



MAGESTAR'S

SOULS FOR SMUGGLER'S SHIV

PF37-42 SERPENT'S SKULL -- PZ09037 SOULS FOR SMUGGLER'S SHIV
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12/15/2013 – Ongoing

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| Player | Character | Race | Class |
|-----------------|------------------|----------|------------|
| Ryu | Theon Tokko | Human | Barbarian |
| Afan21 | Thanadin | Dwarf | Zen Archer |
| Tolman | Ptolamir | Elven | Wizard |
| Tasso | Valio de Vode | Human | Bard |
| Warbudgie | Gizkin | Gnome | Fighter |
| Atreyu | Alasdair | Human | Cleric |
| Sentagur | Theron Greystone | Dwarf | Paladin |
| Harlquin_J_Goat | Tag | Half-Orc | Monk |



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Meet the Characters

Theon Tokko, Human, Barbarian



Age: 28

Hair: Black

Eyes: Blue

Skin: White

Theon Tokko stands a proud 5'11, clad in tattered hides and covered in scars from battles won and lost. His long black hair flows down his back, and across the great sword slung across his back. His gaze is cold and fearless as he boards the vessel, he sizes anybody he passes up, to determine if they would be fun to play with. His voice is deep, with a touch of hidden rage.

Theon, son of the noble elder Kinto, and the lovely Triana, born and raised as Nobility in his tribe until his fate took him down the path of darkness, one of fear and destruction, the path of the Berserker. The Villagers gave him the surname of "Tokko" meaning Slayer in their native tongue of Terran, and set him on his way as Berserkers are no more welcome in their village than those of foreign tribes. He has since wondered the lands in search of a place in which he can be himself and do what he does best... Bring his opponents to their knees!



Thanadin, Dwarf, Zen Archer



Age: 120

Hair: Brown

Eyes: Blue

Thanadin stands at 4'5", a fairly average dwarf with brown hair and blue eyes. His tanned skin offsets his plain monk's outfit, accompanied by a short bow.

Thanadin was a rebellious youth, constantly getting into trouble until finally he was banished. He wandered for weeks, eventually finding himself at an Iroran monastery, where they took him in. His rebelliousness not yet quenched, he took to the bow instead of the normal unarmed style. Thanadin now wanders again, seeking adventure.



Theron Greystone, Dwarf, Paladin



Age: 135

Hair: Black

Eyes: Gray

Theron_Greystone walks carefully onto the boat, his shield tied to his back he makes is way slowly muttering about boats and death traps

Born in Five Kings Mountains, to a mother that was captain of the guard and Father a Cleric, Theron was exposed to Martial Training and Divine service at an early age. At 85 he started following his calling and training as Paladin. Life following the codes of Torag always seemed easy while living in his homeland so at age of 130 Theron decided to travel the lands and look for bigger challenges. News from trade caravans and travelers about the injustices in far lands drove him to take his meager belongings and go out trying to prevent evil from befalling the innocents.



Valio de Vode, Human, Bard

[IMAGE]

Age: 19

Hair: Dark Brown

Eyes: Blue

Valio approaches the ship, smiling to anyone that glances his way. His patchwork cloak shows a variety of materials and designs, though the lower portion is plain cloth waiting for future stories to be told. His belongings slow him down, though he does not seem to stress over this fact.

[BACKGROUND]



Tag, Half-Orc, Monk

[IMAGE]

Age: [AGE]

Hair: [HAIR]

Eyes: [EYES]

Tag steps onto the ship -- head and shoulders above most of the people, dressed in the plain robes of a monk. A quarterstaff in his grip and a worn looking backpack on his back. He moves with a grace that belies his size. Skin with a green cast and a shorn head, he bows to the sailor who offers to take his bag.

[BACKGROUND]



Alasdiar, Human, Cleric

[IMAGE]

Age: [AGE]

Hair: [HAIR]

Eyes: [EYES]

Alasdair is an average sized human being. He has brown hair and stands at about 5'8. He walks with at a modest pace, seeming lost in his thoughts as he boards the ship. His clothes appear are not shabby however, they clearly show some patching in various places.

[BACKGROUND]



Ptolamir, Elven, Wizard

[IMAGE]

Age: [AGE]

Hair: [HAIR]

Eyes: [EYES]

Ptolamir is an ash-colored elf, with a tight-fitting, dark outer garment with a hood. His under shirt is red. He wears a leather glove on one hand. You notice a horrible scar on the side of his neck.

[BACKGROUND]



Gizkin, Gnome, Fighter

[IMAGE]

Age: [AGE]

Hair: Greenish

Eyes: Orange

Gizkin stands just over three feet tall, weighing in at around 40lbs. He has an athletic build despite his small size. His hair is a mixture of dark green hues, his skin a lighter color of green and his eyes appear orange. He wears leather armor and carries javelins and a short bow strapped to his back. A Gnomish hooked hammer hangs from his side and a short sword is attached to his belt.

[BACKGROUND]



NPCs of Note

Aerys Mavato, Female, Half-Elf



Aerys is a trim, athletic half-elven woman with short dark hair, tanned skin, and fierce blue eyes. She dresses in tightly fitted leather armor and favors dark clothing and tricorne hats.



Gelik Aberwhinge, Male, Gnome



Gelik is a sly, energetic gnome with blond hair and a neat goatee. He dresses like a noble at all times. With liberal use of prestidigitation, his fine clothes always seem freshly cleaned. Only the ink stains on his fingers break the illusion of a proper gnome nobleman.



Ishirou, Male, Human



Ishirou is a rugged Tian man who appears much older than he is, with graying hair worn in a ponytail and a perpetual scruffy beard. His clothing and armor are well kept and clean, but obviously of low quality. Only his sword, a beautiful katana has any real value.



Jask Derindi, Male, Human



Jask is a middle-aged, plain-looking Garundi man with hair starting to gray and watery eyes. His clothes are ragged and manacles bind his wrists behind his back.



Sasha Nevah, Female, Human



Sasha has tousled red hair and mischievous green eyes, and is missing the pinky finger of her left hand. She bears a tattoo between her shoulder blades that appear to be 2 insect claws in the shape of a "N". Slender and athletic, Sasha never stands still or stays quiet for long.



leana

As you are getting ready to make voyage to the next port, a plain looking Varisian scholar, dressed in simple robes boards the ship. Her skin, like most Varisian's is well tanned, yet her physical appearance is one typical to somebody who spends time in dusty old libraries and ruins.



Session 1 – 12/15/2013 – A New Beginning...

[21:35] <@Magestar> Our journey begins in the port city of Magnimar in the country of Varisia. The Sargavan merchant vessal Jenivere is one of many ships that makes the yearly voyage along the western coasts of Avistan and northern Garund.

15[21:35] <@Theon_Tokko> (Yay! A Big group again :))

[21:35] <@Magestar> It is in this port city where 4 passengers bound for the Mwangi Expanse city of Eleder board for their journey of adventure.

[21:35] <@Ptolamir> (mine resented me spending the time for about a 3 year span... but then got over it, and since has become glad I have a recreational outlet)

[21:35] <Alasdair> (what email address should I send the character sheet to?)

[21:35] <@Magestar> (This is the port city of Afan, Valio, Tol, and a gnome named Gelik)

[21:35] <@Magestar> (matthew.eric.johnson@gmail.com)

[21:36] <@Magestar> (You may rp out your beginning if you like)

[21:36] <Tras> (Im gonna change my character name, help with the T problem)

03[21:36] * Tras is now known as Gizkin

[21:36] <@Magestar> Gelik is a spry, energetic gnome with blond hair and a neat goatee. He dresses like a noble at all times. With liberal use of prestidigitation, his fine clothes always seem freshly cleaned. Only the ink stains on his fingers break the illusion of a proper gnome nobleman.

[21:36] <Thanadin> [traitor!]

06[21:36] * @Ptolamir walks onto the Jenevire

03[21:36] * Magestar is now known as GWRD

06[21:39] * Tag steps cautiously onto the gangplank... taking small steps.

[21:39] <@GWRD> The first mate greets each of you in turn as you board the ship, offering to have the crew take your bags if you so desire.

06[21:40] * Alasdair is an average sized human being. He has brown hair and stands at about 5'8. He walks with at a modest pace, seeming lost in his thoughts as he boards the ship. His clothes appear are not shabby however, they clearly show some patching in various places.

06[21:40] * Valio approaches the ship, smiling to anyone that glances his way. His patchwork cloak shows a variety of materials and designs, though the lower portion is plain cloth waiting for future stories to be told. His belongings slow him down, though he does not seem to stress over this fact.

[21:40] <Thanadin> "Thank you, but I carry light."

[21:40] <@Ptolamir> "I am fine. Quarters, please?"

[21:41] <Alasdair> "Oh, I don't have many belongings, I wouldn't want to bother you with them" Alasdair says politely as he glances around the ship

[21:41] <@GWRD> "My name is Alton, your quarters are this way."

06[21:41] * Valio hands over a small barrel and a larger waterproof bag, but keeps hold of his backpack. "Thank you."

06[21:41] * Thanadin steps onto the ship in his simple monk outfit, a little big on his Dwarven body, a bow strung onto his back.

[21:41] <@GWRD> He directs the 3 of you and the gnome to the quarters below deck, where you can put your stuff.

06[21:42] * Valio greets the others. "I am Valio de Vode; have you heard of me?"

06[21:43] * @Ptolamir follows.



[21:43] <@GWRD> The ship itself is a simple ship separated into an upper deck and a lower deck, with a lifeboat that hangs by the side of the ship.

06[21:43] * @Ptolamir stakes out a territory.

[21:43] <Thanadin> "I am but a simple monk, I do not hear much of anything, I'm afraid."

06[21:43] * @Ptolamir glances at Valio oddly, "Why would I have heard of you?"

06[21:43] * Tag steps onto the ship -- head and shoulders above most of the people, dressed in the plain robes of a monk. A quarterstaff in his grip and a worn looking backpack on his back. He moves with a grace that belies his size. Skin with a green cast and a shorn head, he bows to the sailor who offers to take his bag.

[21:44] <Tag> "No, thank you. I can carry my own things, sir."

[21:44] <@GWRD> The accommodations are small, but sufficient, though you hear the gnome complain a little, letting out a quiet snide comment.

06[21:44] * Alasdair places his belongings where instructed

[21:44] <@GWRD> (FYI: Still in Magnimar, haven't made it to the other ports yet.)

[21:45] <Tag> (... and Tag drops into the ocean...)

06[21:45] * @Ptolamir is an ash-colored elf, with a tight-fitting, dark outer garment with a hood. His under shirt is red. He wears a leather glove on one hand. You notice a horrible scar on the side of his neck.

[21:45] <Valio> "I am from Biston. Surely my name has traveled this far?"

06[21:45] * @Ptolamir gives a blank stare.

06[21:46] * Valio shrugs. "I suppose I will need greater songs and stories before my name travels before me."

[21:46] <Alasdair> (who are you talking to?)

[21:47] <@GWRD> As you are getting ready to make voyage to the next port, a plain looking Varisian scholar, dressed in simple robes boards the ship. Her skin, like most Varisian's is well tanned, yet her physical appearance is one typical to somebody who spends time in dusty old libraries and ruins.

06[21:49] * Alasdair appears to be busy thinking about something far off

06[21:49] * Valio wonders how many great stories she could tell.

[21:49] <Valio> (brb...)

06[21:49] * Thanadin is meditating

06[21:50] * Tag looks around

[21:50] <@GWRD> After a short pause for the last traveller, the Jenivere sets sail for its next destination: Kintargo, Chelixa.

[21:50] <@GWRD> (Warb's port)

[21:51] <@GWRD> The Jenivere stays in port 2 days, dropping off and picking up supplies and a new passenger, another gnome.

[21:51] <@GWRD> (Which would be Warb)

06[21:51] * Gizkin stands just over three feet tall, weighing in at around 40lbs. He has an athletic build despite his small size. His hair is a mixture of dark green hues, his skin a lighter colour of green and his eyes appear orange. He wears leather armour and carries javelins and a shortbow strapped to his back. A Gnomish hooked hammer hangs from his side and a shortsword is attached to his belt.

06[21:51] * Gizkin boards the ship quickly

06[21:52] * Valio welcomes him aboard.



[21:52] <@GWRD> "Welcome aboard, my name is Alton. May I offer you assistance bringing your belongings aboard?"

[21:52] <@GWRD> The first mate offers to the new passenger.

06[21:53] * Gizkin greets Valio and then Alton "I'm fine Alton, thanks"

[21:53] <@GWRD> Alton nods and smiles. "If there is anything you require, please let me know."

06[21:54] * @Ptolamir leans over the rail, nodding at the newcomer.

[21:54] <Gizkin> "Thanks Alton"

[21:55] <@GWRD> After two days in port, the Jenivere sets sail once more, stopping in Pezzack for 3 days before moving on to Coarentyn, Cheliax, where it takes on 3 more passengers.

[21:55] <@GWRD> (Sent and Marr's port)

[21:56] <@GWRD> At this port the crew of the Jenivere seem a little more on edge and tense.

06[21:56] * Theron_Greystone walks carefully onto the boat, his shield tied to his back he makes is way slowly muttering about boats and death traps

06[21:56] * Gizkin makes is way over so he can see who the newcomers are

06[21:56] * Valio plays music each night for the crew and the passengers.

06[21:57] * Thanadin smiles at the music

[21:57] <@GWRD> "Welcome aboard the Jenivere."

[21:57] <@GWRD> The first mate Alton briefly welcomes you aboard, but seems to be watching for something down the port.

[21:58] <@GWRD> You seem him get a little on edge as some armored men escort somebody to the ship.

06[21:58] * Gizkin waits to catch Alton's attention and asks "Can't help but notice your edge here"

06[21:58] * @Ptolamir looks out from the ship, uneasy about the ports of Cheliax

06[21:59] * Theron_Greystone stows his belongings and gets back to see who else is traveling with him

[21:59] <@GWRD> The two armored men escort a man named Jask aboard the ship and immediately to a holding cell in the depths of the ship below. Jask is a middle-aged, plain-looking Garundi man with hair starting to gray and watery eyes. His clothes are ragged and manacles bind his wrists behind his back.

06[22:00] * Alasdair observes the goings on

[22:00] <Theron_Greystone> "what has he done?"

06[22:00] * Thanadin raises an eyebrow at this

06[22:00] * Theron_Greystone asks one of the armed men

[22:01] <@GWRD> Man: "He is a run-away criminal being sent back for his crimes."

06[22:02] * Theron_Greystone nods

[22:04] <@GWRD> The Jenivere leaves port shortly after Alasadair gets aboard, travelling next to Ilizmagorti on the Mediogalti Island, where it takes on another passenger.

[22:04] <Alasdair> "Is his crime running away, or as he committed some other crime?"

[22:04] <@GWRD> Sasha has tousled red hair and mischievous green eyes, and is missing the pinky finger of her left hand. She bears a tattoo between her shoulder blades that appear to be 2 insect claws in the shape of a "N". Slender and athletic, Sasha never stands still or stays quiet for long.

06[22:04] * @Ptolamir listens vaguely, "Crimes. I've seen plenty of 'crimes' in the eyes a humans that's just a creature trying to be free."

[22:04] <@GWRD> Man: "Corruption and working with pirates."

06[22:05] * Alasdair raises an eyebrow



[22:05] <Alasdair> "I see"

[22:05] <Gizkin> "So he's a corrupted pirate, hehe"

[22:06] <Alasdair> "Seems redundant"

06[22:06] * Gizkin jokes "Hope his pirate friends don't board us, wouldn't they be surprised to find him down there"

06[22:06] * Valio listens to the tales, and continues his nightly 'concert's.

[22:06] <Theron_Greystone> (can i use detect evil on the prisoner)

[22:07] <Alasdair> "I always wonder about pirates" Alasdair muses to himself

[22:07] <@GWRD> (Does not detect a level of evil that you can pick up)

[22:08] <@GWRD> The gnome Gelik a few days after Valio started up his performances, started up comedy acts below decks in the mess hall, dividing the crew between Valio above and himself below.

[22:09] <@GWRD> (Ok to repost the next stop)

[22:09] <@GWRD> The Jenivere leaves port shortly after Alasadair gets aboard, travelling next to Ilizmagorti on the Mediogalti Island, where it takes on another passenger.

[22:09] <@GWRD> Sasha has tousled red hair and mischievous green eyes, and is missing the pinky finger of her left hand. She bears a tattoo between her shoulder blades that appear to be 2 insect claws in the shape of a "N". Slender and athletic, Sasha never stands still or stays quiet for long.

06[22:10] * @Ptolamir yawns, emerging from the cabin.

06[22:10] * Valio approaches Gelik during midmorning a few days in and introduces himself.

06[22:10] * Gizkin says outloud "she's a looker"

06[22:11] * @Ptolamir stares at a red and green flag flying at the dock, and turns away.

[22:11] <@GWRD> Gelik: "Should I have heard of you before?"

[22:12] <@GWRD> Sasha smiles a sly smile at Gizkin's comment and lets out a laugh.

[22:12] <Valio> "It is good to see another performer onboard. I am from Biston. Perhaps we could work together on an act, before we leave the Jenivere?"

06[22:13] * Alasdair blinks and wonders what she's looking at

06[22:13] * Thanadin goes up to Sasha "Excuse me, I was just wondering about that tattoo of yours."

06[22:14] * Theron_Greystone moves closer so he can see the newcomer too

[22:14] <@GWRD> Gelik "Why would I work with a street urchin from Biston?" He grabs a cup lying near by and hands it to you. "Perhaps this is more your style."

[22:15] <Gizkin> (can we witness the belittling?)

[22:15] <@GWRD> (Yes you can witness it if you like)

06[22:16] * Valio seems shocked. He flourishes his hands and a flute appears. "I am no urchin."

[22:16] <@GWRD> Sasha leans in close to you Thanadin and whispers in your ear.

06[22:17] * Thanadin smiles

06[22:17] * @Ptolamir looks over at Gelik and Valio from the railing, "Interested in the exchange."

[22:17] <@GWRD> She then laughs a little manically.

[22:17] <@GWRD> Pats Thanadin on the shoulder, then goes below deck.

[22:17] <Gizkin> "You two should have a show off"

[22:17] <@GWRD> Sasha: "Where do they keep the booze on this boat, this is going to be a fun trip."

06[22:18] * Valio starts to play a soothing tune on his flute. (Lullaby, living creatures in a 10' radius burst)



[22:19] <@GWRD> Gelik breaks out into a comedy routine, that seems to be keeping everybody awake and focused (Countersong).

06[22:19] * Thanadin wanders over to Valio and Gelik, wondering what all the commotion is

15[22:19] <@Theon_Tokko> (*waits patiently* doo a doo doo)

[22:19] <Tag> (brb..feeling sleepy)

[22:19] <@GWRD> (Sorry Ryu)

[22:20] <@GWRD> (And Harl)

06[22:20] * Valio lets the flute disappear and begins to mimic Gelik.

06[22:20] * Gizkin enjoys the show

06[22:20] * Alasdair is mildly interested

[22:21] <Theron_Greystone> "well this is going to be a very interesting voyage"

[22:21] <@GWRD> Gelik: "You can't even come up with an original routine, so you copy mine. They are going to eat you alive in Elendar"

06[22:21] * Valio makes sure to exaggerate everything the gnome does.

[22:22] <Valio> (sorry, that should have been before yours...)

[22:22] <@GWRD> Gelik seems to actually feed off of Valio's attempts to exxaggerate his performance and starts to masterfully weave it into his own routine.

[22:23] <Gizkin> "The Gnome is good"

06[22:23] * Valio smiles and bows. "But of course. You do not enjoy the compliment?"

[22:23] <Theron_Greystone> (i knew it, we should have all been bards)

[22:23] <@GWRD> Gelik: "There was a compliment given in all that braying coming out of your mouth?"

[22:24] <@GWRD> The Jenivere moves on from Ilizmagorti, to Ollo, Quent, to Port Peril where it takes on yet another passenger.

[22:25] <Valio> "Perhaps if you were to learn an instrument, you would do better? I hear that is a sign of skill."

[22:25] <@GWRD> Gelik: "It's a crutch."

[22:25] <@GWRD> Aerys is a trim, athletic half-elven woman with short dark hair, tanned skin, and fierce blue eyes. She dresses in tightly fitted leather armor and favors dark clothing and tricorn hats.

06[22:25] * Gizkin , as per usual moves towards the entry ramp to see who the new passengers are

06[22:26] * Theron_Greystone joins Gizkin

[22:26] <Valio> "Ah, but a crutch for me would be larger than you."

06[22:26] * Thanadin follows as well, growing tired of the exchange

[22:27] <@GWRD> The new passenger is definitely a looker, and probably the best thing to the eyes to come aboard since Sasha.

[22:27] <Tag> (only if I could play Rhona)

06[22:27] * @Ptolamir frowns, looking for a loose robe or hat or something on Gelik.

[22:28] <@GWRD> You spot one of the crew members approach the new woman.

[22:29] <Valio> "I must prepare for my performance this evening, it begins shortly."

[22:30] <@GWRD> Crewmember: "Hey good looking, can I take your bags to my bunk. I'd be happy to share them with you."

06[22:30] * Thanadin frowns

[22:30] <Gizkin> "Smooth"

06[22:31] * @Ptolamir moves around a corner.



[22:31] <@GWRD> The woman's face turns beat red from embarrassment, then deeper red as she introduces her fist to the man's face.

06[22:32] * Thanadin chuckles "Good on her!"

[22:32] <Theron_Greystone> "well he had that coming"

[22:32] <Gizkin> "Ouch"

[22:32] <@GWRD> Several thumpings later, with the crew member cowering, she storms off towards the forward cabins where she's staying.

06[22:32] * Alasdair winces

[22:33] <@GWRD> From Port Peril, the Jenivere makes its way to Bloodcove, where it picks up a pair of passengers.

[22:33] <@GWRD> (Ryu's port)

15[22:33] * @Theon_Tokko stands a proud 5'11, clad in tattered hides and covered in scars from battles won and lost. His long black hair flows down his back, and across the great sword slung across his back. His gaze is cold and fearless as he boards the vessel, he sizes anybody he passes up, to determine if they would be fun to play with. His voice is deep, with a touch of hidden rage.

06[22:33] * @Ptolamir notices the new female half-elf, and smiles.

06[22:34] * Gizkin says to whoever is next to him "Wonder if the crewman will ask to take his bags to his bunk"

[22:34] <Gizkin> "That guy looks like a giant monster"

[22:35] <Thanadin> "Nah, I've seen giants, he is no giant."

[22:35] <@GWRD> Theon, you are welcomed aboard the Jenivere by the First Mate, a man named Alton. He offers to let a crewman with a black eye and a noticeable favoring of his left side take your bags for you.

06[22:35] * Valio looks up from his drum and smiles to the newcomers, then goes back to his eerie beats.

[22:36] <@GWRD> Behind the giant of a man comes an oriental looking man...

[22:36] <@GWRD> Ishirou is a rugged Tian man who appears much older than he is, with graying hair worn in a ponytail and a perpetual scruffy beard. His clothing and armor are well kept and clean, but obviously of low quality. Only his sword, a beautiful katana has any real value.

[22:36] <@GWRD> (Tian = Pathfinder's Oriental culture)

15[22:37] <@Theon_Tokko> "Show me to my bunk and be gone. I have no time for the lame."

[22:37] <Gizkin> "He's not gonna like the size of the bunk"

[22:37] <@GWRD> The crewman shows you to your bunk, scowling a bit at the lame comment.

06[22:37] * Thanadin bows to the Tian man

[22:38] <Thanadin> "Greetings, I am Thanadin."

[22:38] <@GWRD> The Tian man looks at Thanadin and bows slightly in return.

15[22:38] * @Theon_Tokko looks back at the crewmen, "Please tell me that the one who gave you that, took a worse beating."

[22:38] <@GWRD> "My name is Ishirou"

[22:39] <@GWRD> The bruised crewman doesn't answer you, and moves a little faster as if trying to make it look like he didn't hear you.

15[22:39] * @Theon_Tokko drops his bags on his bunk and heads back onto the deck.



[22:40] <@GWRD> The Tian man pauses to see if you have anything more to add, but doesn't offer more.

[22:41] <Thanadin> "Oh, I was just saying hello."

06[22:41] * Thanadin wanders off

[22:41] <@GWRD> He nods and moves on, his expression dour and unamused.

06[22:42] * Alasdair shrugs

[22:42] <Alasdair> "Sometimes not all injuries are physical"

[22:42] <@GWRD> The Jenivere moves on to its final port of Senghor before its final destination of Elendar, where it picks up its final passenger.

15[22:43] * @Theon_Tokko eyes Ishirou as he comes onto the deck, "A fellow student of the sword. Nice blade you have there."

[22:43] <@GWRD> Ishirou nods and passes by you.

[22:44] <@GWRD> (Harl's port)

06[22:44] * Tag steps gingerly onto the boat, as if unsure that it would take his form.

06[22:44] * Tag steps onto the ship -- head and shoulders above most of the people, dressed in the plain robes of a monk. A quarterstaff in his grip and a worn looking backpack on his back. He moves with a grace that belies his size. Skin with a green cast and a shorn head, he bows to the sailor who offers to take his bag.

06[22:46] * Thanadin greets the monk, bowing "I am Thanadin, an Iroran monk."

06[22:47] * @Ptolamir wanders the rail of the ship once more.

06[22:47] * Tag bows

[22:47] <Tag> "Tag."

06[22:47] * Tag looks one way and then the other...

[22:47] <Tag> "Where should I put my things?"

[22:48] <@GWRD> The first mate offers to have your things taken to your quarters.

[22:48] <Alasdair> (how random)

06[22:49] * Alasdair raises his eyebrow at the mention of Irori but doesn't say anything

06[22:49] * Tag nods and hands the ship mate his bag.

[22:49] <Tag> "Thank you, sir."

15[22:50] * @Theon_Tokko impatiently paces the deck

[22:51] <@GWRD> It is the last few days of travel for the Jenivere as it leaves the port of Senghor. The various passengers have been busy aboard the ship since coming aboard.

[22:51] <@GWRD> Ileana has almost entirely become inseparable from the captain since coming aboard. Aerys has kept to herself since the incident with the crewman, only leaving her cabin for food and liquor. Sasha's laughs can be heard often in the depths or she can be seen above deck keeping busy. Gelik and Valio seem to have a rivalry going, while Ishiro keeps to himself. Jask has not been seen since coming aboard.

[22:51] <@GWRD> With the ship so close to port, the crew's spirits are high, and the captain has called for a feast to celebrate the evening, with all invited to attend.

06[22:53] * Valio is happy to join the feast, though he sits as far from Gelik as possible.

06[22:53] * Thanadin attends the feast, attempting to sit near Aerys

06[22:54] * Gizkin joins the feast as well, sitting across from Thanadin and Aerys

06[22:54] * Theron_Greystone joins the others, spirits high as his days on a ship are or close to over



15[22:54] * @Theon_Tokko attends, but says little, as he's more interested into devouring whatever food is placed in front of him

[22:55] <@GWRD> The feast is lively and the cook has done a good job in preparing an excellent meal with plenty of booze, something Aerys generously partakes of. Captain Kovack thanks you all for making this an excellent journey, as food is passed around, and aromas fill the air.

06[22:55] * Alasdair attends eating enough but not gluttonously

06[22:55] * Tag sits and meditates -- he eats sparingly... well, sparingly for someone 6 foot 1 and 255.

06[22:56] * Thanadin declines the alcohol, and eats only enough to sustain himself, preferring to chat with Aerys

[22:56] <@GWRD> (Anything you wish to RPG out before I do our last bit of business for the night before closing)

06[22:57] * Valio taps out an upbeat melody on the table as he eats.

06[22:57] * Gizkin enjoys some drink and keeps his ears open eavesdropping for now.

06[22:58] * Tag looks out over the ocean... a flicker of concern appears on his face for a second.

[22:58] <@GWRD> (Perfect timing Tag...)

06[22:58] * @Ptolamir enjoys the food.

[22:58] <@GWRD> Fortitude Saving Throws from all please.

15[22:59] <@Theon_Tokko> 1d20+3

[22:59] <TolBot> [Theon_Tokko's 1d20(14)+3]: 17

[22:59] <Theron_Greystone> 1d20 +3

[22:59] <TolBot> [Theron_Greystone's 1d20(20)]: 20 +3 (Amazing.)

[22:59] <Gizkin> 1d20+3

[22:59] <TolBot> [Gizkin's 1d20(15)+3]: 18

[22:59] <Valio> 1d20

[22:59] <TolBot> [Valio's 1d20(5)]: 5

[22:59] <Tag> 1d20+3

[22:59] <TolBot> [Tag's 1d20(12)+3]: 15

[22:59] <Thanadin> 1d20+1

[22:59] <TolBot> [Thanadin's 1d20(15)+1]: 16

[23:00] <Tag> (... and you die --gg, everyone!)

[23:00] <Alasdair> (lemme look)

[23:00] <Alasdair> 1d20+3

[23:00] <TolBot> [Alasdair's 1d20(15)+3]: 18

[23:01] <@Ptolamir> 1d20 Fort

[23:01] <TolBot> [Ptolamir's 1d20(6)]: 6 Fort

[23:02] <Thanadin> [if its poison, add 3 to my roll]

[23:04] <@GWRD> Theron Greystone... everything is dark and silent. Then the sensation begins to creep back in - the feel of sand below and of something wet lapping at your feet, the sound of ocean waves washing against a beach, and a heavy pressure over your legs... suddenly there is a searing pain in your foot.

[23:04] <@GWRD> As this session of Souls for Smuggler's Shiv comes to a close.



Session 2 – 12/22/2013 – Shipwrecked

[20:18] <@GWRD> Game beginning...

[20:18] <@Theon_Tokko> (
http://konnen.wg2140.com/index.php?option=com_agora&task=forum&id=7&Itemid=2)

[20:18] <Thanadin> [what? why do i have to die?!]

[20:18] <@GWRD> Thanadin... everything is dark and silent. Then the sensation begins to creep back in - the feel of sand below and of something wet lapping at your feet, the sound of ocean waves washing against a beach, and a heavy pressure over your legs... suddenly there is a searing pain in your foot.

[20:19] * Thanadin yells out in pain

[20:19] <@GWRD> (1 damage)

[20:20] <@GWRD> A large, blue lobster looking creature with 2 large pincers snap cautiously at your feet, as a finned tail bristling with a long thin stinger rises up from behind as you yelp in pain.

[20:20] * @Ptolamir_the_Fire_Wizard rubs his feet, "What? What is going?"

[20:21] <Tag> "run for high ground!"

[20:21] * @Ptolamir_the_Fire_Wizard looks over at Tag.

[20:21] <@Theon_Tokko> (Alright, who lets Zio's unf crabs loose again?)

[20:21] <Thanadin> [arent we on a ship still?]

[20:22] <Alasdair> (crabs? i have a powder for that...)

[20:22] <Tag> (power word: butter?)

[20:22] <@GWRD> The only one awake at the moment is Thanadin.

[20:23] * @Ptolamir_the_Fire_Wizard looks about, wondering how he got off the ship.

[20:23] <@GWRD> Thanadin, it looks like you are on a beach.

[20:23] <@Ptolamir_the_Fire_Wizard> (oops, sorry)

[20:23] * @Ptolamir_the_Fire_Wizard dreams all these things.

[20:23] <Gizkan> (wizards)

[20:24] <@GWRD> What would you like to do Thanadin, it appears there are multiples of these creatures on the beach.

[20:24] * Thanadin backs away, drawing his bow

[20:25] * Ptolamir_the_Fire_Wizard is now known as Ptolamir

[20:25] <@GWRD> "You search for your bow on your person, but it's missing. You spy a pile of items down the beach a ways, that looks like it may contain your stuff.

[20:26] <Thanadin> "Damn, our things are taken!"

[20:27] <Thanadin> [in that case,instead of the 5-ft step,can i just unarmed strike?]

[20:27] <@GWRD> (Sure)

[20:27] <Thanadin> [well,flurry,but still]

[20:28] <Thanadin> 1d20-1

[20:28] <TolBot> [Thanadin's 1d20(14)-1]: 13

[20:28] <Thanadin> 1d20-1

[20:28] <TolBot> [Thanadin's 1d20(11)-1]: 10

[20:28] <Thanadin> [vs ac]

[20:28] <@GWRD> (AC = 14)

[20:29] <Thanadin> [boooo]



[20:31] <@GWRD> The creatures continue to pick at the bodies washed up on the shore, poking and snapping at: Theron, Theon, Sasha, Valio, Gelik, and the last one turns its attention fully on Thanadin...

[20:31] <@GWRD> (Anybody hit takes 1 damage and is awake, but groggy)

[20:31] <@GWRD> 3 1d20

[20:31] * @Theon_Tokko growls as he's nibbled on

[20:31] <@GWRD> 3#1d20

[20:31] <TolBot> [GWRD's 1d20(9)]: 9

[20:31] <TolBot> [GWRD's 1d20(13)]: 13

[20:31] <TolBot> [GWRD's 1d20(1)]: 1 (Nooooo!)

[20:31] <@GWRD> (AC Thanadin?)

[20:32] <Thanadin> [15]

[20:32] <@GWRD> The creature snaps widely at you, and takes another snap close to the bridge of your nose, before stinging widely into the dirt by you.

[20:32] <Tag> (mine's 15 as well)

[20:32] <@GWRD> Initiative: Them, Theron Graystone, Thanadin, Gizkin, Alasdair, Theon Tokko, Tag, Ptolamir, Valio

[20:33] <@GWRD> (If you are awake, you may act this round. Gizkin also awakens this round.)

[20:33] <@Theon_Tokko> (15 too)

[20:34] <@GWRD> (Thanadin is up...)

[20:34] <Gizkan> (k)

[20:34] <Thanadin> [flurry again, am i flanking with jask?]

[20:34] <Gizkan> (am I just last in the init order?)

[20:35] <@GWRD> (No you are where you are listed)

[20:35] <@GWRD> Jask, the prisoner that was brought on board is presently out cold, and doesn't look like he would be of any assistance.

[20:36] <Thanadin> [ok]

[20:36] <Thanadin> 1d20-1

[20:36] <TolBot> [Thanadin's 1d20(11)-1]: 10

[20:36] <Thanadin> 1d20-1

[20:36] <TolBot> [Thanadin's 1d20(3)-1]: 2

[20:36] <Thanadin> [boooo. again.]

[20:36] <@GWRD> You smack your fist into its hard shell, leaving nary a dent, before stubbing your toe with your second blow.

[20:37] <@GWRD> (Gizkin, then Theon T., then Valio)

[20:37] * Thanadin swears in dwarven

[20:37] <Gizkan> (Running for the pile, brb)

[20:38] <@GWRD> 1d20

[20:38] <TolBot> [GWRD's 1d20(18)]: 18

[20:38] * Alasdair is uncocious

[20:38] <@GWRD> 1d2-1

[20:38] <TolBot> [GWRD's 1d2(1)-1]: 0

[20:39] <@GWRD> One of them snaps at Gizkan as he runs by, taking a small chunk of leg in the process (1 hp)



[20:39] <Gizkan> (minus 2 hps total so far?)

[20:39] <@GWRD> (yep)

[20:40] <@GWRD> (Theon, then Valio)

[20:40] * @Theon_Tokko looks for his blade (so move, then I'll be out of range)

[20:41] <@GWRD> It looks like your belongings, less what you were wearing for clothes or armor is in a giant pile on the beach. (Standard action to find your weapon(s))

[20:41] <@Theon_Tokko> (unless I don't have to move onto the Gear square, then I should still be in range, but that'd still be a move, and a minor to pick up my weapon... so I'd be done right?)

[20:42] <@GWRD> (You don't have to move on to the gear square, just next to it)

[20:42] <@GWRD> (Valio's up)

[20:42] * Valio stands up and looks around, then sings out "Wake up, we are being attacked!"

[20:43] <@GWRD> Valio, your not sure if your singing is helping the situation or not. Everybody appears very groggy, and you yourself are having trouble focusing or figuring out what's entirely going on.

[20:45] <@GWRD> 3#1d20 vs Theon

[20:45] <TolBot> [GWRD's 1d20(10)]: 10 vs Theon

[20:45] <TolBot> [GWRD's 1d20(12)]: 12 vs Theon

[20:45] <TolBot> [GWRD's 1d20(5)]: 5 vs Theon

[20:45] <@GWRD> 3#1d20 vs Thanadin

[20:45] <TolBot> [GWRD's 1d20(12)]: 12 vs Thanadin

[20:45] <TolBot> [GWRD's 1d20(11)]: 11 vs Thanadin

[20:45] <TolBot> [GWRD's 1d20(13)]: 13 vs Thanadin

[20:46] <@GWRD> The other creatures snap at Sasha, Alasdair, Gelik, and Theron. (Alasdair wakes up, as does Tag)

[20:46] <@GWRD> (1 hp damage)

[20:46] * Alasdair rubs his eyes groggily

[20:47] <@GWRD> (Initiative: Them, Theron Graystone, Thanadin, Gizkin, Alasdair, Theon Tokko, Tag, Ptolamir, Valio)

[20:47] * Tag snorts and sits upright.

[20:47] <Alasdair> "We're being exact? Exactly wha--- oww!"

[20:47] <@GWRD> (Thanadin, then Gizkin)

[20:47] <Thanadin> [flurry]

[20:47] <Thanadin> 1d20-1

[20:47] <Tag> "Master, I-- wait!"

