

#06[20:08] \* @GM declares Session 7

[20:13] <@GM> At the end of the last session, Elott and Atum with Elott's persons of hench were fleeing the Geigermachina down a long pipe, only to suddenly discover the other end of the pipe opening at the bubble, and waiting for you were a bunch of extremely irritable deeplings.

[20:14] <@GM> Djoser, you and Set were sneaking around behind the Geigermachina with the crew, which isn't that hard since the others all managed an incredible job of distracting and fleeing, and were moving quietly along towards the great center of the manse.

[20:14] <Djoser> "Keep up, everyone! Elott may like you, but I'll kill the slow to speed up the group as a whole."

[20:15] <@GM> D: we're going to follow you to begin with

[20:17] <@GM> You urge the crew along, keeping a watchful eye on the direction the others disappeared in. There are all sorts of violent, bad, unhealthy noises coming from that direction, but you can't do anything about it so you keep on moving.

[20:20] <Djoser> "Well, I hope they don't all die!"

[20:20] <@GM> When you get a small ocean-bed ridge between you and the noises, you take a glance around. There is a whole bunch of stuff to the left that's all moving and whirling and clanking, some stuff to the right that's not making too much noise, and a really weird looking series of small clockwork bumps that are sitting, between two hills, almost hidden.

[20:20] <@GM> Percep+Lore, please kind sir

#05[20:22] -RPGServ:#gamesofdivinity- <Roll for Djoser [4[1d10]]: 2 2 5 4 >

[20:23] <Djoser> Thats a big fat nothing.

[20:23] <@GM> Right. You think the stuff to the left that's the noisiest is the best way to go.

[20:24] <Djoser> Never the less, clockwork bumps might be dangerous. Noisy stuff almost certainly is dangerous.

[20:25] <@GM> what do you do?

[20:26] <Djoser> Straight ahead to between the hills.

[20:28] <@GM> So be it

[20:29] <@GM> Against your better judgement, because your better judgement isn't too bright, you head down to take a look at the small bumps. When you get closer you realize that they're roughly the size of a small dog, and whirling around. Set motinos for you to go investigate while he handles the crew.

[20:31] <Djoser> Djoser sighs and moves in under cover, all sneaky like.

#05[20:31] -RPGServ:#gamesofdivinity- <Roll for Djoser [9[1d10]]: 8 9 5 6 10 6 8 4 7 >

[20:31] <Djoser> (6.)

[20:32] <@GM> You are very sneaky like

[20:34] <@GM> You climb onto a line of power conduits and creep along that. Soon you can overlook the small things.

These contraptions are circular, bonze like everything else, and whirl around a amber disk set into the ground, the first thing here you've seen that isn't metal or rock. They're doing something. Int + Lore to find out.

[20:34] <@GM> Excuse me, I'll be right back.

#05[20:35] -RPGServ:#gamesofdivinity- <Roll for Djoser [4[1d10]]: 9 9 10 2 >

[20:35] <Djoser> (When you get back, that would be 4 mighty successes.

#01[20:39] <Elott> These little machina don't know what's coming. Swoop down like the ninja!

[20:41] <@GM> Sorry

[20:41] <Djoser> In all fairness, I don't know what I'm swooping on yet, either.  
[20:43] <@GM> You stare at the little Roomba like contraptions for a while as they work, little bits of amber shooting upwards from small ejector orifices on their backs. You suddenly notice that this disk is alone, though it's next to two holes, each the same size, and around them are many tiny shards of amber as well.  
[20:44] <Djoser> So, I'm not quite sure what I'm seeing here. There are two little things taking off chips of the amber disk?  
[20:45] <@GM> Yep. They're whittling away at it.  
[20:45] <Djoser> Well, I have no idea why, but that won't stop me from breaking them.  
[20:45] <@GM> Would you like to do that, or watch for a moment and see what happens?  
[20:46] <Djoser> I suppose I can watch . . .  
[20:47] <@GM> They look like Roombas and are about as sinister. Whenever you want to start breaking things, you can.  
[20:48] <Djoser> I find Roombas to be quite sinister. Especially when they start eating the terrain around them.  
Break!  
[20:49] <@GM> But while you're watching, you hear something coming. You look over and see what looks like a utility mecha, unusual only in that it's carrying a tall (10 foot) tank. The tank is rimmed with inactive gears and levers. They look like they're attachments for something that isn't hooked up yet.  
[20:50] <@GM> Now, what do you want to do?  
[20:50] <Djoser> So, how armed does the tank/mecha look?  
[20:51] <@GM> It's a utility mecha. It looks like a forklift and is about as armored as the ones in the back of a walmart.  
[20:52] <Djoser> And the tank it is carrying?  
[20:53] <@GM> That isn't really doing anything. It's a tank like a big tank of gas or water, not like the armored infantry device with big guns.  
[20:54] <Djoser> Ahhhh. I see. Well, since Djoser doesn't care to try and punch something bigger than he is and made of metal to boot, he'll let it walk on by.  
[20:55] <@GM> It drives over to the little roomba, and parks. They continue their work.  
[20:56] <Djoser> Are they filling the tank or something?  
[20:57] <@GM> Nope. They're still chiselling away  
[20:58] <Djoser> Well, Djoser will walk back to Set. "It doesn't look like anything there is armed. Or even aware."  
[20:59] <@GM> Set frowns. "What do you think they're doing?"  
[21:00] <Djoser> "Gathering raw materials for their fine jewelry industry. I don't know and, as long as they aren't shooting at us, I don't care."  
[21:02] <@GM> Set shrugs. "Very well then. Go smash them to bits and we'll take the crew past. If there's nothing sinister around, we can start looking for a way out of here."  
[21:02] <@GM> As he says this, you may roll percep + awareness  
#05[21:03] -RPGServ:#gamesofdivinity- <Roll for Djoser [2[1d10]]: 6 1 >  
[21:03] <Djoser> Botch!  
#01[21:03] <Elott> (Sets off the sirens, balloons, and confetti)  
[21:04] <@GM> You notice nothing.  
[21:04] <@GM> Anyway, go to it  
[21:05] <Djoser> Djoser sighs and sneaks his way back up, so as to jump on them from the trees/powercables/what have

you.

#05[21:05] -RPGServ:#gamesofdivinity- <Roll for Djoser [9[1d10]]: 9 5 4 9 4 6 1 9 3 >

[21:05] <Djoser> 3.

[21:06] <@GM> yeah, you're fine.

#01[21:07] <Elott> (who'd have thought, our screams of pain were so soft that a roll was required to hear them. Elott even has a hearthstone of the bullhorn)

[21:07] <@GM> The little roombas are still there, working away. They've completely unearthed the disk, and you realize it's actually a cylinder. The forklift thingy is helping them manipulate it into the tank it was carrying.

[21:07] <Djoser> How big of a cylinder are we talking about?

[21:08] <@GM> Ten feet tall, little over six feet around

[21:09] <Djoser> OK, well, do these things have any way of stopping someone from walking up and sticking a sword in their sensitive spots?

[21:09] <@GM> Not that you can see.

[21:10] <@GM> You could probably trip over one and bang your shin pretty badly though. Or drop anything you were carrying.

[21:11] <Djoser> Well, sword sticking it is!

[21:11] <@GM> What do you want to do?

[21:11] <@GM> as in, any particular strategy or simply general smashing?

[21:12] <Djoser> Just jumping down and beating on the mecha thingy until it falls over, then repeating the procedure with the miners.

