <@GM> "At once." He scurries off and soon Set meets you. "I've awoken the others. Danger?"

#01[21:48] <@GM> The other two of you are shaken awake by Arryb, who tells you "Something's afoot. Set and Elott are meeting by the duelists."

[21:49] <Elott> "Reports of noises from beyond that rise in the distance. And as yet to encounter anything noisy that has been so much as indifferent, another running chase forbodes."

[21:50] <Djoser> "Well, we could try chasing them for once."

[21:51] <Elott> "If we were going to start the encounter, I'd rather we move silently and ambush their position. Don't chase but eradicate. Then move at our own pace."

[21:53] <Elott> Looks to Atum and Djoser. "Agree, disagree?"

[21:54] <Djoser> "Worth a shot. We can be sneaky."

[21:54] <Atum> "I would certainly prefer a bit less being chased."

#01[21:54] <@GM> Set shrugs. "At least we should go see what forces our adversaries are mustering. Let us go and consider our enemy."

#01[21:55] <@GM> With that, the four of you sneak out and go looking for trouble.

#01[21:55] <@GM> You find it

#01[21:56] <@GM> More specifically, you find a small horde of oddly shapped machina. Each one is vaguely bipedal, but covered in whirling gears and large spikes that extend and retract constantly with a hum. There look to be several dozen of them.

[21:57] <Atum> ((Do they spot us first, or do we have some sort of cover?))

#01[21:58] <@GM> They don't appear to notice you. You're watching them behind a low ridge

[21:59] <Djoser> "I was hoping for something we could talk to. Or at least something that looked ready to acknowledge me as the bronze god-king of the clockwork manse."

[21:59] <Atum> "That's a bit many for the few of us to take down. Shall we try to sneak around them?"

[22:02] <Djoser> "I don't think we could sneak everyone around them."

[22:02] <Elott> "I could form a feinting maneuver and draw them one way, and open up a much wider lane. Enough to get the crew past... do we even have to go this way?"

#01[22:03] <@GM> The other way leads towards the edge of the manse. The great bubble ends there.

[22:04] <Atum> "Our best bet is to head for the center, so yes, I'd say we do."

[22:06] <Elott> "Then let's move quickly. I'll take Anmarich, Andocep, Aydur and Stymat, and we'll draw them this way. And you too, Atum. Djoser and Set, you should lead the balance around."

#01[22:09] <@GM> Set nods. "Very well. Remember, hit once, maybe twice, and run. We have no need of a pitched battle."

[22:11] <Elott> Then slowly back away and to the encampment. Brief everybody.

[22:11] <Atum> "Believe me, I have no intention to stop running." Atum pulls the powerbow off his back, grabbing an arrow from his quiver.

#01[22:11] <@GM> Everyone responds: "You guys are crazy, but good luck."

#01[22:12] <@GM> All right, killers. go ot it

[22:14] <Elott> "Our purpose initially is to bombard the enemy with as much show as we can, without necessity of incommoding them. We want to be chased, and when we get to that pipe we'll lose them. Now shout and let fly arrows."

[22:15] <Elott> Is there an external penalty for distance, or firing as fast as is humanly possible?

#01[22:16] <@GM> distance is -1 or -2 depending on range. You can flurry all you want, with the usual penalties. Range and flurry penalties stack

[22:19] <Elott> On one hand I don't know the flurry penalties. On the other hand, I think one must be performed.

#01[22:19] <@GM> YOu have a short or long powerbow?

[22:20] <Elott> Long.

[22:20] <Elott> (So... everyone's looking at a penalty of -4 and -5 on this multiple action?)

[22:22] <Atum> ((The object isn't to kill them, right? Just to get them to chase us.))

[22:23] <Atum> ((Two or three arrows aren't going to do much against several dozen enemies anyway.))

#01[22:23] <@GM> If you fire three times, your max normal range, you have a -3 to the first attack, -4 to the second, and -5 to the third. Add -1 or -2 to that if ou want to be at a distance.

#01[22:24] <@GM> Also, remember these guys are the heavily armed and armored core of the manse's anti DB legions. You probably won't do much damage without spending a lot of essence

[22:24] <Elott> Ok then. So that's two rolls (-4 and -5) for Elott and his four freinds. And Atum if he goes along.

[22:24] <Elott> Fortune smiles on you, Captain. Permission to board?"

[22:24] <Elott> <Atum> Atum whispers into Ptah's ear. "You sure we want to take this boat?"

[22:24] <Elott> <GM> "Um,

[22:25] <Elott> (uh... I don't know what just happened there.)

[22:25] <Atum> ((Atum's ready to fire at your signal.))

#01[22:25] <@GM> gremlins

[22:26] <Elott> Elott's signal is a lot of incoherent screaming.