[20:47] <TolBot> [Thanadin's 1d20(17)-1]: 16

[20:47] <Thanadin> 1d20-1

[20:47] <TolBot> [Thanadin's 1d20(1)-1]: 0 (Tsk, tsk)

[20:47] <Alasdair> 1d20+0

[20:47] <TolBot> [Alasdair's 1d20(1)+0]: 1 (Tsk, tsk)

[20:48] <@GWRD> (one hit)

[20:48] <Thanadin> 1d6+1

[20:48] <TolBot> [Thanadin's 1d6(4)+1]: 5

[20:48] * Gizkan contines to the gear pile and begins to grab his gear (shortsword or whatever I find first)



[20:48] <Gizkan> (sorry hit enter on accident early)

[20:48] <@GWRD> Thanadin gets behind the lobster like creature and caves in the back of its skull with a well placed blow.

[20:49] <Thanadin> [woo!]

[20:49] <Thanadin> [someone start melting butter]

[20:49] <@GWRD> It twitches for a moment while Gizkan grabs his blade from the pile.

[20:49] <@GWRD> (Alasdair, Theon T., Tag)

[20:49] <Tag> [dem crawdads good eatin' oohh-weeee]

[20:50] * Alasdair flails around panicked and tries to avoid being hit

[20:50] <@Ptolamir> (is this round 2?)

[20:50] <Alasdair> "What's going on? Where am I?" He cries panickedly

[20:51] <@GWRD> (Round 3)

[20:51] <@GWRD> (Theon, Tag, Valio)

[20:52] * @Theon_Tokko grins happily reunited with his blade, and spares no time to bring it crashing down on his foe.

[20:52] <@Theon_Tokko> 1d20+1 vs AC

[20:52] <TolBot> [Theon_Tokko's 1d20(1)+1]: 2 vs AC (Not good.)

[20:52] <@Theon_Tokko> (Really TolBot... Really...)

[20:52] * TolBot perks up.

[20:52] <@GWRD> You swing wildly as your head pulses in groggy alcohol induced anger

[20:53] <@GWRD> (Tag, Valio)

[20:53] * Tag wakes up, looks around and punches the nearest creature -- in traditional orcish fashion.

[20:54] <Tag> (flurry of blows, unarmed)

[20:54] <Tag> 1d20+2 vs AC

[20:54] <TolBot> [Tag's 1d20(6)+2]: 8 vs AC

[20:54] <Tag> 1d20+2 vs AC

[20:54] <TolBot> [Tag's 1d20(17)+2]: 19 vs AC

[20:54] <@GWRD> Your first hit manages to agitate the creature, yet your second hit strikes true...

[20:55] <Tag> 1d6+3

[20:55] <TolBot> [Tag's 1d6(5)+3]: 8

[20:56] * Valio sings as he moves towards the gear pile. "Rally and fight, rally and fight, or else we'll never see night!" (inspire courage. I guess? I'll get better over time...)

[20:56] <@GWRD> ...and cracks through the cranium of the beast and into its soft inner layer, where it twitches before stopping.

[20:56] <@GWRD> (Inspire Courage, +1 to hit, damage, save vs. fear, if memory serves right)

[20:56] <Thanadin> [dear Irori,i hope so. my ears are bleeding after that bit]

[20:57] <Tag> [We have Elan with us?]

[20:57] <Valio> (+1 save charm and fear, +1 bonus attack and damage, yes)

[20:58] <@GWRD> One of the lobsters backs off from the flailing Alasdair and goes for the out cold Ishirou, while the others attack...

[20:59] <@GWRD> One pierces Ptolamir, trying to get a free meal (1 hp and awake)

[20:59] <@GWRD> 3#1d20 vs Theon Tokko

[20:59] <TolBot> [GWRD's 1d20(5)]: 5 vs Theon Tokko



[20:59] * @Ptolamir stirs.

[20:59] <TolBot> [GWRD's 1d20(13)]: 13 vs Theon Tokko

[20:59] <TolBot> [GWRD's 1d20(2)]: 2 vs Theon Tokko

[21:00] <@GWRD> (Thanadin, Gizkin, Alasdair, Theon...)

[21:00] <@Theon_Tokko> (go when we want, or wait?)

[21:00] <@GWRD> (Go when it's your turn)

[21:01] <@GWRD> (But don't feel like you have to wait for me before going if its your turn)

[21:01] * Thanadin goes to Ishirou's aid [five foot step,flurry]

[21:01] <Thanadin> 1d20

[21:01] <TolBot> [Thanadin's 1d20(9)]: 9

[21:01] <Thanadin> 1d20

[21:01] <TolBot> [Thanadin's 1d20(8)]: 8

[21:01] <Thanadin> [boo.]

[21:01] * Gizkan takes his blade and moves towards an enemie to make an attack (EU1)

[21:02] <Gizkan> 1d20+4

[21:02] <TolBot> [Gizkan's 1d20(4)+4]: 8

[21:02] <Tag> (brb)

[21:02] <@GWRD> Thanadin manages to irritate his beast shortly before Gizkan does the same, but giving Ptolamir time to react.

[21:03] <@Ptolamir> (my turn? Tag didn't go)

[21:03] <@GWRD> (Alasdair, Theon, Tag)

[21:03] <@Ptolamir> (ok, nm)

[21:03] * Alasdair doesn't know what to do

[21:04] <@GWRD> (Theon, Tag, Ptolamir, Valio)

[21:05] <@GWRD> (Theon or Tag?)

[21:05] * @Theon_Tokko attempts to slaughter the bug

[21:05] <@Ptolamir> (Is PF OA rules similar to 3e? As in, can shift 1 space away only to not provoke?)

[21:05] <@Theon_Tokko> 1d20+1 (and +1 if that inspire courage or whatever works on me too)

[21:05] <TolBot> [Theon_Tokko's 1d20(19)+1]: 20 (and +1 if that inspire courage or whatever works on me too)

[21:05] <@GWRD> (Yes Tol)

[21:06] <@Theon_Tokko> 1d10+1

[21:06] <TolBot> [Theon_Tokko's 1d10(7)+1]: 8

[21:06] <@GWRD> (Hit, and you do get the +1 bonus)

[21:06] <@GWRD> Theon plunges his blade deep into the back of the creature, pinning it to the ground briefly before removing his blade.

[21:06] <Tag> (can I run to creature 1 and attack in the same turn?)

[21:07] <@GWRD> (Yes you can charge if you like)

[21:07] <Tag> (OK)

[21:07] <@GWRD> (Charge gives you a +2 hit, but -2 AC)

[21:08] * Tag charges at a creature a few yards away, moving like a force of nature.

[21:08] <Thanadin> [just cant flurry]

[21:08] <Tag> (do I add +3 for bull rush?)



[21:08] <@GWRD> (Are you bull rushing or attacking?)

[21:08] <@Theon_Tokko> (oh, do I still get a move action? if so moving to aid Sasha)

[21:08] <@GWRD> (Ok Theon)

[21:08] <Tag> (bullrushing)

[21:09] <@GWRD> (Ok roll a D20 and add your CMB to it, and your +3)

[21:09] <@GWRD> (CMB = base hit, +str, -1 if you are small)

[21:10] <Tag> 1d20+6

[21:10] <TolBot> [Tag's 1d20(10)+6]: 16

[21:10] <Tag> (I wasn't small since hte steroids)

[21:11] <@GWRD> Tag rushes down the beach and smashes into the side of one of the blue lobster creatures, pushing it a good 10' back towards the water.

[21:11] <@GWRD> (Ptolamir, Valio)

[21:11] * @Ptolamir shakes the willies from his head, looks up seeing the creature beside him, screams, scoots away 5 ft and fires a blast of flame in reaction.

[21:11] <Tag> (damage?)

[21:11] <@GWRD> (No damage on a bull rush usually.)

[21:11] <Tag> (oh, OK)

[21:12] <@Ptolamir> (Burning Hands, CL2)

[21:12] <@GWRD> (It pushes your target out of the way and you into their space(s) moved)

[21:12] <Tag> (just jump and yell 'yeah! Yeah!' like a linebacker)

[21:12] <@GWRD> (Roll your damage)

[21:13] <@Ptolamir> 2d4

[21:13] <TolBot> [Ptolamir's 2d4(7)]: 7

[21:13] <@GWRD> 1d20+1

[21:13] <TolBot> [GWRD's 1d20(15)+1]: 16

[21:13] <@GWRD> (What is the DC on your spell?)

[21:13] <@Ptolamir> (that wins... it's either DC14 or 15)

[21:14] <@Ptolamir> (Not sure if the Fire Specialist increasing Caster Level also increases DC)

[21:14] <@GWRD> It shuttles partially out of the way, still taking a very severe burning from your spell.

[21:14] * Valio draws his sword from the pile, and moves towards a monster (eu5), continuing to inspire his allies. "Attack with all your might!" (it's all allies that perceive the performance)

[21:14] <@GWRD> (I'll have to check on that)

[21:14] <@Ptolamir> (half dam)

[21:17] <@GWRD> 3#1d20 vs Thanadin

[21:17] <TolBot> [GWRD's 1d20(9)]: 9 vs Thanadin

[21:17] <TolBot> [GWRD's 1d20(6)]: 6 vs Thanadin

[21:17] <TolBot> [GWRD's 1d20(14)]: 14 vs Thanadin

[21:17] <@GWRD> 3#1d20 vs Theon Tokko

[21:18] <TolBot> [GWRD's 1d20(20)]: 20 vs Theon Tokko (Yes!)

[21:18] <TolBot> [GWRD's 1d20(17)]: 17 vs Theon Tokko

[21:18] <TolBot> [GWRD's 1d20(10)]: 10 vs Theon Tokko

[21:18] <@GWRD> 3#1d20 vs Ptolamir

[21:18] <TolBot> [GWRD's 1d20(12)]: 12 vs Ptolamir



[21:18] <TolBot> [GWRD's 1d20(5)]: 5 vs Ptolamir
 [21:18] <TolBot> [GWRD's 1d20(8)]: 8 vs Ptolamir
 [21:18] <Alasdair> (whats everyones HP at?)
 [21:18] <Thanadin> [8,max 9]
 [21:18] <Tag> [8]
 [21:19] <@GWRD> (AC of Thanadin, Theon, and Ptolamir please... or number of hits against you)
 [21:19] <Valio> (8, max 9)
 [21:19] <Thanadin> [ac 15,0 hits]
 [21:19] <@Theon_Tokko> (AC is 15, so a crit, a standard, and a miss)
 [21:19] <@GWRD> 1d20
 [21:19] <TolBot> [GWRD's 1d20(17)]: 17
 [21:19] <@Ptolamir> (that vs AC?)
 [21:20] <@GWRD> (Yes does a 12 hit you Tol?)
 [21:20] <@Ptolamir> (8 misses Ptolamir's AC13)
 [21:21] <@GWRD> Theon Tokko is clawed badly taking two good hits (3 damage), while one barely sweeps past Ptolamir's shoulder.
 [21:21] <@GWRD> (Thanadin, Gizkin, Alasdair, Theon...)
 [21:22] * Alasdair continues to cower
 [21:22] <@GWRD> (Thanadin, Gizkin, Theon, Tag...)
 [21:22] <Thanadin> [flurry,do i still have the +1 to hit and damage from inspire courage?]
 [21:23] <Valio> (yes, it's ongoing until I stop)
 [21:23] <Thanadin> 1d20
 [21:23] <TolBot> [Thanadin's 1d20(16)]: 16
 [21:23] <Thanadin> 1d20
 [21:23] <TolBot> [Thanadin's 1d20(3)]: 3
 [21:23] <@GWRD> (1 hit)
 [21:23] <Thanadin> 1d6+2
 [21:23] <TolBot> [Thanadin's 1d6(2)+2]: 4
 [21:23] * Gizkan decides to charge EU1 after being inspired to attack with all his might...
 [21:23] <Gizkan> 1d20+7
 [21:23] <TolBot> [Gizkan's 1d20(16)+7]: 23
 [21:23] <Gizkan> 1d4
 [21:23] <TolBot> [Gizkan's 1d4(3)]: 3
 [21:24] <@GWRD> Thanadin caves in the head of another, as Gizkan rushes to Ptolamir's aid and jams his weapon into the side of his foe.
 [21:25] <@GWRD> (Theon, Tag, Ptolamir, Valio...)
 [21:26] * @Ptolamir shakes his head in bewilderment.
 [21:26] <@GWRD> (Theon, Tag, Valio...)
 [21:26] <@GWRD> (Any of you 3 may go)
 [21:26] * Valio slashes at the creature. "Get out of my sight!" (continued IC)
 [21:26] <Valio> 1d20+2
 [21:26] <TolBot> [Valio's 1d20(2)+2]: 4
 [21:26] <@GWRD> Thunk!



[21:26] <@GWRD> (Theon, Tag)
[21:27] * Tag runs to the pile and rummages for his staff.
[21:27] <@GWRD> (Theon)
[21:27] * @Theon_Tokko attacks EU5
[21:27] <@Theon_Tokko> 1d20+2
[21:27] <TolBot> [Theon_Tokko's 1d20(17)+2]: 19
[21:28] <@Theon_Tokko> 1d10+1
[21:28] <TolBot> [Theon_Tokko's 1d10(8)+1]: 9
[21:28] <@GWRD> Theon looks disoriented and confused briefly, before getting his bearings and cleaving the creature lengthwise along its back, ending its existence.
[21:28] <@GWRD> (Combat over)
[21:29] * Thanadin goes and grabs his things
[21:29] * Gizkan pulls his shortsword free and looks to Ptolamir "You good?"
[21:29] * Valio bows, then goes to gather the rest of his gear.
[21:29] * @Ptolamir gets to his feet, "Thanks for that."
[21:29] <Alasdair> "What was that?"
[21:29] <Tag> "Anyone know where we ware?"
[21:29] <@Ptolamir> "Gizkan, right?"
[21:29] <@GWRD> (Nature check to identify the lobster creatures, if you wish)
[21:30] <Gizkan> "Yea, Gizkin, sorry, you were? again? Saw your blast, nice"
[21:30] <@Ptolamir> "No, Bizpin?"
[21:30] * Valio mutters to himself. "Perhaps the bells would be more inspiring next time."
[21:30] <@Ptolamir> "Ah, ok"
[21:30] <@Theon_Tokko> 1d20+6
[21:30] <TolBot> [Theon_Tokko's 1d20(16)+6]: 22
[21:30] <@Ptolamir> "Ptolamir."
[21:30] <@GWRD> You appear to be on a beach, your gear is stacked up in a pile nearby, and the weather appears to be clear for the moment, though most of you are still quite damp.
[21:30] <Thanadin> "I wish I had had my bow..."
[21:31] <Alasdair> (afk for a few)
[21:31] <Gizkan> "Well met Ptolamir, our gear pile is this way"
[21:31] * @Ptolamir looks down at the sand, "How did?"
[21:31] <Gizkan> "Well, i'm sure the answers to how will come to us, lets see what's going on"
[21:32] <@GWRD> Theon, the creatures appear to be Ochre Eurypterids, mildly poisonous lobster like creatures likely attracted to the blood and bodies washed up to the shore. They generally are timid unless provoked.
[21:33] * @Ptolamir nods, walking over to the gear.
[21:33] * Tag looks around for other survivors.
[21:33] * Valio motions up the beach. "Perhaps we should move ourselves up there, and I can start a fire so that we may dry off?"
[21:34] * Thanadin helps wake up anybody still unconscious
[21:34] * Gizkan searches through the gear pile looking for his things.



[21:34] <@GWRD> Some of you start remembering bits and pieces of the evening as your senses start coming back. There was dinner, followed by a lot of nausea, panic, fear, and drowning. Surprisingly most of you are not completely soaked.

[21:35] <@GWRD> Finding your gear is rather easy, as it appears to be stacked in piles by owner.

[21:35] * Valio begins making a fire, and once enough fuel is at hand, Sparks it into existence.

[21:36] <@GWRD> Some of the other survivors start coming to, as you assist them, their wounds though vary based on how much they were picked at by the Eurypterids.

[21:36] * Tag gathers himself at the fire, sitting near it crosslegged.

[21:37] * Valio brings out his cooking gear from the small wooden barrel and begins to make a stew large enough to feed the group.

[21:37] * Gizkan joins the fire near the other Gnome "So, anyone know what happened?"

[21:37] * Thanadin assists anyone who needs it to the fire and sits down next to Tag

[21:38] * @Theon_Tokko makes it a point to check on Sasha and make sure she is well

[21:38] <@Theon_Tokko> (brb, putting kidlets to bed)

[21:39] <Tag> (brb as well)

[21:40] <@GWRD> Sasha looks like her leg was chewed on quite a bit, and Gelik the gnome looks a little worse for wear as well.

[21:40] * Valio pours in a waterskin of water, a bit of salt, some turnips and garlic and potatoes, then takes some flour to thicken it. He then takes out a coffee pot and brews up a batch, offering both to anyone that wants it.

[21:40] <Valio> (oh, and some beans. black/pinto, I think)

[21:40] <Alasdair> (sorry , dinner)

[21:41] <Gizkan> "Smells good, well built fire"

[21:41] * Thanadin graciously accepts a bowl of stew

[21:41] <Valio> "Thank you."

[21:41] * Valio takes out his utensils and fills his own cup and bowl full of the nourishment.

[21:42] * Alasdair looks around

[21:42] <Alasdair> "Oh my! Some of you appear to be hurt?" Alasdair said looking for the most grievously wounded person

[21:43] <Thanadin> "It's only a scratch. There are others worse off than I."

[21:43] * Valio sips the coffee. "I hope the food is a welcome sight. I try to keep morale up in whatever methods available to me. I can only cook a few meals on what I brought, though."

[21:44] * Gizkan looks around to get an idea of the landscape (unless its night)

[21:45] <Gizkan> "I suppose to we should try to figure out what happened to the boat"

[21:45] <Gizkan> "I want to know why I'm here at least"

[21:45] * Valio finishes eating and then pulls out his bedrolls and begins drying them near the fire, then draws out a spare outfit from his waterproof bag and goes to change.

[21:46] <@GWRD> There is a lining of jungle surrounding one side of the beach, and the water seems a little choppy. In the distance you see a familiar looking ship listing to port, partially submerged with a large hole in its hull.

[21:46] <@GWRD> It appears to be early morning right now, or late evening based on the position of the sun.

[21:46] <Alasdair> (so who is most wounded?)



[21:46] <Tag> "I don't know much about boats... but I am going to assume the hole has something to do with our problem."

[21:47] <@GWRD> (Sasha and Theron (who hasn't awoken yet) took several injuries, an Gelik took a few)

[21:48] * Valio returns wearing a leather vest and a colorful pair of pants. "At least they're dry."

[21:49] * Tag shakes his robes free of some water and creeps closer to the fire.

[21:50] <Gizkan> "Seems to be the case, wonder if we are on an island"

[21:50] <Gizkan> "I just remember eating and having a drink, then I just remember waking up here with a crab trying to take a bite."

[21:50] <@GWRD> (Anybody with Knowledge: Local, or Knowledge: Geography can attempt to figure out where you are)

[21:51] <Tag> (I can't brain. I have the dumb)

[21:51] <Thanadin> [i only have history and religion]

[21:52] <@Ptolamir> (history and arcana here)

[21:52] <Valio> 1d20+1

[21:52] <TolBot> [Valio's 1d20(2)+1]: 3

[21:52] <@Ptolamir> "I don't understand."

[21:53] * @Ptolamir looks out at the ship in the dim light, then back to the beach.

[21:53] <Gizkan> "At least now we have a goal"

[21:54] <Valio> (brb...)

[21:55] <@GWRD> Gelik: "Geez, how stupid are you people? We landed on the Smuggler's Shiv!"

[21:56] <Gizkan> "Gelik, why don't you tell us about Smuggler's Shiv"

[21:56] * Alasdair looks at Theons wounds

[21:56] <Alasdair> "Do you mind if I take a look at these? I might be able to help"0

[21:56] <Alasdair> (theron)

[21:56] * Alasdair realizes the person isn't awake

[21:57] <@GWRD> Gelik: This island is rightly feared by those who ply the waters of Desperation Bay. It's named not only for the knife-like shape of its coastline, but for its uncanny habit of wrecking ships that draw too near - mostly smugglers eager to avoid detection by Sargava's navy. Oh and it doesn't show up on most maps.

[21:58] <@GWRD> Theron's wounds go up his leg, and it looks like he may have been stung too.

[21:58] <Gizkan> "So, you think our ship drew to near?"

[21:58] <Valio> "If you would like me to continue serving meals, I will need more supplies. I can only feed this group for another day, maybe another meal over that."

[21:58] <Tag> "can't we find more food inland?"

[21:59] <Gizkan> "So, Gelik, tell me, we will fine plenty of friendly and welcoming villages?"

[21:59] <@GWRD> Inland appears to be dense jungle.

[21:59] <@GWRD> Sasha laughs.

[22:00] <@GWRD> Sasha Likely lots of death.

[22:00] <Tag> "What's so funny?"

[22:00] * @Ptolamir looks about, not amused at the laugh.

[22:01] * Alasdair casts light heal on Theron

[22:01] <Alasdair> 1d8+1



[22:01] <TolBot> [Alasdair's 1d8(5)+1]: 6

[22:01] <@GWRD> Sasha: "Ghouls and Ghosts walk the shores of the beach, and nobody has been able to establish a lasting colony here. We're likely going to die horrible deaths at the hands of the undead or of starvation!"

[22:01] * @Theon_Tokko eyes Sasha

[22:01] <@Theon_Tokko> "Sounds like a fun place to play."

[22:01] * Tag shrugs.

[22:02] <@GWRD> Theron's wounds close, though he does not regain conciousness yet.

[22:02] <Tag> "Then we have no room for failure."

[22:02] * Valio summons a small wooden drum from nowhere and begins to beat a mellow tune, to ward off the unknown. (just playing to keep morale up)

[22:03] <@GWRD> Sasha: "Should be amusing. Her hand rubs the hilt of a fine rapier she recovered from the pile of belongings.

[22:03] <Tag> (bongo drums? We on a desert island with a bard who plays bongo drums? We... are... in... Hell...)

[22:03] * Gizkan eats every drop of his soup

[22:03] <@GWRD> The light of day seems to be growing brighter, as the sun slowly starts to rise up in the sky.

[22:04] <Valio> "It seems that we may be able to find better accomodations before the day grows dark."

[22:04] <Gizkan> "Let's just hope the Ghouls and Ghosts are rumours"

[22:05] * @Ptolamir takes a cup of soup, thankful.

[22:05] * @Ptolamir sips lightly, to calm himself.

[22:06] <Gizkan> "So, who has been here before and had to escape?"

[22:06] <Alasdair> "Where is here?"

[22:07] <Gizkan> "Smuggler's Shiv"

[22:07] <Thanadin> "I have not heard of this place."

[22:07] * Valio checks his belongings and packs the dry ones, humming the same tune he was playing on the drum.

[22:08] <Gizkan> "I have a feeling another ship might come along and save us, perhaps we should stay on the beach today"

[22:09] <@GWRD> Sasha laughs.

[22:09] <Thanadin> "What makes you think that? Or that it would come so soon?"

[22:10] * @Theon_Tokko stretches and readies for more

[22:10] * Gizkan uses a quick cantrip to dry up his clothes and clean them up.

[22:11] <Gizkan> "Honeslty, I don't know what makes me think that, just as much of a risk as that jungle looks"

[22:11] <Gizkan> "I'm with the group though, i'm handy with my bow and my sword, if we run into trouble, I can help out that way"

[22:12] <@Ptolamir> "I can do a fair bit to take care of myself, or us, as well."

[22:12] <Gizkan> "You sure can, I saw what you did to that lobster"

[22:12] <Thanadin> "Aye, as can I."

[22:12] <Valio> "We are stronger as a group."



[22:13] <Gizkan> "Agreed, it looks like we have to options, stay here or start travelling until we get somewhere that looks reasonable"

[22:13] <Gizkan> (two)

[22:13] <@Ptolamir> "Sticking together makes sense."

[22:14] <@Theon_Tokko> "It would probably be smart to set up a camp of sorts my friends, some place we can rally, gather supplies, and be generally safe until we figure out whats going on."

[22:14] * Valio begins picking up dirty items, and with a tap they become clean and he puts them away.

[22:14] <Thanadin> "I say we travel. We need to find supplies, and I would rather not get attacked here again,by something worse than lobsters."

[22:15] <Tag> "I agree. We need supplies and then shelter. We should asume that no one is going to come for us in the short time."

[22:15] <Valio> "We need water, shelter and food; this location has none. I agree, we should search the island, at least for the time being."

[22:17] * @Ptolamir listens in turn to each.

[22:17] <@Ptolamir> "Then we head inland?"

[22:17] <@Ptolamir> "Is this sun setting or rising? I can't tell."

[22:17] <@Theon_Tokko> "So it seems."

[22:17] * @Ptolamir looks up.

[22:18] <Gizkan> "Sounds like it"

[22:18] <Gizkan> "We have the entire day to locate some of the supplies we need"

[22:18] * Tag stands up

[22:19] <Tag> "we should get moving."

[22:19] <Valio> "We should not go too far into the jungle. Perhaps we should make a line inwards, traveling within sight of each other?"

[22:19] * Thanadin stands "That sounds good."

[22:20] <@GWRD> (So going inland, and leaving the beach and the Julivere behind?)

[22:21] <Thanadin> [yes]

[22:21] <Gizkan> (Isn't it go off to another port?)

[22:21] <Gizkan> (go = gone)

[22:21] <Thanadin> [its got a giant hole in it,its not going anywhere :p]

[22:21] * Valio cleans the last of his items and gathers them to move out. He struggles with the barrel once he already has the backpack and waterproof bag on his back.

[22:21] <Gizkan> (ok i thought it was off in the distance)

[22:22] <Valio> (Someone speak up?)

[22:22] <@GWRD> (It's about .6 miles down the shore.)

[22:23] <Gizkan> "Before we head out, should we go search the boat, if we can make it there?"

[22:24] <Valio> "That sounds like a reasonable direction to travel. Anyone mind if I hum as we go?"

[22:24] <Thanadin> "That would be a good idea, I think."

[22:24] <@Ptolamir> (I didn't know it was on the beach. hehe)

[22:24] * Tag shrugs his shoulders.

[22:24] <@Ptolamir> "Yes, we'll go investigate the ship, first."

[22:24] * @Ptolamir shoulders his pack and heads out.

[22:25] <@GWRD> (So up the beach now?)



[22:26] <Valio> (heading towards the ship, but checking the jungle on the way? or is it too wide to do both?)

[22:26] * Gizkan heads down the beach also

[22:26] * Thanadin follows

[22:27] <@GWRD> (It will be difficult to get up to the jungle from the beach, or back down to the beach from the jungle, because it looks elevated in most areas by steep slopes.

[22:27] * Tag walks, looking one way and the other for other survivors.

[22:28] <@GWRD> (Survival check Tag)

[22:28] <@GWRD> You follow the shoreline in the direction of the Jenivere, as the sun starts to beat down on the beach as it gets higher into the sky. A few clouds pass overhead giving you some respite from the sun, but its not much.

[22:28] <Valio> (okay. Beach for the ship it is, then. Shouldn't take too much of the day)

[22:29] <Tag> 1d20+2

[22:29] <ToBot> [Tag's 1d20(3)+2]: 5

[22:30] <Gizkan> "Becarful on your swim Ptolamir"

[22:30] <Gizkan> (if we have to swim to it)

[22:30] * @Ptolamir looks at Gizkan, "I don't swim if it can be avoided."

[22:30] <@GWRD> Even a cursory glance is enough to confirm that the Jenivere will never sail again. Only the fortuitous presence of a sharp ridge of rock near the side of the sheer cliff wall has prevented the wreck from sinking entirely into the sea, for only the ship's stern seems to have survived the wreck.

[22:31] <Alasdair> "Oh dear, what happened?"

[22:31] <Valio> "We should gather anything of value that will help us survive here."

[22:31] <@GWRD> This portion is wedged at an angle between the cliff and the rocks, and each wave shakes and tosses the wreck alarmingly. It won't be long before the constant pounding of the waves dislodges the wreck and allows the hungry sea to claim the last of this once-fine ship.

[22:32] <Thanadin> "We should hurry,too."

[22:32] <Valio> "The sail would provide shelter. See if they have any water reserves."

[22:33] <Gizkan> (whats it take to get on the ship?)

[22:33] <@GWRD> The tide presently seems high, and it would require a hard swim to the ship, or a difficult climb along the cliff face to the ship.

[22:34] * Valio frowns. "If we think it is worth the risk."

[22:34] * Gizkan heads to the cliff to get a better look at the climb

[22:34] <Alasdair> "I'm not going on that"

[22:35] <Thanadin> "I would fall off the cliff or drown in the water, I fear."

[22:35] <@GWRD> The climb looks hard, but not impossible, but would be dangerous if somebody slipped.

[22:35] <Tag> "I cna swim."

[22:36] <Gizkan> "I'm going to make the climb, touch the tip of the boat and then gather whatever I can, see you on the boat"

[22:37] <@GWRD> (If you are going to attempt the climb, make a climb check)

[22:37] * Gizkan looks for some footing and attempts to make the climb.

[22:38] * Gizkan takes a deep breath and goes for it

[22:38] <Valio> "I..."



[22:38] <Gizkan> 1d20+4
[22:38] <TolBot> [Gizkan's 1d20(12)+4]: 16
[22:38] <@GWRD> Gizkan starts making his way across the cliff face, though it's clear it's very difficult going.
[22:39] <@GWRD> (2 more DC 15 checks)
[22:39] <Gizkan> 1d20+4
[22:39] <TolBot> [Gizkan's 1d20(10)+4]: 14
[22:40] <@GWRD> Gizkan slips on one of the rocks he attempts to move to and holds fast to a nearby handhold, not making any progress.
[22:40] <Gizkan> 1d20+4
[22:40] <TolBot> [Gizkan's 1d20(5)+4]: 9
[22:40] <Gizkan> (oh boy)
[22:40] * Tag moves forward and tries to reach the struggling Gizkan
[22:41] <@GWRD> Gizkan tries the same rock again and disappears into the surf below.
[22:41] <@GWRD> 1d4
[22:41] <TolBot> [GWRD's 1d4(4)]: 4
[22:41] <Valio> (If only I were 2 levels higher, he could have a +2 bonus...)
[22:41] <@Ptolamir> "I'll guard the beach."
[22:41] <@GWRD> After a few seconds you see the rough choppy waves smash his body against the cliff side, before he disappears under again.
[22:41] * @Theon_Tokko just shakes his head
[22:41] <@GWRD> (4 damage)
[22:41] <Gizkan> (k)
[22:42] <Gizkan> (still need 2 checks?)
[22:42] <@GWRD> It feels like forever before you see his hand reach up and grab a nearby ledge near where he started, pulling himself back to the surface.
[22:43] <@GWRD> Aerys: "We're doomed!"
[22:43] * @Ptolamir shrugs.
[22:43] <@Theon_Tokko> "Be quiet woman. We're not doomed until a sword slices through your throat."
[22:43] * Tag rushes down to help the man back up to the surface.
[22:44] * Alasdair blinks and watches not getting into the water
[22:45] <@GWRD> Aerys scowls as you threaten her, and withdraws towards the back of the group.
[22:45] <@Theon_Tokko> (wasn't exactly a threat, was jus' telling her that we're not in trouble until our throats are getting sliced lol)
[22:45] <Gizkan> "This wasn't such a good idea, might need to swim it"
[22:46] * Gizkan is soaked and a little bloodied up
[22:46] <Tag> "I should swim."
[22:46] <@GWRD> Gizkan, you also realize from your encounter with the cliff faces, that swimming is probably harder than the cliff face, particularly with the tide still coming in.
[22:47] <Thanadin> "I'm wondering if this is a feasible venture."
[22:47] <Gizkan> "My wisdom says this boat is lost, I can't make this climb"
[22:47] <@GWRD> Aerys starts drinking deeply from a flask.



[22:48] <Valio> "Come, let me heal your wounds."
[22:48] * @Theon_Tokko looks over the ledge
[22:48] <@Theon_Tokko> (its 3 climb checks?)
[22:48] * Gizkan leaves the cliff to join Valio
[22:48] <Valio> "And then we can go to the jungle and find the items we need to survive in this place."
[22:49] * Valio touches Gizkan's wounds and attempts to heal him.
[22:49] <Valio> 1d8+1
[22:49] <TolBot> [Valio's 1d8(5)+1]: 6
[22:49] <@GWRD> (3 checks at DC 15)
[22:49] <@Theon_Tokko> (Hmm.. +3 climb.. +7 swim...)
[22:49] <@GWRD> (For the climb)
[22:50] * Gizkan thanks Valio as his wounds all seem to disappear "many thanks"
[22:50] <@Theon_Tokko> "Well... Is whatever is left on the boat worth the risk?"
[22:50] <Valio> "Quite welcome."
[22:51] <Thanadin> "Of our lives? No."
[22:51] <Alasdair> "No, I wouldn't risk it"
[22:51] <Gizkan> "Unknown until we get there, but the climb is difficult and the swim looks worse"
[22:51] <Tag> "What is on the boat?"
[22:52] <Valio> "I can think of things that would help, but they are not required."
[22:52] <@GWRD> The heat of the mid-day sun is starting to become unbareable, only quenched by the occasional sea breeze that comes in off the sea.
[22:52] <Tag> "We can make do with what we have. What we don't have, we can improvise with."
[22:53] * Valio nods. "we go to the jungle, then."
[22:53] <@Theon_Tokko> "Good... Let us go to the jungle. Atleast there I can feel at home."
[22:53] <Gizkan> "Let's hope non are trapped"
[22:54] * @Ptolamir nods.
[22:55] * @Theon_Tokko heads to the jungle
[22:55] * Thanadin follows
[22:56] * Tag plods along
[22:56] <@GWRD> The group leaves the doomed Jenivere behind as they make their way into the thick uninviting jungle, the sun beating down fearsomely, as this session of Souls for Smuggler's Shiv comes to a close.



Session 3 – 1/5/2014 - Camp



The Map as known to us.

[20:22] <@GWRD> Our story resumes with our party of castaways leaving behind the remains of the Jenivere, for the unexplored jungles. The sun starting to rise higher into the sky, beating down upon the castaways mercilessly.

[20:24] <@GWRD> Flying bugs buzz mercilessly overhead as you crash through the forest. (Any idea of direction?)

[20:25] <Tag> (how about the setting sun to our backs?)

[20:25] <@GWRD> (So west?)

[20:25] <Alisdair> (sounds good)

[20:25] <Thanadin> [sure]

[20:25] <Valio> (unless the sun spins opposite ours, wouldn't it be East?)

[20:26] <Valio> (but West is good)

[20:27] * Tolman is now known as Ptolamir

[20:28] * @Ptolamir shoulders his sack, "Be nice to have some direction."

[20:29] <Gizkan> (brb again sorry)

[20:29] <@GWRD> To the north the remains of the Jenivere lie along the shore line in this little inlet / cove. To the south you can follow the shoreline back to where you awoke, To the east is water and another shoreline that you can reach by backtracking, while to the west is jungle.

[20:31] <@Ptolamir> "We know at all what we're looking for?"

[20:31] * Tag looks to the jungle.

[20:31] <@Ptolamir> (so, are all those NPCs with us?)

[20:31] <Tag> "Shelter?"

[20:31] <@GWRD> (Presently yes)

[20:31] <Thanadin> "Something to keep us alive through the night."

[20:31] <@Ptolamir> (holy crap that's a lot of NPCs to interact/keep up with)

[20:31] <Valio> "Shelter, water, food, escape."

[20:33] <@Theon_Tokko> "The jungle should be able to provide most of our requirements"

[20:35] <Valio> "The stories tell many tales of survivors, and those are always what they search for. Well, the ones that survive the adventure."

[20:35] <Alisdair> "I would have the slightest idea how to get any of those things, I'm not really a woodsy type of person" Alisdair said with a frown

[20:36] <Valio> "Nor do I, but I'm hopeful we will survive."

[20:36] * Valio smiles

[20:36] <@Theon_Tokko> "I'm from a nomadic tribe, I'm used to having to survive in the wild."

[20:36] <Thanadin> "I know basic survival skills, I'm sure I can be of some use."

[20:37] <Tag> "This is my first time out of the monastery. This is... interesting."



[20:38] * @Ptolamir tilts his head at Tag's comment.

[20:38] <Alisdair> "I spend most of my time outside in the outside world in the city."

[20:39] <@GWRD> (You're present map: https://drive.google.com/file/d/0B_pCDbqrZ-R-eVhPTDIHY3d5U2c/edit?usp=sharing)

[20:39] <@GWRD> (Your incorrectly spelled FTW)

[20:40] <@GWRD> Gelik: "So geniuses, how are we going to survive, hopefully it's not listening to his crappy music."

[20:42] <Tag> "I figure we can eat the food we find and build fires to mark where we are and wait to get rescued."

[20:42] * Valio shrugs. "I am sorry you are not capable of hearing properly. Perhaps you should talk to a Cleric about that?"

[20:42] * @Ptolamir sighs and begins moving into the jungle, "Someone wanna take the lead here? I'm not exactly a scout."

[20:44] * Gizkan looks eager to head in "I'm right beside you Elf, Jungle doesn't look that bad"

[20:45] <@GWRD> The jungle foliage along the edges is not too bad, but gets thick really quickly as you go inland. The vines and thick brush makes movement slow and arduous. The sun is also starting to beat down on you fiercely now, and the humidity is starting to get to be unbearable.

[20:47] <@GWRD> 1d100

[20:47] <TolBot> [GWRD's 1d100(91)]: 91

[20:47] * @Theon_Tokko grabs up his gear and heads towards the jungle as well

[20:47] * Tag follows along, taking off his outer robe.

[20:48] * Thanadin follows as well

[20:51] * Valio trudges along under the weight of his belongings.