[21:15] <@GM> You leap down and just start wailing away. Two quick chops renders the mecha immobile and you start cleaving bits out of it. The roombas leap to its defense, and attack you by driving into your shins at five or six mph, which hurts as bad as you might expect. You stub your toe at one point though.

[21:15] <Djoser> "No poems will be sung about this day."

[21:16] <@GM> You've had greater, mor glorious battles getting breakfast.

[21:17] <Djoser> Djoser yells back. "They're all dead!"

[21:17] <@GM> but you hack through the forklift. When you sever the main driving springs, the thing basically falls apart. The back of it falls, cracks, and breaks open, letting hundreds of gallons of sea water spill everywhere.

[21:19] <@GM> Atum, Elott: While you two are getting set, back to back, preparing yourselves for your glorious last stand, a fight you expect to be about as quick as Djoser's though with a slightly less pleasant outcome, all the geigermecha suddenly stop advancing. Int+Lore the both of you.

[21:19] <@GM> Add your crazy bonuses.

[21:19] <Atum> ((Which bonus was that?))

[21:20] <@GM> Didn't one of you get some crazy crit that I said gives you a bonus to all other lore roles in this manse?

[21:21] <Atum> ((That might have been me, though I don't remember how much the bonus was.))

[21:21] <Atum> ((That session was a long while ago.))

[21:21] <@GM> I don't remember either. It's in the logs though

#05[21:22] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 5 6 8 5 7 >

#05[21:22] -RPGServ:#Gamesofdivinity- <Roll for Atum [5[1d10]]: 6 4 5 5 9 >

[21:23] <@GM> Checeng them, I see that it's actually Djoser, and he's got a +1 on all lore stuff, which he's probably forgotten to be using.

[21:23] <@GM> For the record, you do realize that the logs and your char. sheets

are online at DFP, right?

[21:24] <Djoser> I AM forgetting to be using.

[21:24] <@GM> Atum: You notice that the machines are all training their sensor pods back the way they came. They seem to be listening to something.

[21:25] <@GM> Elott: You notice that as well, but you also think they're communicating with something. Do can't understand any of it but the last part which says "Oh Sh!t"

[21:25] <@GM> And then the unstoppable army of death, despair, and pc killing turns and runs like hell back the way they came.

[21:25] <@GM> 'Djoser: See how nice I am? I'm even give you free bonuses when you forget.

[21:27] <@GM> what next, guys?

#01[21:27] <Elott> (I was just at DFP yesterday) Elott doesn't lose anytime, and without pausing for breath whispers: "tightcolumnmovebyleftflankknow!"

[21:28] <Djoser> (I'm not really sure what DFP is?)

#01[21:28] <Elott> (deepfriedpuppies, the website listed in the thread that archives all the stuff)

[21:28] <Djoser> (Ahh. There we go.)

[21:28] <@GM> Elott: Your men, and woman, twirl with military precision and move with incredible motivation. The kind of motivation you only get when you announce free beer or run for your lives.

[21:29] <Atum> ((Just to be clear: Are we moving toward the retreating machina, or around them?))

[21:29] <Atum> ((Cause it kind of sounds like we're following them. Which is a bad idea.))

#01[21:30] <Elott> It's doubly bad, because Elott would be \*trying\* to head in a direction to rendezvous with the rest of the sworn brotherhood. If that's where the machina are going... well...

[21:31] <@GM> Do any of you have any linguistics excellencies?

[21:31] <Atum> ((No.))

[21:33] <@GM> Ah well. I have some really hilarious mecha dialogue that I can't use now. Anyway, you run off. Which direction did you decide on?

[21:33] <Atum> "Elott, may I suggest that we try to go around these things rather than through them. You know, in case they're not actually going all the way to the center of the manse."

#01[21:35] <Elott> "Who's going through them? Our whole design has been to avoid them, you'll not see me try to go through them. Now, that big pipe was crossing at this angle, and the cogs were thirty degrees just so... This way I think."

[21:36] <Atum> ((...Didn't you just say that's what you were doing?))

[21:37] <@GM> Djoser: You're standing in the middle of the puddle of seawater, looking around at the broken Roombas.

Set comes over and glances around, "That didn't look too hard."

[21:37] <Atum> ((Well, whatever. Sneaky sneaky it is.))

[21:37] <Djoser> "Well, it was well fought. On both sides. The scraped the skin, see?"

#01[21:37] <Elott> (I was saying OOC that it may be what's going to happen irregardless, but Elott isn't so foolhardy to plow right into them. sorry if I warn't clear)

#01[21:38] <Elott> Using whatever symbols there were for orientation (lacking stars) I suppose the plan is to head in the same direction as the Brotherhood and crew. Look for human footprints.

[21:39] <@GM> Atum, Elott: Remeber you're in a brotherhood. You can roll essence to know exactly where Djoser and

Set are.

[21:39] <@GM> Djoser: Set looks down at your leg. "Yep, that does look like it hurt. Didn't break the skin, but you might get some swelling."

#05[21:39] -RPGServ:#Gamesofdivinity- <Roll for Atum [2[1d10]]: 1 4 >

#01[21:40] <Elott> (hella awesome.)

[21:40] <Djoser> "I think ice is a military necessity, at this point."

#05[21:40] -RPGServ:#gamesofdivinity- <Roll for Elott [2[1d10]]: 4 8 >

[21:40] <@GM> Atum: You think they're swimming in the ocean behind you,

[21:41] <@GM> Elott: You're not so sure they're swimming. You're more inclined towards the idea they're in the exact direction the mecha took off running.

[21:41] <Atum> ((I'll trust Elott's sense of direction.))

[21:42] <@GM> Djoser: Set nods sagely. "indeed." He prods the amber cylinder with his sword. "Is this what they were extracting from the ground?"

[21:42] <Djoser> "Thats the stuff. For all the good it did them."

[21:43] <@GM> Djoser: "Hmm. I'm tempted to try to break it on general principal. Just out of spite. By the way, you hear anything?"

#01[21:43] <Elott> "Oh... I'm afraid... Atum, I believe we will soon be re-engaging that swarm, as they descend upon Set and Djoser. Just a hunch. Double the pace."

[21:44] <@GM> Elott: Stiamat asks, "Boss, do you really have to try this hard to get me killed?"

#01[21:44] <Elott> Say, Miashara. With a success on the location-thing, could Elott shoot an arrow to their location?

With, say, a warning?

[21:45] <Atum> "At least we can maintain the element of surprise for a while longer."

[21:45] <Djoser> "Nope?"

[21:45] <@GM> Elott: Meh, sure. Percep+Arhcery+essence, difficulty 5

#01[21:46] <Elott> Then Elott prepares a shot! "Hold, hold... Aydur? Did you happen to steal a stylus off the boat before it sank? Atum?"

[21:46] <@GM> Djoser: "Hmm. Sounds like clanking. Must just be the ringing in my ears. Keep a look out, I'll go bring the crew."

[21:47] <Djoser> Djoser lays out on the overturned tank, waiting.

[21:48] <@GM> Aydur says, "Me? Certainly not. But if Arryb \_didn't\_ steal one I'd be surprised."

#01[21:49] <Elott> "Mark out the character for \*Beware\* and hand it over. Underline it also." The shot, archery (5)

perception (4) essence (2) 2motes for 1st excellency (4) for fifteen.

#05[21:49] -RPGServ:#gamesofdivinity- <Roll for Elott [15[1d10]]: 8 1 6 6 10 8 1 1 7 5 4 5 9 10 5 >

[21:51] <@GM> 8?