#01[22:26] <@GM> Elott's signals are overly subtle, I see

#01[22:26] <@GM> roll it

#05[22:27] -RPGServ:#gamesofdivinity- <Roll for Elott [9[1d10]]: 9 6 8 5 8 8 1 10 3 >

#05[22:27] -RPGServ:#gamesofdivinity- <Roll for Elott [9[1d10]]: 10 4 4 5 4 1 7 6 5 >

[22:28] <Elott> (2 successes against on the first roll for Elott, none on the second)
#05[22:28] -RPGServ:#gamesofdivinity- <Roll for Elott [7[1d10]]: 7 8 1 3 1 7 10 >
#05[22:28] -RPGServ:#gamesofdivinity- <Roll for Elott [7[1d10]]: 10 1 7 3 6 7 1 >
#05[22:28] -RPGServ:#Gamesofdivinity- <Roll for Atum [6[1d10]]: 1 5 6 8 3 7 >
#05[22:28] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 8 5 6 2 9 >
[22:28] <Elott> (1 success on the first roll for anmarich, none on the second)
#05[22:29] -RPGServ:#gamesofdivinity- <Roll for Elott [6[1d10]]: 1 6 10 7 2 4 >
#05[22:29] -RPGServ:#gamesofdivinity- <Roll for Elott [6[1d10]]: 4 9 5 6 9 2 >
[22:29] <Atum> (2 successes on each of Atum's attacks)
[22:29] <Elott> (No successes for Andocep, but I'm sure he shouts with the best of them. Do clockworks have ears?)
#05[22:29] -RPGServ:#gamesofdivinity- <Roll for Elott [6[1d10]]: 6 9 2 2 1 8 >
#05[22:29] -RPGServ:#gamesofdivinity- <Roll for Elott [6[1d10]]: 9 2 8 3 7 5 >
#01[22:29] <@GM> They have auditory detectors
#01[22:30] <@GM> Atum: that include flurry minuses?
[22:30] <Elott> (No successes for Aydur, throwing either rocks or hatchets)
[22:30] <Atum> (Yep.)
#05[22:30] -RPGServ:#gamesofdivinity- <Roll for Elott [10[1d10]]: 6 3 3 10 9 4 9 9 10 8 >
#05[22:30] -RPGServ:#gamesofdivinity- <Roll for Elott [10[1d10]]: 6 1 1 9 10 6 5 9 7 10 >
[22:31] <Elott> (5 successes for Stymat's first javelin, 2 successes for his second. Stymat The Mighty doesn't mess around)
#01[22:33] <@GM> is that everybody?
[22:33] <Elott> Yes.
#01[22:34] <@GM> okay.
[22:34] <Elott> Like the game-situation, this problem is getting a lot of dice thrown at it.
#01[22:35] <@GM> You send a veritable hail of arrows, javelins, rocks, and whatever else you've got at the horde. They were still preparing, and not quite ready for your assault, and it takes them a few seconds to react to sudden puncture wounds and smashings
#01[22:36] <@GM> Unfortunately, when they do begin to react, they do so with gusto. Both score of them turn and vast pods rise from their backs, each one loaded with at least a dozen long bronze spikes. They take aim.
#01[22:36] <@GM> What would you like to do?
[22:37] <Atum> Duck for cover.
#01[22:39] <@GM> They return fire. each of the forty of them fires two pods of twelve harpoons.
#01[22:40] <@GM> The Gm request we skip a whole lot of dice rolling, and get to the part where the PCs begin the "Run like holy hell" part of the plan.
[22:42] <Atum> ((Is this an okay place to stop for the night?))
[22:42] <Elott> Elott employs Strategy, telling everybody to "hold. Hold. HOLD." Then once the harpoons are fired, run downhill and away.
#01[22:42] <@GM> Atum: gimme five minutes
[22:42] <Atum> ((Okay. No rush.))
#01[22:43] <@GM> You all skedaddle underneath cloud of harpoons. You've chosen your route well, and you make it into a cluser or gears which sheild you from incoming fire.
#01[22:45] <@GM> The very disturbing thing is that the harpoons land with unbelievable power, penetrating the thing bronze that makes up the clock work and setting thier spikes within it. Then the machina draw the reins taught, and an entire forrest of metal rips from the earth and is dragged behind you over the hill. You all suddenly notice that you are now exposed again. You make for the pipe
#01[22:48] <@GM> The horde begins chugging along behind you with the whirring of springs. You make it to a culvert and dive in. As you make your way up, you hear the gnashing of vast rotatry buzz-

saws ripping holes in the bronze so that the other guys can get to you. Others begin firing salvos up the pipe after you, hoping for a lucky shot

#01[22:49] <@GM> You're forced to dispense with your initial plan and simply flee for a while, as the machines digest huge chunks of metal to get to you. Finally, you come around another corner and realize you're trapped. The pipe has lead you exactly where you don't want to be, at the edge of the bubble
[22:50] <Elott> Uh-Could Trail concealing technique have been used? Or, was it used and seen through?

#01[22:52] <@GM> If you could have gotten to a place where A) they couldn't see you and B) there was more than one way for you to go, yes. But there's just so many of them it's eliminating your options.

[22:52] <Atum> Does the pipe have another exit?

#01[22:52] <@GM> Yep.

#01[22:53] <@GM> The edge of the bubble

#01[22:53] <@GM> Where, on the other side of the glass bubble, you can see dozens of deepplings, swimming, looking at you, and wishing you harm.

#01[22:53] <@GM> And that's where we'll break for the night

[22:54] <Elott> Stymat the Mighty says: "I KNEW YOU WERE GOING TO GET ME KILLED!"