[20:52] <@GWRD> Several of the other survivors groan about the heat as you crash through the forest. (DC 20 Survival checks please)

[20:52] <@Theon_Tokko> 1d20+4 vs dc20

[20:52] <TolBot> [Theon_Tokko's 1d20(17)+4]: 21 vs dc20 Success

[20:52] <Valio> 1d20

[20:52] <TolBot> [Valio's 1d20(20)]: 20 (Yes!)

[20:52] <Thanadin> 1d20+4

[20:52] <TolBot> [Thanadin's 1d20(6)+4]: 10

[20:52] <@Ptolamir> 1d20+1 Survival vs DC20

[20:52] <TolBot> [Ptolamir's 1d20(8)+1]: 9 Survival vs DC20 Fail

[20:52] <Gizkan> 1d20+5

[20:52] <TolBot> [Gizkan's 1d20(6)+5]: 11

[20:53] <Tag> 1d20+2

[20:53] <TolBot> [Tag's 1d20(10)+2]: 12

[20:53] <Tag> (I swooneth! Catch me!)

[20:54] <@GWRD> Theon and Valio, you spot signs of recently mottled snake scales, and the digested remains of what might have been a tiny sized humanoid creature with a tail.

[20:56] <Alisdair> 1d20

[20:56] <TolBot> [Alisdair's 1d20(8)]: 8

[20:56] * Gizkan wipes away some sweat



[20:56] * @Theon_Tokko checks over the remains
 [20:56] * Tag looks around
 [20:58] <@GWRD> All around you see trees, vines, and more fricken vines. Theon and Valio however appear to be looking over some remains on the trail.
 [20:58] <@Theon_Tokko> (Nature check to identify?)
 [20:59] <Tag> (Was he wearing a red shirt?)
 [20:59] * Gizkan stops forward progress as people seem to stop.
 [21:00] <Gizkan> (brb again, sorry)
 [21:00] <@GWRD> (sure)
 [21:01] * Valio spends a bit of time looking at the object, then moves to catch up with the others.
 [21:01] <@Theon_Tokko> 1d20+6 nature
 [21:01] <TolBot> [Theon_Tokko's 1d20(15)+6]: 21 nature
 [21:02] <@GWRD> The dead humanoid looks like the remains of a young chimpanzee, probably killed and eaten by a large poisonous snake.
 [21:02] <@Theon_Tokko> "Chimpanzee.. So we have friends in the trees."
 [21:05] <@GWRD> You don't see any sign of them around here, aside from the corpse.
 [21:05] <Tag> "Chimpanzee?"
 [21:05] <@Theon_Tokko> "Looks like it was ate by a snake. Monkey."
 [21:07] <Alisdair> "Snakees..."
 [21:07] <@Theon_Tokko> "So there snakes about, theres a source of food if need be."
 [21:10] <Tag> "We are soldiers, after all."
 [21:11] <@GWRD> (Continuing forward on into the jungle, seeking another route, making camp?)
 [21:12] * @Theon_Tokko continues into the jungle looking for a source of fresh water and food (and a spot to make camp of course)
 [21:13] <@GWRD> (Fort DC 15 saves please)
 [21:13] <Tag> 1d20+3
 [21:13] <TolBot> [Tag's 1d20(14)+3]: 17
 [21:13] <Thanadin> 1d20+1
 [21:13] <TolBot> [Thanadin's 1d20(19)+1]: 20
 [21:13] <@Theon_Tokko> 1d20+3 vs dc15
 [21:13] <TolBot> [Theon_Tokko's 1d20(2)+3]: 5 vs dc15 Fail
 [21:14] <Tag> (now nancy is watching Bullet-Proof Monk)
 [21:14] <Valio> 1d20
 [21:14] <TolBot> [Valio's 1d20(5)]: 5
 [21:14] <@GWRD> (-4 if you are wearing armor or wearing heavy clothes, sorry to forget that prior to some rolls)
 [21:14] <@Theon_Tokko> (does that include Hide?)
 [21:14] <@Ptolamir> 1d20+0 Fort DC15
 [21:14] <TolBot> [Ptolamir's 1d20(11)+0]: 11 Fort DC15 Fail
 [21:15] <@GWRD> (Hide would likely be heavy and not likely appropriate for a jungle)
 [21:15] <@GWRD> 1d4 non-lethal damage from heat.
 [21:15] <TolBot> [GWRD's 1d4(2)]: 2 non-lethal damage from heat.



[21:16] <@GWRD> As you continue to travel, several of you start succumbing to the harsh temperatures of the mid-day sun, and start getting aches and fatigue from the heat.

[21:18] * Tag stays silent

[21:18] * @Theon_Tokko opens up his top to help relieve the heat

[21:18] <@GWRD> (Continuing on?)

[21:19] <@Theon_Tokko> (sure)

[21:20] <Tag> (let's run this time!)

[21:20] <@GWRD> You press onwards, despite the overbearing heat. You reach a natural formation of rocks with a large collection of shed snake skin and bones littered all over the place.

[21:21] <Gizkan> "I wonder what this snake looks like"

[21:21] <@Theon_Tokko> "Big, and hungry probably"

[21:22] * Thanadin (afan21@780005a.hsd1.il.5aa6454b.net.hmsk) Quit (Ping timeout: 252 seconds)

[21:23] <Gizkan> "Well, it won't be eating me"

[21:23] <@GWRD> Your snake friend doesn't appear to be home at the moment, though it must be loving this oppressive sun.

[21:24] * Alisdair stays quiet

[21:24] * Tag looks around for a cool spot.

[21:24] * @Theon_Tokko looks for shelter in the jungle

[21:26] <@GWRD> (Those of you looking can make a DC 12 Survival check)

[21:27] <Tag> 1d20+3

[21:27] <ToIBot> [Tag's 1d20(17)+3]: 20

[21:27] <@Theon_Tokko> 1d20+4

[21:27] <ToIBot> [Theon_Tokko's 1d20(18)+4]: 22

[21:28] <@GWRD> The two of you working together find a spot suitable for the moment to provide you shelter and comfort from the sun, but should your snake neighbor return, you'll likely have some problems.

[21:29] <@Theon_Tokko> "Rest, then we look more"

[21:30] * Disconnected

Session Close: Sun Jan 05 21:30:14 2014

Session Start: Sun Jan 05 21:30:14 2014

Session Ident: #grovewood

[21:30] * Attempting to rejoin channel #grovewood

[21:30] * Rejoined channel #grovewood

[21:30] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid>'

[21:30] * Set by Magestar!darkcleric@4643032a.cpe.92acce23.net.hmsk on Sun Dec 15 21:13:11

[21:30] <@Theon_Tokko> "Rest, then we look more" (repost)

[21:31] * Tag sits down in the outer edge of the shade to give the others more room.

[21:32] * Valio strings up one of his bedrolls to provide more shade, then sits beneath it.

[21:32] * Gizkan doesn't take up much room at all and seems relieved to escape the sun for a little.

[21:37] <@GWRD> You take shelter for a few hours, until a heavy rain shower rolls in to break up the oppressive heat.



[21:37] <Tag> "At least there's water."
[21:38] <Gizkan> "Seems like a good time to move onwards then"
[21:38] * Tag stands up and looks for a direction to walk in.
[21:39] <@GWRD> The trees all look the same here, with no one direction really looking any more inviting than the next.
[21:40] * Valio catches what water he can to fill his waterskins and other carrying devices.
[21:40] <Alisdair> "Onwards"
[21:40] <Alisdair> "Seems like a good plan"
[21:40] * Tag shrugs his shoulders.
[21:40] <Tag> "Let Fate carry us onwards."
[21:41] <@Theon_Tokko> "We should gather water in your skins if you have them. Water can be scarce."
[21:42] * @Ptolamir watches the sky, shaking his head.
[21:42] <@GWRD> You travel for the rest of the day, hitting the edge of the jungle closer to evening. The rain let up about an hour ago, and shortly there after all the bugs and stinging insects decided to come out to eat.
[21:42] * Valio quickly moves his belongings from the barrel into his backpack and allows the bucket to fill. "I won't be able to carry this barrel, but it will provide us with more water. Can someone carry it?"
[21:42] * Tag raises his hand.
[21:43] <Tag> "I can carry it."
[21:43] * Valio thanks Tag for the assistance.
[21:44] <@GWRD> At the edge of the jungle you spy the shoreline once again. It appears to travel to your left and to your right with the jungle to your back.
[21:44] * Gizkan attempts to catch some water also and seems think outloud to himself "Gizkan, the Jungle Explorer"
[21:45] * Tag picks up the barrel, carrying it on his back.
[21:47] <Valio> (grr, brb)
[21:47] <@Ptolamir> "The coast again?"
[21:47] <Tag> "We should look for a high point for a fire."
[21:47] <Gizkan> "Where have you taken us Ptolamir?"
[21:48] <@Ptolamir> (I'm leading?)
[21:48] * Gizkan looks at the Elf with a sarcastic look
[21:48] <Gizkan> (according to Gizkan you are)
[21:48] <@Ptolamir> "I'm not leading."
[21:48] * @Theon_Tokko presses on
[21:48] <Gizkan> "I know, I know..."
[21:49] <Gizkan> "Let's see if there are any ships docked on this shoreline perhaps?"
[21:49] * Tag nods and walks in the direction of the shoreline.
[21:50] <Gizkan> "You know, if we wanted to put some coin together, we could create a treasure map for another group that gets lost here, then they could find it"
[21:51] <Valio> "If we find a place to set up camp for the night, I can make another stew. We have water, at least, and I still have some turnips, potatoes and beans left. Won't last much longer, but..."



[21:52] <Tag> "We should look for some shelter and think of the notion of being here longer than a few days."

[21:53] <Gizkan> "or we could do those things"

[21:54] <@Ptolamir> "Before night falls, we should make a camp on the treeline."

[21:54] <@Ptolamir> (treeline)

[21:55] <Tag> "We could do them. Perhaps even today."

[21:55] <Gizkan> "I like that idea, we could build some beds and maybe a roof tyle shelter"

[21:55] <Gizkan> (tyle type)

[21:57] <@GWRD> Jask the prisoner: "That's a good idea, establishing a base camp will provide shelther and protection for all of us until we are rescued."

[21:57] <Tag> "Then we will get moving."

[21:57] * Tag walks to the treeline.

[21:58] <Tag> (is the sun opposite or parallel to the treeline?)

[21:58] <@Theon_Tokko> "Don't want to get too dug in though, if food becomes scarces while we wait, we need to be able to up and move."

[21:58] * Valio looks for a good place to shelter for the evening.

[21:58] <Gizkan> "I believe I will attempt to build a hammock type bed, once we have our base outline prepared"

[21:59] <@GWRD> The sun is presently to your left and is setting in the sky between the jungle and shoreline.

[22:00] <@GWRD> Aerys: "What are you suggesting, that we're not going to be rescued, that we're all going to die here horribly!"

[22:00] * Tag walks down to the shore, trying to find a place wher the sun won't be at their back.

[22:00] <@Ptolamir> "Who is going to 'rescue' us?"

[22:00] <@Theon_Tokko> "Thats very well a possibility. Pray for the best, prepare for the worst."

[22:00] <Tag> "I am saying that we should be comfortable with the notion of furthering our own survival."

[22:01] <@GWRD> Aerys: "Maybe some of the crew survived and they are getting ships to rescue us now, or perhaps a passing merchant ship saw our ship go down."

[22:01] <@Theon_Tokko> "Perhaps nobody say anything and it was done intentionally. We need to figure out where 'here' is and prepare ourselves."

[22:02] <@GWRD> Sasha: "Intentionally?" She lets out a manic little laugh, but there's a quiver in the tone.

[22:03] * Tag stops at the laugh and looks over his shoulder.

[22:03] <@Theon_Tokko> "The movement of people little known is hard to decifer."

[22:04] <Tag> "Everthing has a reason."

[22:05] <@GWRD> Some of you try to establish a camp for the evening, but anything more than temporary is going to require a good day's work.

[22:07] * @Theon_Tokko finds himself a nice tree to rest against

[22:07] <@GWRD> (Establishing watches?)

[22:08] * Alisdair helps set the camp

[22:08] * Valio sets his bedroll up and offers another as he begins cooking the evening meal.

[22:08] * Gizkan attempts to build a small hammock type bed before its too dark.



[22:08] <Valio> (as in, I have a spare bedroll. Does anyone need it?)

[22:08] <Gizkan> "I'll take a watch for sure"

[22:09] * Tag sets the barrel down.

[22:09] <Tag> "I will take the night watch."

[22:10] <Gizkan> "I'll take the last watch"

[22:10] <@Theon_Tokko> "I'll take the first, I s'pose"

[22:10] <@Ptolamir> (elves sleep is non differentiated in pf?)

[22:11] <@GWRD> (Correct)

[22:11] <Tag> (they snore)

[22:11] <Gizkan> "Now, we have our camp, our watches and next a fire?"

[22:11] <Gizkan> "You still planning on cooking that stew Valio?"

[22:12] <@Ptolamir> "I will awaken early, as well. I need the time to prepare for the day."

[22:12] <Valio> "Gather some wood. I should be able to get it going."

[22:13] <@GWRD> (Note: You have a meager camp right now, if you want something better you'll have to spend about 8 hrs working on one, and find a suitable sight)

[22:14] <Valio> (maybe we can find one tomorrow that will only take 4 hours to build :))

[22:14] <Tag> (I say we hunker down for the night here, and look for the better site in the morning)

[22:14] <@GWRD> (So who is taking watches, and in what order?)

[22:14] <Gizkan> (Theon, Tag and then Gizkan)

[22:15] <@GWRD> 1d3

[22:15] <TolBot> [GWRD's 1d3(1)]: 1

[22:15] <@GWRD> Theon, during your night watch, you hear the beating of large wings in the sky over the jungle.

[22:16] * @Theon_Tokko whispers under his breath "i'm sorry friend, we would be but a snack."

[22:19] <Tag> ("But half-orc is a good appetizer.")

[22:20] <@Theon_Tokko> (daaamn my net jus' crapped out hard...)

[22:20] <Tag> (make it some hot chocolate -- it's getting to 0 here)

[22:21] * Valio wakes up and flings his bedroll off, looking around.

[22:21] <@GWRD> (Ptolamir, Theon_Tokko, and Gizkan please make DC 15 fort saves (disease))

[22:21] <@Theon_Tokko> 1d20+3 vs dc15

[22:22] <TolBot> [Theon_Tokko's 1d20(8)+3]: 11 vs dc15 Fail

[22:22] <@Theon_Tokko> (Heres my weather, Overnight: Areas of blowing snow. Mostly cloudy, with a low around -19. Wind chill values as low as -43. Blustery, with a west northwest wind around 20 mph, with gusts as high as 35 mph.)

[22:22] <@Ptolamir> 1d20 vs Disease DC15

[22:22] <TolBot> [Ptolamir's 1d20(18)]: 18 vs Disease DC15 Success

[22:23] <Gizkan> 1d20+3

[22:23] <TolBot> [Gizkan's 1d20(15)+3]: 18

[22:24] <@Theon_Tokko> (Yup, my net is crapping out.. normal ping time of 7ms to google... its currently: 1768ms)

[22:25] <@GWRD> Theon, after your watch you settle down for a well needed night's rest near Gizkan and Ptolamir. You awaken in the morning with red ants crawling all over your body and red welts on your body where they bit you.



[22:25] * @Ptolamir sits on the sand, reading from his spellbook.
[22:25] * @Theon_Tokko grumbles
[22:25] * Tag begins the morning kata
[22:26] * Gizkan pokes around Ptolamir during his watch, being curious about what he is doing.
[22:26] <Valio> (the bedroll scene goes here...)
[22:26] * Valio looks around for attackers, then relaxes.
[22:26] <@Theon_Tokko> (*insert adult satire music here*)
[22:27] <Valio> "Coffee. I need coffee. Where did I put the pot?"
[22:29] <@GWRD> It also appears that the ants got to Ptolamir and Gizkan, but not nearly as badly.
[22:30] <Tag> (anyone queued up Yakkity-sax, yet?)
[22:31] * @Ptolamir rubs his bites.
[22:31] <Tag> (brb -- caffeine)
[22:31] * Valio makes sure the fire is still warm and works a pot of water to a boil for coffee.
[22:31] * Gizkan helps out around the camp with odds and ends.
[22:32] <Alisdair> (my compter is messing up thats why ive been a bit quiet)
[22:33] <@GWRD> A thick fog has rolled in this morning along the shore, though from what you can see, the waters are quite receded at the moment, and it must be low tide.
[22:33] * @Ptolamir finishes study.
[22:34] * @Ptolamir watches the water from afar, "This makes me think we should have waited for low tide and inspected the Janeira further.
[22:34] <Valio> "It was almost high tide when we left, and it looked like it was going to be swept out to sea. Perhaps we will travel that way again?"
[22:35] <Gizkan> "We could go back"
[22:37] <@GWRD> Ishirou pats Valio on the shoulder. "Thank you". He hands an empty bowl to Valio, then goes to sit alone to stare at the sea.
[22:37] <Valio> "If we travel that direction today, but along the edge of the jungle, we may find a better place to set up camp."
[22:37] * @Theon_Tokko does what he can to tend to his new found ant wounds
[22:38] <Gizkan> "Its a plan at least"
[22:38] * Valio takes the empty bowl. "You are welcome. Hopefully we find more for tomorrow's meal."
[22:38] <Alisdair> "Also if we try to avoid going straight into the jungle we are less likely to be eaten by animals"
[22:38] <@Ptolamir> "Well, I do not think the goal is to settle in for good in any location."
[22:39] <@Ptolamir> "We have to keep moving to find a port, a town."
[22:39] <@Ptolamir> "something"
[22:39] <@GWRD> The ant bites are painful red welts and sting. Your muscles protest and burn to the little wounds.
[22:39] <@GWRD> Ishirou nods to Valio.
[22:39] <Valio> "Agreed, but there are also things we could do to provide better shelter as we move around. Hammocks and a set of tarps or other shelters, for instance."
[22:39] * @Ptolamir scratches the bothersome bites.
[22:40] * @Theon_Tokko goes down to the shore and cakes some mud on them
[22:41] <@GWRD> 1d100



[22:41] <TolBot> [GWRD's 1d100(6)]: 6
 [22:41] <@GWRD> 1d100
 [22:41] <TolBot> [GWRD's 1d100(41)]: 41
 [22:42] * Valio looks for a way to make a sled or other drag-able contraption to carry weight easier, and asks for help in building it.
 [22:42] <@GWRD> (Perception checks from anybody at the edge of the jungle still and not at the shore)
 [22:42] <@Theon_Tokko> (guess I'm at the shore now lol)
 [22:43] <@Ptolamir> 1d20+3 perception
 [22:43] <TolBot> [Ptolamir's 1d20(7)+3]: 10 perception
 [22:43] <Gizkan> 1d20+1
 [22:43] <TolBot> [Gizkan's 1d20(14)+1]: 15
 [22:43] <Tag> 1d20+6
 [22:43] <TolBot> [Tag's 1d20(8)+6]: 14
 [22:44] <@GWRD> Gizkan and Tag, as you take stock of the morning, you notice Sasha has isolated herself from the group, and you also hear rustling in the tree tops above you.
 [22:44] <Valio> 1d20
 [22:44] <TolBot> [Valio's 1d20(19)]: 19
 [22:45] * Tag looks to Sasha and to the rustling.
 [22:45] <Tag> (does it look like she's the cause of the rustling -- like she's the target of an ambush)
 [22:45] <@Theon_Tokko> (I'm going to have to call it soon... tired, and my net isn't playing nice :(uber lag)
 [22:45] <@GWRD> (No, and no)
 [22:45] <Tag> "Sasha?"
 [22:45] * Gizkan heads over to examine
 [22:46] <@GWRD> Tag as you look up, you see a trio of monkeys staring down at you.
 [22:46] * Tag walks towards her.
 [22:48] <@GWRD> One of the monkeys starts sneaking down the tree to steal some of the stuff lying around your camp.
 [22:49] * Gizkan watches the monkeys for a moment
 [22:49] <@GWRD> Meanwhile Sasha is quietly talking to herself and occasionally laughing while shaking a little.
 [22:50] <Tag> "Sasha?"
 [22:50] <@GWRD> The monkey starts rifling through Theon's gear.
 [22:50] * Gizkan casts speak with animals and attempts to communicate with one of the monkeys "Hey, stop"
 [22:51] <@Theon_Tokko> (About the only thing I wouldn't have on me right now is my bedroll, and backpack (which jus' has torches, and some rations in it)
 [22:51] <@GWRD> The monkey pauses and looks up at you, a piece of a ration in its hand.
 [22:52] <@GWRD> Monkey: "What? This is mine."
 [22:52] <Gizkan> "Money, eat it quick, and then point me in the direction of danger"
 [22:53] * Tag sits down across from Sasha, taking slow and deliberate moves.
 [22:54] <Gizkan> "Is there Danger around here Money?"
 [22:54] <@GWRD> The monkey scarfs down the food and points at Tag



[22:55] <Tag> "Sasha? What is wrong?"
[22:55] <@GWRD> Monkey: "He's dangerous, you're danger, the flying beast is danger."
[22:56] <@GWRD> Sasha: "We're never going to get off this island, we're going to die here."
[22:56] <Gizkan> "Monkey, come back and find me tomorrow, we are not danger"
[22:57] <@Theon_Tokko> (OK, that sounds like a Resident Evil quote :P)
[22:57] <Gizkan> (spell only lasts a minute)
[22:57] <Tag> "We all are going to die. It is up to us to define where, when and how. I do not intend to die on this island. Neither should you."
[22:58] <@GWRD> Monkey: "You feed, we come, eat much."
[22:58] <@GWRD> (Diplomacy check Tag)
[22:58] <Tag> (do I get xp if I cause her suicide?)
[22:59] <@GWRD> (no)
[22:59] <@Theon_Tokko> (you lose xp)
[22:59] <@GWRD> (You miss out on XP if you do)
[23:00] <Tag> 1d20-1
[23:00] <TolBot> [Tag's 1d20(18)-1]: 17
[23:00] <Tag> (ROFLAMO!!!)
[23:01] <Gizkan> (nice work)
[23:02] <@GWRD> Sasha for a moment Sasha actually smiles...
[23:03] <@GWRD> Sasha: "Thanks for that, you're alright in my book... but we're still going to die."
[23:03] <@GWRD> As this session comes to a close.



Session 4 – 1/12/2014 – Supplies and Base Camp

[20:06] <@GWRD> The castaways made camp somewhere at the edge of the jungle on the north shore of the island known as The Smuggler's Shiv, a hostile island with rocky harsh reefs and an unfriendly environment.

[20:06] <Theron_Greystone> (too bad i missed it all)

[20:06] <Theron_Greystone> (i put on my robe and wizard hat)

[20:07] <Tag> (Hey -- I kept a woman from killing herself... feeling pretty good on that with a 9 CHA)

[20:07] <@GWRD> Sasha, one of the other castaways seems to be freaking out over your chances of survival, while the others seem to be holding steady or are slightly shaken still. Suggestions of building a shelter and checking out the wreck of the Jenivere were mentioned as possible courses of action for the new day.

[20:08] * Valio packs away the cooking implements to begin another day of travel.

[20:08] <@GWRD> There is also the matter of Theon Tokko's ant bites and the dwarf who hasn't yet awoken from the shipwreck to deal with still as...

[20:08] <@GWRD> This session begins.

[20:08] * Tolman is now known as Ptolamir

[20:09] <Theron_Greystone> (well if you guys didnt hit every rock with my head while you dragged me with you maybe i would have woken up)

[20:10] <Thanadin> [youre a dwarf,you have a hard head]

[20:10] <Gizkan> "I really want to get on that wreckage, I know I make that climb"

[20:10] <@GWRD> The beach is wide and inviting, as the waters lap at the shore during low tide. A trio of monkeys hover in the branches above, watching you closely while one eats one of Theon's rations.

[20:10] <Gizkan> "Ptolamir is right, we should try again at a better time"

[20:11] * @Theon_Tokko heads back to camp after washing the bites

[20:11] <Thanadin> "Perhaps when the water isn't trying to swallow us."

[20:11] <Tag> "Is this low tide or high tide?"

[20:12] <Valio> "If we are heading back to the boat, I suggest staying near the jungle but on the beach. It should be easier travel, and we can see if there are any ports."

[20:12] <Gizkan> "We might also see a more suitable place to make a more permanent camp, one that can protect us from ants"

[20:13] <Theron_Greystone> (priorities when stranded on an island: fresh water source, then food and shelter depending how dangerous it is and then we all dig for hidden treasure)

[20:13] <Gizkan> "Look, when we get there I am going to try that climb again, I just need to try it, just to know I can do it"

[20:14] <@GWRD> 1d100

[20:14] <TolBot> [GWRD's 1d100(36)]: 36

[20:15] <@Ptolamir> "Do we know if we can follow the beach around?"

[20:15] <Gizkan> "Doesn't hurt to see"

[20:15] <Gizkan> "Avoiding that big snake in the process hopefully"

[20:16] <@GWRD> The dwarf you have been lugging around all day yesterday begins to stir.

[20:19] * Theron_Greystone starts to move around and mumble incoherently

[20:19] * Thanadin gives Theron_Greystone a shake



[20:19] <@GWRD> Theron Greystone, you open your eyes to see about 13 people nearby, some talking amongst themselves, others staring at you, and one in manacles.

[20:20] <Theron_Greystone> "What happened? where are we?"

[20:20] <Valio> "Alive on an island."

[20:20] <Thanadin> "Shipwrecked on an island called Smuggler's Shiv."

[20:21] <Gizkan> "We are witnessing the awakening of a dwarf, hopefully not a typically dwarf"

[20:21] <Theron_Greystone> "I told you ships are a death trap"

[20:22] * Gizkan moves up and pokes the dwarf "the situation is grim"

[20:22] <Thanadin> "What's this about 'typical' dwarves?"

[20:22] * Thanadin glares at Gizkan

[20:22] <@Ptolamir> "Who knows, we may find something else as well."

[20:22] <Gizkan> "Well its common knowledge that dwarf often need to lighten up, you break that standard of course"

[20:22] * Theron_Greystone shakes off the cobwebs and takes inventory of his limbs

[20:23] * Tag looks around, scanning hte horizon to see if any ships have approached.

[20:23] * Theron_Greystone takes in his surroundings as no major parts of his seem to be missing

[20:24] * Valio finishes packing up his gear.

[20:25] <@GWRD> There are no signs of fresh ships on the horizon, only the waves lapping against the shore.

[20:26] <Tag> "Highest point?"

[20:27] <@GWRD> The highest point of the island from your vantage point appears to be the jungle behind you.

[20:28] <Gizkan> "Whenever you are all ready, lets proceed Valio's way back to the shipwreck"

[20:28] * Thanadin nods

[20:29] * @Ptolamir nods and shoulders his sack.

[20:29] <Theron_Greystone> " if you are planning to get to the ship maybe a raft of sorts would make it safer"

[20:29] <Tag> "I am ready to go if everyone else is."

[20:30] <Valio> "Wait to see it before suggesting things."

[20:30] <Thanadin> "That might work."

[20:30] * Theron_Greystone gathers his belongings and sets out with the group

[20:31] * Thanadin grabs his things

[20:31] <Gizkan> "Not a bad plan if we can make one, let's keep an eye out for good places to camp also"

[20:31] <Gizkan> "These ant bites do hurt, I can't imagine how you feel Theon"

[20:32] <@GWRD> It takes you about a half-hour or so to make your way down the beach line to where the Jenivere lies wrecked against the cliffs.

[20:32] * Theron_Greystone eyes the jungle suspiciously looking for any sign of trouble

[20:32] <@Theon_Tokko> (its safe to assume that I made it back to camp lol, I need to rescue my rations from the monkey XD)

[20:33] <@GWRD> Even a cursory glance is enough to confirm that the Jenivere will never sail again. Only the fortuitous presence of a sharp ridge of rock near the side of the sheer cliff wall has prevented the wreck from sinking entirely into the sea, for only the ship's stern seems to have survived the wreck.



[20:33] <Tag> (how much is salvagable?)

[20:34] * Gizkan heads back to the climbing location to check things over again.

[20:34] <@GWRD> This portion is wedged at an angle between the cliff and the rocks, and each wave shakes and tosses the wreck alarmingly. It won't be long before the constant pounding of the waves dislodges the wreck and allows the hungry seas to claim the last of this once-fine ship.

[20:34] <@GWRD> (Hard to tell from your vantage point)

[20:34] * Theron_Greystone looks for any washed up crates or wood along the beach that could be useful

[20:35] <Gizkan> "Look guys, I can make this climb, I just know it. I will get my two gnomish feet on that ship again before it sinks"

[20:35] <Valio> "If we can salvage some of the sail material, it will provide good shelter."

[20:35] <Valio> "Do you need some rope to help you across?"

[20:35] <@GWRD> Having arrived at the wreck this time at low tide reveals some wet rocks that lead up to the remains, probably easier to travel than climbing from the side of the cliff.

[20:35] <Gizkan> "Yes, that would help"

[20:36] * @Ptolamir points to the low rocks.

[20:36] <@Ptolamir> "There."

[20:36] <@Ptolamir> "I will remain on the beach."

[20:36] * Valio takes some rope from his pack.

[20:36] * Gizkan looks as an obvious looks of dissapointment comes across his face..."yeah, that does look like a safer plan"

[20:37] * Thanadin decides to brave the rocks

[20:37] * Tag comes along -- not particularly smart, but can be called upon to lift heavy things.

[20:37] * Gizkan takes a minute to let go of his own personal challenge of the cliff face and joins Thanadin.

[20:37] <Tag> (brb)

[20:37] <@GWRD> (Those of you travelling along the rocks, are you taking any precautions?)

[20:38] <Gizkan> (of course, we are a wise group)

[20:38] * Tag takes off his robes down to the loincloth)

[20:38] * Valio stays away from the cliffs and water, but offers his rope for use.

[20:38] <@GWRD> (What kind of precautions, other than near full nudity?)

[20:39] * Gizkan looks for a place to anchor the rope near the rocks.

[20:39] <Gizkan> (gonna have the first person bring the rope across if we can find the places to tie it)

[20:40] * Theron_Greystone offers his rope

[20:40] <Gizkan> "Thanadin, bring this rope across with you, tie it up to the boat so the others can use it to cross with, we will try to anchor it here"

[20:41] <Thanadin> "Good thinking"

[20:41] * Thanadin ties the rope to himself

[20:41] <Gizkan> "Do becarful, Theon has ahold of the rope if you fall in, just hold on, his ant bitten muscles will pull you back to safety"

[20:42] * Gizkan attempts to get Theon to hold on to part of the rope

[20:42] <Thanadin> "...Perhaps someone not wounded?"

[20:42] * Theron_Greystone assists Theon



[20:43] <@Theon_Tokko> (Last I was on the way back to camp, to wrestle the monkey from my rations... never heard that I made it so assume I'm not there unless we're told otherwise :P)

[20:43] <Gizkan> (oh sorry, thought we were together)

[20:43] <Gizkan> (make that Tag then)

[20:43] <Thanadin> [oh crud,splitting the party already!]

[20:43] <@GWRD> (You are together)

[20:43] <@Theon_Tokko> (I was at the beach already cleaning my bites... :P)

[20:43] <@GWRD> (This is an hour after that)

[20:43] <Gizkan> "Just get going Thanadin, we got you"

[20:44] * Thanadin makes his way across the rocks

[20:44] <Tag> "Be careful."

[20:44] <@Theon_Tokko> (ah ok, well.. *shrugs*_

[20:44] <@Theon_Tokko>)

[20:44] <Tag> (dang it -- wife's calling... brb)

[20:47] <@GWRD> Thanadin, you make you way across the rocks, slowly moving and hopping carefully from rock to rock until you reach the Jenivere. You see a rope tied to the end of the bow and half of the life raft attached to it. The back end of the raft is long gone, having been destroyed smashing against the side of the ridge.

[20:47] <@GWRD> (Perception check please)

[20:47] * Gizkan cheers Thanadin's accomplishment

[20:48] <Thanadin> 1d20+8 perception

[20:48] <TolBot> [Thanadin's 1d20(13)+8]: 21 perception

[20:48] <Theron_Greystone> 1d20 +4 perception

[20:48] <TolBot> [Theron_Greystone's 1d20(12)]: 12 +4 perception

[20:49] <Theron_Greystone> (hmm must have made a typo)

[20:49] <Thanadin> [you have a space before the +4]

[20:49] <Gizkan> (everyone makes one?)

[20:49] <@GWRD> You also realize that while it's not noticable from the shore, much of the lower deck of the ship has been lost, and all that survives are the upper decks, a portion of the captain's cabin, and probably the larder, supply room, brig, and galley on the mid-deck. You also hear what sounds like pounding against a door and making a terrible racket.

[20:50] <@GWRD> (No need for everybody else)

[20:50] * Thanadin ties his end of the rope to the end of the bow

[20:51] * Gizkan attempts to cross after

[20:51] <@GWRD> (Would you like to wait for the others or explore the ship?)

[20:51] <Thanadin> [ill wait for the others]

[20:52] <Tag> 1d20+6

[20:52] <TolBot> [Tag's 1d20(4)+6]: 10

[20:53] * Gizkan grabs the rope and tries to makes his way over to the ship with Thanadin

[20:53] * Valio finds a safe location to place his things before he attempts to climb to the boat.

[20:53] <@GWRD> Those of you making your way over to the ship don't have too much trouble, though you may want to consider picking up the pace before the tide gets too high to navigate back safely.

[20:54] <Theron_Greystone> "i think i will stay on this side for now, in case of any surprises"



[20:55] * Gizkan calls across "If its looking like those rocks are going to disappear, call out a warning!"

[20:55] * Thanadin starts exploring the ship, starting with the pounding noise

[20:55] * Tag follows the group towards the boat.

[20:56] <Gizkan> "Get busy you guys, I'll stay here and call you guys out if the dwarf gives the warning"

[20:56] <@GWRD> You have maybe an hour or two tops before the rocks disappear under the surf.

[20:56] * Tag starts a loping run.

[20:56] <@GWRD> The pounding sound seems to be coming from the lower deck where the supply room was located.

[20:57] <Tag> "Who's there?"

[20:57] * Valio heads for the sails, hoping to gather enough for good shelters.

[20:57] <Valio> "Someone help me with the sails?"

[20:58] <@GWRD> As you yell out, you spot one of the large blue lobster creatures trying to break through the door. It stops and turns to approach an easier meal...

[20:58] <@GWRD> http://cdn.obsidianportal.com/assets/85630/Souls_for_Smuggler_s_Shiv_-_Eurypterid.jpg

[20:58] <@GWRD> (Picture if you want one)

[20:58] <@GWRD> `init rolls please for whomever is on the ship.

[20:58] <TolBot> Please make an initiative roll (1d20+modifier).

[20:58] <Thanadin> 1d20+1

[20:58] <TolBot> [Thanadin's 1d20(18)+1]: 19

[20:58] <Gizkan> (nice drawing mage)

[20:58] <Valio> 1d20+4

[20:58] <TolBot> [Valio's 1d20(2)+4]: 6

[20:59] <@GWRD> 1d20+5

[20:59] <TolBot> [GWRD's 1d20(14)+5]: 19

[20:59] <Gizkan> 1d20+2

[20:59] <TolBot> [Gizkan's 1d20(12)+2]: 14

[20:59] <@GWRD> (Not my drawing.)

[20:59] * Gizkan helps Valio with the sails

[20:59] <@GWRD> `init report

[20:59] <TolBot> Initiative Order: GWRD, 19, Thanadin, 19, Gizkan, 14, Valio, 6

[21:00] <Valio> (since I'm heading a different direction, it makes sense why I'm a lower init :))

[21:00] <@GWRD> The Eurypterid rushes towards Tag it's claws pinching wildly...

[21:00] <@GWRD> 1d20

[21:00] <TolBot> [GWRD's 1d20(9)]: 9

[21:01] <@GWRD> It snaps at Tag as Thanadin moves to act.

[21:01] <Thanadin> [how far away is it from me?]

[21:01] <Tag> (crap)

[21:02] <@GWRD> (10')

[21:03] * Tag blinks dumbly at the sound.

[21:03] * Thanadin steps towards it and aims a few kicks at it [five-foot step, flurry of blows]

[21:03] <Thanadin> 1d20-1

[21:03] <TolBot> [Thanadin's 1d20(14)-1]: 13



[21:03] <Thanadin> 1d20-1
 [21:03] <TolBot> [Thanadin's 1d20(14)-1]: 13
 [21:04] <@GWRD> 1d20
 [21:04] <TolBot> [GWRD's 1d20(1)]: 1 (Sorry.)
 [21:05] <@GWRD> It takes a stab at Thanadin with its long stinger as Thanadin closes to smack its hard shell with his fists.
 [21:05] * Gizkan heads towards the sounds of conflict.
 [21:05] <@GWRD> (Gizkan, Valio. It's ac is 14)
 [21:05] <Thanadin> [booooooooooooooooo.]
 [21:05] <@GWRD> (Valio)
 [21:06] <@GWRD> 2 1d20 vs. Tag
 [21:06] <@GWRD> 2#1d20 vs. Tag
 [21:06] <TolBot> [GWRD's 1d20(3)]: 3 vs. Tag
 [21:06] <TolBot> [GWRD's 1d20(12)]: 12 vs. Tag
 [21:06] * Valio draws his longsword and attacks it.
 [21:06] <@GWRD> 1d20 vs. Thanadin
 [21:06] <TolBot> [GWRD's 1d20(11)]: 11 vs. Thanadin
 [21:06] <Valio> 1d20+1
 [21:07] <Valio> (uh, ok...)
 [21:07] <@GWRD> (Somebody want to wake up Tolbot?)
 [21:07] * TolBot shakes its head.
 [21:07] <Valio> 1d20+1
 [21:07] <TolBot> [Valio's 1d20(10)+1]: 11
 [21:07] <@GWRD> (What is Tag and Thanadin's AC's?)
 [21:07] <Thanadin> [15]
 [21:08] <Tag> [15]
 [21:08] <@Ptolamir> (is tolbot not working?)
 [21:08] * TolBot makes a 'shushing' sound.
 [21:08] <@GWRD> Valio jumps down from the upper decks to engage the giant lobster wanna-be as it snaps hungrily at its two attackers.
 [21:08] <@GWRD> (Gizkan, Valio)
 [21:09] <@GWRD> (Either of you)
 [21:09] <Valio> (I tried to attack up there. I'm willing to reroll ;)
 [21:09] <@GWRD> (That was last turn)
 [21:09] <Valio> (oh!)
 [21:09] <Valio> 1d20+1
 [21:09] <TolBot> [Valio's 1d20(16)+1]: 17
 [21:09] * Gizkan engages also with his shortsword (we have it flanked?)
 [21:10] <@GWRD> (Hit)
 [21:10] <Valio> 1d8
 [21:10] <TolBot> [Valio's 1d8(6)]: 6
 [21:10] <@GWRD> (You may flank it if you like)
 [21:10] <Gizkan> (is that +1?)