#01[21:52] <Elott> (three after the difficulty.) "Let's hope they're not already in martial combat, and the arrow merely a confusion."

[21:52] <@GM> right

[21:54] <@GM> Djoser: You're sitting around, kind of bored. You can vaguely hear Set yelling at cpt Colore who's

whining about something. You don't really pay any attention, as you've learned whining to set is as productive as

punching yourself in the face with a rock. It also hurts more. But as you sit, you notice a bit of your breakfast

seems to be stuck between two of your teeth.

[21:54] <Djoser> "Hmmpfh . . . where's something to pick this out with . . ."

[21:55] <@GM> Odd you should mention that, for with a "fthwit!" an arrow comes screaming down and lands exactly in your open hand.

[21:56] <Djoser> In as in conveniently close? Or AGHHHH MY HAND in?

[21:58] <@GM> conveniently close. You gasp it easily, and don't even get a splinter. Obviously this is a good sign and your luck is changing for the better.

[22:01] <Djoser> "An arrow that says 'beware'? If arrows are landing around you, the warning seems unnecessary."  
Djoser walks back to Set with the arrow.

[22:02] <@GM> Atum, Elott: You all start running. You come around a corner and see the bronze horde running down a sweeping hill. They ignore you.

[22:03] <@GM> Djoser: Set is leading the crew up to you, and you meet half way. Colore has several large contusions about his head. You show Set the arrow, and he reads it and hands it back. "I don't recognize the handwriting, but I doubt this is a good thing."

#01[22:04] <Elott> "Atum? Thoughts on approaching this conundrum?"

[22:04] <Djoser> "Either Elott and Atum ran into more trouble than expected, or we are fighting the most sporting clockwork monsters ever."

[22:05] <@GM> Set nods. "Indeed." You return up the hill, leading the mass of the crew.

[22:06] <Atum> "Are they still heading straight towards Set and Djoser? I think when they need our help, it will become obvious."

[22:07] <@GM> Set looks around the ruins wrought by your little fight, and then looks off in the distance. "Arrows, strange mecha, a disturbing silence, and still no sign of our brothers. Dammit, Djoser, this worries me."

#01[22:07] <Elott> "I don't think these are the sort of things to travel in suspect paths. What will we do when they need our help? We've already once passed an opportunity for a head-on confrontation."

#05[22:09] -RPGServ:#gamesofdivinity- <Roll for Djoser [3[1d10]]: 7 3 10 >

[22:09] <Djoser> (For the Essence roll to locate the two of them.)

[22:09] <Atum> "And if we want to live, we'll pass up the next one as well. What can we, other than hope to outrun them? We're low on Essence, and there's dozens of them against only a few of us."

[22:09] <Djoser> "Well, they aren't dead. And they are getting closer."

[22:10] <@GM> Set: "Oh? Excellent. Ha! We'll beat this clockwork prison yet!" And he sweeps his sword out of its sheath and firmly whacks the amber cylinder in triumph. It breaks open.

[22:11] <Djoser> "If whatever you did makes it explode and kill us, my reincarnation WILL carry a grudge."

[22:12] <@GM> "Well, it didn't explode," Set replies. You and he lean over and peer inside.

[22:12] <Djoser> "Yet. It didn't explode yet."

#01[22:12] <Elott> "We didn't outrun them once. I fear that our options are growing short... we may have to pinch the nose of that strange lady to wuicken her waking."

[22:13] <Atum> ((Oh right... where is the woman we pulled out of the tank?))

[22:14] <@GM> Atum, Elott: You and round a hill just as the geigermachina come around the other side. Before you is a small, wet, clearing where the crew sits in sullen silence, Cpt Colore holds his aching head, small clockwork fragments are everywhere, and your brothers are staring into a split amber cylinder.

#01[22:15] <Elott> Immediately says: "Is that an egg of those fish people?"  
[22:15] <@GM> Djoser: Neither you or Set notice this, as you're busy staring at the young girl, almost identical to the other one, who lies asleep in the midst of the amber wearing a gold crown.  
#01[22:16] <Elott> "Oh yes, yes-Enemy Approaches! Everyone up, up, up!"  
[22:16] <Atum> "Elott, Set! We have to move."  
[22:16] <Atum> ((...er, make that Djoser and Set.))  
[22:16] <Atum> ((My typing tonight leaves something to be desired.))  
[22:17] <@GM> Djoser: You know that your brothers are very close, and yelling to you.  
[22:17] <Djoser> In the amber like, encased in solid amber?  
[22:17] <Djoser> "How did the diversion go?"  
#01[22:17] <Elott> "Limited Success! Enemy force approaching this position Now!"  
[22:18] <@GM> Djoser: Well, yes, until someone who shall remain nameless whacked it with a daiklave. Amazing how those things open stuff up.  
[22:18] <Atum> "Hence why we suggest moving!"  
[22:18] <@GM> Set says, "Oh, the noise stopped." still looking at the girl curiously.  
[22:20] <@GM> The crew suddenly gasps and starts stampeding towards Atum and Elott.  
[22:20] <Djoser> Djoser will try and grab the girl, if she can be pulled out?  
[22:24] <@GM> Djoser: you grab the girl and pick her up. The geigermachina are bearing down on you. Set looks up, notices them, notices you, sweeps his sword out and holds the edge an inch from her throat in the universal gesture for "Nobody move or she dies."  
[22:24] <@GM> The mecha freeze.  
[22:25] <@GM> Atum, Elott: you two get to the others.  
#01[22:26] <Elott> "What, did she say something to offend Set? How... effective."  
[22:27] <@GM> Elott: "Standard Dragon-Blood problem solving technique one. Point a daiklave at it," Set replies.  
[22:28] <Djoser> "The things you never learn when you go to pencil pusher school."  
[22:28] <@GM> "So, um, could someone tell me what's going on?"  
#01[22:31] <Elott> "Truly... not I."  
[22:32] <Djoser> "One of the robots, maybe? They appear a bit more on the ball than us . . .  
[22:32] <@GM> The vast horde of unstoppable mecha take a very small movement forward. Set sets his sword on fire and shakes it at the girl, and they all freeze and step back.  
#01[22:33] <Elott> Is the girl conscious?  
[22:34] <@GM> Nope. She's in the same daze the other one was before you pulled the crown off her.  
#01[22:35] <Elott> "Given the apparent deference they show for that woman, and their own aversion to words, we might make a second attempt to rouse one of these... women?"  
[22:37] <Djoser> "Don't stop on my account."  
[22:38] <@GM> Set glances over at Atum. "What do you think?"  
[22:39] <Atum> ((To repeat my earlier question: What happened to the first woman we pulled from the tank?))  
[22:40] <Atum> ((Do we bring her with us?))  
[22:40] <@GM> She's passed out. The healer chick is taking care of her  
#01[22:40] <Elott> Given the scarcity of supplies, we'll have to forgo smelling salts. Elott positions himself over the first of the women, the one who is without a crown, and tries gently to rouse her.  
[22:43] <@GM> she mumbles a little in her sleep, but that's all  
[22:43] <Atum> ((Right. I'm assuming this is a place where knowing Old Realm would have been useful.))  
[22:43] <@GM> Oh yeah