[21:10] <Valio> (yes, I forgot that...)

[21:10] <@GWRD> Valio stabs the creature in its eye, then pushes into his short sword with all his weight until his sword goes deeper, ending the life of the creature.

[21:11] <Thanadin> [flanking gives +2 to hit]

[21:11] <Theron_Greystone> (if those things wern't poisonous we could have some lobster steaks)

[21:11] <Gizkan> "Quick work of that thing"

[21:11] * Valio smiles. "Now, how about we salvage what we can?"

[21:11] * Tag looks to Valio and bows.

[21:11] <Tag> "I am in your debt."

[21:11] <Gizkan> "Good call Valio, you warrior musician"

[21:12] * Valio whistles as he goes back to work.

[21:12] <Gizkan> "Might want to notch your blade later"

[21:12] <@GWRD> (Places you may search: Captain's Cabin, Larder, Supply room (where you are), brig, and galley)

[21:12] * Tag walks to the larder.

[21:12] * Gizkan searches the Galley

[21:12] * Thanadin searches the supply room

[21:13] * Valio decides to go to the supply room first, instead of climbing back to the sails for the moment.

[21:13] <@GWRD> (I'll start in the order I saw them listed)

[21:13] <@GWRD> Larder:

[21:13] <@GWRD> Although the majority of the Jenivere's food stores were kept in the now-missing cargo below, enough preserved rations are stored here to supply a single person with food for 24 days. A large fat man, who you recall as the cook, lies here dead with wounds on his neck and shoulders.

[21:14] <Tag> (so we have food for 48 hours, counting the cook)

[21:14] <Tag> "There is enough food here to last us some days. We can hunt and make this stretch out further."

[21:15] <@GWRD> (Anything else you would like to do in the Larder?)

[21:15] * Tag starts taking foods out of it and setting it aside to take later.

[21:16] <@GWRD> Galley: Gizkan, when you arrive in the galley, you find it flooded with water. Most of the wall has been ripped apart and some sharp reefs can be seen poking through in spots. A few tables and a bench are all that remain of the galley.

[21:17] <@GWRD> Supply Room: Thanadin and Valio, you discover that the blue lobster creature was attempting to get in here and has severely damaged the door, which is locked. You also notice some blood from the other side of the door as washed to your side of the door.

[21:18] <Thanadin> "Shall we finish what the lobster started?"

[21:19] * Gizkan heads back to the Supply room after finding nothing

[21:21] <@GWRD> The ship rocks violently as a large wave hits it outside.

[21:21] * Tag braces himself against the rocking.

[21:21] * Thanadin kicks at the door

[21:21] * Gizkan calls out "We need to hurry"

[21:22] <Gizkan> "Thanadin, Valio, i'm going to find Tag and make sure he is alright"

[21:22] <@GWRD> (Str check to open the door with your foot)



[21:22] * Gizkan heads off to the Larder
[21:22] <Thanadin> 1d20+1
[21:22] <TolBot> [Thanadin's 1d20(11)+1]: 12
[21:23] <@GWRD> You smack your foot against the swollen wooden frame of the door, but it does not budge.
[21:23] <@Theon_Tokko> "Find anything?!"
[21:23] * @Theon_Tokko yells from outside
[21:24] <Tag> "Food for a couple of weeks!"
[21:24] <@GWRD> (too loud in the ship to hear Theon from your locations)
[21:24] * @Ptolamir watches the tide.
[21:24] * Thanadin growls and kicks the door again
[21:24] <Thanadin> 1d20+1
[21:24] <TolBot> [Thanadin's 1d20(14)+1]: 15
[21:24] <@GWRD> "The tide seems to be alright for now, but in an hour or so it will not be pleasant.
[21:24] <@Theon_Tokko> (am I holding a rope or anything like that? I'm so lost still lol)
[21:25] <@GWRD> THUMP!
[21:25] <@GWRD> The door does not give to your second kick.
[21:25] <Gizkan> (you were holding hte rope with Theron, but you could tie it off perhaps by now)
[21:25] <Theron_Greystone> (i am holding watch on the strand and will help Theon if he needs it)
[21:25] * @Theon_Tokko stands fast with the rope in hand
[21:25] <Thanadin> "Valio, a little help?"
[21:25] * Thanadin kicks the door once more
[21:26] <Gizkan> "Tag, you ok? I think we are running out of time, there was nothing in the Galley, those two are focused on opening a door in the Supply room"
[21:26] <Thanadin> 1d20+1
[21:26] <TolBot> [Thanadin's 1d20(12)+1]: 13
[21:26] <Valio> (what? sorry, got distracted. family was going to sleep..)
[21:26] <Tag> "I am well. I found food! Helo me get it out!"
[21:26] <Thanadin> [no worries,trying to kick the door open]
[21:26] <Gizkan> "Sounds like a plan to me, lets get to work"
[21:27] <Valio> 1d20+1 kick
[21:27] <TolBot> [Valio's 1d20(6)+1]: 7 kick
[21:27] * Gizkan helps Tag with the food
[21:27] <@Theon_Tokko> (and while they're doing that I'm gonna go AFK and make sure Jade and Skyla are in bed so I'll brb)
[21:27] <@GWRD> Thump, Thump
[21:27] <Valio> "on the count of three?"
[21:27] * Thanadin nods
[21:27] <@Theon_Tokko> (<Theon> "You can count!?" XD)
[21:27] <Valio> "one, two, three!"
[21:27] <Thanadin> 1d20+1
[21:27] <Valio> 1d20+1
[21:27] <TolBot> [Thanadin's 1d20(10)+1]: 11



[21:28] <TolBot> [Valio's 1d20(14)+1]: 15
 [21:28] <@GWRD> THUMP
 [21:28] <Thanadin> "This would be a lot easier if we had a key."
 [21:28] <@GWRD> You shake loose some of the splinters on the damaged door on that last kick.
 [21:28] <Theron_Greystone> (hmm wanst helping out adding a value to a roll or did i misread that)
 [21:29] * Tag hands foodstuffs to Theon
 [21:29] <Valio> "again?"
 [21:29] * Thanadin nods
 [21:29] <Valio> 1d20+1
 [21:29] <TolBot> [Valio's 1d20(14)+1]: 15
 [21:29] <Thanadin> 1d20+1
 [21:29] <TolBot> [Thanadin's 1d20(19)+1]: 20
 [21:30] * @Theon_Tokko takes the rations hes handed and puts them somewhere safe
 [21:30] <@GWRD> Combined the two of you crash through the door, which groans with your combined efforts...
 [21:30] <@GWRD> This is the room the eurypterid was so eager to get into - it contains not only a number of supplies, but also the unfortunate first mate, Alton Devers. Trickle of blood run under the door as if he was recently bleeding.
 [21:30] * Valio checks for life
 [21:31] * Thanadin quickly grabs the supplies
 [21:31] <@GWRD> It appears he is definitely dead, from a number of different wounds by the looks of it.
 [21:31] <@GWRD> A search of the room turns up several tools and lumber that could come in handy in building a secure campsite: a block and tackle, three large canvas sheets, two fishing nets, a grappling hook, two bullseye lanterns, 12 flasks of lantern oil, 150 feet of hemp rope, and five shovels.
 [21:31] * Gizkan helps Tag with the rations and brings more out as well "you found the mother load Tag"
 [21:31] <Valio> "If only I were here sooner..."
 [21:32] * Gizkan calls out for help from the others to get the supplies off the ship.
 [21:32] <@GWRD> Anton's armor and weapon remain intact however.
 [21:32] <Gizkan> (those on the beach)
 [21:32] * Valio helps get the things out of the room. "I still want to try getting some of the sail, if possible, but this will definitely help."
 [21:32] * Valio takes his belongings as he works.
 [21:33] * Tag tried to get the smaller stuff for Theon, making sure that the heavier stuff will be borne by him.
 [21:33] * Theron_Greystone assists with bringing the supplies out on the beach
 [21:34] * @Ptolamir moves to the edge of the water, to help.
 [21:34] <@GWRD> Valio you strip the first mate out of his masterwork studded leather armor, after taking his masterwork short sword. You notice that his wounds are different in style.
 [21:35] <Gizkan> (Tag to you mean Theon the huge guy or Gizkan the Gnome?)
 [21:35] * Valio inspects them for a minute, but remembers he doesn't have much time to spare.
 [21:35] <@GWRD> Another harsh wave smashes against the side of the Jenivere, as the entire ship lets out a groan and shakes.
 [21:35] <@GWRD> (Heal check)



[21:35] <Valio> 1d20
 [21:35] <TolBot> [Valio's 1d20(4)]: 4
 [21:35] <@GWRD> The wounds look like stab wounds to you.
 [21:36] <Gizkan> "Tag, I think we are going to get this stuff off just int he nick of time"
 [21:36] <Theron_Greystone> "If the ship goes under our little rope will not be able to hold it up... hurry up!"
 [21:36] <@GWRD> 1d100
 [21:36] <TolBot> [GWRD's 1d100(77)]: 77
 [21:36] * Valio thinks about that as he attempts to rescue some sailcloth.
 [21:36] <Thanadin> "We need to get this stuff to the beach,come on!"
 [21:37] <@GWRD> (Anybody searching any other sections of the ship?)
 [21:37] <Gizkan> (someone should search the captain room)
 [21:38] <Tag> (have I gotten everything out of the larder?)
 [21:38] <@GWRD> (Captain's Room and brig remain unchecked)
 [21:38] <@GWRD> (Larder is clear)
 [21:38] <Gizkan> "Tag, you go to the captain's room, I'll go to the Brig"
 [21:38] <Tag> "Right."
 [21:39] * Tag jogs to the captain's room.
 [21:39] * Thanadin is handing the supplies to those on the beach
 [21:39] <Gizkan> "See you back in here before the ship sinks"
 [21:39] <Tag> (door locked?)
 [21:39] <Gizkan> (man i get the names mixed up so fast on here lol)
 [21:39] <@Ptolamir> (be sure and get one of the shovels... so we can bury our dead)
 [21:39] <Gizkan> (lol)
 [21:39] * Theron_Greystone continues assisting with moving the supplies to a safe spot on the beach
 [21:39] <Gizkan> (the dead apparently rise anyway)
 [21:40] <Thanadin> [im sure it doesnt help that its mostly T's :p]
 [21:40] <Tag> (Yeah -- who's this Tag guy? Sounds like an idiot)
 [21:40] <@GWRD> The Brig: Almost all of the brig now lies underwater. Anybody who would have been in here when the ship hit the shore would very likely have drowned. One of the cage's doors looks to have been opened before the ship went down however.
 [21:40] * Gizkan examines the cage further
 [21:40] <@GWRD> The captain's room:
 [21:40] <@GWRD> The captain's cabin is a wreck - a jagged hole in the side has allowed most of the room's contents to spill out into the surf and wash away. Yet an overturned desk wedged in the opening, and a foot locker leaning against the desk remain.
 [21:41] <@GWRD> Brig: The cage is completely submerged, so nobody would have survived had there been anybody there. A few blankets and a pillow float in the water, stuck in the bars.
 [21:41] <Theron_Greystone> " putting together a makeshift raft would speed up bringing the last of the supplies over"
 [21:41] * Gizkan leaves the Brig and returns to helping unload any more supplies
 [21:42] * Valio does what he can with sails, then goes to cut the rope holding the front half of the raft in place before heading to the salvaged gear and helping to lower it.



[21:43] <@GWRD> The sails look like they would take too much time to free, and are also a tangled mess. You suspect trying to get them will be a waste of time, though you are welcome to try.

[21:43] <Valio> (Could I cut through a portion in 2-3 minutes?)

[21:44] * Tag walks tot he foot locker and tries to open the lid.

[21:44] <@GWRD> (Likely not, they were all raised when the ship crashed, meaning you would have to climb into the rigging and masts)

[21:44] <Valio> (I'll move to the 1/2 raft and helping with the supplies then)

[21:46] <Tag> (is the lid for the foot locker locked?)

[21:46] <@GWRD> The foot locker opens with ease, revealing a man's belongings, based on the cut of the leather armor within. In the locker is a masterwork dagger, leather armor, 2 potions, a necklace with some sort of symbol, and a pouch.

[21:50] * Disconnected

Session Close: Sun Jan 12 21:50:05 2014

Session Start: Sun Jan 12 21:50:05 2014

Session Ident: #grovewood

[21:50] * Attempting to rejoin channel #grovewood

[21:50] * Rejoined channel #grovewood

[21:50] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid>'

[21:50] * Set by Magestar!darkcleric@4643032a.cpe.92acce23.net.hmsk on Sun Dec 15 21:13:11

[21:50] <***> Buffer Playback...

[21:50] <Tag> [21:49:26] "I have more things to be used."

[21:50] <***> Playback Complete.

[21:50] <@GWRD> Water splashes through the opening in the cabin and over the desk, as the ship creaks and shakes some more.

[21:50] * Gizkan says to those around him on the ship "That Ptolamire Elf has a good head on his shoulders, we might never have come back here if he didn't speak up about it"

[21:51] <@GWRD> Those of you on the shoreline see part of the back of the ship break off and disappear under the water.

[21:51] <Gizkan> "Lots of good supplies"

[21:51] <@GWRD> (All done exploring the ship?)

[21:51] <Gizkan> (I am)

[21:51] <Tag> (Yep)

[21:51] <Thanadin> [yes]

[21:51] <Valio> (yes)

[21:51] * Theron_Greystone yells "if you are last on the ship leave and cut the rope, dont get dragged under with it"

[21:52] <@GWRD> It's close to high tide as you make your way across the almost gone rocks with the last of your supplies.

[21:52] * Gizkan crosses last and cuts the rope for the trip back

[21:53] <Gizkan> "Crap"

[21:53] <@GWRD> The Jenivere rocks with the waves as you recollect yourselves on the shore.



[21:54] <Tag> "At least we got some useful items."
 [21:54] <Theron_Greystone> "found anything interesting or helpful over there"
 [21:54] <@Theon_Tokko> ("Did you cut the ro..SQUIREL!...rope...")
 [21:55] <@GWRD> (Squirrel!!! /me looks around)
 [21:55] * Gizkan looks back at the ship and shrugs
 [21:55] <Tag> "Two potions, a good dagger, some armor and a necklace with some symbol on it."
 [21:55] <Tag> "Also took all teh food out of the larder, so we can use it to suppliment the hunting."
 [21:56] <Thanadin> "Found a lot of supplies to build a shelter with,also some fishing nets."
 [21:56] <Valio> "I have Alton's armor. He didn't make it."
 [21:56] <Theron_Greystone> " i reckon no one else survived?"
 [21:56] <Thanadin> "None that we saw."
 [21:57] * @Ptolamir looks at the haul.
 [21:58] * Gizkan asks Tag to see the Symbol on the neckless
 [21:58] * Tag takes the necklace off and hands it to Gizkan.
 [21:59] * Gizkan examines it and hands it back "Looks like a Neckless of Good Luck, should keep that on"
 [21:59] <@GWRD> You notice Jask, the prisoner looking at the symbol you got.
 [21:59] <@GWRD> (Religion check Tag or Gizkan. DC 10)
 [21:59] <@GWRD> (If you have the skill)
 [22:00] <Gizkan> (I just made it up)
 [22:00] <Gizkan> (wasn't trying to actually guess)
 [22:00] * Valio helps to get things away from potential water, then appraises the haul.
 [22:00] <Tag> 1d20+2
 [22:00] <TolBot> [Tag's 1d20(17)+2]: 19
 [22:01] <@GWRD> (I know you weren't, but that check can tell you what it is)
 [22:01] <Tag> (it's not a necklace of good luck? You Lied To Me!)
 [22:01] <@GWRD> The necklace on closer examination, appears to be the holy symbol of the god of magic Nethys, also known as the All-Seeing Eye
 [22:02] * @Theon_Tokko looks at Jask, "Jask I beleive it was... Since you are just as stuck here as us, there is no point in you having those manacles on you any longer. If you would like I can try to get them off of you."
 [22:02] <Theron_Greystone> (Sauron is behind this.. i knew it)
 [22:02] <Tag> (my preccccioussss)
 [22:03] <Gizkan> (i saw an ugly, gangly creature in the shallow waters)
 [22:03] <Tag> "Charm from Methys. I've seen them about. We should return this when we get back to the mainland."
 [22:03] <Valio> (appraising the pile, roll?)
 [22:03] <Tag> (Hey! I am not gangly!)
 [22:03] <@GWRD> Jask: "That would be wonderful if you could. If I had my holy symbol back as well, I could help with healing too."
 [22:03] <@Theon_Tokko> "Excellent!"
 [22:03] * Valio attempts to sense motive.
 [22:04] * @Theon_Tokko tries to remove Jasks manacles
 [22:04] <Valio> 1d20+4



[22:04] <TolBot> [Valio's 1d20(10)+4]: 14

[22:04] <@GWRD> Gelik: "Wait, you shouldn't be letting a prisoner loose!"

[22:04] <Valio> 1d20+5 appraise

[22:04] <@GWRD> (His words seem sincere)

[22:04] <TolBot> [Valio's 1d20(10)+5]: 15 appraise

[22:04] <Gizkan> (brb, my dog is awake, nightmare)

[22:04] * @Theon_Tokko eyes Gelik, "A set of hands that are bound, are of no use when we are trying to survive."

[22:05] <Tag> "Where is going to escape to?"

[22:06] * @Ptolamir watches.

[22:06] * Valio frowns and continues to look at the new supplies.

[22:06] <@GWRD> The manacles do not yield to your brute force (unless you were trying a disable device check)

[22:06] <@Theon_Tokko> 1d20+1

[22:06] <TolBot> [Theon_Tokko's 1d20(13)+1]: 14

[22:07] <Theron_Greystone> (refresh my memory, this Jask is the one i tried to detect evil at the start and found nothing?)

[22:07] <@GWRD> Gelik: "I'd rather not have my throat slit for my share of the food when we start running out either."

[22:07] <@GWRD> (Correct)

[22:08] <Theron_Greystone> "I doubt he will be slitting anyone's throat"

[22:08] <@GWRD> The manacles were built well and don't appear they will easily yield to trying to force them apart.

[22:08] <Theron_Greystone> (and this is how you free the evil sorcerer that will end up killing the whole party in the end)

[22:09] <@Theon_Tokko> "Well then little man, I suggest you sleep under a rock. I have nothing to fear of this man as he has made no attempt to escape or injure any of us, myself I am more worried about those sweet-of-tongue."

[22:09] <Thanadin> [by failing to release him from his shackles?]

[22:09] <Valio> "Does anyone have an axe? I think we will need trees cut for shelters."

[22:10] <Theron_Greystone> (well i was insinuating that we are naive , not competent)

[22:10] <Thanadin> "There's a bit of lumber in those supplies."

[22:11] <@GWRD> Gelik: Suit yourself, when he slits our throats I'll be sure to remind you of your folly."

[22:11] <Valio> "If a storm can do that to a boat, I suspect a few boards will not be adequate."

[22:11] * @Theon_Tokko ponders for a moment, "Did any of you by chance find a key on the boat? I mean, they key had to be there."

[22:11] <Tag> "I did not see a key."

[22:11] <Thanadin> "I didn't find any keys."

[22:12] <Theron_Greystone> (anyone check the pockets int eh first mate and captains armor you guys stol..i mean liberated)

[22:12] * @Theon_Tokko goes through the liberated items brought back that could contain the key

[22:13] <@GWRD> The tide is reaching high point again and the heat is starting to beat down once more as you organize your supplies and figure out what to do with yourselves.



[22:13] <@GWRD> You search all the items returned, and find no sign of a key.

[22:13] <@Theon_Tokko> "I am no good at picking locks, although I could probably break them with my sword. If you are willing to take that risk, Jask."

[22:13] <Theron_Greystone> " we should get out of the sun, maybe try to find or build a shelter"

[22:14] <@GWRD> Jask: As long as you are careful, that would be ok."

[22:14] <Valio> (I wish Valio was as intelligent as I am...)

[22:14] * @Theon_Tokko looks for a large flat rock to get the best purchase on the locks

[22:15] <Theron_Greystone> "maybe someone can pick the lock on those manacles"

[22:15] * Tag shakes his head.

[22:15] <Gizkan> "I didn't happen upon one either"

[22:15] <Thanadin> "I wouldnt even begin to know how."

[22:16] * Valio brings materials up to the edge of the jungle and makes a nice shaded area with a piece of the canvas and 2 shovels.

[22:16] <@Theon_Tokko> 1d10

[22:16] <TolBot> [Theon_Tokko's 1d10(9)]: 9

[22:16] <@Theon_Tokko> (plus whatever bonuses I failed to mark on my sheet lol)

[22:17] <@GWRD> Theon smashes at the manacle chains with his sword full force, denting the chain and his sword in the process, though it looks like he made some progress in breaking the chains.

[22:18] * Theron_Greystone helps bringing the supplies up the edge of the jungle, watching for sign of trouble deeper in

[22:19] * Tag drags stuff along

[22:19] * Gizkan helps with his share "I was able to quickly speak with that monkey stealing your rations Theon"

[22:20] <@Theon_Tokko> 1d10+4

[22:20] <TolBot> [Theon_Tokko's 1d10(1)+4]: 5

[22:20] * @GWRD pokes Tolbot

[22:20] * TolBot raises an eyebrow.

[22:20] * Tag looks to Gizkan quizzically

[22:20] <Gizkan> "I bet they could be helpful to us if we include them now and then in a little bit of left overs"

[22:20] <Gizkan> (then - them)

[22:21] <@GWRD> Theon brings his sword down on the manacle chains again, but only manages to ruin more of the edge of his sword doing that.

[22:21] <@GWRD> (No apparent damage)

[22:21] * @Theon_Tokko grumbles and strikes again

[22:21] * Valio begins fashioning a hammock from one of his bedrolls.

[22:21] <@Theon_Tokko> 1d10+4

[22:21] <TolBot> [Theon_Tokko's 1d10(10)+4]: 14

[22:22] <@GWRD> The manacles dent further and one more decent hit like that should do the trick.

[22:22] <@Theon_Tokko> 1d10+4

[22:22] <TolBot> [Theon_Tokko's 1d10(9)+4]: 13

[22:23] <@GWRD> The manacles snap at the middle chain, freeing up Jask's hands so he can comfortably move them around again.



[22:24] * @Ptolamir startles at the chain snapping.

[22:24] * Theron_Greystone looks up and down the beach for anything that could provide adequate shelter

[22:24] <@Theon_Tokko> "For now, atleast your hands are free, we'll have to work on getting the rest off of you at one point, but for now this will work."

[22:24] * Valio waves everyone over. "We should stay in the shade until the heat is more bearable."

[22:24] <Gizkan> "They looks like good bracers"

[22:25] <@GWRD> (+100 xp for freeing Jask)

[22:26] <@GWRD> Jask: "I sincerely thank you for all you have done for me. Though I'm not worry of it, might I ask for two favors?"

[22:26] <@Theon_Tokko> "Go for it."

[22:28] <@GWRD> Jask: "The first favor is may I have my gear back, or at the very least my holy symbol. The second is one of the incriminating papers I found that long ago indicated that one of my superiors in the government was in contact with a Shackle's pirate..."

[22:29] <@Theon_Tokko> "I have no problem with you taking what is yours. And those papers sound like they could stir up a ruckus.. sounds fun," he grins.

[22:29] <Tag> "The armor and the dagger?"

[22:29] <@GWRD> Jask: "It's rumored this man Avret Kinkarian's and his ship, the Brine Demon, went down on this island. It's a long shot, but if we should find it, I would very much like to explore it to see if I can find evidence to clear my name.

[22:29] <@GWRD> Jask nods at Tag.

[22:30] <@GWRD> "I had potions and my spell component pouch too, but those likely were lost to the sea."

[22:30] <Gizkan> "Hopefully exporing this island will lead to some clues on a way off as well"

[22:31] * Tag hands the pouch with the potions inside, as well as the armor and dagger.

[22:32] <@GWRD> Jask: Thank you.

[22:33] <@Theon_Tokko> "I have a favor of you as well Jask as you can heal...Think you can do something about these annoying bites?"

[22:33] <@GWRD> 1d20+8

[22:33] <TolBot> [GWRD's 1d20(13)+8]: 21

[22:33] <@GWRD> He examines the bites, closely and squeezes one of them and notes the colorization of the puss that oozes out.

[22:34] <Tag> (cream cheese any one?)

[22:34] <@Ptolamir> "Mine aren't as bad, but they cause much pain."

[22:34] <@GWRD> Jask: "How do your muscles feel right now? Do they burn and feel a little weak?"

[22:34] <@Theon_Tokko> (Do they? lol)

[22:34] <@Ptolamir> "I do not need care, however."

[22:34] <@Theon_Tokko> "Indeed they do my friend"

[22:36] <@GWRD> Jask: "It looks like you have contracted Red Ache, and it seems to be spreading fast. You'll need to rest for a few days to fight the disease or it will sap your strength.

[22:36] * Valio organizes the gear while he stays under the temporary shelter he built.

[22:36] <Theron_Greystone> "all the better reason to find a decent shelter"



[22:36] <@Theon_Tokko> "Doesn't that beat all... Guess I'll have to follow the doctors orders after I tend to my blade. Thank you, and does anybody have a whetstone I seem to have misplaced mine."

[22:37] <Gizkan> "I can't help you there Theon, wish I had one though"

[22:39] <@GWRD> (What would you like to do?)

[22:40] <@Ptolamir> (time of day?)

[22:40] <@Theon_Tokko> (fix my blade, make a better place to sleep then rest as the doctor ordered)

[22:40] <Gizkan> "Let's focus on getting started on a shelter, then spend the next couple days working on it while Theon gets his rest, hopefully by then we will be able to start our exploration"

[22:40] <@Ptolamir> "Very well, then... we move to the tree line and make camp?"

[22:41] <@GWRD> It's shortly before high sun as you decide your fate on the shore by the Jenivere.

[22:41] <Tag> (how close are we to sunset?)

[22:41] * @Theon_Tokko looks for a sufficient stone on the shore

[22:41] <Tag> "Move to the treeline before it gets too dark."

[22:41] <@Ptolamir> "I do not want to lose the daylight... we should explore more of the island."

[22:41] <@Ptolamir> "Perhaps a group of us, while others make the shelter?"

[22:42] <Theron_Greystone> " we should look for any caves or any trees that can be converted into shelter, also a source of water and food would help"

[22:42] <Gizkan> "We would be leaving our Giant friend behind, but I would go with you of course"

[22:42] <@GWRD> (If you would like to make a base camp, I'll need you to pick somebody to make a Survival check. Anybody assisting needs to make a DC10 survival to add +2 to that person's roll)

[22:42] <@Theon_Tokko> (my survival is +4)

[22:42] <Thanadin> [also +4]

[22:43] <Tag> [+2]

[22:43] <Theron_Greystone> (+3)

[22:43] <@Theon_Tokko> 1d20+4

[22:43] <TolBot> [Theon_Tokko's 1d20(10)+4]: 14

[22:43] <Valio> (I'll try to give a +2)

[22:43] <Gizkan> (i have +5)

[22:43] <Valio> 1d20

[22:43] <TolBot> [Valio's 1d20(2)]: 2

[22:43] <Thanadin> 1d20+4 to assist

[22:43] <TolBot> [Thanadin's 1d20(15)+4]: 19 to assist

[22:43] <Theron_Greystone> 1d20+3

[22:43] <TolBot> [Theron_Greystone's 1d20(8)+3]: 11

[22:43] <Valio> (lol)

[22:44] <Gizkan> 1d20+5

[22:44] <TolBot> [Gizkan's 1d20(13)+5]: 18

[22:44] <Tag> 1d20+2

[22:44] <TolBot> [Tag's 1d20(7)+2]: 9

[22:44] <Gizkan> (to assist i guess)

[22:44] <Tag> (*bleeping* really?)

[22:44] <@Theon_Tokko> (go with the highest roll and then everybody else is assisting *grins*)



[22:46] <@GWRD> Under Gizkan's instruction, you have a suitable base camp established in about 3 hours.

[22:46] <@Theon_Tokko> (grr, can't beleive I forgot to get a whetstone XD)

[22:46] <@Ptolamir> 1d20 assist

[22:46] <ToIBot> [Ptolamir's 1d20(1)]: 1 assist (Ugh.)

[22:46] <@GWRD> (With a base camp, you can set roles for PCs and NPCs not exploring the island to do while you rest. A list of those are:)

[22:47] <Gizkan> (Ptolamir destroyed the camp and manages to get everyone lost in a volcano)

[22:47] <@Ptolamir> (lol)

[22:48] <Tag> (So...who was the virgin sacrifice?)

[22:48] <Gizkan> (probably Sasha)

[22:48] <@GWRD> (Defender: A defender works to setup traps, shore up the shelther's walls, and see to the safety of the camp. The first wandering monster / hostile attack of the day sets off traps that cause 2d6 hps to the creatures)

[22:48] <@Ptolamir> (can I use this rope, or was it holding something togeth.... *crash*)

[22:48] <Gizkan> (lol)

[22:49] <@GWRD> (Entertainer: An entertainer helps to raise hopes for rescue- each entertrainer grants NPCs a +2 bonus on Will saves to increase morale)

[22:49] <@GWRD> (Guard: Each guard reduces the chance of a wandering monster attacking the camp by 5%)

[22:49] <@GWRD> (Hunter: Each hunter provides enough food and water for eight Medium creatures per day)

[22:50] <Valio> (entertainer, definitely.)

[22:50] <Tag> (Guard)

[22:50] <Theron_Greystone> (guard)

[22:50] <Thanadin> [hunter]

[22:50] <@Theon_Tokko> (defender/guard)

[22:50] <@GWRD> (Medic: Each medic reduces the chance of being exposed to diesae by 5% and increases natural healing by 2 hps)

[22:50] <Theron_Greystone> (ptolomir could also entertain, showing how to setup a camp)

[22:51] <@Ptolamir> (still waiting on a category I can fill, hehe)

[22:51] <Tag> (bait)

[22:51] <Thanadin> [lol]

[22:51] <Gizkan> (fire starter)

[22:51] <@Ptolamir> (Ptolamir can entertain others by showing how well you burn in your sleep)

[22:51] * Valio keeps the group entertained.

[22:52] <@GWRD> (Note: Please select a role you would like to be if you are not here for a session.)

[22:52] <Gizkan> (we have 1 defender, 2 guards, 1 entertainer 1 hunter)

[22:52] * @Ptolamir will hunt.

[22:52] <Gizkan> (I'll go medic then I guess)

[22:52] <@Theon_Tokko> (I can do defender or guard as necessary, but chances are I'll be here for games)

[22:52] <@Ptolamir> "I'm good with my bow; I can help hunt)



[22:54] <@GWRD> (You can also ask your NPCs to take roles if they are at least indifferent to your group morale wise)

[22:54] <@Ptolamir> (afk)

[22:54] <@GWRD> (Aerys is presently the only NPC unfriendly to your group right now)

[22:55] <Gizkan> (Jask for medic?)

[22:55] <Tag> (We can change that.)

[22:55] <Gizkan> (yeah we will get Tag to seduce the hell out of her)

[22:56] <Gizkan> (causing jealousy issues with Sasha)

[22:56] <Thanadin> [ill take care of Sasha with my 7 charisma]

[22:56] <@Theon_Tokko> (my CHA is 10...)

[22:56] <@GWRD> (You are welcome to attempt that. You can adjust the attitudes of NPCs positively once a day)

[22:56] <Tag> (holy cow -- I have a 9.)

[22:57] <Gizkan> (I suppose I could try)

[22:57] <@GWRD> (If you want to try, RP it out until I ask you for a roll)

[22:57] <Gizkan> (next game)

[22:57] <@GWRD> (ok)

[22:58] <@GWRD> (Care to assign Gelik, Ishirou, or Sasha to a role?)

[22:58] <Gizkan> (Gelik, entertainment, Ishirou, defender, and Sasha hunter?)

[22:58] <@Theon_Tokko> (Sasha hunter would be my guess)

[22:58] <@Theon_Tokko> (Gelik can be bait...)

[22:58] <Gizkan> (lol)

[22:59] <@GWRD> (all perfect choices)

[23:00] <@GWRD> As the party establishes a new base camp near the remains of the Jenivere, the once noble ship sinks into the sea, along with it hope for escape... as this session comes to a close.



Session 5 – 1/26/2014 – Beware the Water

[20:13] <@GWRD> Last session the group backtracked across the beach to the remains of the Jenivere and boarded her. They recovered a number of supplies, including materials which could be used to construct a shelter. Given the hour of the day, they decided to establish a base camp for security and shelter nearby, and spent the rest of the day in its make. The Jenivere in the meanwhile met its final resting place below the waves.

[20:14] <Atreyu|> (i actually juuust remembered now)

[20:15] <@GWRD> (2 weeks)

[20:15] * Atreyu| is now known as Alasdair|

[20:15] <Alasdair|> (i will probably not being here next week though, superbowl)

[20:16] <Tag> (same here...also won't be here the following week -- Olympics and all)

[20:16] * Gizkan approaches Areys and asks her what might be bothering her. "You seem rather annoyed or unhappy, anything i might be able to help you with?"

[20:16] <@GWRD> (that's right, we were ending with somebody talking with Aerys)

[20:17] <Theron_Greystone> (by the way did we ever figure out how we all ended up on the shore instead of waking up on the boat)

[20:17] <@GWRD> (Nobody found the major clue for that, assumptions might be all you can go on now)

[20:18] <Gizkan> (I assume the dwarf probably saved us all then passed out in exhausted)

[20:19] <@GWRD> Aerys: "I haven't had a drink all day, we're going to die here, and there's giant monsters all over the place." She pauses "and this place sucks!"

[20:19] * @Theon_Tokko laughs

[20:19] <@Theon_Tokko> "I assume I'm one of those 'giant monsters'"

[20:20] <Gizkan> "Yeah, you're right, nothing to drink, giants monsters, especially giant to me (gnome) and the place sucks, but, we aren't dead yet, and we have a shelter, i'd say right now the odds are against dying, we could use your abilities to help the hunters"

[20:20] <Theron_Greystone> "yes some ale would liven up my spirits too"

[20:21] <@GWRD> "Not interested."

[20:21] <Tag> "Tea is better."

[20:21] <@GWRD> She sulks a little.

[20:21] * @Ptolamir looks up.

[20:22] <Gizkan> "Would you rather help as a guard? no point in not helping out, once we are outta here, if you help, i'll buy you a few round of drinks, first tavern we see"

[20:22] <Theron_Greystone> "now that we have a basic shelter we should explore our surroundings, search for supplies or a way off this Island"

[20:22] <Tag> "What? Tea is better -- it relaxes and you don't wake up the next morning wondering where your clothes and dignity are."

[20:23] <@Theon_Tokko> "I don't think we're going to find much booze around here my friends, now would be an ideal time for her to 'kick the habit'."

[20:23] <Theron_Greystone> "yes Tag, Ale can be a friend or a foe"

[20:24] * Valio overhears the conversation and thinks a moment.

[20:24] <@GWRD> (Diplomacy check)

[20:24] <@Theon_Tokko> (Who?)



[20:24] <@GWRD> (Gizkan)

[20:25] <Theron_Greystone> (we checking if ale is friend or foe)

[20:25] <Gizkan> 1d20+2

[20:25] <ToIBot> [Gizkan's 1d20(20)+2]: 22 (Booyeah)

[20:25] <Theron_Greystone> (definitely friend)

[20:25] <@Theon_Tokko> (There he blew our ONE critical for the session already...)

[20:26] * Valio digs through his pack and walks over to them. "I overheard. Would mead be acceptable? I don't have much, but I'm willing to share."

[20:26] <Tag> "Not for me."

[20:26] <@GWRD> She grumbles. "I suppose I can help out, it will keep me occupied... and she smiles at the offer of the mead. "and this will make it oh so much better."

[20:27] <Gizkan> "Good stuff, now, let's get on with things"

[20:27] <Theron_Greystone> " how are our supplies of food and water? "

[20:30] * Tasso (Tasso@6ca5ec81.subnet-69-85-115.bf48f449.com.hmsk) has joined #grovewood

[20:31] <Tasso> (and, the power goes out...)

[20:31] * Valio (Tasso@6ca5ec81.subnet-69-85-115.bf48f449.com.hmsk) Quit (Ping timeout: 256 seconds)

[20:31] * Tasso is now known as Valio

[20:31] <Theron_Greystone> (welcome back)

[20:32] <Valio> (sooo tired of that.)

[20:32] <@Theon_Tokko> (Could be worse, could be out of power for 4 days with no heat in this shit)

[20:32] <Gizkan> (brb, dog)

[20:32] * Valio continues to look for things he can do to boost morale.

[20:33] <Tag> (that's hotel time for me)

[20:33] <@GWRD> The day is winding to an end as morale is improved in the camp

[20:35] * @Ptolamir moves to help carry the stuff back to the camp site.

[20:35] * Tag picks up teh heavier stuff and hefts it to teh camp site.

[20:36] * Theron_Greystone assists the others

[20:37] <@GWRD> The evening is filled with the sounds of wild animals, and shrieks of monkeys.

[20:38] <Tag> ("Get a room!")

[20:38] * Tag meditates before turning in for the evening.

[20:40] <Theron_Greystone> "we should assign guards for the night"

[20:40] <@GWRD> 1d7

[20:40] <ToIBot> [GWRD's 1d7(4)]: 4

[20:41] <@Theon_Tokko> (Oh yea.. I'm stuck on 'rest' anyways)

[20:44] <@Ptolamir> "I will awake early that I may study."

[20:44] <Tag> "I will watch during the dark."

[20:44] <Alasdair|> "I can take first watch"

[20:44] <Theron_Greystone> "i can take the second"

[20:45] <Alasdair|> "I have my nightly prayers to attend" Alasdair says serenely

[20:48] <@GWRD> (Who has a middle watch?)

[20:48] * Tag looks for a quiet place to meditate.

[20:48] <Alasdair|> (I think the watch is split into four, so there are two middle watches)



[20:49] <Theron_Greystone> (im on second but who's on third)

[20:50] * Valio tests his makeshift hammock

[20:50] <Tag> (me)

[20:50] <@Theon_Tokko> (I'm on forced bed rest... so yea I don't think I have a watch)

[20:50] <@GWRD> During the middle watch the waves near where the Jenivere went under start glowing an eerie green radiance, almost as if the surf were glowing.

[20:51] * Gizkan sets up in his hanging bed awaiting his watch

[20:53] * Gizkan wakes up suddenly "ugh, my tongue!"

[20:53] <Theron_Greystone> (if its during my watch i would wake Ptolamir to see it)

[20:53] * Tag plops down and starts meditating

[20:53] * @Ptolamir stirs and sits up.

[20:53] * @Ptolamir says quietly, "What is it?"

[20:53] <Theron_Greystone> "the waters are glowing, what do you make of it?"

[20:54] <Gizkan> "Bad dream it would seem, luckily..."

[20:54] * @Ptolamir stands and rubs his eyes, moving for a vantage point.

[20:54] <@Ptolamir> "I do not know."

[20:54] <Gizkan> "In my dream a snake latched onto my tongue, seems like it was simply me, trying to eat my tongue in my sleep"

[20:54] <Theron_Greystone> (if there are any signs of enemies or attack i would rouse the whole camp)

[20:54] <@Ptolamir> "It's as if the water is glowing."

[20:55] <Theron_Greystone> "is it magics familiar to you?"

[20:55] <Theron_Greystone> "you seem learned in such things"

[20:55] <Tag> "..."

[20:56] * @Ptolamir moves towards the water and casts detect magic.

[20:56] * Theron_Greystone follows him weapon at ready

[20:57] <@GWRD> You scan the eerie green glowing water with detect magic, but do not sense the presence of any magic in the water.

[20:57] <@GWRD> (Nature check if you have it and are examining the water, DC 20)

[20:57] * Theron_Greystone tries to detect evil

[20:57] <@Theon_Tokko> (I have a +6 but I'm sleeping XD)

[20:57] * Gizkan checks his tongue one last time and quietly makes his way over with Ptolamir and Theron

[20:58] <@Ptolamir> "It doesn't seem to be magical, and I know nothing of such natural features."

[20:59] <@GWRD> Theron, you do sense the presence of weak evil near by. (All at the water make a DC 20 perception check)

[20:59] <Tag> (Wow -- that water from Fukushima is everywhere)

[21:00] <Theron_Greystone> 1d20+4 Perception

[21:00] <TolBot> [Theron_Greystone's 1d20(1)+4]: 5 Perception (Uh oh.)

[21:00] * @Ptolamir shrugs and returns back to the camp.

[21:00] <@Ptolamir> (afk)

[21:00] <Theron_Greystone> (ooh look a foot, oh never mind its mine)

[21:01] <Theron_Greystone> "i sense evil near by, we should maybe wake the others"

[21:01] <Tag> ("Come on, you cowards! It's glowing water! What could possibly go wrong?")



[21:01] <Theron_Greystone> (ever seen Godzilla)

[21:02] <Tag> (eagerly awaiting the re-re-remake)

[21:02] <Gizkan> 1d20+1

[21:02] <TolBot> [Gizkan's 1d20(10)+1]: 11

[21:02] <Theron_Greystone> (or Pacific Rim, oh no my friend i have seen this move and without a robot suit i am not getting close)

[21:02] <@Theon_Tokko> (Pacific Rim wasn't bad for a Godzilla movie)

[21:03] <Tag> (Saw that! I wish he'd still do "At The Mountains of Madness")

[21:03] <Gizkan> (I liked it)

[21:03] * Theron_Greystone backs away towards the camp keeping an eye on the waters

[21:03] <@GWRD> None of you see anything in the water, except that it glows an eerie green glow.

[21:03] <@Theon_Tokko> (just for fun...)

[21:03] <@Theon_Tokko> 1d20+6

[21:03] <TolBot> [Theon_Tokko's 1d20(16)+6]: 22

[21:03] <@Theon_Tokko> (lol)

[21:03] <Gizkan> "You know Theron, we should really be cautious, I don't normally have nightmares, and I had one tonight" Gizkan sticks his tongue out at Theron "Seeeeeee"

[21:03] <Theron_Greystone> (you spot unicorns in your dreams)

[21:04] <Tag> (Does that mean Theron's the replicant?)

[21:05] <Valio> (wait, what about electric sheep?)

[21:05] <Tag> (Did Valis approve this?)

[21:06] <Theron_Greystone> "I don't like this one bit"

[21:07] <Gizkan> "Look, lets wake up the others and just have our equipment ready, just incase we need to make a run for it, I mean, lets be honest here, that can't be an illusion"

[21:07] <Gizkan> "Glowing water, I mean, have you ever seens such a thing?"

[21:07] <Tag> "..."

[21:07] <Theron_Greystone> "agreed"

[21:08] * Theron_Greystone goes around camp quietly waking the others

[21:08] * Valio feels his hammock rocking harder than usual and wakes up.

[21:09] <Valio> (from someone nudging me awake)

[21:09] * Gizkan prepares his gear and decides to put his armour on.

[21:09] <@Ptolamir> `jargon gazebo

[21:09] <@Ptolamir> (:)

[21:09] <Theron_Greystone> "The waters are glowing, it does not seem to be magic but it is nothing good i am sure"

[21:09] <Valio> "Bit dark for morning, isn't it?"

[21:09] * Tag opens his eyes and gets his staff.

[21:10] <Tag> "I am ready."

[21:10] <Theron_Greystone> "has anyone seem something like this before"

[21:11] <Theron_Greystone> (Seen too)

[21:11] * @Theon_Tokko stirs slightly but is still a little stiff

[21:11] <Valio> "No, but I could use something like it in my next performance. It has a neat glow effect."

[21:11] * Gizkan rejoins Theron and the others "haha, nice one Valio"



[21:11] * Tag jams his staff in the ground and walks up to join the others.
[21:11] <Tag> "What is that?"
[21:12] <Theron_Greystone> "I would like to know that too"
[21:12] * @Theon_Tokko hobbles over to the others, "So... which one of you did this?"
[21:12] <Tag> (what's my intelligence?)
[21:12] <Tag> (oh)
[21:13] <Theron_Greystone> (well if you have to ask...)
[21:13] <Gizkan> "I woke up and saw Theron and Ptolamir, so it was likely one of them"
[21:13] <Gizkan> "The Elf is very wise, so likely Theron, sorry Theron"
[21:13] <@Theon_Tokko> (Can I roll a Perception now? lol, wanna crash and burn like the others)
[21:13] <@GWRD> (sure)
[21:13] <@Theon_Tokko> 1d20+6
[21:13] <TolBot> [Theon_Tokko's 1d20(1)+6]: 7 (Nooooo!)
[21:14] <@Theon_Tokko> (ROFLMAO!)
[21:14] <Gizkan> "But, I saw we go back up there and have a good look at it"
[21:14] <Gizkan> (LOL)
[21:14] <Valio> (lol...)
[21:14] <Theron_Greystone> "it started short time ago, i woke Ptolamir to see if he thinks this is magics"
[21:14] * Alasdair| sniffles
[21:14] <@Theon_Tokko> "I'm... going back to bed..."
[21:14] * @Ptolamir sits down on his bedroll, watching.
[21:14] * Valio shrugs.
[21:14] * Tag looks at the waves
[21:15] <Theron_Greystone> (can one of the NPCs save us from our terrible rolls)
[21:15] <Gizkan> "I'm going down there to examine it again, anyone coming"
[21:16] <@Theon_Tokko> (I rolled better when I was sleeping)
[21:16] <Gizkan> "I want to touch that glowing water"
[21:16] <Tag> "I will come."
[21:16] <Theron_Greystone> "so will I"
[21:16] <@GWRD> (You could ask one of them.)
[21:16] <Theron_Greystone> (the glow is near where the ship went under, so to touch it i think u will need to take a swim)
[21:17] <@GWRD> (Anybody examining the water can also get a nature check if they have the skill and haven't rolled yet)
[21:17] <@GWRD> (And the shoreline)
[21:17] * Alasdair| follows
[21:17] <@Theon_Tokko> (Oh, guess I should have done that)
[21:17] * Gizkan heads back down there geared up
[21:17] <@Theon_Tokko> 1d20+6 nature
[21:17] <TolBot> [Theon_Tokko's 1d20(13)+6]: 19 nature
[21:17] * @Theon_Tokko examines the water one his way hobbling back
[21:17] <Tag> 1d20+2 nature



[21:17] <TolBot> [Tag's 1d20(16)+2]: 18 nature
[21:17] <Theron_Greystone> (so its the lobster types in feeding frenzy on whats left of the ship)
[21:18] <@GWRD> Theon and Tag, you think you've heard of this before, but can't put your finger on it.
[21:18] <@GWRD> (The two of you get a perception check)
[21:18] <Tag> (sure we can -- see?)
[21:18] <Tag> 1d20+6 perception
[21:18] <TolBot> [Tag's 1d20(10)+6]: 16 perception
[21:20] <Valio> "Let me know if it's dangerous. I'm going back to sleep. Breakfast comes early and I have limited supplies to work with."
[21:20] * Gizkan walks up to his ankles into the water.
[21:20] <@GWRD> You're all clueless on what this eerie glowing water could be, only that faint evil was detected from within it.
[21:21] <Tag> (kill it with fire)
[21:21] <Theron_Greystone> "you should not get too close"
[21:22] <Gizkan> "I'm going to go out as far as I can, then, i'll feel safe going back to sleep"
[21:22] <Tag> "When will the tide come in? Should we look for high ground?"
[21:23] * Gizkan heads out into the water.
[21:24] * Theron_Greystone stays close but does not enter water
[21:24] * Tag looks around for high ground, but holds his ground.
[21:24] <@GWRD> The water is warm, like bath water kept out too long. It laps against your legs as the gritty sand starts getting into the cracks of your feet.
[21:24] * Gizkan continues out a little "Water feels nice"
[21:25] <Theron_Greystone> "we should return to the camp"
[21:25] <Gizkan> "Give me a little more time, this will be worth it"
[21:25] <@GWRD> As you are wading deeper you all spot a slightly brighter glow move across the current.
[21:26] <Theron_Greystone> (and that is how we lost the gnome)
[21:26] <Tag> (we lost the gnome because he was lousy at holding his breath)
[21:27] <Theron_Greystone> (is it moving towards us? do we hear the music from jaws in the background?)
[21:27] * Gizkan tries to swim when the time comes
[21:28] * Tag watches Gizkan carefully.
[21:28] <@GWRD> (Ok make a swim check)
[21:28] <Theron_Greystone> "you should not go any deeper, you will be at a disadvantage fighting in water"
[21:28] <Gizkan> 1d20
[21:28] <TolBot> [Gizkan's 1d20(8)]: 8
[21:29] <Tag> ("Quick! Take this swimming rock!")
[21:29] <@GWRD> The current is deceptively strong and you see Gizkan go under the water. The brighter green glow darts across the surf against the current and appears to be getting closer.
[21:30] <@GWRD> (Swim check)
[21:30] <Gizkan> 1d20
[21:30] <TolBot> [Gizkan's 1d20(10)]: 10



[21:30] <Theron_Greystone> "Gizkan GET out"
 [21:30] * Tag takes off his robe and starts walking to the water.
 [21:30] * Alasdair| watches
 [21:30] * Theron_Greystone takes a few steps into the water
 [21:30] <Alasdair|> "I don't know how to swim... maybe we should try throwing him a rope?"
 [21:30] * @Ptolamir stands back up from his bedroll and moves back to the water watching, after hearing the hollering.
 [21:31] <@GWRD> Gizkan can't hear you as he's presently being pulled deeper by the undertow underwater.
 [21:31] <@GWRD> (Gizkan, Perception AND Swim check)
 [21:31] * Gizkan struggles against the current
 [21:31] <Theron_Greystone> (do two rocks swim better than one rock)
 [21:31] * Tag wades into the water, intent on pulling Gizkan back
 [21:31] <Gizkan> 1d20+1 (perception)
 [21:31] <TolBot> [Gizkan's 1d20(19)+1]: 20 (perception)
 [21:31] <Tag> (Of course!)
 [21:31] <Gizkan> 1d20 (Swimming)
 [21:31] <TolBot> [Gizkan's 1d20(16)]: 16 (Swimming)
 [21:32] * Theron_Greystone yells back towards the camp" Quick someone bring a length of rope"
 [21:32] * Valio gracefully rolls out of his hammock and gathers his rope on his way down to the beach.
 [21:33] * Theron_Greystone wades in hip deep
 [21:33] <@GWRD> Gizkan, the bright green glow draws close as you continue to struggle to get to the surface. It appears to be a young translucent maiden. She beckons you deeper into the water.
 [21:33] <Theron_Greystone> (and this is how we lost the gnome and the dwarf)
 [21:33] <Gizkan> (roll any save?)
 [21:33] <@GWRD> (Swim Check #4)
 [21:34] <@GWRD> (no save needed)
 [21:34] <Gizkan> 1d20 (Swimming)
 [21:34] <TolBot> [Gizkan's 1d20(7)]: 7 (Swimming)
 [21:34] <Tag> (...and what did we learn? It's the short people that are going to be the death of us.)
 [21:35] * @Ptolamir sees Valio race past him.
 [21:35] <@GWRD> (Swim Check #5 and what is your Con score?)
 [21:35] * Tag wades through the glow with grim purpose.
 [21:35] <Theron_Greystone> (if he survives this, i am tying him with rope to my belt so he doesnt wander of into a dragon or something)
 [21:35] <Gizkan> 1d20
 [21:35] <TolBot> [Gizkan's 1d20(2)]: 2
 [21:35] <Gizkan> (wow, i cannot swim at all)
 [21:36] <Theron_Greystone> (you think)
 [21:36] <Tag> (no -- he;s pretty certain he can't swim at this point)
 [21:36] <Gizkan> (i better touch the green glow after this disaster)
 [21:36] <Theron_Greystone> (next time take all the rocks out of your pockets)



[21:36] <@GWRD> Gizkan, while you don't feel compelled to follow the woman, the undertow is helping you follow her anyway.

[21:37] <Gizkan> (lol)

[21:37] <Theron_Greystone> (guys will do anything for a pretty girl)

[21:37] <@GWRD> (Swim Check #6, Tag swim check also)

[21:37] <Tag> (So, this answers the question why there is no such thing as an aquatic dwarf)

[21:37] * Valio hands Theron the rope.

[21:37] <Tag> 1d20+3

[21:37] <TolBot> [Tag's 1d20(13)+3]: 16

[21:38] * Theron_Greystone grabs one end and throws the rest towards Gizkan

[21:38] <@GWRD> Tag, the undertow nearly sweeps you off your feet this far out from shore. The bright green glow that moves independent of the current seems to be getting further away though.

[21:38] <Theron_Greystone> (or towards where Giz decided to go for a dive)

[21:39] * Tag barely gets a lungful of air before he slips below the surface of the water.

[21:39] <Tag> (oh, I'm on my feet -- I take that back)

[21:39] <Gizkan> (you'll want to come trust me, let it take you)

[21:40] <Theron_Greystone> (Gazkin you better get her phone number after all of this)

[21:40] * Tag pushes forward, reaching below the water trying to feel for Gizkan

[21:40] <@GWRD> (Swim Check #7, Tag swim check also)

[21:40] <Gizkan> 1d20 (swimming)

[21:40] <Tag> 1d20+3

[21:40] <TolBot> [Gizkan's 1d20(18)]: 18 (swimming)

[21:40] <TolBot> [Tag's 1d20(17)+3]: 20

[21:41] * @Ptolamir follows to the shore.

[21:41] * Alasdair| watches from shore

[21:41] <@GWRD> Gizkan you're arms are getting weaker as your lungs begin to burn from your struggling. The maiden continues to beckon you, but you resist... at least for now. Tag on the other hand pushes forward, able to tread the difficult waters, though the undertow is fierce.

[21:42] <Tag> (Can I grab him? Can I see him?)

[21:42] <@GWRD> (Swim Check #8, Tag swim check also)

[21:42] <Gizkan> 1d20 (swimming)

[21:42] <TolBot> [Gizkan's 1d20(6)]: 6 (swimming)

[21:42] <@GWRD> (You can't see him)

[21:42] <Tag> 1d20+3

[21:42] <TolBot> [Tag's 1d20(7)+3]: 10

[21:42] <@Theon_Tokko> 1d20+3 (fort)

[21:42] <TolBot> [Theon_Tokko's 1d20(11)+3]: 14 (fort)

[21:43] <Tag> (I'll be able to now... *glug*)

[21:43] <Theron_Greystone> (i guess the rope was a bit to little to late)

[21:43] <@Theon_Tokko> (Alright guys, I'm bailing early. Need to try to grab some early Zzss so I can get up early and unbury the vehicles, ttyl)

[21:43] * Theon_Tokko is now known as Ryu



[21:43] <@GWRD> Tag is furiously searching for Gizkan, but loses focus on keeping afloat as he disappears under the surf. Gizkan still has yet to be seen.

[21:44] <Gizkan> (night Ryu)

[21:44] <Tag> (night Ryu)

[21:44] <@GWRD> (Night)

[21:44] <Valio> (ttyl ryu)

[21:44] <Gizkan> (im done Tag, don't go under also, this water is brutal)

[21:44] <Theron_Greystone> (night)

[21:44] * Valio looks on, helpless to do anything.

[21:44] <@GWRD> (Swim Check #9 / 2)

[21:44] <Tag> 1d20+3

[21:44] <TolBot> [Tag's 1d20(16)+3]: 19

[21:44] <Gizkan> 1d20 (Swimming)

[21:44] <TolBot> [Gizkan's 1d20(15)]: 15 (Swimming)

[21:45] <@GWRD> Tag, the current is strong, but you're stronger and manage to keep yourself from getting deeper. Gizkan is not as lucky however.

[21:45] <@GWRD> (Swim Check #10 / 3)

[21:45] * Tag looks around under the water.

[21:45] <Gizkan> 1d20 (Swimming)

[21:46] <TolBot> [Gizkan's 1d20(7)]: 7 (Swimming)

[21:46] <Tag> 1d20+3

[21:46] <TolBot> [Tag's 1d20(3)+3]: 6

[21:46] <Tag> (...and down I go)

[21:46] <@GWRD> You look around and the undertow takes you. (Perception check)

[21:46] <@GWRD> (Swim Check #11 / 4)

[21:46] <Gizkan> 1d20 (Swimming)

[21:46] <TolBot> [Gizkan's 1d20(9)]: 9 (Swimming)

[21:47] <Tag> 1d20+6

[21:47] <TolBot> [Tag's 1d20(10)+6]: 16

[21:47] <Tag> 1d20+3 (swimming)

[21:47] <TolBot> [Tag's 1d20(6)+3]: 9 (swimming)

[21:47] * Theron_Greystone stands hip deep in water desperately trying to see where Gizkan and Tag went under

[21:47] <@GWRD> (Swim Check #12 / 6)

[21:47] <Gizkan> 1d20 (Swimming)

[21:47] <TolBot> [Gizkan's 1d20(6)]: 6 (Swimming)

[21:48] <Tag> 1d20+3 (swimming)

[21:48] <TolBot> [Tag's 1d20(16)+3]: 19 (swimming)

[21:48] <Valio> "I do not understand. They managed to get safely off the boat, only to be swept to sea by a green light?"

[21:48] <@GWRD> Gizkan, the maiden draws near, sensing the end drawing near and reaches out to embrace you.

[21:48] <@GWRD> (Swim Check #13 / 7)



[21:48] <Gizkan> 1d20 (Swimming)
 [21:48] <TolBot> [Gizkan's 1d20(13)]: 13 (Swimming)
 [21:48] <Tag> 1d20+3 (swimming)
 [21:48] <TolBot> [Tag's 1d20(15)+3]: 18 (swimming)
 [21:49] <Theron_Greystone> "I warned him not to get to close"
 [21:49] <Tag> (I'm tryng to find Giz -- do I see anyhting? A maiden? A guy taking off his pants in the water? Anything?)
 [21:49] <@GWRD> (Perception check)
 [21:49] * Gizkan gives up and lets the maiden take him, happily
 [21:50] <@GWRD> (Swim Check #8)
 [21:50] <Alasdair|> "It would seem... going into the water seems like a good way for me to get drowned though...I want to help them, but I can't think of how"
 [21:50] <Tag> 1d20+6 (precep)
 [21:50] <TolBot> [Tag's 1d20(12)+6]: 18 (precep)
 [21:51] <Tag> 1d20+3 (swim)
 [21:51] <TolBot> [Tag's 1d20(6)+3]: 9 (swim)
 [21:51] <@GWRD> You spy a ghostly maiden embracing Gizkan like a child, his eyes wide with horror as his mouth opens and bubbles stream forth... before his body stops moving.
 [21:51] <@GWRD> (Swim Check #9)
 [21:52] <Tag> 1d20+3
 [21:52] <TolBot> [Tag's 1d20(9)+3]: 12
 [21:52] <@GWRD> (Swim Check #10)
 [21:52] * Tag tries to move forward to get Giz... or his body...
 [21:52] * Valio looks over the water. "Let me know if they surface. I might be able to help if they make it to shore. Otherwise..." Valio stands in silence a moment, then turns back to the camp.
 [21:53] <@GWRD> Your lungs begin to burn like fire as the maiden catches your eye and begins to beckon you closer.
 [21:53] <@GWRD> (Swim Check #11)
 [21:53] <Tag> 1d20+3
 [21:53] <TolBot> [Tag's 1d20(15)+3]: 18
 [21:53] <@GWRD> (Swim Check #12)
 [21:53] * Tag swims to Giz.
 [21:54] * Alasdair| goes and gets a rope to toss to them if they surface
 [21:54] <Theron_Greystone> (i think i already tossed the rope)
 [21:54] <@GWRD> (Swim Check #12)
 [21:55] <Tag> 1d20+3
 [21:55] <TolBot> [Tag's 1d20(15)+3]: 18
 [21:55] <Tag> (Is Giz in reach?)
 [21:55] <@GWRD> The maiden draws close and extends her arms, sensing your end is near as you reach out to grab your friend.
 [21:55] <@GWRD> (Swim Check #13)
 [21:55] <Tag> 1d20+3
 [21:55] <TolBot> [Tag's 1d20(12)+3]: 15



[21:56] <@GWRD> Eventually the bright green glow leaves the area after several minutes pass. Gizkan and Tag sadly never return to the shore after disappearing under the surf.

[21:57] <Tag> (anyone remember hte music from Sonic the Hedgehog when you were close to running out of air?)

[21:57] <Gizkan> (:)

[21:58] <Valio> (hehe)

[21:58] * Theron_Greystone steps out of the water after several minutes pass

[21:58] <@GWRD> (Statistically Tag had a 5.5% chance of drowning in the water. Tolbot must hate him)

[21:58] * TolBot raises an eyebrow.

[21:59] <Tag> (I keep telling you that -- now do you believe me?)

[21:59] <@GWRD> (Gizkan had a 51.3% chance)

[22:00] <Theron_Greystone> (well my character sheet seems wrong, i have -3 and -4 swimming modifiers, should be total of -7 but it displays +1)

[22:00] <Tag> (OK -- back to thieves)

[22:00] <Gizkan> (lol)

[22:00] <Theron_Greystone> (can we reload an old savegame?)

[22:02] <Tag> (Where the re-spawn station?)

[22:02] <Theron_Greystone> (did u make a bed and sleep in it?)

[22:03] * Theron_Greystone moves back to the camp after watching the surf for several more minutes

[22:03] <Valio> (not like a new character would be that far behind in XP. You can make it up easy enough)

[22:04] * Alasdair| waits for a bit and assumes they drowned and goes back to the camp

[22:05] <Theron_Greystone> "Death lurks behind every rock in this place"

[22:05] <@GWRD> (You'd start at the same point xp wise, and at this point it's still easy to introduce new characters as crew members that made it or last minute additions that came on at the last port late at night)

[22:05] <Valio> (I was joking like the others...)

[22:06] <Gizkan> (im rolling a humane fighter who is proficient with swimming)

[22:06] <Gizkan> (human sorry)

[22:06] <@GWRD> Nothing appears to come out of the surf during the night, though at one point the jungle goes deathly silent until there is a blood curdling monkey scream.

[22:06] <Tag> (thief)

[22:07] <Tag> (brb)

[22:07] <Valio> (I wanted to see a humane fighter...)

[22:07] <Valio> (would that require a vorpall blade?)

[22:07] <Gizkan> (lol, i have to type Windsor Essex County Humane Society a lot, i think that caused that one :))

[22:07] <@Ptolamir> (this sucks)

[22:08] <Alasdair|> (are you living in windsor again?)

[22:08] <Tag> ("Look -- I don't want to beat you like red-headed stepchild... so just put the weapon down...")

[22:09] <@GWRD> Daylight comes quietly enough in the morning. Theon Tokko seems to be fighting off his red ache disease well enough, but Jask advises he stay in camp for the day and do light work.



[22:10] * Valio wakes groggy from the night's events and begins on his ritualistic coffee and porridge.

[22:11] * @Ptolamir closes his book from study and moves back towards the gear.

[22:11] <Gizkan> (yeah I am back in Windsor)

[22:11] * Alasdair | (jacensharm@f484f918.dhcp.lnh.ca.4e125616.com.hmsk) Quit (Quit: Alasdair |)

[22:11] * @Ptolamir shakes his head, "I can't believe Tad died in the water."

[22:12] <Tag> ("I can -- the guy was a friggin' idiot.")

[22:12] * Theron_Greystone says a prayer to Torag for the fallen

[22:13] * @GWRD (darkcleric@4643032a.cpe.92acce23.net.hmsk) Quit (Ping timeout: 252 seconds)

[22:14] <Valio> (OMDM, the DM was taken by the undercurrent!)

[22:14] <Theron_Greystone> (swim check quickly)

[22:15] * GWRD (darkcleric@4643032a.cpe.92acce23.net.hmsk) has joined #grovewood

[22:15] <GWRD> (Well that was unpleasant)

[22:15] <Theron_Greystone> (whew we thought we lost you to the undercurrent too)

[22:16] <GWRD> (I made my swim check)

[22:16] <Gizkan> (hehe)

[22:16] <GWRD> (What was the last thing I posted?)

[22:17] * Theron_Greystone helps with breakfast as much as he can then goes to the shore again to look for bodies

[22:17] <Theron_Greystone> (GWRD Daylight comes quietly enough in the morning. Theon Tokko seems to be fighting off his red ache disease well enough, but Jask advises he stay in camp for the day and do light work.)

[22:17] <GWRD> (Ok. Anybody down hps regains 3 this morning)

[22:19] <Theron_Greystone> " the screams from the jungle can only mean that death prowls there too and not just in the water depths "

[22:20] <GWRD> Your camp this morning seems rattled by the recent turn of events, with everybody except Aerys looking more afraid of the dangers of this island. Sasha definitely not taking the situation well and is in a nervous panic. Aerys however seems to be doing fine, because she has mead to comfort her.

[22:21] <Valio> "We should set up a scouting party. A full loop of the island would help us find a way off, or at least more resources."

[22:22] <Tag> 4d6

[22:22] <TolBot> [Tag's 4d6(15)]: 15

[22:25] <GWRD> (Marr's internet pooped (his words) and he'll be back when it's up)

[22:26] <Theron_Greystone> "looping around the island could take days if it is possible at all, i would not do that unless the whole group can travel"

[22:26] * Valio drinks a cup of coffee and pours himself another.

[22:29] <Valio> "We can't stay here. We'll run out of supplies in a few days. I'm already down to a few pounds of coffee and enough supplies for tonight's stew."

[22:32] <GWRD> Thanadin reminds you that he and Sasha were going to go hunting as part of their camp duties.

[22:33] * Valio nods. "And we also have the stores from the boat. We can survive a few more days on that."

[22:33] <Theron_Greystone> (did they find anything edible or drinkable)



[22:33] <Theron_Greystone> "We should scout the area around our camp for now at least"

[22:37] <GWRD> (A hunter automatically provides enough food and water for 8 medium creatures a day)

[22:37] <Valio> (sustainable living? cool!)

[22:38] <Valio> (/me begins plans for a small village)

[22:40] <GWRD> (Ok so what would you like to do as a group?)

[22:40] <Theron_Greystone> "should we go exploring this area today or should we wait until everyone has regained their strength?"

[22:40] <Valio> "I agree, a short exploration to start is a good idea. Let me clean the dishes from breakfast and I will be ready to join you."

[22:40] <Theron_Greystone> (we still have sick people with us right)

[22:41] <GWRD> (Ryu (Theon Tokko) is still ill.)

[22:42] <Theron_Greystone> " we should go in groups or pairs at least"

[22:43] <Valio> "Agreed."

[22:44] <Theron_Greystone> "anyone else wants to join us , if not we can leave when you are ready Valio"

[22:45] <GWRD> As the group makes ready to explore the area around their camp for other unseen dangers, this session comes to a close for the evening.

[22:45] <Theron_Greystone> (you know how to swarm kite right)

[22:45] * Valio puts his mess kit away and fills his waterskins from the small barrel. "Okay, ready to go. We should be back before dinner. If you hear a shrill whistle, we need help."



Session 6 - 2/9/2014 - New Comer

*** NOTE: This leg is broken as my connection was playing hell at the time... ***

[20:19] <@GWRD> The castaways made camp on the shore of the island near where the wreck of the Jenivere once stood. As evening rolled along, they spotted a strange green glow in the water and curiosity got the better of them.

[20:20] <@GWRD> Underestimating the powerful undertow, one went under and was swept out deep into the water, a second soon to follow after. A different green glow, brighter and more erratic than the other glow, appeared shortly there after in the water.

[20:20] <@Theon_Tokko> (if anybody can log this session it would be greatly appreciated, I keep getting dced from my bnc so yea...there'd be alot of DC notices if I post my log lol)

[20:21] <Theron_Greystone> (great now there is two glows)

[20:21] <@GWRD> A maiden of the sea, she reached out her arms to embrace her new undersea friends, as they drowned, unable to make it back to the surface.

[20:21] * Sventol is now known as Ptolamir

[20:22] <@GWRD> Grief stricken, and panic starting to set in among the castaways, day 3 rises on the Smuggler's Shiv...

[20:22] <Theron_Greystone> (i use chatzilla, not sure if this can log)

[20:23] <Thanadin> [i can log]

[20:24] <Theron_Greystone> (Valio and I were about to start exploring, not sure if anyone else was going with us)

[20:24] * Warbudgie (Warbudgie@3eddb1ef.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood

[20:24] * Warbudgie is now known as Androoin

[20:27] <@GWRD> The shoreline is calm this morning, as low tide laps against the sandy shore.

[20:28] * @Ptolamir closes his book, and stows it in his sack.

[20:29] * @Ptolamir rises and looks out at the calm sea, shaking his head.

[20:29] <Valio> "Are we ready for a day hike?"

[20:29] <Theron_Greystone> "I am ready"

[20:30] <@Theon_Tokko> (Should I roll a Fort Save or whatever it was now?)

[20:31] <@GWRD> (you rolled one last session.)

[20:31] <@Theon_Tokko> (ah yes..)

[20:31] <Theron_Greystone> " we should be careful if we go deeper into the jungle, who knows what kind of beasts lurk there"

[20:32] <Valio> "Along the coastline should be fine for today."

[20:33] <Theron_Greystone> "aye"

[20:34] <Theron_Greystone> "Is anyone else going to join us?"

[20:34] <Thanadin> "I'll tag along, if you don't mind."

[20:35] <@Theon_Tokko> (I beleive I am stuck 'resting' for another day)

[20:35] <@GWRD> (No you can travel, but you won't get as good save bonuses)

[20:35] <Valio> "Plenty of room on the beach."

[20:35] * @Ptolamir turns towards the group.

[20:35] <@Theon_Tokko> (if everybody is going, I'll go, if not I'll hang back)

[20:36] <@Ptolamir> "Do we need to wait one more day for you to be well?"

[20:36] * @Ptolamir looks at Theon.

[20:37] * @Theon_Tokko shrugs and asks Jask (thats right isn't it?)

[20:38] <Theron_Greystone> "The more the better, let us go"

[20:40] <@GWRD> (Correct)

[20:41] <@GWRD> Jask: You can go, but don't over do it, or you'll just undo all the progress you've made.

[20:41] * @Theon_Tokko looks at Jask and ponders

[20:41] <Theron_Greystone> (and dont get eaten by a Jaguar either)

[20:41] <@Theon_Tokko> "I guess fighting things that want to kill us, avoiding traps, and climbing trees would be considered overdoing it?"



[20:41] <@GWRD> (We prefer to call them "Rape Kitties", because they are nasty in Pathfinder.)

[20:43] <Theron_Greystone> (does the coastline going left or right from our camp look more promising ?)

[20:44] <@Theon_Tokko> "I think it would be wisest for me to remain behind and repair my blade while you explore, a wounded fighter, would be nothing but a hinderance in a fight."

[20:44] <Theron_Greystone> (well u can go with us and take chances with rape kitties or stay in camp and get overrun by pygmy's)

[20:44] <@GWRD> (You came from the left direction, and you haven't explored the right direction)

[20:45] <@Theon_Tokko> (besides that I'm suffering from uberlag atm)

[20:45] -> [GWRD] PING

[20:45] <Androoin> (brb)

[20:45] -> [#grovewood] PING

[20:45] <Valio> "I am ready."

[20:45] <@Theon_Tokko> (Wow, ping recovered... most of you have a 1s ping reply for me XD)

[20:45] <@GWRD> Several of you decide to explore the island, while the others remain at camp, performing duties needed for survival.

[20:46] <@GWRD> (How long do you want to be out for?)

[20:46] <Valio> (half day out, half day back)

[20:46] <Theron_Greystone> "should we follow the coast to the right ?"

[20:47] <Theron_Greystone> (sounds about right, want to get back to camp before sundown)

[20:47] <Valio> "So long as we gain more knowledge of the area."

[20:48] <@GWRD> You travel along the shoreline making your way back to where you originally woke up on shore.

[20:48] <@GWRD> (Perception checks please)

[20:49] <Valio> 1d20

[20:49] <TolBot> [Valio's 1d20(15)]: 15

[20:49] <Theron_Greystone> 1d20+4

[20:49] <Androoin> (back)

[20:49] <TolBot> [Theron_Greystone's 1d20(12)+4]: 16

[20:50] <Thanadin> 1d20+8

[20:50] <TolBot> [Thanadin's 1d20(8)+8]: 16

[20:50] <Theron_Greystone> (we notice that sand gets hotter in the sun)

[20:50] <@GWRD> You all spot signs of fresh tracks in the higher sections of the beach, where the heavy rains and tide wouldn't have an easy chance of washing. They seem to also follow the shore line in the direction you are travelling.

[20:51] <Theron_Greystone> (what kind of tracks, animal or humanoid)

[20:52] <@GWRD> Looking closer at the tracks, they appear to be humanoid and booted, possibly belonging to a human teenager or one of the races shorter than a human.

[20:52] <Valio> "Shall we follow the tracks?"

[20:53] <@Ptolamir> (should I be with the explorers or at camp?)

[20:53] <Theron_Greystone> "yes but we should watch the edge of the jungle for any ambushes"

[20:53] <@GWRD> (Your choice)

[20:53] <Thanadin> "Might as well, better than just wandering aimlessly."

[20:53] <@Ptolamir> 1d20+2 percept

[20:54] <TolBot> [Ptolamir's 1d20(1)+2]: 3 percept (Tsk, tsk)

[20:54] <Theron_Greystone> (i thought you would have some pull with your Bot man)

[20:55] <Thanadin> [hes trying not to show favoritism for his creator]

[20:57] <@GWRD> The tracks follow the shoreline for a while, then double back, then follow the shoreline again, repeating ever so often. It draws close to noon, with the heat starting to beat down, when you spot a dwarf with black hair and beard arranged in typical dwarven style, sitting on a rock under the shade of some trees.

[20:58] * Androoin looks over at the approaching group and begins to size them up.

[20:58] <@GWRD> Androoin, the odds appear against you 4 to 1.



[20:58] <Thanadin> [DW] "Hail!"