[22:45] <Atum> The bewildered Wood Aspect shrugs his shoulders.  
[22:46] <@GM> Elott: not much success with the shaking.  
#01[22:46] <Elott> "I can cuff her around further... I worry that'll upset the bronze watchdogs."  
[22:48] <@GM> Atum: You do know enough to recognize that she did speak old realm, but not enough to actually understand what she said  
[22:50] <Djoser> Djoser does speak Old Realm . . .  
[22:51] <@GM> Really? Then pipe up. The girl said, "Five more minutes, Mommy."  
[22:52] <Djoser> (In Old Realm) "No. Get up now."  
[22:52] <@GM> "Oh, fine then." She grumbles and opens her eyes.  
[22:55] <Djoser> (Again in Old Realm) "Hi. Who are you?"  
[22:55] <@GM> Then she freezes. She's surrounded by strangers, one of them has a sword at her throat, a veritable plague of immense unnatural machines is staring at her, and everyone is as tense as the climax of a John Woo movie. She does what any girl would. She shrieks.  
[22:55] <@GM> Djoser: She seems more intent on volume than coherency in her reply.  
[22:56] <Djoser> "Set? I think we would all appreciate your putting the sword away now."  
[22:57] <@GM> "Well yes, but I'm more worried about them," he replies indicating the horde.  
#01[22:58] <Elott> "I agree, only a certain subset of us would feel comforted by that adjustment. Patience for a few minutes further."  
[23:00] <Djoser> "I'm not sure her screaming for dear life is going to help our position."  
[23:00] <Djoser> (Old realm) "Don't worry. He very probably isn't going to kill you."  
[23:00] <@GM> "Very well, brothers. But I think any course of action that doesn't involve swords is a mistake." He sheaths the weapon  
[23:01] <@GM> Djoser: Manip+ Presence to calm to the girl down  
[23:02] <Djoser> (I'm just going to assume 'Looks Like A Criminal' is NOT an appropriate specialty.)  
#05[23:02] -RPGServ:#gamesofdivinity- <Roll for Djoser [6[1d10]]: 2 1 4 9 6 8 >  
[23:02] <Djoser> 2  
[23:02] <@GM> That assumption would be wise  
[23:03] <@GM> You manage to get the girl to stop shrieking  
#01[23:03] <Elott> As Set sheathes his weapon, Elott nudges everybody else to be ready with theirs. But, you know: subtle-like.  
[23:05] <Djoser> (Old Realm) "OK, so, your name?"  
[23:06] <@GM> "Hathor. Who are you?"  
[23:06] <Djoser> "V'neef Djoser. Is this your robot army?"  
#01[23:07] <Elott> (Isn't it in the thousand correct actions to Not suggest to people whom may be otherwise ignorant that they command robot armies?)  
[23:08] <Djoser> (And, as we already established, Djoser went to pencil pusher school. Where you learn to establish who's fault robot armies are.)  
[23:09] <@GM> The girl looks out at the army, and shakes her head, very scared. "Why was that man, the red one, holding his sword to my sister?"  
[23:10] <Djoser> "To try and keep the robot army away. Long story. Um, do you know where you are?"  
[23:11] <@GM> "No. Where am I?"  
[23:11] <Djoser> "That wasn't a riddle. I genuinely wanted to know."  
#01[23:13] <Elott> Being an obstreperous busybody, Elott makes his own suggestion:

"Ask her if she knows where the hearth is!"

[23:13] <Djoser> "Well, at least you seem to have a large family to comfort you. Can you wake up your sister?"

[23:14] <@GM> The girl looks over at her sister. "Oh, a crown. Someone, break it!"

[23:14] <Djoser> To Elott: "She doesn't know where here is. I wouldn't get my hopes up if I were you."

[23:14] <Djoser> "Crowns are . . . bad?"

#01[23:16] <Elott> "Oh-Oh! Does she want us to hit the other woman in the head?"

[23:16] <@GM> "Yes. I remember now, the dark, someone with a flash of gold, and an unbelievable horror that drained my will, leaving an incredible feeling of fear and helplessness."

#01[23:16] <Elott> Leans over to Atum. "I'm very good with body language."

[23:17] <Djoser> "OK. Crowns are bad."

[23:17] <@GM> Elott: Set pipes up, "See? More reason for swords!"

[23:17] <Djoser> To Elott: "Try, uh, taking the crown off her? Don't hit her. On the head or anywhere else."

#01[23:18] <Elott> "So I shall." That crown is removed.

[23:19] <@GM> You've got a crown.

[23:19] <@GM> The girl wakes up, cries, "Lerechia!" and immediately conks back out again. None of you have any idea what that means.

[23:20] <@GM> The other girl says, "Oh, dear. That's not good."

#01[23:20] <Elott> Throw it in the sack with the other one. Aydur: "Ha-another victory for the canny looter."

[23:21] <Djoser> "Well. She had a long day."

[23:21] <@GM> "No, I'm afraid you don't understand. My sister is the greater goddess of aquatic vengeance. She's just pronounced the unspeakable curse."

[23:22] <@GM> The girl, who is regaining her poise remarkably quickly, continues very urgently. "We should probably start leaving."

[23:22] <Djoser> "On who? Who has been cursed?"

[23:22] <Djoser> "It can't be us. We are crown REMOVERS."

#01[23:22] <Elott> "I know that sound. Uh Whu! It means something bad."

[23:23] <@GM> "Not so much who, as where. Everything within about a few miles probably. Possibly a few hundred. We should not wait. Why aren't you running?"

[23:23] <Atum> Sensing the fear in the woman's voice, Atum asks, "Djoser, what did she just say?"

[23:24] <Djoser> "OK. Which way is out? Do you know?"

[23:26] <@GM> "It doesn't matter. Anyway towards water. I can feel it around us, and if we get to it, my children will protect us."

[23:26] <Djoser> "OK. Back the way we came, guys. Fast."

[23:27] <Atum> "...The way we came? What's going on?"

[23:27] <Djoser> "There was a curse. Everything is going to break. Time to go."

[23:28] <@GM> The ground starts to rumble.

#01[23:28] <Elott> "At least we know the way." Get up and go!

[23:28] <@GM> You all begin to edge towards the direction from which Atum and Elott came?

[23:29] <Atum> If by "edge" you mean "run like hell," then yes.

[23:29] <@GM> Good call

[23:31] <@GM> Screaming bloody murder, you flee with wild abandon. The crew, who apparently are much brighter than you've given them credit for, have been doing this since they first noticed the geigermecha and are well ahead of you. You make it three or four steps before the machina begin to get uppity that you're leaving, taking their power

source and spare with ou, and they decide the appropriate...

[23:31] <@GM> ...response is chasing.

[23:33] <@GM> I would heavily recomend everyone start rolling dex+athletics. HAthor can move herself quite adeqyately, but someone needs to carry Sekhmet (her sister) and that person needs to roll strength + athletics also

[23:33] <@GM> charms that involve faster running are strongly advised

[23:34] <Djoser> Lets spend a willpower on the athletics roll . . .

#05[23:34] -RPGServ:#gamesofdivinity- <Roll for Djoser [4[1d10]]: 3 10 6 3 >

[23:34] <Djoser> 3 successes.

[23:34] <Atum> ((Would channeling Temperance make sense here?))

#05[23:35] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 4 10 1 1 10 >

[23:36] <@GM> I'd like to say yes, but can't really see how it applies

[23:37] <Atum> ((Worth a shot. A Willpower for an auto-success, then.))

#05[23:37] -RPGServ:#gamesofdivinity- <Roll for GM [4[1d10]]: 7 6 10 4 >

#05[23:37] -RPGServ:#Gamesofdivinity- <Roll for Atum [7[1d10]]: 6 10 10 1 3 4 10 >

[23:37] <Atum> ((7. Nifty.))