[20:58] * Theron_Greystone waves while approaching the dwarf

[20:59] * Valio smiles and walks closer before bowing.

[21:00] <Valio> "Valio de Vode, at your service."

[21:00] * Androoin waits another second and replies "Well met, thought I was stuck here alone, blasted place with its blasted ants and blasted heat"

[21:00] <@Theon_Tokko> (DIE DWARVEN SCUM!)

[21:00] <Theron_Greystone> (so we rob him right?)

[21:00] <@GWRD> (That's the spirit)

[21:00] <@GWRD> (He could have food, and if you get hungry enough, he is fat.)

[21:01] <Androoin> "I'm Androoin of Clan Waraxe, been here for a couple of days, I knew I shouldnt have gone on that boat, probably was made by Orcs"

[21:01] <Theron_Greystone> "getting on a boat was definitely a mistake on our part too"

[21:02] <Thanadin> "I have decided that boats and dwarves don't go well together."

[21:03] <Androoin> "Well, I agree with that, so...I don't suppose I could join up with your group"

[21:03] <Theron_Greystone> "well met Androoin, I am Theron Greystone In Torag's Service"

[21:03] * Androoin greets Theron with a off of a hand shake

[21:04] <Androoin> (off - offer)

[21:04] <Thanadin> "Thanadin, at your service."

[21:04] * Thanadin bows

[21:04] <Theron_Greystone> " you are welcome to join us, we got stranded here as well a few days ago and currently we are looking for a way off this rock"

[21:05] * Theron_Greystone shakes Androoins hand

[21:05] <Androoin> "Rock, more like a stupid Jungle"

[21:06] <Theron_Greystone> " its good luck we noticed your tracks in the sand"

[21:08] <Theron_Greystone> "we have a camp back that way (points the way we came from), we are exploring our neighborhood "

[21:08] <Androoin> "I was just wondering what to do next, happy I didn't have to work to hard to figure it out"

[21:09] <Androoin> "I haven't noticed much meself about this place"

[21:10] <@GWRD> The sun beats down from overheat and reflects off the sand with a hot radiance.

[21:10] <Theron_Greystone> "if we are going to go further we should keep close to the edge of the jungle to avoid some of the sun"

[21:11] <Theron_Greystone> (unless we decide to turn back)

[21:12] <Androoin> "Be nice if we found a boat that floated"

[21:12] <Valio> "We have a little time before we need to turn back. Perhaps we should go just a little bit further."

[21:13] <Theron_Greystone> " I dont think i am ready for another boat just yet"

[21:14] <Theron_Greystone> (so we continue same way for a bit longer i guess)

[21:15] <Valio> (just a little longer. I was thinking 4 hours out, 4 hours back)

[21:15] <Valio> (or similar)

[21:16] <Theron_Greystone> (sounds like a plan)

[21:16] * @Ptolamir nods at Androoin, "I am Ptolamir."

[21:18] <@GWRD> The heat is overbearing as you travel around the shoreline. The water forms a V shaped cove, and pretty soon you are on the opposite side able to see where you travelled on the other side of the water.

[21:18] * Androoin offers a hand "Well met Elf, Androoin"

[21:19] <Valio> "How far do you think we have traveled?"

[21:19] * @Ptolamir looks out and shrugs.

[21:20] <@GWRD> (Maybe a couple miles?)

[21:21] <@GWRD> (Or less)

[21:21] <@GWRD> 1d100

[21:21] <TolBot> [GWRD's 1d100(88)]: 88



[21:22] <Theron_Greystone> " we should take a short break and then turn back if we want to get back to the base before sunset"

[21:22] <Theron_Greystone> (i mean camp)

[21:23] <Valio> "A break sounds good. Perhaps tomorrow we can scout this far on the other side of the island."

[21:23] <Valio> (base camp, yeah)

[21:23] <@GWRD> You travel another hour, the heat overbearing and making you quite miserable. Off in the distance, you spot a small island off the shore with a shipwrecked ship on its south-eastern side. The swim to it however does not look short, or pleasant.

[21:24] <Theron_Greystone> (you trying to trick more of us into "swimming")

[21:24] <@GWRD> (nope, just telling you what's on the map.)

[21:26] <Theron_Greystone> (any smoke coming from that other island or anything else we can that would indicate inhabitants?)

[21:26] <Theron_Greystone> " I dont think we should try to get to that island without a raft at least"

[21:26] <Androoin> "Probably a relative of our captain"

[21:27] <@GWRD> There appears to be no sign of life, except a few scraggly looking trees and grasses.

[21:27] <@Ptolamir> "We have not fared well in the waters at all; but seems we are not the only ones."

[21:29] <Valio> "That looks worthy of reporting to the others when we get back. Perhaps we can make plans to salvage it at a later time."

[21:29] <Androoin> "Seems so"

[21:31] <Theron_Greystone> "maybe with some work it could be made seaworthy again"

[21:31] <Androoin> "Perhaps"

[21:32] * Theron_Greystone shudders at the thought of going on another boat ride

[21:33] <@GWRD> (Mini-map with new ship location as star: https://drive.google.com/file/d/0B_pCDb...sp=sharing)

[21:34] <Theron_Greystone> (hmm not loading for me)

[21:34] <Valio> (I have an x)

[21:35] <@GWRD> (hmm, I'm seeing a bunch of anonymous animals connected to the picture)

[21:35] <Theron_Greystone> (it just loaded)

[21:36] <@GWRD> (Making your way back to camp now?)

[21:36] <@GWRD> 1d100

[21:36] <ToIBot> [GWRD's 1d100(14)]: 14

[21:36] <@GWRD> 1d100

[21:36] <ToIBot> [GWRD's 1d100(21)]: 21

[21:37] <@GWRD> 1d6

[21:37] <ToIBot> [GWRD's 1d6(3)]: 3

[21:38] <Androoin> "Gonna feel safe enough to take off me armour tonight, lookin' forward to that"

[21:38] <@GWRD> Meanwhile back at Base Camp

[21:39] <@GWRD> 4d6

[21:39] <ToIBot> [GWRD's 4d6(13)]: 13

[21:39] <Theron_Greystone> (uh oh)

[21:39] <Androoin> "Can't say enough how much is appreciate you all following my tracks, I'm pretty good with an axe so i'll repay you all by helping to keep you safe"

[21:39] <Theron_Greystone> "you have not seen anyone or anything else in the last few days?"

[21:40] <@Ptolamir> "We may need it."

[21:40] <Androoin> "Not a soul, just insects and some strange things up in the trees"

[21:40] <@GWRD> Theon Tokko, you are resting from the mid-day sun, and taking it easy when you hear some of the traps you helped set earlier go off... then screaming.

[21:41] * @Theon_Tokko sits up, and looks towards the trap wondering what wandered into them

[21:41] <@Theon_Tokko> (wondering XD sorry bad english today)



[21:42] <@GWRD> You see several piles of crushed and broken bones. A skull lies near by, red pin-prick glowing eyes quickly fading until they wink out.

[21:43] * @Theon_Tokko looks around for any still moving skeletons

[21:43] <Theron_Greystone> (oh great undead jaguars)

[21:44] <@GWRD> "It appears that the camp traps got 3 of them. You don't seen signs of any more around. They appear to have once been humanoid, and wear rusty chain shirts and carry salt pitted scimitars.

[21:47] <@GWRD> Evening eventually comes, following a hard rain storm, that carpets the ground in a thick layer of fog. The quartet of scouts return with a fifth member.

[21:48] <Valio> (water stores refilled?)

[21:48] * @Ptolamir rests at camp until time to sleep.

[21:48] * Androoin exams the camp, looking over anything built "Well done, well done"

[21:49] <Valio> "If nobody minds, I'm going to get clean around the corner."

[21:49] <@GWRD> (no gnomes or halfling PCs correct?)

[21:50] <Androoin> (none)

[21:51] <Theron_Greystone> (aren't gnomes just dwarves that didnt hit puberty yet?)

[21:52] <@GWRD> During the day, Sasha managed to scrounge up a small wild pig to eat. Unfortunately it is not large enough to feed everybody (short 3.5 pounds of food)

[21:55] <@GWRD> (You'll have to come up with 3.5 day of food from your personal supplies or begin to starve.)

[21:55] * Androoin spends some time making his own place in the camp.

[21:55] <Androoin> (how many days have we been here?)

[21:55] <Valio> (how much do we have left from the boat? I can give the 3.5, but I only have 4 left)

[21:56] <@Ptolamir> (I have a day for me)

[21:56] <@GWRD> (This is the end of day 3)

[21:56] <Androoin> (I am on my last day of rations)

[21:56] <@Ptolamir> (me too)

[21:57] <@GWRD> 1d20+8

[21:57] <TolBot> [GWRD's 1d20(14)+8]: 22

[21:58] <@Theon_Tokko> 1d20+7

[21:58] <TolBot> [Theon_Tokko's 1d20(1)+7]: 8 (Not good.)

[21:58] <@Theon_Tokko> (ROFLMAO.. fits my current IRL mood though)

[21:59] <@GWRD> 1d6

[21:59] <TolBot> [GWRD's 1d6(5)]: 5

[21:59] * Valio cooks up the last of his potatoes to go with the pig.

[22:00] <@GWRD> The evening passes by uneventfully, however in the middle of the night Theon's disease takes a turn for the worse and he awakens very weak and tired.

[22:02] * @Theon_Tokko grumbles and turns over trying to get back to sleep

[22:03] * @Ptolamir closes his book in the morning and rises.

[22:04] * Valio gets out of his hammock after the night's rest and begins brewing the morning coffee.

[22:05] * Androoin starts to awaken

[22:05] * Theron_Greystone stirs awake after smelling cofee

[22:06] <@GWRD> The outlook for survival among the npcs in the camp seems to have worsen for almost everybody, except Sasha who finds bringing strange dwarves into camp to eat food strangely positive.

[22:06] * Valio pours himself a cup of coffee and shares it with the others.

[22:06] <@GWRD> 1d5

[22:06] <TolBot> [GWRD's 1d5(5)]: 5

[22:06] * Androoin gratefully enjoys a cup

[22:06] * @Theon_Tokko has trouble getting back to sleep, but decides it be best to not get out bed today

[22:07] <Valio> "We found a wrecked ship yesterday, a short distance out on a small island. I wonder what we will find today."



[22:07] <Theron_Greystone> "maybe we should explore inland, try to find some more food"

[22:08] <@Ptolamir> "We need to hunt."

[22:08] <Androoin> "I'm not expert, but I would agree"

[22:08] * @Ptolamir pulls his bow and ties his boots.

[22:08] <Androoin> (not = no)

[22:09] * Valio drinks another cup of coffee, trying to dispell his nightmare.

[22:11] <Androoin> "Look, i'll come hunt, but I'll be acting as protection and helping to carry"

[22:11] <Valio> "Finding more food is wise, but going into the jungle again? hmm."

[22:13] <Androoin> "I know i'm new, but I think we need to try"

[22:14] * Valio repacks his belongings, leaving unneeded things in his waterproof bag to lighten his load.

[22:16] <@GWRD> (So what's the plan for the day, hunting?)

[22:16] * @Ptolamir prepares to head out with bow in hand to hunt game.

[22:17] * Androoin leaves behind his armour and shield and prepares to help with the hunt, bringing only his axe.

[22:18] * @Theon_Tokko is bed bound

[22:18] <@GWRD> (So who is hunting. Valio with protection from Androoin?)

[22:19] <Valio> (ptol with androoin and I guess I'm going, though I'm not a good hunter)

[22:19] <Androoin> (ptolmir also)

[22:19] <Theron_Greystone> (i can go for protection too but i dont want to scare any game)

[22:20] <Valio> (unless we're splitting up to search and hunt as different groups.)

[22:20] <Androoin> (we can split for sure)

[22:21] <Valio> (I'd rather travel 1/2 a day in the other direction than hunt)

[22:21] <@GWRD> (If you want to explore, feel free.)

[22:22] <Valio> "Shall we travel the other direction today? I am no good at hunting, but my curiosity has me wanting to explore."

[22:23] * @Theon_Tokko informs them of the traps being sprung from his bedside

[22:23] * Androoin waits for Ptolamir "Ready when you are"

[22:23] <Theron_Greystone> "I should stay in the camp in case of more Skeletons"

[22:25] <@GWRD> (Ok so Ptol and Andro hunting, Valio exploring, Theon resting with Theron guarding)

[22:26] * Valio asks the rest of the survivors "Would anyone care to join me in exploring the west shore?"

[22:28] <Androoin> "Sure hope we catch a couple more of those boars, the pork we had was mighty satisfying"

[22:29] <Androoin> "Perhaps we will find some ale as well, eh Elf, haha"

[22:29] <@Ptolamir> "I'll not starve on this island."

[22:29] * Valio asks Jask on his way west, then heads out.

[22:29] <@GWRD> (Just waiting to confirm if Valio will be exploring solo or not before continuing)

[22:30] * Thanadin (afan21@e871f019.hsd1.il.5aa6454b.net.hmsk) Quit (Ping timeout: 248 seconds)

[22:30] * @Ptolamir shakes his head, "Dwarves and their ale."

[22:30] <@GWRD> Jask: "I must decline. I've people to take care of, and disease to stave off."

[22:30] <Androoin> "You have to admit, would be nice to go with some pork"

[22:32] <@Theon_Tokko> (Wow, if my office gets cold, jus' print a 200 page document... it'll warm it up in a hurry lol)

[22:33] <@GWRD> Day 4 passes by with Sasha and Ptolamir hunting. They do not encounter anything horrific that tries to kill them, but they each bring back various snakes, and small game to eat for the night.

[22:33] <Valio> 1d20

[22:33] <TolBot> [Valio's 1d20(14)]: 14

[22:34] <Theron_Greystone> (who do we have guarding the camp, dont want to leave a sick man alone with skeletons around)

[22:34] <@GWRD> (Ishirou is a camp defender)



[22:35] <Theron_Greystone> (if we have people that can defend i can go exploring with Valio)

[22:36] <@GWRD> (too late, he's already running away in fear)

[22:36] <Theron_Greystone> (in that case i stay back and try to make the camp more defensible)

[22:37] <Valio> (yeah, I'm running. Look at the Bard run! 😊)

[22:39] <@Ptolamir> (Mmmm, snake. blech)

[22:41] <@GWRD> Valio returns later in the evening, a sheen of sweat covering his clothes.

[22:41] <Androoin> "Not a bad hunt, that snake looks rather nice"

[22:42] * Androoin points out that Sasha's snakes look even better

[22:42] <Valio> "We shouldn't travel alone. There was a shipwreck and it had skeletons that tried to get me."

[22:42] * @Ptolamir shakes his head.

[22:42] <Valio> "Have we anything to eat?"

[22:43] <Theron_Greystone> (snake kabobs)

[22:44] <@GWRD> (mini map update: https://drive.google.com/file/d/0B_pCDb...sp=sharing)

[22:44] <Theron_Greystone> " Valio have you seen anything of interest this time"

[22:45] <Valio> "Another shipwreck with undead skeletons, and more beach."

[22:45] <@GWRD> With the extra hunting, the food supplies will spill over a little bit into tomorrow, with enough for 1 hunter to be able to feed the camp without excess food for the day.

[22:45] * Valio sits down and starts eating a snake.

[22:45] * Retrieving #grovewood modes...

[22:46] * @Theon_Tokko nibbles on a ration

[22:46] <Androoin> "Undead skeletons?"

[22:47] <Theron_Greystone> " Could be that that is where the ones attacking the camp yesterday came from"

[22:47] <Valio> "I didn't stick around for a closer look, but they looked like a humanoid skeleton that stood up and tried to capture me."

[22:47] <Theron_Greystone> "we should cleanse this island of that evil"

[22:48] <Valio> "I would like to not face them again, but... I agree, we should destroy them when possible. Any ideas?"

[22:48] <Androoin> "Agreed, the undead need to be put to rest"

[22:49] * Androoin holds out his Waraxe "I have an idea" and then laughs out loud.

[22:49] <Theron_Greystone> (hey thats my move)

[22:49] <Androoin> (hehe, sorry)

[22:50] <Theron_Greystone> "how many did you see?"

[22:51] <@GWRD> Jask: "It's not wise to mess with the undead if it can be helped."

[22:52] <Valio> "More than I could take on on my own."

[22:52] <Androoin> "Won't be messing with them, gonna be sending'em to their grave"

[22:52] <Theron_Greystone> "it seems they found our camp yesterday, they could be back"

[22:54] <Valio> "They could be back. We should be ready for that, and also finding them when we explore or hunt."

[22:54] <Androoin> "Worst Island ever"

[22:55] <Theron_Greystone> "agreed"

[22:57] <@Theon_Tokko> 1d20+7

[22:57] <TolBot> [Theon_Tokko's 1d20(13)+7]: 20

[22:57] <Theron_Greystone> "so what should we do tomorrow? put some skeletons to rest or explore more inland?"

[22:59] <Valio> "I fear we have much of this island still to explore."

[23:00] <Androoin> "Either plans works for me, who knows, might end up doing both"

[23:00] <@GWRD> (Who's on watch tonight?)

[23:00] <Theron_Greystone> (first)

[23:00] * @Ptolamir goes to sleep, "Wake me for last watch."

[23:01] <@GWRD> Theron perception check

[23:01] <Androoin> "Ill take a watch if need be"



[23:01] <Theron_Greystone> 1d20+4

[23:01] <ToIBot> [Theron_Greystone's 1d20(14)+4]: 18

[23:02] <@GWRD> During your watch you have the feeling you are being watched from the jungle's edge.

[23:03] * Theron_Greystone searches the edge of the jungle looking for any signs or trouble (not sure if darkvision helps)

[23:05] <@GWRD> You search the edge of the jungle, and think you briefly spot something big fly away as the carcass of a monkey falls on top of you...

[23:05] <@GWRD> As this session comes to a close.



Session 7 - 2/16/2014 - Chickenbats

[20:20] <@GWRD> It is a time of uncertainty, as the survivors of the Jenivere wreck prepare to start their 5th day on the Smuggler's Shiv, an island known for its shipwrecks and perils. With food supplies drawing low, their fate seems uncertain.

[20:22] <@GWRD> During the night watch, something large lurked in the jungle canopy near the camp. An investigation turned up a dead monkey being dumped on Theron, and the creature leaving, as this session begins.

[20:23] <@GWRD> Game on

[20:23] * Theron_Greystone draws his weapon and starts looking around for any signs of whatever threw the carcass at him

[20:24] <@GWRD> The night sky is quiet... deathly quiet, and nothing can be seen in the canopy above.

[20:24] <Theron_Greystone> "What in Torags name was that??"

[20:25] <@Theon_Tokko> "Breakfast"

[20:25] <Androoin> (we all awake?)

[20:25] <@GWRD> (nope)

[20:25] * Theron_Greystone after not finding any threats examines the carcass

[20:26] <@GWRD> At your feet lies a dead monkey, though there's something very strange about it, aside from the look of sheer horror frozen into its face.

[20:27] * Theron_Greystone pulls back to the camp and wakes some of the closer companions

[20:27] <@GWRD> It looks like something has drained all the blood out of the monkey's body.

[20:28] <Theron_Greystone> (if i see any sparkly dudes prancing around i am running off)

[20:28] * Tasso is now known as Valio

[20:29] <Theron_Greystone> "Something was very close to the camp, and it killed that Monkey over there!"

[20:30] <Valio> "Odd. I doubt undead skeletons do that. What other mysteries lurk within these jungles?"

[20:31] <Theron_Greystone> (so did i see the thing fly off or did it move along the tree canopies)

[20:32] <@GWRD> (Nope)

[20:35] * Theron_Greystone walks around the perimeter of the camp looking for anything else unusual

[20:35] <@GWRD> Eventually the sound of life returns to the jungle where there was nothing but silence. There is no sign of anything else out of place with the camp or its perimeter.

[20:36] <Androoin> (afk, dog of course)

[20:36] <Valio> "Shall we return to our rest?"

[20:37] <Theron_Greystone> "yes but if the jungle goes quiet again, the trouble has found us again"

[20:37] * afan21 (afan21@e871f019.hsd1.il.5aa6454b.net.hmsk) has joined #grovewood

[20:37] * afan21 is now known as Thanadin

[20:37] <@GWRD> (welcome)

[20:37] <Thanadin> [sorry im late,got stuck on a train]

[20:37] <Theron_Greystone> (wasnt there someone talking to those monkeys the a few sessions ago)

[20:38] <@GWRD> (yup, but I think he drowned?)

[20:38] <Theron_Greystone> (ah well)

[20:39] <Theron_Greystone> "What should we do with the carcass? Burn it?"

[20:42] * Disconnected

Session Close: Sun Feb 16 20:42:09 2014

Session Start: Sun Feb 16 20:42:09 2014

Session Ident: #grovewood

[20:42] * Attempting to rejoin channel #grovewood

[20:42] * Rejoined channel #grovewood

[20:42] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid



at <http://tiny.cc/battlegrid>'

[20:42] * Set by ChanServ on Fri Feb 14 02:30:36
 [20:43] * Valio shrugs and goes back to his hammock.
 [20:44] * Atreyu| (TheOnlyOne@f484f918.dhcp.lnbh.ca.4e125616.com.hmsk) has joined #grovewood
 [20:44] <Atreyu|> (yo)
 [20:44] <Atreyu|> (did you get my email?)
 [20:44] <@GWRD> The morning sun and its brutal heat rises as predicted in the morning, though a strong wind blows in from the west, filling the air with the scent of the sea and jungle.
 [20:44] <@GWRD> (Yes, thanks for letting me know)
 [20:45] * Atreyu| is now known as Alisdair
 [20:46] <@GWRD> Theon Tokko still seems to be struggling with his disease, though he seems to be doing better this morning than he was yesterday.
 [20:46] <Alisdair> (i got a little extra delayed, my mac is in the shop and mirc wasnt working on my pc)
 [20:46] <Alisdair> (so i had to DL xchat)
 [20:47] <Alisdair> (too bad this isnt on mac, i dont like polaris)
 [20:47] * Alisdair (TheOnlyOne@f484f918.dhcp.lnbh.ca.4e125616.com.hmsk) Quit (Client Quit)
 [20:47] <Androoin> (back)
 [20:47] * Valio wakes up and turns to his coffee-making ritual.
 [20:48] * Alisdair (TheOnlyOne@f484f918.dhcp.lnbh.ca.4e125616.com.hmsk) has joined #grovewood
 [20:48] <Alisdair> (the commands on this are gonna take getting used to)
 [20:48] * Androoin makes his way around camp
 [20:48] <@GWRD> Your camp however seems to be in poor spirits this morning, and whispers among the survivors are that they don't expect to live another week at the rate they are going.
 [20:49] <OrzadyUnseen> (brb)
 [20:50] <Androoin> "I have to agree with the majority. Things aren't looking that good here, I ain't for giving up though"
 [20:51] <Thanadin> "We need something that will raise morale,and I don't mean more singing."
 [20:51] <Valio> "Coffee, then we can plan our next few days."
 [20:55] <Androoin> "We need loads of food"
 [20:56] <Androoin> "and then we need to find a promising way off the island"
 [20:56] <Androoin> "probably wouldn't help if we found more undead"
 [20:57] <Thanadin> "Undead do tend to lower spirits."
 [20:57] <Theron_Greystone> "agreed, we need supplies but we should also try to put those poor undead to rest"
 [20:57] <Androoin> "Won't need to try, just smash'em to pieces"
 [20:57] <@Theon_Tokko> (grr... connection is being shitty again)
 [20:58] <Valio> "We should travel in groups."
 [20:59] <Theron_Greystone> "We should a should also break camp, this is not a good place to stay"
 [21:01] <Androoin> "Damn island"
 [21:01] <@GWRD> The surf gently rolls in as Sasha checks her rapiers for the morning hunt.
 [21:01] <Thanadin> "It would be nice if we could find a way off this godsforsaken place."
 [21:02] <@GWRD> Aerys appears to be moping and looking at the bottom of an empty booze bottle, while Gelik and Jask debate something nearby. Ishirou appears to be setting up and checking traps around the perimeter.
 [21:03] <Androoin> "Let's go hunting"
 [21:03] * Admiral_Ackabar (Overlord@4643032a.cpe.92acce23.net.hmsk) has joined #grovewood
 [21:03] * Admiral_Ackabar grins evilly.
 [21:03] * Admiral_Ackabar is now known as PK
 [21:03] <Theron_Greystone> (its a trap)
 [21:03] <Thanadin> [with PK,its always a trap]
 [21:03] * Valio finishes his coffee.
 [21:05] * GWRD sets mode: +o PK



[21:05] * Thanadin helps Ishirou with traps
 [21:06] <@GWRD> (Any exploration today, or just camp duites.
 [21:06] <Theron_Greystone> "we should explore more inland"
 [21:07] <Androoin> "Explore and hopefully hunt us down some pork"
 [21:07] <Androoin> "I'll join you"
 [21:07] <@GWRD> Ptolamir volunteers to help Sasha hunt to help bolster the food supplies.
 [21:08] <@GWRD> (And since that's what he says he does when he's not here)
 [21:08] <@GWRD> (Who's going exploring?)
 [21:08] <Theron_Greystone> (that'd be me)
 [21:08] <@GWRD> (Ok, where to?)
 [21:09] <Theron_Greystone> (have the link of the map we explored?)
 [21:09] <Valio> "I do not mind another excursion."
 [21:09] <@Theon_Tokko> (I'm still down resting)
 [21:10] <Thanadin> [im helping with camp duties]
 [21:11] * Androoin puts on his gear "Let's not be wasting a lot of time, even though we seem to have plenty, ha ha"
 [21:11] <@GWRD> (Map: https://drive.google.com/file/d/0B_pCDb...sp=sharing)
 [21:12] <Theron_Greystone> (i was thinking deeper into the jungle.. south-ish)
 [21:14] <Theron_Greystone> "Androoin, Valio should we explore deeper into the jungle or should we see what the undead are up to ?"
 [21:15] <Valio> "I feel that we have time before dealing with the undead."
 [21:17] <Androoin> "Lead on Theron"
 [21:18] * Theron_Greystone starts making his way slowly deeper into the jungle
 [21:19] <@GWRD> Your small group press on through the jungle, fighting the thick overgrowth and vines that impede your movement. It takes you about two hours before you emerge on the other side of the jungle...
 [21:20] <@GWRD> There you spot near the edge of the cliff, about 50' up a small nest with 2 odd creatures...
 [21:20] <@GWRD> A brightly colored creature sweeps down to land on the branch above. Its head is overly large, with a mouth full of sharp teeth and bright, shiny eyes. The thing chirps, lashes its long thin tail, and then with a flap of leathery wings is in the air once again.
 [21:20] <@GWRD> (<http://www.pathfinder-fr.org/Wiki/publi.../Ptero.jpg>)
 [21:21] <Theron_Greystone> (mm chicken)
 [21:21] <@GWRD> The creature is tiny, probably about the size of a chicken, but way more leathery like a bat.
 [21:21] <Theron_Greystone> "strange creatures"
 [21:22] <Valio> "Agreed."
 [21:22] <Androoin> "This place is strange for sure"
 [21:23] <Theron_Greystone> "unless they grow much larger those should not be a threat"
 [21:23] <@GWRD> It starts to circle and begins hissing and shrieking at you, riling up the one in the nest.
 [21:23] <Valio> "Perhaps we are in it's nesting area. We should move along."
 [21:24] <@GWRD> It then swoops down suddenly and rapidly making a mock attack at Theron.
 [21:24] <OrzadyUnseen> (I'll get the honey mustard)
 [21:25] <Theron_Greystone> "it might be protecting the nest"
 [21:25] <Androoin> "Agreed"
 [21:25] <@GWRD> The second one emerges from the nest and begins to circling overhead, joining the other in its hissing and shrieking.
 [21:25] * Theron_Greystone readies his weapon in case it makes a real attack
 [21:26] * Valio moves along the beach.
 [21:26] * Androoin roars up at them and shakes his waraxe towards the circling birds
 [21:26] * Theron_Greystone follows Valio keeping an eye on the creatures
 [21:26] <@GWRD> (Init)



[21:26] <@GWRD> ~initload
 [21:27] <Valio> 1d20+4
 [21:27] <@PK> Valio throws the numbered heads of dead players (1d20+4) and gets 15.
 [21:27] <@GWRD> 1d20+3
 [21:27] <@PK> GWRD throws the numbered heads of dead players (1d20+3) and gets 11.
 [21:27] <Theron_Greystone> 1d20-1
 [21:27] <@PK> Theron_Greystone throws the numbered heads of dead players (1d20-1) and gets 7.
 [21:28] <Androoin> 1d20+1
 [21:28] <@PK> Androoin throws the numbered heads of dead players (1d20+1) and gets 10.
 [21:28] <@GWRD> ~initload Valio: 15, Dimorphodons 11, Androoin 10, Theron 7
 [21:28] <@PK> To see current initiative /msg me the text ~init or ~initiative
 [21:28] <@GWRD> (Valio is up)
 [21:29] <OrzadyUnseen> 1d20+6
 [21:29] <@PK> OrzadyUnseen throws the numbered heads of dead players (1d20+6) and gets 11.
 [21:29] * Valio whistles an uplifting tune as he backs away from the nest.
 [21:29] <Valio> (starting bardic performance)
 [21:29] <@GWRD> (Which one?)
 [21:30] <@GWRD> (Oh and apologies, this is the medium sized "flying leather chickens", not the tiny ones)
 [21:30] <Valio> (inspire courage, +1 morale bonus and competence bonuses)
 [21:31] <@GWRD> (Ok, everybody has +1hit/dam, and +1 vs. fear)
 [21:31] <@GWRD> 2 1d20+3
 [21:31] <@PK> GWRD throws the numbered heads of dead players (2 1d20+3) and gets 20 20.
 [21:31] <@GWRD> 2 1d3
 [21:31] <@PK> GWRD throws the numbered heads of dead players (2 1d3) and gets 1 1.
 [21:32] <@GWRD> 2 1d6+3
 [21:32] <@PK> GWRD throws the numbered heads of dead players (2 1d6+3) and gets 6 8.
 [21:32] <@GWRD> The two large creatures swoop suddenly down at the roaring Androoin, both biting into his shoulders and neck fiercely.
 [21:32] <@GWRD> (14 damage)
 [21:33] <Androoin> (k)
 [21:33] * Androoin falls
 [21:33] <@Theon_Tokko> (Ye-ouch)
 [21:33] <@GWRD> (Theron)
 [21:34] <Androoin> 1d20+7 fort
 [21:34] <Androoin> 1d20+7
 [21:34] <@PK> Androoin throws the numbered heads of dead players (1d20+7) and gets 21.
 [21:34] <Androoin> 1d20+7
 [21:34] <@PK> Androoin throws the numbered heads of dead players (1d20+7) and gets 14.
 [21:34] <Androoin> 1d20+5
 [21:34] <@PK> Androoin throws the numbered heads of dead players (1d20+5) and gets 20.
 [21:34] * Theron_Greystone attacks one of the creatures
 [21:34] <Theron_Greystone> 1d20+2
 [21:34] <@PK> Theron_Greystone throws the numbered heads of dead players (1d20+2) and gets 19.
 [21:35] <@GWRD> (hit)
 [21:35] <Theron_Greystone> 1d8+1
 [21:35] <@PK> Theron_Greystone throws the numbered heads of dead players (1d8+1) and gets 2.
 [21:35] <@GWRD> You clip it as it flies past, rising back up to a height you can't easily reach.
 [21:36] <Thanadin> [if you lot fall to giant chickens...]
 [21:36] <@GWRD> (Perception checks)
 [21:36] <Valio> 1d20
 [21:36] <@PK> Valio throws the numbered heads of dead players (1d20) and gets 19.



[21:36] <Theron_Greystone> 1d20+4
 [21:36] <@PK> Theron_Greystone throws the numbered heads of dead players (1d20+4) and gets 6.
 [21:37] <@GWRD> Valio, you spot a human male at the edge of the jungle watching you fighting. (It is your action)
 [21:39] * Valio continues to whistle and moves to start dragging Androoin towards the jungle, sending a healing surge into his body.
 [21:39] <Valio> 1d8+1
 [21:39] <@PK> Valio throws the numbered heads of dead players (1d8+1) and gets 7.
 [21:41] <@GWRD> Androoin, you feel like you just hammered back the strongest booze you've ever drank, and it went straight to your head, then that warm tingly feeling you get when you get drunk, all in the course of 6 seconds, as you awaken to 2 creatures circling overhead.
 [21:41] <@GWRD> 2 1d2
 [21:41] <@PK> GWRD throws the numbered heads of dead players (2 1d2) and gets 1 1.
 [21:41] <@GWRD> 2 1d20+3
 [21:41] <@PK> GWRD throws the numbered heads of dead players (2 1d20+3) and gets 9 15.
 [21:41] <@GWRD> (Valio's AC?)
 [21:42] <Valio> (13)
 [21:42] <Valio> (14)
 [21:42] <Valio> (sorry, finger was on the wrong key. 14 is accurate)
 [21:42] <@GWRD> 1d6+3
 [21:42] <@PK> GWRD throws the numbered heads of dead players (1d6+3) and gets 9.
 [21:43] <@GWRD> They both swoop after you next, one of them getting a good chunk of your arm when you raise it to block the other one from getting your face.
 [21:43] <@GWRD> (Roll a Fort save vs. poison please)
 [21:43] * Valio stops dragging Androoin and falls to the ground.
 [21:43] <Valio> 1d20
 [21:43] <@PK> Valio throws the numbered heads of dead players (1d20) and gets 15.
 [21:43] <@GWRD> (Androoin is up)
 [21:45] <@GWRD> (Note: You are dead when your hps reach your con score as a negative number. Each turn you can roll a Fort save to stabilize vs DC 10 + hps under 0 you are at. So -1 would be 11, -4 would be DC 14, etc.)
 [21:46] <OrzadyUnseen> (Thank God, CHA is my dump stat.)
 [21:46] <@GWRD> (If you are at 0 exactly you are dazed and can only do 1 action (Standard, Move, or Swift) on your turn. If you do something that would be straining, you'll lose 1 hp and go unconscious)
 [21:46] <@GWRD> (Sadly, Cha is actually a good stat on the island)
 [21:46] * Valio stares at the blood flowing from his arm, dazed.
 [21:47] <@GWRD> (Androoin's turn, then Theron)
 [21:47] <Valio> (really? not doing me much good right now 😊)
 [21:47] * Androoin shakes out the cobwebs and grabs his waraxe in one hand and drags Valio with the other "I got ya now"
 [21:47] * Theron_Greystone attacks one of the creatures
 [21:48] <@GWRD> The two of them retreat into the treeline, leaving Theron alone.
 [21:48] <@GWRD> (Go for it)
 [21:48] <Theron_Greystone> 1d20+2
 [21:48] <@PK> Theron_Greystone throws the numbered heads of dead players (1d20+2) and gets 12.
 [21:49] <@GWRD> Theron's swing barely misses, as the creature fly just out of his reach.
 [21:49] <@GWRD> (Valio's turn)
 [21:49] * Valio sends a healing surge into himself, realizing he is nearing unconsciousness.
 [21:49] <Valio> 1d8+1
 [21:49] <@PK> Valio throws the numbered heads of dead players (1d8+1) and gets 8.



[21:49] <@GWRD> 2 1d20+3
 [21:49] <@PK> GWRD throws the numbered heads of dead players (2 1d20+3) and gets 7 14.
 [21:49] <Androoin> (grrr brb sorry)
 [21:49] <@GWRD> (Theron's AC?)
 [21:49] <Theron_Greystone> (15)
 [21:50] <@GWRD> Both of them swoop down on Theron, one of them biting into Theron's torso, but luckily not piercing his armor.
 [21:50] <@GWRD> (Theron's turn)
 [21:51] * Theron_Greystone starts backing into the treeline trying to defend from further attacks
 [21:53] <Theron_Greystone> (4 penalty on all attacks in a round to gain a +2 to AC until the start of my next turn, or am i reading this wrong)
 [21:53] <@GWRD> (You can move into the tree line this turn if you like, and be safe or withdraw slowly and take the defensive action you correctly quoted)
 [21:54] <Theron_Greystone> (if i just move will they have attacks of opportunity)
 [21:55] <@GWRD> (no, they are sweeping in, biting, and then climbing back up. It's called Fly-by Attack, similiar to Spring Attack)
 [21:55] <OrzadyUnseen> (Is one of the birds named Maverick?)
 [21:55] * Valio gathers his bearings and stands. "I should be okay for now. Nobody else get injured."
 [21:56] <@GWRD> Theron backs off into the treeline to avoid attack, as one of the Dimorphodons buzzes the nest.
 [21:56] <Theron_Greystone> (in that case i just withdraw to Valio and Androoin)
 [21:57] <Androoin> "Rather protective birds, I owe ya for keeping me alive there, suppose I shouldn't 'ave taunted them"
 [21:57] <@GWRD> (Bird 1 to Bird 2: I owe you there Maverick, I thought those Migs had me.)
 [21:58] <Valio> "This island is dangerous. We need to be careful with everything we do and everywhere we go."
 [21:58] <Theron_Greystone> (funny how from this far they look like chickens but up close and BAM.. Ostrich)
 [21:58] <@GWRD> One of them squacks loudly.
 [21:58] <Theron_Greystone> "it seems more than just Skeletons mean to harm us on this Island"
 [21:59] <Androoin> "I have to say, I suppose they were just keep'n us back"
 [22:00] <Androoin> "How bad is my wound?"
 [22:00] <OrzadyUnseen> 1d20+2
 [22:00] <@PK> OrzadyUnseen throws the numbered heads of dead players (1d20+2) and gets 13.
 [22:01] <Valio> "It is bad, but will heal. Mine will heal as well, given time."
 [22:01] <@GWRD> The three of you hear the sharp familiar "TWANG" of a bow being fired, as an arrow goes whizzing by the creature that buzzed the nest. It sounds like it came from nearby, and both of the birds seem to have noticed its source.
 [22:02] <Androoin> 'perhaps more company"
 [22:02] <@GWRD> Both of them start flying towards the source.
 [22:02] <Theron_Greystone> "hoepfully friendly"
 [22:03] <Valio> "Hopefully not going to need healing."
 [22:03] * Valio looks at the jungle. "Shall we skirt around to see if he is friendly?"
 [22:04] * Androoin nods
 [22:04] <Theron_Greystone> "we might need to fight those Chickenbats again"
 [22:04] <Valio> "I would like that as much as another shipwreck."
 [22:04] <OrzadyUnseen> 1d20+6
 [22:04] <@PK> OrzadyUnseen throws the numbered heads of dead players (1d20+6) and gets 11.
 [22:05] <OrzadyUnseen> (seriously?)
 [22:05] <Theron_Greystone> (didnt you see how PK rolled for us??)
 [22:05] <Alisdair> (sorry was trying to figure out rossby number)
 [22:06] <@GWRD> Perception checks for the 3 who just fought.
 [22:06] * Theron_Greystone readies for another fight in case the stranger needs help



[22:06] <Valio> 1d20
 [22:06] <@PK> Valio throws the numbered heads of dead players (1d20) and gets 8.
 [22:06] <Theron_Greystone> 1d20+4
 [22:06] <@PK> Theron_Greystone throws the numbered heads of dead players (1d20+4) and gets 10.
 [22:07] <Theron_Greystone> (hey Valio , it looks like something bit you)
 [22:07] <@GWRD> Valio and Theron, you see no sign of the stranger, it's as if he just disappeared.
 [22:08] <@GWRD> The chicken bats have gone back to circling their nest.
 [22:08] <Androoin> (sorry didnt see the roll call)
 [22:08] <@GWRD> (so roll)
 [22:08] <Androoin> 1d20+1
 [22:08] <@PK> Androoin throws the numbered heads of dead players (1d20+1) and gets 19.
 [22:09] <@GWRD> Androoin, you do happen to see the stranger, and it's that crazy guy you were looking for when this group found you.
 [22:09] * Theron_Greystone tries to spot what the creatures were attacking but only sees the jungle
 [22:09] <Androoin> "There he is, go greet him Valio"
 [22:09] <Theron_Greystone> "Ahoy. Who is there?"
 [22:10] * OrzadyUnseen stands up slowing, bow in hand
 [22:10] * Valio looks where Androoin points. "Hail, stranger. Pull back and we can meet?"
 [22:11] <Androoin> "He looks crazy"
 [22:11] <OrzadyUnseen> "You should talk, dwarf."
 [22:12] * OrzadyUnseen steps out of the tree line, but stays an easy jump into the shadows.
 [22:13] * Theron_Greystone looks the stranger over
 [22:14] <Valio> "I would suggest skirting the nest before continuing our exploration, if we are continuing that plan. You are welcome to join us, sir."
 [22:14] <Theron_Greystone> "we mean you no harm, we are just exploring this Island"
 [22:14] * OrzadyUnseen leaves the shadows, hands holding his bow and a few spare arrows, he looks at everyone with the same flat affect that a shark has when biting into his meal. Gaunt, dark haired and olive-tanned -- he moves in a habitual lurk and never smiles at anything less than a gold sovereign or an open throat.
 [22:14] <OrzadyUnseen> "For now, I'll keep with your company."
 [22:14] * OrzadyUnseen is now known as Orzady
 [22:15] <Theron_Greystone> (yeah so how evil is this guy)
 [22:15] <@GWRD> (Think feral honeybadger on the scale of evil)
 [22:15] <Orzady> (I listen to Justin Bieber and am the president of his fan club)
 [22:15] <Androoin> "Are ya good at hunting?"
 [22:15] <@GWRD> (See what I mean)
 [22:16] <Valio> "I am Valio de Vode."
 [22:16] <Orzady> "Orzady. No family."
 [22:17] * Theron_Greystone suspiciously eyes the newcomer and introduces himself
 [22:18] <Theron_Greystone> "so how did you end up on this Island?"
 [22:18] <Androoin> "I'm Androoin of Clan Waraxe, mind the blood, made a rare mistake in a battle against the birds"
 [22:19] <Orzady> "An foolish captain and an idiot carnival master."
 [22:19] <Orzady> "Orzady. No family."
 [22:19] <Valio> "carnival?"
 [22:20] <@GWRD> The wind still blows strong, but is not going to do much to allieviate the afternoon heat. Already it has begun to get warm, and its only been a few hours since day break.
 [22:20] <Theron_Greystone> "anyone who chooses to spend all his tie on a boat is foolish"
 [22:21] <Androoin> "bah, boats"
 [22:21] <Theron_Greystone> "Death traps"
 [22:21] <Orzady> "Master Hadran's Carnival of Delights..."
 [22:21] * Orzady makes a bow



[22:21] * Valio raises an eyebrow.

[22:21] <Orzady> "...filled with thieves, whores, idiots and people who couldn't swim."

[22:22] <Theron_Greystone> (so.... 10 gallons of crazy in a 5 gallon jug)

[22:22] <Orzady> (*ding*)

[22:22] <Valio> "We had people that couldn't swim as well. It was a sad day."

[22:22] <Androoin> "Oh yeah, steer the boat near the island, probably a great idea, noooooot"

[22:24] * Theron_Greystone looks at Valio and Androoin "How are your wounds? Should we continue or return to camp?"

[22:25] * Orzady looks around to see if anything is considering ambushing them.

[22:26] <Valio> "I believe we are not in immediate danger of bleeding out, but... I'm a bard, not a medic."

[22:27] <@GWRD> The area is relatively quiet, and the "chickenbirds" have returned to their nest. All around you in the distance is the vibrant sounds of wildlife.

[22:29] <@GWRD> (If you returned to camp now, you'll likely make it back before the heat becomes to unbearable for travel. If you continue, you'll have to deal with the heat at some point, but it could be rewarding.)

[22:29] <Androoin> "Wound is nothing, just hurts a lot"

[22:29] <Theron_Greystone> "We should look for some food we can take back to camp if you are up for more exploring"

[22:30] <@GWRD> (Note: You do have 3 hunters out right now)

[22:30] <Valio> "I feel we need to find something, though we need to be more aware of our surroundings."

[22:30] * Orzady puts the arrows in his hand back in the quiver.

[22:30] <@GWRD> (So where to?)

[22:31] <Valio> (left. East. that's my vote)

[22:31] <Valio> "Shall we continue?"

[22:31] <Theron_Greystone> "let us explore some more, maybe we find something useful. We should keep in the tree shade to avoid heat from direct sunlight if possible"

[22:32] <Theron_Greystone> (east sounds good to me too)

[22:32] <@GWRD> (Along the cliffline along the water or back into the jungle?)

[22:32] <Valio> (east, border of the jungle?)

[22:35] <Theron_Greystone> (sure what he said)

[22:35] <Orzady> (I'll go along until it gets someone killed)

[22:35] <@GWRD> You travel in the harsh temperatures, the weather becoming unbearable as you travel.

[22:36] * Androoin removes parts of his armour

[22:37] <@GWRD> Hours pass as the cliffs give way to shoreline. You follow the beach, until you come across a spot on the beach where something was recently killed.

[22:37] * Theron_Greystone follows Androoin's example

[22:37] <Orzady> (Not it)

[22:38] * Theron_Greystone examines the spot a bit closer

[22:38] * Androoin looks for large birds

[22:38] * Valio looks at the position of the sun.

[22:38] <@GWRD> The area is rocky, and it looks like remains of a large bird has been picked apart by something.

[22:40] <@GWRD> The sun has started to dip from the high point of the sky, but not by much. It will probably still be swelteringly hot for a few hours more.

[22:41] <Theron_Greystone> (so is the dead thing like one of those that attacked us or a regular bird)

[22:41] <Androoin> "I bet that thing smells like orcs breath in this heat"

[22:41] <@GWRD> The dead bird, looks like it probably was an osprey or pelican... one of those large birds you saw on your voyage that liked to hang near the water.

[22:42] <Orzady> "Should I know how you know that?"



[22:42] <Theron_Greystone> "death lurks around every corner here"

[22:43] <Orzady> "No, you can see me in the open."

[22:43] <@GWRD> (continuing on, resting somewhere out of the heat, going back?)

[22:43] <Theron_Greystone> "we should rest for a bit before we decide to either continue or go back"

[22:44] <@GWRD> About half a mile along the route you're travelling, it appears that the beach ends, and it slopes up back towards the jungle.

[22:44] <Orzady> "We head back. There is nothing else for us here."

[22:45] <@GWRD> Back at the camp, your three hunters (Sasha, Thanadin, and Ptolamir) bring back a fat wild hog.

[22:45] <Thanadin> [mmm,bacon]

[22:45] <Valio> "We should travel a short distance more before heading back. The more of the island we search, the more we will know to avoid."

[22:46] * Alisdair looks around at people and the food

[22:46] <Alisdair> "Thank you..."

[22:48] <Alisdair> (are people injured?)

[22:48] <Theron_Greystone> "yes lets explore a bit more before heading back"

[22:49] <Orzady> "lead on then"

[22:49] * Theron_Greystone continues down the same route

[22:50] <@GWRD> (Theon Tokko has been resting for the past few days after contracting a disease called 'Red Ache'. Nobody here appears to be injured though, until the others return.)

[22:50] * Androoin follows

[22:50] <Androoin> "Suppose it can't hurt"

[22:50] <Orzady> "I'll keep that in mind."

[22:51] <@GWRD> You press on in the blistering heat, the sand doing nothing to alieviate your suffering...

[22:51] <@GWRD> (DC 15 fort save, -4 to the roll if you are wearing armor or heavy clothing)

[22:52] <Androoin> (ive been taking off layers and carrying, -4?)

[22:52] <@GWRD> (no if you aren't wearing your armor)

[22:53] <Androoin> (im carrying it though)

[22:53] <@GWRD> (So -0)

[22:53] <Androoin> 1d20+5

[22:53] <@PK> Androoin throws the numbered heads of dead players (1d20+5) and gets 11.

[22:53] <@GWRD> 1d4

[22:53] <@PK> GWRD throws the numbered heads of dead players (1d4) and gets 3.

[22:53] <@GWRD> (If you are travelling and fail your roll, you take 3 non-lethal damage)

[22:53] <Valio> 1d20-4

[22:53] <@PK> Valio throws the numbered heads of dead players (1d20-4) and gets 11.

[22:53] <Orzady> 1d20-3

[22:53] <@PK> Orzady throws the numbered heads of dead players (1d20-3) and gets 13.

[22:53] <Theron_Greystone> 1d20-1

[22:53] <@PK> Theron_Greystone throws the numbered heads of dead players (1d20-1) and gets 14.

[22:54] <Valio> (wee...)

[22:54] <@GWRD> The heat starts taking its toll on the travellers, baking them like eggs from the inside out.

[22:54] <@GWRD> (Anybody who was at 3 hps or less pass out at this point)

[22:54] * Orzady stops and strips off the padded armor.

[22:55] <@GWRD> The beach gives way to a slightly sloped hill, which brings you to higher elevation. It's there you find what looks like a game trail that leads deeper into the interior.

[22:56] <Androoin> "Need a good rain, im overheated, my head hurts, im bleeding, pretty good day, but its takin its toll"

[22:56] <@GWRD> You can also follow the cliffs for a while until they meet back with the shoreline,



or return the way you came.

[22:57] <Theron_Greystone> "we should take a break for a bit , maybe the heat subsides"

[22:57] <@GWRD> On second examination, it looks like the game trail actually takes two paths, one along the shore the other deeper into the interior.

[22:57] <Valio> "Do we head deeper in?"

[22:58] <Androoin> "Break, then we can head in"

[22:58] <Orzady> "Sure."

[22:58] * Orzady sits down, unsheathing his dagger

[22:58] <Androoin> "Or perhaps, head back, rest, and bring the others tomorrow"

[22:59] * Valio sits down and unbuckles his mail shirt, but does not remove it.

[23:00] * Theron_Greystone sits down with his morning-star in his lap

[23:00] * Androoin drops his armour and rests also

[23:00] <@GWRD> Heavy clouds look like they are rolling in from the west, and the roll of thunder can be heard drawing closer.

[23:01] <Orzady> "Yeah... that can happen too."

[23:02] <Valio> "We should head back, but I think this trail may speed things up. Thoughts?"

[23:02] <@GWRD> In a short amount of time, a fierce downpour begins, obscuring vision out to about 50' or so.

[23:02] <Theron_Greystone> "why not, we had Batchickens, we had heat .. we might as well have a storm too"

[23:02] * Androoin uses his helmet to catch some rain "Oh, the gods are listening"

[23:03] <@Theon_Tokko> (may they drink deep)

[23:03] * Valio fills his waterskins as well.

[23:04] <@GWRD> The rain shows no sign of letting up as Androoin fills his helmet up with luke warm water that tastes like mild dwarf sweat with a metallic taste.

[23:04] <Orzady> "Find high shelter and hunker down."

[23:04] * Androoin drinks up

[23:04] <@GWRD> (Heading back or still exploring?)

[23:05] <Androoin> "Suppose we can be moving on or back"

[23:06] <Theron_Greystone> "how long will we need to get back to camp in this rain?"

[23:06] <@GWRD> (You've travelled for more than half the day)

[23:07] <@GWRD> (About 5 hours)

[23:07] <Theron_Greystone> "maybe we should try to head back?"

[23:07] <Androoin> "I think we should travel a little further into that trail, see if its worth telling the others about"

[23:08] <Theron_Greystone> "or we could do that"

[23:08] <Valio> "If we head inland, we may be able to get to the beach on the other side and head back that way. May be a little faster."

[23:09] <Androoin> "Let's just take a peek, then we head back"

[23:09] <@GWRD> As the explorers miss out on wild hog to search the trail, this session comes to a close for the evening.



Session 8 - 2/23/2014 -- Plants and Zombies

[20:09] <@GWRD> Our game begins with the group of scouts exploring the island. The day is past half over, and should they decide to continue scouting, will likely be facing the dangers of the dark.

[20:10] <@GWRD> As this session begins.

[20:11] <Orzady> (no, your last name needs to be Tenzing)

[20:12] <Orzady> "We need to head back if we're going to get there before dark."

[20:13] <Theron_Greystone> "agreed"

[20:13] <@GWRD> A hard rain continues to fall over the island, breaking up the blistering heat of the day. Visibility is not very great, as the scouting party decides how they want to progress.

[20:14] * @Ptolamir sits and eats hog.

[20:14] <@Ptolamir> (right?)

[20:14] <Androoin> "Let's be heading back then"

[20:15] <@GWRD> (Right, that you helped hunt down with Sasha and Thanadin I believe)

[20:15] * Orzady looks around, then at the sky

[20:15] <Thanadin> [yes,tasty bacon]

[20:15] <Orzady> (...and here I am eating chicken...)

[20:16] <@Ptolamir> (me too!)

[20:16] <@GWRD> The rain lasts for a few hours but clears before you come to the spot where you encountered the nest, which at the moment appears to be empty.

[20:17] <Orzady> (No eggs? Damn, I was looking forward to a ham and egg omlette.)

[20:17] <Thanadin> [you lot mind if a friend of mine observes?]

[20:17] <@GWRD> The sun however has nearly set, and the stinging insects have already come out to bite in force.

[20:17] <@GWRD> (Guests are always welcome)

[20:17] <Theron_Greystone> "we should hurry to get to the camp before its night, who knows what other dangers lurk around in the dark"

[20:18] * @Ptolamir swats a bug and stands.

[20:18] <@Ptolamir> "I can't stand these bugs."

[20:18] <Orzady> "OK -- which way?"

[20:18] * @Ptolamir looks around the area.

[20:18] <Valio> (sorry, be around soon...)

[20:19] <@GWRD> In the camp, the bugs aren't that bad. Ample use of smoke and the protection of your shelter keeps most of them away, though they are annoying at times.

[20:19] * Orzady swats

[20:20] * Thanadin munches on some hog

[20:20] <@GWRD> (Scouts roll a survival check)

[20:20] * Silver (Gentleman@a769187.lightspeed.cicir.3e6fd2e2.net.hmsk) has joined #grovewood

[20:20] <@Ptolamir> (ok)

[20:20] <Thanadin> [welcome]

[20:20] * @Ptolamir stokes the fire and smothers portion to create more smoke.

[20:20] <Androoin> 1d20+1 survival

[20:20] <TolBot> [Androoin's 1d20(20)+1]: 21 survival (Awesome.)

[20:20] <Silver> (Thanks)

[20:20] <Orzady> 1d20 survivan

[20:20] <TolBot> [Orzady's 1d20(18)]: 18 survivan

[20:21] <Theron_Greystone> 1d20+3

[20:21] <TolBot> [Theron_Greystone's 1d20(10)+3]: 13

[20:23] <@GWRD> With Androoin's masterful navigation, you manage to get back to camp under cover of night, though how he was able to navigate in almost complete darkness is beyond you.

[20:23] <Androoin> (smell of pork)

[20:23] <Thanadin> "Welcome back. We managed to get a wild hog."

[20:23] * Androoin enters camp with obvious wounds

[20:24] * Theron_Greystone gets closer to dry his clothes



[20:24] <@GWRD> The scouts return from their trip, obviously wounded severely by the horrors of the jungle, though they did bring somebody new back with them.

[20:24] * Thanadin raises an eyebrow at the newcomer, and the various wounds

[20:25] <Androoin> "We found another survivor also"

[20:25] <Androoin> "Helped us when we were attacked by large lizard type birds"

[20:25] * Valio passes through the camp and gets into his hammock. "I'll come up with a good story later. For now, I need to rest."

[20:26] * Androoin introduces Orzady "Welcome to the camp"

[20:27] * Thanadin bows to Orzady "Greetings, I'm Thanadin."

[20:27] <Orzady> "Glad to be somewhat among civilization."

[20:27] <Orzady> "Orzady, no family."

[20:27] * @Ptolamir stands, and stares at the newcomer.

[20:28] * Valio looks for food after a good 15 minutes of rest.

[20:28] * Orzady looks at Ptolamir.

[20:29] <Orzady> "Waiting for me to do a trick?"

[20:29] <Thanadin> "You do tricks?"

[20:29] * Thanadin brightens

[20:30] <Orzady> "Your friend is eying me rather hard."

[20:31] * Orzady looks down at Thanadin.

[20:31] <Orzady> "No -- no good tricks here."

[20:31] <Thanadin> "Oh..."

[20:31] * Thanadin looks sad

[20:31] <Theron_Greystone> 1d20+3

[20:31] <TolBot> [Theron_Greystone's 1d20(13)+3]: 16

[20:31] * Androoin seeks out the camp's cleric to look at his wounds.

[20:31] <Orzady> "I knew someone who was good at playing a mandolin... not much else."

[20:32] * Orzady looks for a place to sit down and eat in somewhat peace.

[20:32] <@GWRD> You see Jask checking on Theon's rash at the moment.

[20:32] * @Theon_Tokko grunts, ready to be rid of this cursed rash

[20:33] * Valio checks his own wounds as he eats some leftover pork.

[20:33] * @Ptolamir nods and sits back down.

[20:33] * Theron_Greystone gets some food and makes himself comfortable in his sleeping spot

[20:34] <@GWRD> (How many hps are you down?)

[20:35] * Orzady grabs some pork and makes his way to a somewhat secluded spot.

[20:35] <Valio> (1 regular, 3 temp down here. Should be fine after a night of sleep, right?)

[20:35] <Theron_Greystone> (i was down 3 i think from the heat)

[20:35] <@GWRD> 1d6

[20:35] <TolBot> [GWRD's 1d6(2)]: 2

[20:36] <Androoin> (i am down 7)

[20:36] <@GWRD> Jask channels a warm energy through your body, and anybody around, closing your wounds and healing some of your fatigue from the exposure of the heat (+2 hps, +2 non-lethal)

[20:36] <@GWRD> 1d6

[20:36] <TolBot> [GWRD's 1d6(4)]: 4

[20:37] <@GWRD> He does it a second time, closing most of Androoin's remaining wounds.

[20:37] <@GWRD> Jask: "Rest will take care of the rest of those superficial wounds."

[20:37] * Valio stretches and smiles. "Thank you for the healing. I was out after the birds attacked."

[20:38] <Androoin> "Appreciated"

[20:38] * Orzady looks at his wounds and munches on pulled pork.

[20:38] * Androoin joins the meal as well after his healing

[20:39] <@GWRD> The rest of the evening passes by without incident or event... until just before dawn. (Who would like last watch?)

[20:39] <Androoin> (i can take it)

[20:40] <@GWRD> (oh and DC 15 save Theon)



[20:40] <@Theon_Tokko> 1d20
 [20:40] <TolBot> [Theon_Tokko's 1d20(18)]: 18
 [20:40] <@Theon_Tokko> (plus whatever mods xD)
 [20:40] <@GWRD> (Your rash clears, +1 lost str back)
 [20:41] <@GWRD> Androoin, you are taking the last watch, warming yourself by the fire, when you hear the sound of flapping wings high above.
 [20:41] <Orzady> (I'm going to snooze and hopefully get a little hp)
 [20:41] * Androoin looks up into the sky
 [20:41] <Theron_Greystone> (its them chickenbats, they come to kill us all...)
 [20:41] <@Ptolamir> (I will always take last watch)
 [20:42] * @Ptolamir looks at Androoin, and then the sky.
 [20:42] <@Ptolamir> "Are those the birds that attacked you?"
 [20:42] <@GWRD> The jungle around your camp goes silent, almost instantly. As you look up, you see something falling and coming rapidly towards you.
 [20:42] * @Theon_Tokko rests a little easier with the rash gone, but decides its best to continue to rest for the night as well
 [20:42] <Androoin> "Hear that Elf?"
 [20:42] <Orzady> "Rutting really?"
 [20:44] <Androoin> "outta the way!"
 [20:44] <Androoin> (have we seen the creature? do i know if its the same birds?)
 [20:44] * Orzady suppresses a sigh and rolls to his feet, grabbing his dagger and short bow quiver.
 [20:44] <Theron_Greystone> "what in Torag's name is happening"
 [20:45] * Thanadin grabs his bow,alarmed by all the commotion
 [20:45] * @Ptolamir noticed a falling object.
 [20:45] <@GWRD> THUD!!! The camp is awoken to the sounds of something big as the camp fire is decimated by a dead goat landing in the middle of it. Embers and burning logs go flying in every which way, as whatever dropped it goes flying off.
 [20:46] <Theron_Greystone> (if it wanted to use our camp fire it could have just asked!!)
 [20:46] * Thanadin quickly rebuilds the fire
 [20:46] * Androoin looks back to the sky in an attempt to see the flying creature
 [20:46] * Theron_Greystone grabs his weapon and looks around for whatever attacked the camp
 [20:46] * Valio rolls out of his hammock at the loud noise, almost tangled in the ropes.
 [20:46] <Orzady> (What? No Mango garnish? What are we? Savages?)
 [20:46] * @Ptolamir ducks.
 [20:47] * Valio gathers himself up and sparks a candle from his pouch.
 [20:47] <Orzady> "What is this?"
 [20:47] <Androoin> "Goat, dropped from the sky"
 [20:48] <Theron_Greystone> (is my darkvision helping any?)
 [20:48] <Valio> "Is it edible?"
 [20:48] <Thanadin> "Looks like we have some more meat."
 [20:48] <@GWRD> Whatever the creature is, is definitely large, and you catch a glimpse of its eyes shining in the light of the camp fire as it flies off, like seeing a cat's eyes in the dark, but nothing more.
 [20:49] <Theron_Greystone> (so it just flew in, divebombed the goat and flew off?)
 [20:49] <@GWRD> The goat looks edible, but it looks like something has drained the blood out of the carcass.
 [20:50] <Orzady> "Who pissed off the Goat Demon?"
 [20:51] <Theron_Greystone> (famous last words: well it looked edible)
 [20:51] <Valio> "We should begin searching for a more protected campsite. I would prefer not to be attacked a third time here."
 [20:51] <Orzady> ("What's that whistling sound?")
 [20:51] <Androoin> "Hot as a smiths fire in the day, and a massive creature flying around at night, perfect"



[20:52] <Orzady> "THankfully, no one asked for hard fruits."
 [20:52] <@Ptolamir> "Question is... is it offering us food? "
 [20:53] <Thanadin> "I don't know what to make of this. Was it an attack, or a gift?"
 [20:53] <@Ptolamir> "... or sending us a warnng?"
 [20:53] * @Ptolamir glances at Thanadin and nods.
 [20:53] <Theron_Greystone> "i dont like it"
 [20:54] <Androoin> "Don't like it meself either"
 [20:55] <Orzady> "I'm going to take a stab here -- we're not here by accident?"
 [20:55] <Androoin> "I'm here on accident, accidently trusted a boat"
 [20:56] <Theron_Greystone> "Take the boat they said.. safest way to travel"
 [20:56] <Thanadin> "Aye, I'll not be making that mistake again."
 [20:56] <Valio> "I would like a nice cave, with a secure front and no secret back entrances. That would be better than this open beach."
 [20:56] * @Ptolamir looks around, "We are not wrecked by accident."
 [20:57] <Valio> "One more boat trip back to the mainland would be nice, but I agree with you otherwise."
 [20:57] <Androoin> "We can search for a cave, but I am not travelling mid-day no more, we can't wear armour, and its too hot"
 [20:58] <Thanadin> "Do we brave the night, then?"
 [20:58] <Theron_Greystone> "We could travel in the morning, take a break during midday sun and continue when it cools down"
 [20:58] <Theron_Greystone> "i would not wander the jungles at night"
 [20:58] <Androoin> "Theron has a good plan"
 [20:58] <Valio> "Agreed. We need to search smarter."
 [20:59] <@GWRD> In the distance you hear the yowl of something terrible sounding, and almost unearthly. It almost sounds like it came from the direction the "goat demon" flew off in.
 [20:59] * Orzady looks in that direction, nocking an arrow and holding a couple close in his other hand.
 [21:00] <@GWRD> You then hear the cry of some animal, before everything goes silent again.
 [21:00] * Thanadin shudders
 [21:00] <Androoin> "Place isn't right"
 [21:01] <Valio> "I miss my cave in Biston. This was not the adventure I was looking for."
 [21:01] <Thanadin> "I would not mind being back at the temple."
 [21:02] <Androoin> "Since we are up, lets start preparing to travel for dawn"
 [21:03] <Valio> "Agreed. We need to keep exploring."
 [21:03] <@GWRD> There is no more signs of the creature, as the jungle slowly comes back to life as the last hour of darkness yields to the light. Surprisingly the other castaways spirits are in much higher spirits this morning, except Sasha's, with the discovery of somebody from a different ship.
 [21:03] <Orzady> (It's Magragil, the Co-Dependant Dragon!)
 [21:04] * Valio puts the coffee pot away as the sun comes up.
 [21:04] <@GWRD> (Are you keeping your camp or abandoning it and bringing the NPCs with you?)
 [21:04] * Orzady looks at the sun rising, then to Sasha's discovery.
 [21:05] <@GWRD> (You are the discovery.)
 [21:05] <Thanadin> [lol]
 [21:05] <@GWRD> (Though Sasha doesn't seem very hopeful you're surviving a shipwreck will ever get them off this island.)
 [21:05] <Orzady> (metnal note... stop mad-dogging self...doesn't help cause...)
 [21:06] <@GWRD> Aerys however seems to be in good spirits this morning, and hasn't once complained about not having any booze. She seems sure that they will escape this hell hole, hell they've lasted this long.
 [21:06] <Androoin> "Orzady, what do you know of this place?"
 [21:06] <Theron_Greystone> "this place is too exposed , we should try to find a better spot for our camp"



[21:07] <Valio> "Continue hunting, and prepare the camp to be broken down if we find a better site while we explore."

[21:07] <Orzady> "It's a place I want to get off as soon as possible."

[21:08] * Androoin prepares his things for another adventure into the Jungle

[21:08] <Orzady> "I was in the hold when our ship went belly-up."

[21:08] <Theron_Greystone> "the game path we found during our exploration seemed promising"

[21:09] <Androoin> (thought you were on another ship, my bad)

[21:10] <Androoin> "Let's get moving then, we should bring the Elf and the Giant with us"

[21:11] <@GWRD> (Who is the elf and giant?)

[21:11] <Androoin> "If we find something, we return to camp, and bring the entire camp there tomorrow"

[21:11] <Androoin> (Ptolmir and Theon)

[21:11] <@Theon_Tokko> (I'm still not 100% at -4 STR lol)

[21:11] <@GWRD> (So entire party is going, except for the NPCs and Alisdair correct?)

[21:12] <Androoin> (brb, dog)

[21:12] <Thanadin> "I wish to go as well."

[21:12] <@Theon_Tokko> (safe to assume that after resting a few days I'm back at 100% HP Though right?)

[21:12] <@Theon_Tokko> (was only down 2hp)

[21:12] <@GWRD> (yes)

[21:13] <@GWRD> (Each camp medic improves natural heal rate by 2 hps, so anybody down hps got 3 back last night)

[21:13] <@GWRD> (And I'll give you back an extra 2 str too)

[21:13] <@Theon_Tokko> (woo~ almost back to 100% damned bugs XD)

[21:14] <@Ptolmir> "If we break mid-day, then we should not delay in departing."

[21:14] <@GWRD> (So confirming, no NPCs and Alisdair correct?)

[21:15] <@Theon_Tokko> (sounds right to me)

[21:15] * Orzady gathers his things.

[21:15] <Orzady> "Let's go."

[21:16] * Thanadin gathers up his supplies, starts off

[21:16] <@Theon_Tokko> (brb, putting kiddos to bed)

[21:16] <@GWRD> You all take enough pork and leftover game from your stores to last you the day, and then depart into the thick jungle.

[21:16] * Orzady trades his bow for his short sword

[21:18] <@GWRD> It takes about 2 hours to punch through the jungle to the shoreline on the other side. The water is particularly rough today, and you can hear it smashing against the side of the cliffs you emerge near. Off in the distance you spot a nest with two creatures in it.

[21:18] <@Theon_Tokko> (<http://www.wq2140.com/junk/2014/mage.jpg> <- tis be Mage right now...)

[21:18] <Orzady> (Omlette's back on the menu, boys!)

[21:19] <@Theon_Tokko> (Alright, now brb XD)

[21:19] <@GWRD> (Reminder picture: <http://photos2.meetupstatic.com/photos/...94312.jpeg>)

[21:20] <@GWRD> (Yes that's appropriate, and my roommate laughed...evilily of course)

[21:20] <Thanadin> "Are these the things you were talking about?"

[21:20] <Valio> "I hope we can find a better site today and move there tomorrow."

[21:21] <@Ptolmir> "What IS our destination?"

[21:22] <@GWRD> It does not appear that they have spotted you yet.

[21:22] <Valio> "We noticed some cliffs last time. Perhaps there will be caves there?"

[21:22] <Theron_Greystone> "there was also a game path, it would be easier hunting too"

[21:24] <Valio> "Either destination will be good, so long as we find something."

[21:24] <Thanadin> "Something that would protect us from goat-bombings would be preferable."

[21:25] <Valio> "Agreed."

[21:25] <@Theon_Tokko> (alright, I have to share.. this is my eldest daughter in the future.. http://www.wq2140.com/junk/2014/future_jade.jpg)



[21:26] <@GWRD> One of the "chickenbats" hops out of the nest and starts to fly around.

[21:27] * Valio gets back into the jungle.

[21:27] <Theron_Greystone> "they did this last time and attacked"

[21:27] * Thanadin readies his bow

[21:27] <@Theon_Tokko> "You lost.. to them?"

[21:27] <Orzady> "We're a little better prepared for the flying dinners."

[21:28] <Theron_Greystone> "they are much bigger up close"

[21:28] <Orzady> "I hope they taste like ham."

[21:28] <Thanadin> [cue TPK in 3,2,1...]

[21:29] <@GWRD> From here they look like the size of large dogs, and the flying one lets out a screech and you see rows of sharp teeth.

[21:29] <Orzady> "Come closer, pretty -- let me give you a new smile."

[21:29] <@GWRD> (What are you all doing, other than Valio's retreat)

[21:29] <Valio> "Are we attacking them or skirting around?"

[21:29] <Orzady> "Skirt around...for now."

[21:30] <Theron_Greystone> "they are not worth the trouble"

[21:30] <@GWRD> The second one takes to the air, as the first one appears to notice you.

[21:30] <@GWRD> It approaches in a wide circular swoop overhead.

[21:31] <Orzady> "Fine."

[21:31] <@Theon_Tokko> "I wonder if they taste like Frog..." he draws his blade

[21:31] <@GWRD> It lets out a loud hiss and caws at the lot of you.

[21:31] <Thanadin> "It looks like we're not getting a choice."

[21:31] <@GWRD> (Leaving or engaging?)

[21:32] * Androoin attempts to avoid the combat with the flying creatures

[21:32] <Theron_Greystone> (im for leaving)

[21:32] <Thanadin> [leaving]

[21:32] <@GWRD> (Anybody staying?)

[21:32] * @Theon_Tokko stays with whatever the group is doing

[21:33] <@GWRD> The second one starts circling overhead, joining the other one in hissing and clucking at you all.

[21:33] <@GWRD> (I'll take that as a no)

[21:34] <@Ptolamir> "Let's leave them be. They are protecting the nest."

[21:34] <@GWRD> You skirt by the "chickenbats" and make good time down the shore before the mid-day heat starts to get unbearable. (Taking shelter during the heat or travelling on?)

[21:35] * Valio begins searching for a good place to rest.

[21:35] <Thanadin> [shelter]

[21:35] <Theron_Greystone> "it would be a good time for some rest and maybe some food"

[21:36] <Valio> "Once we find a place to shelter from the heat, a break sounds good."

[21:36] * Thanadin nods

[21:36] <Orzady> (leaving)

[21:36] <@GWRD> You take shelter for about 3 hours before the heat breaks.

[21:36] * @Ptolamir nods.

[21:37] <@GWRD> It's a little over an hour more of travel before you come across the remains of a large bird on the beach. It looks like it has been baking in the sun for the last day or two and has quite a large amount of flies all around it.

[21:38] * Orzady sits near the entrance.

[21:39] * Androoin jokes "Bird hasn't moved any"

[21:39] * Orzady rests his sword on his lap.

[21:40] <@GWRD> The sun is starting its slow decline as you reach where the beach slopes up to the game trail or continues down the beach. It's probably about the hour of 5.

[21:41] * Orzady looks behind them to see if hte bird is stalking them.

[21:42] <Orzady> "Friggin' birds, idiot sailors...if I find Hadran when all of this is over, I'm slicing off his nethers."



[21:42] <Valio> "We should get some searching done before we need to head back."
 [21:42] <@GWRD> There is no sign of the bird or birds stalking you, though you do think you see three objects flying in the sky along the beach, heading your way.
 [21:43] <Orzady> "Coming...three by sky."
 [21:43] <Thanadin> [incoming goat-bombs!]
 [21:43] * Orzady ducks into the underbrush.
 [21:43] <Orzady> (Hiding)
 [21:43] * Thanadin readies his bow
 [21:43] <Orzady> (roll?)
 [21:44] * Theron_Greystone gets ready as well
 [21:44] * Androoin keeps low
 [21:44] <@GWRD> Orzady ducks into the underbrush, as you can make out the 3 flying creatures as more of those damn "chickenbats".
 [21:44] * @Theon_Tokko does what he can to hide his massive frame
 [21:44] <Androoin> "Perhaps we won't find much of a camp aroun here"
 [21:45] * Valio looks for a place to hide, but prepares to fight back if necessary.
 [21:45] <@GWRD> Theon joins Orzady in the underbrush.
 [21:46] <@GWRD> Valio joins the other 2, though it's starting to get a little crowded, even though there is other underbrush nearby.
 [21:46] * Thanadin goes into the less crowded underbrush
 [21:47] * @Ptolamir watches the sky.
 [21:47] <Theron_Greystone> (/me pretends to be an underbrush nearby)
 [21:47] * Androoin watches also
 [21:47] <@GWRD> They look like they catch sight of Theron and Ptolamir standing out in the open and start making their way towards them. It will be but a minute or so before they are upon them.
 [21:47] * @Ptolamir looks for a place to take cover.
 [21:48] * Theron_Greystone pulls back into the underbrush too
 [21:48] * Valio starts whistling a lullaby spell, aimed towards the birds. He plans to launch it at them the moment they come into range.
 [21:49] <@GWRD> You two, take cover, and they pass overhead after what seems like forever. After a couple of minutes it sounds and looks like they have flown far enough off that it is safe to travel again.
 [21:49] <@GWRD> (Though I might have to strike that, because of the lullaby)
 [21:50] <Valio> (would a -5 penalty on perception really make it MORE possible to see us?)
 [21:50] * Orzady watches as they fly into the distane.
 [21:50] <Orzady> "Hiding from dinner..."
 [21:50] * Orzady sighs
 [21:50] <@GWRD> (I'll let them go, you wisely don't want to fight them.)
 [21:51] <Orzady> (Feathers, scales or skin -- they're still little chunks of XP as far as I'm concerned)
 [21:51] <Valio> "Let's get going. It's getting too late already."
 [21:52] * Thanadin nods
 [21:52] <@GWRD> Up at the top of the slope from the beach, you easily make out the game trail, winding through the thick jungle canopy. Travel along the game trail should make travel far easier than crashing through the underbrush and vines of the jungle.
 [21:54] <Orzady> (Can I see the ocean or the beach from here?)
 [21:54] <@GWRD> (Yes)
 [21:54] <Orzady> (OK)
 [21:54] <@GWRD> (Unless you travel along the trail, then you'll quickly lose sight of it)
 [21:55] <Orzady> (Works for me...)
 [21:55] <@GWRD> (Going down the trail?)
 [21:55] <Orzady> (yes)
 [21:55] <Thanadin> [trail is good]
 [21:56] <Valio> (trail)



[21:57] <@GWRD> You travel along the trail, going deeper into the jungle. Travel is far smoother on the trail than crashing through the jungle this morning. After about 2 hours of travel however you come to a 50' diameter clearing in the jungle, which allows the setting sun to beat down upon a field of wilted-looking plants, their leaves a sickly diseased yellow color. The trail looks like it cuts through and continues on the other side.