[23:37] <@GM> Atum, you are hauling ass, and everyone else is chasing after.

#01[23:38] <Elott> Ah, Elott is valorous. With four successes on his own dex+athletics, he'll pick up Sekhmet.

[23:38] <@GM> Who'se carrying the girl?

#05[23:38] -RPGServ:#gamesofdivinity- <Roll for Elott [5[1d10]]: 3 9 6 5 8 >

#01[23:38] <Elott> (phew. going back to the well on just five dice is a risky proposition)

[23:38] <@GM> Excellent. You don't drop the goddess of aquatic vengeance. That would be bad.

#01[23:39] <Elott> In sky-tongue: "If this girl is the goddess of aquatic vengeance, then I'm the god of vengeance that comes with a horse kicking you in the face..."

[23:40] <@GM> The group of you flees screaming, as gigantic machines try to run you down. Each of them launches a vast sawblade like contraption at you that arcs across the air. The blades themselves are at least twenty feet in diameter and made of essence enhanced bronze that shears through rock like butter.

[23:41] <Djoser> (Also in sky tongue) "Horses don't need any encouragement for that."

#01[23:41] <Elott> "But they do need aim."

#01[23:42] <Elott> (err, correction) "But they do need ai-aaahhhhhh!"

[23:42] <@GM> You make it to the pipe and start running down it, when Set cackles maniacally. "Run brothers, but we can never escape then on our own. I think I shall try to buy you a few seconds to get ahead. Elott, you've always been a master of hitting and fading. Fade quickly. I won't hold them long."

[23:43] <Djoser> "All in favor of knocking Set out and dragging him with us, say aye."

#01[23:44] <Elott> With precious little time: "Give it up and hold to your duty. Down the hole." And with that said, Elott's in the pipe with his charge(s). (maybe a quick presence roll? for kicks?)

[23:44] <Atum> "We already have one body to retrieve, Set. Don't force us to come back here for yours."

[23:45] <@GM> "Oh, don't worry. I have a plan. Hurry, I'll be along."

[23:45] <Djoser> "I'll summon and torment your ghost if you don't."

[23:45] <Djoser> Djoser dashes down the tube.

[23:46] <@GM> "Ha!" and you run off down the pipe.

[23:47] <@GM> You move right along, and shortly get to the dead end you were at before

[23:47] <Djoser> Is the dead end permeable?

[23:47] <@GM> Nope. It's solid glass, several feet thick

[23:48] <Atum> "Well, Djoser? What now?"

#01[23:48] <Elott> "Djoser-why did we come here?"  
#01[23:48] <Elott> (panicked minds think alike)  
[23:48] <@GM> On the other side of it are the deepplings, who are looking at the two girls with sudden incredible longing.  
[23:48] <Djoser> "This is where you were? A solid WALL? Why didn't you tell me!?"  
[23:49] <@GM> The girl observes, "We seem to have a problem."  
[23:49] <Djoser> "We're looking for a way out. Not an observation deck where they can watch us die!"  
[23:49] <@GM> "Why don't you just break the glass?"  
[23:50] <Djoser> Djoser will sigh, cast skin of bronze, and start pounding away.  
#01[23:50] <Elott> Kneeling under the weight of the other girl, Elott touches the (rumbling?) ground. "It may be that we only need to wait a spell."  
[23:51] <Atum> Seeing no alternative, Atum pulls out his bow and starts firing Essence-charging arrows at point-blank range. ((Spending my last few motes on Dragon-Graced Arrow, if it matters.))  
[23:52] <@GM> The girl leans over each of you one by one, takes your heads in her hands, and kisses you on the forehead. "Strike with the blessings of Hathor, Mother-Goddess of the Deepplings. Crush this which keeps my from my children."  
[23:52] <@GM> Now, I've got good news and bad news.  
[23:52] <Atum> The bad news isn't that we're dead, is it?  
[23:52] <Djoser> On fire?  
[23:52] <@GM> Not yet.  
#01[23:52] <Elott> Locusts?  
[23:53] <@GM> Well, sort of  
[23:53] <@GM> certainly not.  
[23:53] <Djoser> Locusts that are on fire. And dead?  
[23:53] <@GM> You guys really think I'm only here to cause you problems, don't you?  
[23:53] <Atum> Given the circumstances, it's a reasonable conjecture.  
[23:53] <Djoser> No. We have PROVEN you are only here to cause us problems. There was a study done.  
[23:54] <@GM> The bad news is Set's plan is going to get you ten seconds to do fifty levels of bashing damage, and the wall has a soak of  
[23:55] <@GM> 10  
[23:55] <@GM> sorry, lost my place in my notes  
[23:56] <@GM> The good news is you're attacking with the blessings of a greater oceanic goddess in her place of power. +5 to all stats, Essence, and you really don't need to worry about keeping track of motes left. You're good on that. She's got you covered.  
[23:56] <@GM> So go break the wall.  
[23:57] <Atum> Start rolling?  
[23:57] <@GM> Yep  
#01[23:57] <Elott> hrr, lessee. Well, arrows for Elott.  
[23:57] <@GM> Remember though, you've only got ten ticks to do it.  
[23:57] <Djoser> Does it have a DV we are rolling against?  
[23:58] <Atum> Well, with Dex AND Archery +5...  
[23:58] <@GM> Nope. It's a wall. If you can't hit a wall the size of the andes, you've got other problems.  
[23:59] <@GM> Sorry, just +5 to dex. Unless it's an essence thing. But other than that skills remain the same.  
#05[23:59] -RPGServ:#gamesofdivinity- <Roll for Elott [15[1d10]]: 7 5 2 6 1 9 8 1 5 1 4 4 2 4 4 >  
[23:59] <Djoser> Well, 7 attack flurries it is!  
#05[23:59] -RPGServ:#gamesofdivinity- <Roll for Elott [14[1d10]]: 8 10 3 2 5 2 1 6

4 5 5 7 4 1 >  
[23:59] <Atum> Gotcha.  
#05[23:59] -RPGServ:#Gamesofdivinity- <Roll for Atum [16[1d10]]: 1 1 8 5 3 3 6 1 1  
6 6 2 9 9 3 2 >  
[23:59] <@GM> Go to it, killers. Do what you gotta do. Break stuff.  
#05[00:00] -RPGServ:#Gamesofdivinity- <Roll for Atum [15[1d10]]: 2 1 1 5 2 6 6 3 2  
10 7 7 6 10 7 >  
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#05[00:00] -RPGServ:#gamesofdivinity- <Roll for Djoser [16[1d10]]: 6 1 5 1 3 7 6 4  
7 2 9 8 10 8 1 2 >  
[00:00] <Atum> 3 successes on first, 7 on second.  
#05[00:01] -RPGServ:#gamesofdivinity- <Roll for Djoser [11[1d10]]: 10 1 3 4 3 9 9 5  
10 9 1 >  
#05[00:01] -RPGServ:#gamesofdivinity- <Roll for Djoser [10[1d10]]: 7 4 1 4 10 1 8 1  
4 4 >  
#05[00:01] -RPGServ:#gamesofdivinity- <Roll for Djoser [10[1d10]]: 6 7 1 8 6 9 7 3  
9 8 >  
#05[00:01] -RPGServ:#gamesofdivinity- <Roll for Djoser [9[1d10]]: 3 10 1 6 2 9 5 6  
9 >  
#05[00:01] -RPGServ:#gamesofdivinity- <Roll for Djoser [8[1d10]]: 3 7 5 7 7 9 6 8 >  
#05[00:01] -RPGServ:#gamesofdivinity- <Roll for Djoser [8[1d10]]: 6 6 2 10 2 9 10 9  
>  
#05[00:01] -RPGServ:#gamesofdivinity- <Roll for Djoser [7[1d10]]: 4 9 6 7 8 4 9 >  
[00:01] <Atum> With 11L base, that's 4 and 7 levels after soak.  
#01[00:01] <Elott> A two-attack flurry on the first tick of action, which will be  
repeated on the second... (3  
successes on the first, 4 on the second. weaksauce, that is 15 damage on the first  
and 16 on the second... minus the  
soak... but with essence 7 then the minimum damage is 7 each time?)  
[00:02] <@GM> Elott: Yep  
#01[00:02] <Elott> ok then.  
#05[00:02] -RPGServ:#gamesofdivinity- <Roll for Elott [7[1d10]]: 7 4 5 9 2 10 4 >  
[00:02] <Atum> Oh... make that 7 and 7.  
#05[00:02] -RPGServ:#gamesofdivinity- <Roll for Elott [7[1d10]]: 1 3 1 5 9 8 3 >  
[00:02] <Atum> Do we roll the damage, or is it automatic levels like normal?  
[00:02] <Djoser> (So, 7, 4 on the kicks, 6, 4, 5 on the punches, and 6 and 4 on the  
sword swipes.)  
[00:02] <@GM> Nope. Roll it. This counts as a very powerful magical artifact.  
#05[00:03] -RPGServ:#Gamesofdivinity- <Roll for Atum [7[1d10]]: 5 5 9 10 7 8 2 >  
#05[00:03] -RPGServ:#Gamesofdivinity- <Roll for Atum [7[1d10]]: 5 8 1 9 6 6 6 >  
#01[00:03] <Elott> Then the whole two-arrow flurry gets repeated on... the next  
fifth tick?  
#05[00:03] -RPGServ:#gamesofdivinity- <Roll for Djoser [15[1d10]]: 3 10 4 10 3 9 8  
5 8 2 5 1 3 10 9 >  
#05[00:03] -RPGServ:#gamesofdivinity- <Roll for Elott [15[1d10]]: 10 3 3 5 1 3 1 9  
5 6 6 5 4 2 1 >  
#05[00:03] -RPGServ:#gamesofdivinity- <Roll for Djoser [12[1d10]]: 9 5 10 3 4 3 2 2  
8 9 4 2 >  
[00:03] <Atum> 6 levels from my first flurry.  
#05[00:03] -RPGServ:#gamesofdivinity- <Roll for Elott [14[1d10]]: 10 6 2 8 6 4 1 10  
5 3 10 3 7 5 >  
#05[00:03] -RPGServ:#Gamesofdivinity- <Roll for Atum [16[1d10]]: 8 2 9 9 3 7 4 2 10  
7 5 1 9 2 10 3 >  
#05[00:04] -RPGServ:#Gamesofdivinity- <Roll for Atum [15[1d10]]: 4 9 9 5 6 4 8 6 3  
2 9 3 5 6 8 >  
#05[00:04] -RPGServ:#gamesofdivinity- <Roll for Djoser [5[1d10]]: 2 8 7 1 10 >  
#05[00:04] -RPGServ:#gamesofdivinity- <Roll for Djoser [5[1d10]]: 3 5 2 3 1 >  
#05[00:04] -RPGServ:#gamesofdivinity- <Roll for Djoser [3[1d10]]: 6 3 10 >  
#05[00:04] -RPGServ:#gamesofdivinity- <Roll for Djoser [3[1d10]]: 7 2 2 >

#05[00:04] -RPGServ:#gamesofdivinity- <Roll for Djoser [3[1d10]]: 10 10 10 >  
#01[00:04] <Elott> Second flurry, three and five successes, which will round out in both cases to seven damage...  
#05[00:04] -RPGServ:#gamesofdivinity- <Roll for Djoser [3[1d10]]: 4 6 4 >  
#05[00:04] -RPGServ:#gamesofdivinity- <Roll for Djoser [3[1d10]]: 2 2 6 >  
[00:04] <@GM> Djoser, Elott: Total damage from the first action?  
#05[00:04] -RPGServ:#gamesofdivinity- <Roll for Elott [7[1d10]]: 4 10 9 8 6 7 10 >  
#05[00:04] -RPGServ:#gamesofdivinity- <Roll for Elott [7[1d10]]: 3 3 1 3 6 5 4 >  
[00:04] <Djoser> 8 levels with a speed of 4.  
[00:04] <Atum> (10 and 5 on second flurry, for 11 and 7 damage dice.)  
#05[00:05] -RPGServ:#Gamesofdivinity- <Roll for Atum [11[1d10]]: 8 6 9 10 6 6 2 7 6 2 7 >  
#05[00:05] -RPGServ:#Gamesofdivinity- <Roll for Atum [7[1d10]]: 10 7 1 1 8 7 5 >  
[00:05] <Atum> 6 levels from the first flurry, 9 from the second.  
#05[00:05] -RPGServ:#gamesofdivinity- <Roll for Djoser [11[1d10]]: 8 5 3 4 2 3 7 4 3 9 10 >  
#05[00:05] -RPGServ:#gamesofdivinity- <Roll for Djoser [10[1d10]]: 8 2 8 4 1 7 9 7 9 6 >  
#01[00:05] <Elott> Total damage of the first action: 5 (6 if tens are two; I forget). Second action, 5 again (7 if tens are two).  
#05[00:05] -RPGServ:#gamesofdivinity- <Roll for Djoser [10[1d10]]: 2 10 3 1 6 3 2 4 9 6 >  
#05[00:05] -RPGServ:#gamesofdivinity- <Roll for Djoser [9[1d10]]: 2 4 9 5 5 1 2 9 4 >  
#05[00:06] -RPGServ:#gamesofdivinity- <Roll for Djoser [8[1d10]]: 10 8 1 2 6 5 2 3 >  
#05[00:06] -RPGServ:#gamesofdivinity- <Roll for Djoser [7[1d10]]: 3 9 1 9 10 10 1 >  
#05[00:06] -RPGServ:#gamesofdivinity- <Roll for Djoser [7[1d10]]: 10 6 3 1 10 2 7 >  
#05[00:06] -RPGServ:#Gamesofdivinity- <Roll for Atum [16[1d10]]: 1 5 5 6 9 5 7 8 9 7 6 9 8 1 4 10 >  
#05[00:06] -RPGServ:#gamesofdivinity- <Roll for Djoser [6[1d10]]: 3 6 8 3 5 8 >  
#05[00:06] -RPGServ:#Gamesofdivinity- <Roll for Atum [15[1d10]]: 3 5 7 8 8 8 8 10 5 8 4 10 4 3 4 >  
[00:06] <@GM> tens do not count double  
#05[00:06] -RPGServ:#gamesofdivinity- <Roll for Djoser [21[1d10]]: 1 10 3 7 5 2 5 5 5 5 8 1 3 10 5 10 2 10 7 10 7 >  
[00:06] <Atum> ((9 and 10 on the third flurry. Why have I never rolled this well before?))  
#01[00:07] <Elott> So, five and five.  
[00:07] <Djoser> (9 levels on the second flurry.)  
[00:07] <Atum> ((rolling 10 and 11 damage dice))  
[00:07] <@GM> Atum: what's your speed?  
#05[00:07] -RPGServ:#Gamesofdivinity- <Roll for Atum [10[1d10]]: 5 7 7 9 5 10 8 8 2 2 >  
[00:07] <Atum> (Speed 4. 10 ticks allows me three flurries.)  
[00:08] <@GM> okay  
#05[00:08] -RPGServ:#Gamesofdivinity- <Roll for Atum [11[1d10]]: 9 2 4 6 7 5 1 1 10 5 8 >  
[00:08] <@GM> then what was your final damage on the third?  
[00:08] <Atum> 10 levels from the third flurry.  
[00:08] <Atum> Tell me it's broken by now.  
#01[00:09] <Elott> Probably not. Elott is dogging it, thinking about saving arrows or some other inanity.  
[00:09] <@GM> anybody Anybody else got a third attack?  
[00:10] <@GM> I'll take that as a no  
[00:10] <@GM> let me do some addition  
#01[00:10] <Elott> I don't believe so... a speed of five, starting on tick one, does not seem mathematically as

though it would go again on tick ten.

[00:10] <@GM> nope. Sorry

[00:11] <@GM> The three of you start wailing on the glass wall like there is no tomorrow. Mainly because you don't have an eleventh second, tomorrow is right out

#01[00:12] <Elott> A likely exchange. Aydur: "Uh, cap'? Should we be hitting that thing?" Elott: "No, lord no.

Everybody start taking deep breaths."

[00:13] <@GM> As you're smashing away, Set comes racing down the pipe after you, with an extremely undignified smirk on his face. He gets to you just as Atum fires the his last two shots. The glass suddenly begins to crack. The entire horde of mecha, which in Exalted military terms would be called a Wing comes storming down the way after you.

[00:13] <@GM> There is a sudden ping, and you see a single stream of water shoot out.

[00:13] <@GM> Elott: Aydur nods. "Breathing in, sir."

[00:14] <@GM> An area in the glass bubble the size of a barn door shatters and the ocean comes rushing in

[00:14] <@GM> The shock of it (think of the ocean pressure at that depth) manages to knock every one of you unconscious.

[00:14] <Djoser> Ahem.

[00:14] <Djoser> Djoser whistles merrily.

[00:15] <@GM> okay, fine. Except for you. Wise guy.

[00:15] <Djoser> "I can't force air into EVERYONE'S mouth. I will have to prioritize."

[00:16] <@GM> As the waves come crashing in, you grab a few of your people. Hathor helps, and goddesses of the sea are really good at this sort of thing, and you pull the group to safety. You can still give Atum mouth to mouth if you want, but I'd rather you not RP it here.

[00:18] <@GM> When all of you are in the ocean, each of you non-water breathers sleeping peacefully, Hathor has a joyful reunion with her children, and then all of you get very far away.

[00:19] <@GM> The earth continues to rumble, and flecks of of lava begin to glow in the depths. You get farther away. Sekhmet's vengeance looks like it's going to be very thorough.

#01[00:19] <Elott> (when she realizes the swank pad she just destroyed by accident... well, I hope she has other expletives)

[00:20] <@GM> Sekhmet isn't a material girl. She's simple and down to earth. err water. whatever. She likes simple things like long walks on the beach, sunset dinners, and bringing doom to sarnath.

[00:21] <Djoser> We have interests in common!

[00:22] <@GM> Some time later, the lot of you wake up. You're on a old, rusty ship, that's encrusted with banacles.

Djoser, you watched Hathor raise it from the deeps, ubt you're still leary of it's seafaring potential.

[00:22] <@GM> Hathor is with you.

[00:22] <Djoser> As Djoser can WALK back home, those concerns are not very concerning.

[00:23] <@GM> She says, "Gentlemen, you have done me an incredible service. As the Goddess-Mother of the Deeplings, you all have my gratitude, as deep as the sea from which I now protect you."

[00:23] <Atum> (In Old Realm?)

[00:23] <@GM> "I will happily give each of you one gift."

[00:24] <@GM> No, High Realm. She's recovered from the influence of the slave crown and speaks in the court tounge

of the realm

#01[00:25] <Elott> Elott does a head-count, in this order: the Brotherhood, his henchmen, and the Captain Colore. "Is Colore here?"

[00:26] <@GM> Elott: roll Wits + Integrity

[00:26] <@GM> -3

#01[00:26] <Elott> (integriwhat?)

#05[00:27] -RPGServ:#gamesofdivinity- <Roll for Elott [3[1d10]]: 10 8 8 >

[00:27] <@GM> Wits + Integrity -3. No more super goddess bonuses

#01[00:27] <Elott> (point being, he has no integrity. Oh-was that an internal or external penalty? Should I have rolled less dice?)

[00:28] <@GM> Actually, yes. The modifier kills your entire roll. sorry

#01[00:28] <Elott> Probably for the best.

[00:28] <Djoser> On a happier note, Djoser is finally wearing pants again.

[00:28] <@GM> In the relief of not being dead, escaping the doom of Sarnath, and being about to get some very

serious loot, you forget all about Colore

[00:28] <@GM> But everyone who matters is here

#01[00:29] <Elott> Aw, dag. He really wanted to avenge himself on that guy.

[00:29] <@GM> Sorry

[00:30] <@GM> Ask Hathor for mad loot, or however the kids in WOW are saying these days, and console yourself with treasure

#01[00:30] <Elott> "Atum, did she just offer a gift? Did I hear her properly?"

#01[00:31] <Elott> "Djoser? Same question?"

[00:31] <@GM> Set says, "Most High, I ask you send us towards our dear sister Bast, in the fastest and most direct manner possible. Let nothing else interfere with our passage."

[00:31] <Djoser> "Yes, she did."

[00:32] <@GM> Hathor replies, "Granted. So long as you are within my domain, you shall move like a racing wind upon the sea. Any who interfere with you shall be smitten with the wrath of my sister, who's gratitude goes with you as well."

#01[00:32] <Elott> Sotto voce: "What do you think she's good for?"

[00:33] <Djoser> "Hmmm. Not sure. Cute, though."

[00:35] <Atum> Jestingly: "You're a bold one, a Prince of Earth seeking favors from a god."

#01[00:37] <Elott> "That's your dirty mind working, not mine."

[00:37] <Djoser> "Me? Bold? I'm hurt."

#01[00:39] <Elott> Elott tosses and turns it over in his head for a while. He winds up checking one thing. The old woman and healer, Kreusch, was bitten a few times by the fish people-is she still pretty badly hurt?

[00:41] <@GM> She is, but she'll recover. Nothing seems to be infected, and she's a hale and hearty old bat.

#01[00:42] <Elott> "The only thing I could think of was for the boy's mother's safety. I'm tapped."

[00:43] <@GM> Pst: loot

#01[00:44] <Elott> "Maybe I should be romantic and ask for a kiss? Bast would've gotten a kick out of that."

[00:44] <@GM> She would have, actually. Bast was always trying to set you up with her friends.

[00:45] <Djoser> "If you don't, I'm going to ask her to kiss you."

#01[00:46] <Elott> "You always talk about the spiral academy, don't tell me they don't have protocols and lists for

things to ask of powerful beings. Kissing homely old men is not one of them."

[00:47] <@GM> Come on, guys. Pick your rewards. I'd like to give out xp and get to

bed

[00:47] <Djoser> "Yes, they do. And at the very, VERY top of the things to do is 'Meddle.' It is also circled and underlined."

[00:48] <Djoser> Djoser shrugs and turns to Hathor. "Mind giving him a kiss?"

#01[00:49] <Elott> "Bah." Pressed because, you know, he doesn't want to waste Hathor's time, he bumblingly asks, "I would asks that you place a boon upon Arryb, my heir."

[00:49] <@GM> Hathor looks at Djoser and suddenly smirks. "Playing games with me, little prince? But since you are a child of my domain, I will do so."

[00:50] <Djoser> Djoser bows.

[00:50] <Djoser> "Playing games with him, frankly."

#01[00:50] <Elott> (ps, Elott \*is\* really homely. He's had his face rearranged a few times.)

[00:51] <Djoser> His inner beauty shines through.

[00:51] <@GM> She turns to Elott and nods seriously. "His fate upon my waters will be blessed, and no harm I can

prevent will come to him. Your modesty is more becoming than your face." To seal the deal she takes your head in her hands and kisses you on the forehead like a benediction.

[00:52] <@GM> Elott: On your sheet mark, "Blessing of Hathor" which is a plot advantage and I'll explain as the game goes on.

#01[00:54] <Elott> so noted.

[00:55] <@GM> Hathor finally turns to Atum and says, "In all the time I've known you, Scion of Wood, you've spoken little. Perhaps it is no surprise that you speak last now. How may I reward you for your service, Emerald Dragon?"

[00:56] <Atum> "My lady, I ask only for the strength of Essence to recover my fallen sister's body. Were my Essence stronger, things may not have come so close today."

[00:57] <Atum> (Basically, he's asking her to temporarily Endow him up to Essence 3 for a while.)

[00:59] <@GM> Hathor sighs, "Oh, dear child, I am sorry for your loss. While my powers over were great in the heart

of my realm, I have already given your brother my blessing to help you leave it." She produces from somewhere a

small crystal vial. "I cannot go with you where you are goin, but take the water of my tears, when I wept for all my children who lived without me while I was imprisoned. Perhaps..."

[00:59] <@GM> ...it can help you on your quest."

[01:00] <@GM> Mark "Tears of Hathor" on your character sheet, the use of which I will explain to you in the fullness of time.

[01:00] <Atum> "I understand. Thank you, sweet goddess."

#01[01:01] <Elott> "Uh, Hathor? There is one sad duty."

[01:01] <@GM> At this point Ptah pipes up, "Excuse me. Do I get a gift?"

[01:02] <@GM> Hathor, who didn't really pay attention to him, notices him now. Yes, she replies. "Can I have the Hearthstone of Sarnath?" Hathor blinks, and tells him one of her children will bring it to him.

[01:02] <@GM> She turns to you, Elott, and says, "What is this sad duty?"

[01:02] <Djoser> "Well, that gift is no fun."

[01:03] <@GM> Ptah's a simple guy. He's wants loot.

#01[01:03] <Elott> Elott fishes around in Aydur's loot bag. "If the woman whom was pulled up from the ground is kin to you, then I expect that the woman whom wore this was kin as well," and he produces the crown-thingy that was

pulled from the wreckage.

#01[01:04] <Elott> "The bearer's remains were interred by well-meaning hands, and what proper ceremony as we could manage was performed. You have our condolences."

[01:05] <@GM> Hathor takes the crown and sighs. "Ah, alas, the last of my dear sisters. I had wondered why she did not meet us."

[01:07] <@GM> She sighs, and releases a single tear, which from a goddess is a potent thing indeed. "Good bye, Princes of Earth. I must go below to mourn her. Go forth and travel swiftly, with my blessing." And she walks over the side of the boat.

#01[01:08] <Elott> (Elott didn't want to say anything to Ptah, but if Sarnath got destroyed, wouldn't the hearthstone be kinda useless?)

[01:08] <@GM> Ptah shruges. "Probably. But a hell of a suvenir, eh?"

[01:09] <@GM> Elott: you glance over the side of the boat, looking down into the water. The kiss of Hathor an still be felt on your forehead, soft and wet, and it gives you a peculiar feeling of warmth.

[01:10] <@GM> As such, you're taked by surprise when a rouge wave crashes against the side of the side, dousing you and holding still there as Sekhmet surges out of it, winks at you, grabs you authoritatively by the head, and engages lip-lock.

[01:11] <@GM> She's a goddess of the sea. She can hold her breath for a really long time.

#01[01:11] <Elott> "MMMMPH! HHMMMMPH!"

[01:11] <@GM> The crew start applauding by the time she finally lets go. She winks at you again, licks your nose, and disappears back into the water.

#01[01:12] <Elott> He has a look for Djoser that isn't so much irritated. "Meddler."

[01:13] <@GM> Aydur, which a huge amused smirk on his face says, "Shall we set sail, boss?"

[01:13] <Djoser> "Professionally."

#01[01:13] <Elott> "Take us to the Northern shore."

[01:14] <@GM> "Indeed." And he starts belowing orders to the crew, who leap to obey. The wind fills your sails and off you go.

[01:14] <@GM> And that's where we break for the night.

#03[01:15] \* GM is now known as Miashara

#01[01:15] <Elott> (I'll be back in five-have to walk the puppy)

[01:15] <Atum> Bravissimo.

[01:15] <@Miashara> K. I'm just xping and then we're done

[01:16] <Djoser> Excellent. As I should really have dinner.

[01:17] <@Miashara> Atum: three sessions, 12 pts. 1 for continuing have luck that defies probability, 1 for a reasonable plan to provide a distraction, even if it didn't go quite as expected, and 5pt story award for successfully escaping the Manse of Sarnath.

[01:18] <Atum> Thanks. That brings the total to 30, right?

[01:19] <@Miashara> Djoser: two sessions, but you gave us prior warning when you missed so 10 xp, 1 pt for some pretty good dialogue, 1 for ingenious use of unexpected skill (Old Realm) that proved quite useful, and 5 for not dying in Sarnath.

[01:21] <Djoser> Rock.

[01:21] <@Miashara> you got nineteen before, plus nineteen now, so 38

[01:21] <Atum> Oh, those were on top of the 12. Awesome!

[01:22] <@Miashara> good

[01:22] <@Miashara> Djoser, any questions?

[01:23] <Djoser> Nope?

[01:24] <@Miashara> k

[01:24] <@Miashara> Sailing will take a while, so you've got time to play with if you want your characters to do some training.

[01:25] <@Miashara> And other than that, as we've ended a story arc, do either of you have anything for me? Suggestions, requests, notes?

[01:26] <Atum> I am hoping the next story arc has more social combat.

[01:26] <Atum> It would be nice to finally get to use that Performance Excellency.

#01[01:26] <Elott> Back.

[01:27] <@Miashara> Okay. I'll see what I can do about that.

[01:27] <Atum> Thanks.

[01:27] <@Miashara> Elott: want some xp?

#01[01:27] <Elott> Oh why, yes.

[01:28] <Djoser> Don't take it. It's a trick!

[01:28] <Atum> THE XP IS A LIE!

[01:28] <Djoser> Give it to me instead.

#01[01:28] <Elott> This XP is going on Ebay, man. Need money for dog food.

[01:30] <@Miashara> 3 sessions, so 12 for that. 1 for also very good dialogue, 1 point for burying the chick, and one point for making out with the goddess of aquatic vengeance, which the GM thought was hilarious. plus the usual 5 pts for not dying in sarnath, so 20 total

#01[01:30] <Elott> Bringing the total to thirty five? Do a little dance.