[21:58] <Theron_Greystone> "this doesnt look healthy"

[21:58] * Valio looks at the clearing for a moment. "I suggest we go around."

[21:59] * Orzady looks around for a stick.

[21:59] <Orzady> "No -- there is no path going around."

[21:59] <Orzady> (any standing water?)

[21:59] <@GWRD> (No)

[22:00] * Orzady looks up

[22:00] <Orzady> (corresponding 50' hole in the canopy?)

[22:00] <@GWRD> The jungle is full of sticks for you to take.

[22:00] <@GWRD> (Yup)

[22:00] <@GWRD> (You're at the edge of a 50' diameter clearing)

[22:00] * Orzady grabs a stick and takes two steps back from the path.

[22:00] * @Ptolamir examines the path as he walks.

[22:00] <Orzady> "You might want to stand back just in case."

[22:01] <@GWRD> (Ptolamir is going into the clearing?)

[22:01] * Thanadin steps back

[22:01] * Orzady tosses the stick into the clearing, hard enough to make it stick if the ground is soft enough

[22:01] * Valio starts forcing through the jungle a few feet away from the flowers.

[22:02] <@Ptolamir> (well, I meant the path)

[22:03] * @Ptolamir steps out into the clearing.

[22:03] <@GWRD> Orzady, when your stick lands, a large bulbous plant and its tall-stalked, yellow flowers begin to twitch, and two rotted looking men rise from the ground.

[22:03] * Androoin prepares readies his axe

[22:03] * Thanadin readies his bow

[22:03] <@GWRD> The two men start to shamble towards the stick.

[22:05] <@GWRD> (I can do a map if you like, or we can play this by ear)

[22:05] <Androoin> "We can take'em"

[22:05] * Orzady slowly unsheathes his sword.

[22:05] <Orzady> "Give them a minute."

[22:05] <Theron_Greystone> "careful there maybe more"

[22:05] * Valio is too busy in the jungle to notice as he keeps pushing towards the other path.

[22:05] * Theron_Greystone prepares for battle

[22:06] <Thanadin> "I have never seen a plant produce undead before."

[22:09] * Disconnected

Session Close: Sun Feb 23 22:09:10 2014

Session Start: Sun Feb 23 22:09:10 2014

Session Ident: #grovewood

[22:09] * Rejoined channel #grovewood

[22:09] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid>'

[22:09] * Set by ChanServ! services@services.sorcery.net on Fri Feb 14 02:30:35

[22:09] <***> Buffer Playback...

[22:09] <Orzady> [22:06:58] (how about Knowledge: How Bad Is It That Zombies Are Considered Nature? check)

[22:09] <Thanadin> [22:07:17] [i think i have that one,but not nature]

[22:09] <@GWRD> [22:07:38] (That was to ID the plant, you can do Knowledge: Religion if you want



to ID the zombies)

[22:09] <Androoin> [22:07:49] "Let's put them to rest, common"
 [22:09] <Thanadin> [22:07:57] 1d20 religion
 [22:09] <TolBot> [22:07:57] [Thanadin's 1d20(12)]: 12 religion
 [22:09] <Orzady> [22:08:04] (this sucks -- I'm a city-born athiest apparently)
 [22:09] <@GWRD> [22:08:48] (Thanadin: You know that Zombies are known to be resistant to non-slashing weapons)
 [22:09] <***> Playback Complete.
 [22:09] <@GWRD> `init rolls please
 [22:09] <TolBot> Please make an initiative roll (1d20+modifier).
 [22:09] <Orzady> 1d20+6
 [22:09] <TolBot> [Orzady's 1d20(1)+6]: 7 (*cough*)
 [22:09] <Androoin> 1d20+1
 [22:09] <TolBot> [Androoin's 1d20(2)+1]: 3
 [22:10] <Thanadin> 1d20+1
 [22:10] <@GWRD> 1d20+2 ???
 [22:10] <TolBot> [Thanadin's 1d20(11)+1]: 12
 [22:10] <Orzady> (Seriously?)
 [22:10] <TolBot> [GWRD's 1d20(4)+2]: 6 ???
 [22:10] <@GWRD> 1d20+0 Zombies
 [22:10] <TolBot> [GWRD's 1d20(3)+0]: 3 Zombies
 [22:10] <@Ptolamir> 1d20+2
 [22:10] <TolBot> [Ptolamir's 1d20(13)+2]: 15
 [22:10] <Valio> 1d20+4
 [22:10] <TolBot> [Valio's 1d20(9)+4]: 13
 [22:10] <Theron_Greystone> 1d20-1
 [22:10] <TolBot> [Theron_Greystone's 1d20(1)-1]: 0 (Sorry.)
 [22:10] <@Ptolamir> (hehe)
 [22:10] <@GWRD> (LOL)
 [22:10] <Orzady> (wow...even the zombies are faster than you)
 [22:10] <Thanadin> "Swords and axes if you have them,they dont like being slashed!"
 [22:11] <Theron_Greystone> (i was distracted)
 [22:11] * Orzady turns his blade around to use the flat of the blade
 [22:11] <@GWRD> (Missing a roll, so whomever it is, roll whenever you get back please)
 [22:11] <@GWRD> `init report
 [22:11] <TolBot> Initiative Order: Ptolamir, 15, Valio, 13, Thanadin, 12, Orzady, 7, Androoin, 3, GWRD, 3, Theron_Greystone, 0
 [22:13] * @Ptolamir steps to the side, holding his attack to take cues form others.
 [22:13] * Valio continues to push through the jungle, drawing his longsword to hack at random vines.
 [22:13] <@GWRD> (Unless noted, you all are at the outside edge of the clearing, and the zombies are about 40' away)
 [22:14] <@GWRD> (Thanadin, then Orzady)
 [22:14] * Thanadin shoots off a couple of arrows at one of the zombies [flurry of blows]
 [22:14] <@GWRD> (roll)
 [22:14] <Thanadin> 1d20-1
 [22:14] <TolBot> [Thanadin's 1d20(19)-1]: 18
 [22:14] <Thanadin> 1d20-1
 [22:14] <TolBot> [Thanadin's 1d20(18)-1]: 17
 [22:15] <@GWRD> (Zombie AC 12)
 [22:15] <@Theon_Tokko> (wow, I must have dozed off...)
 [22:15] <Thanadin> 1d6
 [22:15] <TolBot> [Thanadin's 1d6(1)]: 1
 [22:15] <Thanadin> 1d6



[22:15] <TolBot> [Thanadin's 1d6(4)]: 4
 [22:15] <Thanadin> [5 total]
 [22:15] <@GWRD> Your arrows thunk into the zombie, but it doesn't seem phased by the hits.
 [22:15] <@Theon_Tokko> 1d20+3 init (sorry)
 [22:15] <TolBot> [Theon_Tokko's 1d20(7)+3]: 10 init (sorry)
 [22:15] <@GWRD> (Theon, then Orzady)
 [22:16] * @Theon_Tokko draws his blade and stands ready
 [22:16] <@Theon_Tokko> (pass)
 [22:16] <@GWRD> (Orzady, Androoin)
 [22:16] * Orzady walks tot eh edge of the clearing and whistles
 [22:16] <Orzady> "Hey! Stumbles! Over here!"
 [22:16] <Orzady> (that's my action)
 [22:17] <@GWRD> (Androoin, Zombies)
 [22:17] * Androoin charges out with his axe and attacks
 [22:17] <Androoin> (bonus for charge?)
 [22:17] <@GWRD> (+2 to hit, if you can close the 40' required)
 [22:18] * Androoin simply does a full run towards them with his Axe ready to strike
 [22:18] <@GWRD> 1d20+4 vs Androoin's touch AC
 [22:18] <TolBot> [GWRD's 1d20(11)+4]: 15 vs Androoin's touch AC
 [22:19] <@GWRD> (What's your touch AC Androoin?)
 [22:19] <Androoin> (11)
 [22:20] <@GWRD> (DC 14 Will save please)
 [22:21] <Androoin> 1d20+1
 [22:21] <TolBot> [Androoin's 1d20(18)+1]: 19
 [22:21] * @Ptolamir continues to shift and then casts burning hands at the 2 figures (when prompted)
 [22:21] <@GWRD> The plant shoots a spray of yellow pollen at Androoin, covering his body in a dust of pollen. Androoin, you feel a little light headed and like you have to sneeze.
 [22:22] <@GWRD> 2#1d20+4
 [22:22] <TolBot> [GWRD's 1d20(18)+4]: 22
 [22:22] <TolBot> [GWRD's 1d20(11)+4]: 15
 [22:22] <@GWRD> 1d6+4
 [22:22] <TolBot> [GWRD's 1d6(4)+4]: 8
 [22:22] <@Ptolamir> (I'm confused... there's two zombies and a plant?)
 [22:22] <@GWRD> (Yup)
 [22:22] <Thanadin> [yes]
 [22:22] <@Ptolamir> (k, can I maneuver so that all 3 are in los?)
 [22:22] <@GWRD> The two zombies shamle towards Androoin, 40' into the clearing and swing their gangly arms at him. One waps him upside the head. (8 damage)
 [22:23] <Theron_Greystone> (how do you feel about starting forest fires)
 [22:23] <@GWRD> (You can clearly see all three presently)
 [22:23] <@GWRD> (Theron Graystone, then Ptolamir)
 [22:24] <@GWRD> (Theron Graystone, Ptolamir, Valio)
 [22:24] <Theron_Greystone> (can i run up and attack the zombie currently gnawing on Androoin)
 [22:24] <@GWRD> (If you can cover the distance, yes)
 [22:25] <Theron_Greystone> (can only go 20)
 [22:25] <Androoin> (they should only be 20 now)
 [22:25] <Androoin> (since i only went 20 also)
 [22:25] <@GWRD> (A charge lets you take a double move with a single attack at +2 hit / -2 AC)
 [22:26] * Theron_Greystone charges in to help Androoin
 [22:26] <@GWRD> (Well if you want to attack, make your attack, Ptolamir can go now too to speed things up)
 [22:27] <Theron_Greystone> 1d20 +2



[22:27] <TolBot> [Theron_Greystone's 1d20(12)]: 12 +2
 [22:27] <@GWRD> (hit)
 [22:27] * @Ptolamir lets loose the power of fire.
 [22:27] <Valio> (how far until I'm on the other path/side of the clearing?)
 [22:27] <@GWRD> (Several turns)
 [22:28] <Theron_Greystone> 1d8+1 (minus whatever as i am using morning star)
 [22:28] <TolBot> [Theron_Greystone's 1d8(4)+1]: 5 (minus whatever as i am using morning star)
 [22:28] <@GWRD> Theron smacks one of the zombies in its soft flabby flesh, and a few vines flake off of it, and nothing more.
 [22:28] <@GWRD> (Ptolamir, Valio, Thanadin)
 [22:28] * @Ptolamir lets loose the power of fire.
 [22:29] <@GWRD> (What kind of fire? Burning hands may hit an ally)
 [22:29] <@Ptolamir> (roll 3 separate dam?)
 [22:29] * Valio hacks at the jungle to speed up his movement through the brush.
 [22:29] <@GWRD> (I don't know what you're casting, so I don't know how to advise you on damage)
 [22:30] <@Ptolamir> (Burning hands)
 [22:30] <Theron_Greystone> (you singe my beard and we are gonna have a talk)
 [22:30] <@Ptolamir> (sorry, kinda flying blind w/o a map)
 [22:30] <Thanadin> [never burn a dwarf's beard]
 [22:31] <@GWRD> (Ok, that's a 15' cone, so you could hit 1 of the zombies and no allies, run in and hit the plant, or hit both zombies and 1 ally(your choice on ally))
 [22:31] <@GWRD> (Since 2 are in melee range of the zombies)
 [22:32] <Androoin> (never trust an elf 😊)
 [22:32] <@Ptolamir> (2 zombies and an ally)
 [22:32] <@GWRD> (ok roll your 2d4 damage, and your ally can make a reflex save for half)
 [22:32] <@Ptolamir> 2#2d4
 [22:32] <TolBot> [Ptolamir's 2d4(5)]: 5
 [22:32] <TolBot> [Ptolamir's 2d4(4)]: 4
 [22:32] <@GWRD> 2#1d20
 [22:32] <TolBot> [GWRD's 1d20(20)]: 20 (Fabulous)
 [22:32] <TolBot> [GWRD's 1d20(20)]: 20 (Excellent)
 [22:32] <Thanadin> [i call hax!]
 [22:33] <@Theon_Tokko> (CHEAT!)
 [22:33] <Theron_Greystone> (double Haxx)
 [22:33] <Valio> (1 in 400 chance there...)
 [22:33] <@GWRD> The zombies pay off TolBot and use Thanadin has a shield.
 [22:33] * TolBot makes a 'shushing' sound.
 [22:33] <@Ptolamir> (half dam)
 [22:33] <@GWRD> (Which PC did you hit also?)
 [22:33] <@Ptolamir> (how would I know)
 [22:33] <Thanadin> [why me? 😊 im not even in the clearing!]
 [22:34] <Theron_Greystone> (the one with the higher reflexes)
 [22:34] <@GWRD> (Pick one)
 [22:35] <@Ptolamir> 1d5
 [22:35] <TolBot> [Ptolamir's 1d5(3)]: 3
 [22:35] <@GWRD> (Androoin or Theron)
 [22:35] <@Ptolamir> (orzady)
 [22:35] <@Ptolamir> 1d2
 [22:35] <TolBot> [Ptolamir's 1d2(2)]: 2
 [22:35] <@Ptolamir> (theron)
 [22:35] <@GWRD> (Roll a reflex save Theron)
 [22:35] <@GWRD> (And roll damage Ptol)



[22:35] * Orzady mutters to himself and rushes into the clearing to divest a zombie of his limb.
 [22:35] <Theron_Greystone> 1d20-1
 [22:35] <TolBot> [Theron_Greystone's 1d20(3)-1]: 2
 [22:36] <Theron_Greystone> (my precious beard)
 [22:36] <@GWRD> Theron takes a full blast of fire, as he dodges a swinging limb and accidentally puts himself between Ptolamir and his targets.
 [22:36] <@GWRD> (Valio, Thanadin, Theon Tokko)
 [22:37] <@Ptolamir> (I rolled wrong damage)
 [22:37] * Valio hacks at the jungle to speed up his movement through the brush.
 [22:37] <@Ptolamir> 3#2d4
 [22:37] <TolBot> [Ptolamir's 2d4(3)]: 3
 [22:37] <TolBot> [Ptolamir's 2d4(5)]: 5
 [22:37] <TolBot> [Ptolamir's 2d4(5)]: 5
 [22:37] <@GWRD> The air smells of burnt flesh and plant life, as Thanadin moves to action.
 [22:37] <@Ptolamir> (zomb 1, zom 2, theron)
 [22:37] <Thanadin> [can i see the plant from the edge of the clearing,and if so,how far away is it?]
 [22:38] * Theron_Greystone grunts in pain as the fire blast hits him
 [22:38] <@GWRD> (Plant is 50' out, Zombies are 20' out)
 [22:39] <@Theon_Tokko> (thats close enough for me to move and beat on in a single turn right?)
 [22:39] <Orzady> (I grow some sunflowers)
 [22:39] * Thanadin fires off another volley of arrows,this time aiming for the plant [flurry of blows]
 [22:39] <Thanadin> 1d20-1
 [22:39] <TolBot> [Thanadin's 1d20(3)-1]: 2
 [22:39] <Thanadin> 1d20-1
 [22:39] <TolBot> [Thanadin's 1d20(13)-1]: 12
 [22:40] <@GWRD> One arrow goes long, while the other grazes a fleshy leaf.
 [22:40] <@GWRD> (AC 14)
 [22:40] <Theron_Greystone> (from now on i want all my rolls to be done my mage 😊)
 [22:40] <Theron_Greystone> (by)
 [22:40] <@GWRD> (Theon Tokko, Orzady)
 [22:40] <@Theon_Tokko> (are ozmbies in moving and bashing range?)
 [22:41] <@GWRD> (Zombies are 20' in the clearing.
 [22:41] <@Theon_Tokko> (speed of 20)
 [22:41] <@Theon_Tokko> (gonna assume I'm close enought to move and fight, if thats aight)
 [22:41] * @Theon_Tokko moves in and attacks the nearest zombie
 [22:41] <@Theon_Tokko> 1d20+1
 [22:41] <TolBot> [Theon_Tokko's 1d20(16)+1]: 17
 [22:41] <@GWRD> (hit)
 [22:42] <@Theon_Tokko> 1d20+2 (Should be +4, but still at -2 str.. so making an assumption that it'd be +2 lol)
 [22:42] <TolBot> [Theon_Tokko's 1d20(9)+2]: 11 (Should be +4, but still at -2 str.. so making an assumption that it'd be +2 lol)
 [22:42] <@Theon_Tokko> (haha! let me reroll, that sould be 1d10 not 1d20 XD)
 [22:42] <@Theon_Tokko> 1d10+2
 [22:42] <TolBot> [Theon_Tokko's 1d10(7)+2]: 9
 [22:42] <Thanadin> [lol]
 [22:42] <@GWRD> (Each -2 str = -1hit/dam)
 [22:42] <@Theon_Tokko> (oh, so 10 damage then)
 [22:43] <@GWRD> (What kind of weapon?)
 [22:43] <@Theon_Tokko> (Greatsword)
 [22:43] <@GWRD> Theon cleaves one of the zombies down the middle with a fierce swing of his great sword. The two halves fall to either side.
 [22:44] <Orzady> (show-off)



[22:44] <@GWRD> (Orzady, Androoin)
 [22:44] * Orzady beats one about the head and shoulders with the flat of his blade.
 [22:44] <Theron_Greystone> (so i took 5 fire dmg right)
 [22:45] <Orzady> 1d20+1
 [22:45] <TolBot> [Orzady's 1d20(11)+1]: 12
 [22:45] <@GWRD> (Yes you did take 5 fire, and Orzady hit)
 [22:45] * Androoin attacks the nearest Zombie (likely the one that hit me) with his waraxe
 [22:45] <@GWRD> (Roll damage with the flat of your blade Orzady)
 [22:45] <Androoin> 1d20+4
 [22:45] <TolBot> [Androoin's 1d20(12)+4]: 16
 [22:46] <@GWRD> (Hit Androoin)
 [22:46] <Orzady> 1d6+1
 [22:46] <TolBot> [Orzady's 1d6(4)+1]: 5
 [22:46] <Androoin> 1d10+3
 [22:46] <TolBot> [Androoin's 1d10(2)+3]: 5
 [22:47] <@GWRD> Orzady must have forgotten he was supposed to hit with an edged weapon, as his hit deflects off the side of the zombie's head, shaking free some vines that seemed to be growing out of its skull. The hit distracted it enough for Androoin to get a solid hit in, but not enough to end the creature.
 [22:47] <@GWRD> 1d4
 [22:47] <TolBot> [GWRD's 1d4(3)]: 3
 [22:47] <@GWRD> 1d20+4 against Theon T's Touch AC
 [22:47] <TolBot> [GWRD's 1d20(7)+4]: 11 against Theon T's Touch AC
 [22:47] <@GWRD> 1d4
 [22:47] <TolBot> [GWRD's 1d4(2)]: 2
 [22:47] <@Theon_Tokko> (Touch AC is 11)
 [22:48] <@GWRD> (Will save DC 14)
 [22:48] <@Theon_Tokko> 1d20
 [22:48] <TolBot> [Theon_Tokko's 1d20(6)]: 6
 [22:48] <@GWRD> 1d20+4 zombie against Theron G
 [22:48] <TolBot> [GWRD's 1d20(1)+4]: 5 zombie against Theron G (Not good.)
 [22:49] <@Theon_Tokko> (*flails like a corrupt minion from Dispicable Me 2*)
 [22:49] <@GWRD> The zombie swings with the arm that Androoin just hit with his axe, and the limb goes flying off and into the trees.
 [22:49] <@GWRD> 1d6
 [22:49] <TolBot> [GWRD's 1d6(6)]: 6
 [22:50] <@GWRD> The plant however hits Theon Tokko in the face with its pollen, and he looks disoriented and has a strange look on his face.
 [22:51] <@GWRD> (Theron G. Ptolamir, Valio)
 [22:51] <Orzady> "Oh, great."
 [22:52] <@GWRD> (Theron G. Ptolamir, Valio, Thanadin)
 [22:52] <@Ptolamir> (one zombie and one plant left?)
 [22:52] <@GWRD> (Correct)
 [22:53] <@GWRD> (Plant is about 35' from you, Zombie about 10' from you)
 [22:53] <Orzady> (One zombie, one zombie in waiting, one plant)
 [22:53] * Theron_Greystone tries to hit to zombie again with his Morningstar
 [22:54] <Theron_Greystone> 1d20+2
 [22:54] <TolBot> [Theron_Greystone's 1d20(3)+2]: 5
 [22:54] <Theron_Greystone> (not really surprised 😞)
 [22:54] <@GWRD> Theron's swing goes wide, as he dodges out of the way of the pollen that hit Theon.
 [22:54] <@GWRD> (Ptolamir, Valio, Thanadin)
 [22:56] <@GWRD> (Any of you?)



[22:56] <@Theon_Tokko> (I'm waiting for my turn XD)

[22:56] <Valio> (I'm still making a path...)

[22:56] <Thanadin> [i was waiting on the others]

[22:56] * @Ptolamir shifts and lets loose fire on the plant.

[22:56] <@GWRD> (Ptolamir, Thanadin, Orzady)

[22:56] <@GWRD> (ok)

[22:56] <Orzady> (I'm gonig to hack one apart)

[22:56] <Valio> (I don't like it, but I'm pretty much set in this action by now...)

[22:57] <@GWRD> 1d20+3 reflex save

[22:57] <Orzady> (then I'll work on the zombies)

[22:57] <TolBot> [GWRD's 1d20(6)+3]: 9 reflex save

[22:57] <@GWRD> (Damage Ptol)

[22:57] <@GWRD> (Thanadin, Theon, Orzady, Androoin)

[22:57] * Thanadin fires off another volley of arrows at the plant [flurry of blows]

[22:57] * @Ptolamir lets loose a 20' fire jet resting on the stationary plant.

[22:57] <Thanadin> 1d20-1

[22:57] <TolBot> [Thanadin's 1d20(10)-1]: 9

[22:57] <Thanadin> 1d20-1

[22:57] <TolBot> [Thanadin's 1d20(8)-1]: 7

[22:57] <@Ptolamir> 1d6

[22:57] <TolBot> [Ptolamir's 1d6(3)]: 3

[22:58] * @Theon_Tokko runs for the plant (*strokes a vine* Hey there baby, wanna make some seedlings?)

[22:58] <@Ptolamir> (assuming other zombie not within 20' of the plant)

[22:58] <@GWRD> Thanadin's shots go wide as Ptolamir sets one of the leaves on fire.

[22:58] <@GWRD> (The other zombie is 20' out from the plant)

[22:58] <@Ptolamir> (refl zave DC13 halves)

[22:59] <@GWRD> (Already failed its save)

[22:59] <@GWRD> (Orzady, Androoin)

[22:59] <@GWRD> Theon walks up to the plant and just stands there actually

[22:59] * Orzady swings at a zombie to dismember it

[23:00] <Orzady> 1d20+1

[23:00] <TolBot> [Orzady's 1d20(13)+1]: 14

[23:00] <@GWRD> (hit)

[23:00] <Orzady> 1d6+1

[23:00] <TolBot> [Orzady's 1d6(3)+1]: 4

[23:00] <@Theon_Tokko> (I like mine more, its funnier lol)

[23:00] <@Ptolamir> (ongoing d6 fire each round catching fire, until takes a full round and passes DC 15 Reflex save)

[23:00] <@Ptolamir> (Does a stationary plant have a refl save? hehe)

[23:00] * Androoin takes another chop at the Zombie infront of him

[23:00] <Thanadin> [lol]

[23:01] <Androoin> 1d20+4

[23:01] <TolBot> [Androoin's 1d20(8)+4]: 12

[23:01] <@GWRD> (What's giving your burning hands spell that ability Tol?)

[23:02] <@Ptolamir> (not burning hands... is Fire Jet Player's guide p143... it's on my sheet. It's the fire specialist ability)

[23:02] <@GWRD> Orzady cleaves a nice chunk off the zombie, opening it up for a killing blow from Androoin.

[23:02] <@GWRD> (Ah)

[23:02] <Androoin> (can i cleave then?)

[23:02] <Theron_Greystone> (we have to nuke it from orbit... its the only way to make sure)

[23:02] <@Ptolamir> (hehe)



[23:03] <@GWRD> (Nothing to cleave, except friendies)
 [23:03] <Orzady> (says you)
 [23:03] <@Ptolamir> (afk)
 [23:03] <@GWRD> The plant looks like its snaking vines up Theon's body up to the base of his skull
 [23:03] <@GWRD> 1d4
 [23:03] <TolBot> [GWRD's 1d4(4)]: 4
 [23:03] * Orzady reaches for the vines
 [23:04] <Theron_Greystone> (if the fight is over i will rush to Theon and try to wash out some of the gunk from his face and such)
 [23:04] <@GWRD> (Theron G., Ptol, Valio)
 [23:04] <@GWRD> 1d20+3 reflex save vs. ongoing fire
 [23:04] <TolBot> [GWRD's 1d20(16)+3]: 19 reflex save vs. ongoing fire
 [23:04] * Theron_Greystone rushes and attacks the plant
 [23:05] <@GWRD> (nevermind that save, doesn't apply. Roll the extra 1d6 damage)
 [23:05] <@GWRD> (fight is not over)
 [23:06] <@GWRD> (Roll Theron)
 [23:06] <@GWRD> (Theron G., Ptol, Valio)
 [23:06] <Theron_Greystone> 1d20+2
 [23:06] <TolBot> [Theron_Greystone's 1d20(11)+2]: 13
 [23:06] <@GWRD> (Miss)
 [23:07] <@GWRD> Theron swings at the flower, but the flower's stems are thicker than he anticipated and he doesn't get through its natural defenses.
 [23:07] <Theron_Greystone> "Theon .. don't just stand move away from it"
 [23:07] <@GWRD> (Ptol, Valio, Thanadin)
 [23:08] <@Theon_Tokko> (*twiddles his thumbs*)
 [23:09] <@GWRD> (Ptol, Valio, Thanadin, Orzady)
 [23:09] * Thanadin fires a single arrow at the plant
 [23:09] <Thanadin> 1d20+1
 [23:09] <TolBot> [Thanadin's 1d20(3)+1]: 4
 [23:09] <@Ptolamir> (back)
 [23:09] <@GWRD> (Ptol, Valio, Orzady)
 [23:09] <Theron_Greystone> (should have tackled you instead of going after some flowers)
 [23:09] <@GWRD> Valio, you emerge on the other side of the clearing, and notice most of your allies fighting the flower in the center of the clearing.
 [23:10] <@GWRD> (Ptol, Orzady, Androoin)
 [23:10] <@GWRD> (Anybody listed may go)
 [23:10] * Androoin charges (if possible) and attacks the large flower
 [23:10] <@GWRD> (Go for it)
 [23:10] <Androoin> 1d20+6
 [23:10] <TolBot> [Androoin's 1d20(18)+6]: 24
 [23:10] <@GWRD> (hit)
 [23:10] <Androoin> 1d10+3
 [23:10] <TolBot> [Androoin's 1d10(1)+3]: 4
 [23:11] <Theron_Greystone> (next time we come here i am bringing a jug or Roundup)
 [23:11] * @Ptolamir maneuvers and casts Burning hands (if can hit just the plant)
 [23:11] <@GWRD> Androoin hacks off a flowery tendril.
 [23:11] <@GWRD> (Sure)
 [23:11] <@Ptolamir> (plant taking d6 damage burning still, since didn't take full round to save)
 [23:11] <@GWRD> 1d20+3 reflex vs Burning hands.
 [23:11] <TolBot> [GWRD's 1d20(4)+3]: 7 reflex vs Burning hands.
 [23:11] * Orzady grabs the vine crawling up Thanadin and pulls up... cursing under his breath
 [23:11] <@GWRD> (And yes it takes that 1d6)
 [23:12] <Thanadin> [you mean theon]



[23:12] <@Ptolamir> 2d6
 [23:12] <ToIBot> [Ptolamir's 2d6(12)]: 12
 [23:12] <@GWRD> There are a number of vines all spiderwebbing around Theon's head, boring into his skull.
 [23:12] <Thanadin> [thanadin is back at the edge of the clearing, safe from harm :p]
 [23:12] <@GWRD> 1d4
 [23:12] <Orzady> "Gods-be-damned plants...hate plants...hate this island...I'm going to blade-rut Hadran when I see him...don't care...if it's high noon in front of the king..."
 [23:12] <ToIBot> [GWRD's 1d4(1)]: 1
 [23:13] <@GWRD> (Theron, Ptol, Valio)
 [23:13] * Theron_Greystone attacks the plant again
 [23:13] <@GWRD> The plant is badly charred and likely won't survive a good clean hit.
 [23:13] <Theron_Greystone> 1d20+2
 [23:13] <ToIBot> [Theron_Greystone's 1d20(14)+2]: 16
 [23:13] <@GWRD> (hit)
 [23:14] <Theron_Greystone> 1d8+1
 [23:14] <ToIBot> [Theron_Greystone's 1d8(7)+1]: 8
 [23:14] <@GWRD> Theron lobs off the base of the plant, and it comes crashing down to the ground and stops twitching.
 [23:14] <Theron_Greystone> (bam right in the kisser)
 [23:14] <@GWRD> (Off init)
 [23:14] <Valio> "Get him over here, I'll see if I can help him."
 [23:14] * Androoin takes in a few deeps breaths
 [23:15] * Thanadin rushes to the rest of the group
 [23:15] * Theron_Greystone grabs his waterskin and tries to wash Theon's face
 [23:15] <Thanadin> "Everyone alright?"
 [23:16] <Theron_Greystone> "just a bit singed"
 [23:16] <Valio> "Get over here, onto the path!"
 [23:16] * Orzady steps onto the path
 [23:16] <@GWRD> It takes about half a minute or so before Theon Tokko regards his senses, though his wit seems to be lacking a bit from the traumatic experience.
 [23:16] <Androoin> "Gonna have a nasty bruise on the side of my skull"
 [23:16] * @Theon_Tokko drools
 [23:17] <Theron_Greystone> "we should burn this clearing to the ground, the plant could regrow"
 [23:17] <@Theon_Tokko> (alright I need to hit the sack ladies and worms... 0400 comes uber fast)
 [23:17] <@Ptolamir> "I do not like this jungle."
 [23:17] <Thanadin> [night ryu]
 [23:17] <Valio> "Nor do I."
 [23:17] <Theron_Greystone> (night)
 [23:18] <Thanadin> "I'm not fond of the entire island."
 [23:18] * Theon_Tokko is now known as Ryu
 [23:18] <@Ryu> (peace)
 [23:18] <@GWRD> Taking a moment to absorb the aftermath of the fight, you would expect the whole clearing to be on fire with all the fire magic jetting out of Ptolamir's finger tips, however most of the ground is singed at best. The ground seems too wet to cause a wide-spread fire.
 [23:18] <Orzady> (see ya)
 [23:19] <@GWRD> As the group recovers with their fight against the Yellow Musk Creeper, we come to a close for the evening.



Session 9 - 3/2/2014 - Of Idiots and Dwarves

NOTE LOGGERS CONNECTION WAS UNSTABLE SO SOME OF THE LOG MAY BE MISSING AND/OR REPEATED

[20:07] <@GWRD> During their travels they avoided more of the very hostile "chickenbats", and followed a game trail. They arrived in a clearing of dead vegetation, where they were attacked by zombies and the yellow plant life in the area. After a successful victory, Theon Tokko was a little worse for wear, as the plant had affected him with its spores and started growing vines into the back of his skull.

[20:08] <@Theon_Tokko> (<https://www.youtube.com/watch?feature=p...p0T4ynurvg>)

[20:08] <@GWRD> As the sun quickly sets in the evening sky, we resume our island adventure.

[20:09] <Valio> "I fear we are not making it back to camp this evening."

[20:09] * Orzady looks at the vines in Theon's skull.

[20:09] <Orzady> "Fine -- we look for a campsite."

[20:10] <Theron_Greystone> (this clearing with the yellow flowers looks perfect for a camp)

[20:10] <@Theon_Tokko> (So tempted... "eeew! get them out get them out get them out!")

[20:11] * Tolman is now known as Ptolamir

[20:12] <@GWRD> It looks like several of the vines made short work of Theon's skull and may have actually bore through the skull into his head.

[20:12] <Theron_Greystone> "We also need to treat our wounds once we find a camp spot"

[20:12] <@Theon_Tokko> (sorry for slacking... last weeks log is going up now)

[20:12] <Thanadin> "That can't be good for his head."

[20:12] <@Theon_Tokko> (<http://konnen.wg2140.com/index.php?opti...p;Itemid=2>)

[20:13] <Orzady> "Your wounds...and those plants need tending to now."

[20:13] <Theron_Greystone> (isnt it supposed to be plants vs zombies and not plants AND zombies??)

[20:14] * Valio nods. "I will see what I can do."

[20:15] <Orzady> (plants and zombies vs. Castle Crush?)

[20:15] <Theron_Greystone> (are the plant vines till wiggling around on his head?)

[20:15] <@GWRD> (Nope)

[20:16] <@GWRD> The vines appear to have stopped moving when they were separated from the now dead plant.

[20:17] <Orzady> (I cast power word: herbicide)

[20:17] <@GWRD> (Kefka's music is playing, how very appropriate)

[20:19] <@GWRD> The sun continues to dip lower into the sky, and soon you'll be wandering around in the dark. Already the bugs are out and are very aggressive this evening.

[20:20] * Warbudgie (Warbudgie@a5557d.6ca5ed78.162.211.imsk) has joined #grovewood

[20:20] * Warbudgie is now known as Androoin

[20:20] <@GWRD> (Well it's about time)

[20:20] <Orzady> "Where's a good campsite?"

[20:20] <Androoin> (sorry guys, dog was being HELL)

[20:20] <@GWRD> (Well he is a Hellhound)

[20:20] <Androoin> (he really is)

[20:21] <Theron_Greystone> (so should we just start ripping out the vines from his skull to see what happens)

[20:21] <Thanadin> [sure,whats the worst that could happen?]

[20:21] <Valio> "Pull them out, and I will see if I can heal him."

[20:22] <Orzady> [*pop*...umm, I think he needs that...]

[20:22] <Thanadin> "Very well."

[20:22] * @Ptolamir also looks at Theon, "This is not good."

[20:23] * Valio prepares to do what he can.

[20:23] * Thanadin slowly takes out a couple vines from Theon_Tokko's head

[20:23] <@GWRD> When you pull a patch of the thin vines out of the back of Theon's head, his body



twitches involuntarily.

[20:24] <Orzady> "Cut them out?"

[20:24] * Orzady unsheathes his dagger

[20:24] <Thanadin> "Erm, did I do it wrong?"

[20:24] * Androoin takes a moment to look at his own wounds

[20:24] <Theron_Greystone> (if you pull out chunks of brain just stuff them back in)

[20:24] <Androoin> (hehe)

[20:25] * Valio looks worried.

[20:25] <Valio> "I can't do much until they're removed..."

[20:25] <Orzady> "Come now, are we cutting them out or not?"

[20:25] * Theron_Greystone asks for Torags blessing to help out Theon

[20:26] * @Theon_Tokko grabs the vines and rips them out himself

[20:26] * @Theon_Tokko speaks incoherently (picture the minions from Dispicable me.. lol)

[20:27] <Thanadin> "I didn't quite get that."

[20:27] <@GWRD> Theon twitches and convulses a little, but seems ok-ish afterwards.

[20:27] <Theron_Greystone> (there goes his Cerebellum)

[20:28] * Valio looks the wound over.

[20:28] * @Theon_Tokko drools a little too

[20:29] <@GWRD> Blood and a clear fluid seeps out of the little holes in the back of his head, nothing too severe or life threatening by the looks of it.

[20:29] * Orzady waits for theon to twitch the wrong way as an excuse to stab him.

[20:29] * @Ptolamir shakes his head.

[20:29] <Valio> "How do you feel? Can you travel?"

[20:30] * Theron_Greystone seeing that Theon seems better looks over his burned side and tries to clean it off a little bit

[20:30] <Orzady> "Do you feel the urge to eat the hearts of those around you?"

[20:31] <@Theon_Tokko> "Duuuur... "

[20:33] * Valio tries to cure Theon's wounds.

[20:33] <Valio> 1d8+1

[20:34] <TolBot> [Valio's 1d8(4)+1]: 5

[20:34] <Orzady> "Should I take that as a yes?"

[20:35] <Thanadin> "Put that pigsticker away, you'll not be stabbing our friend."

[20:36] <Orzady> "Fine -- he eats you first."

[20:36] * Orzady unsheathes the dagger, but not the glimmer in his eyes.

[20:36] * Orzady sheathes the dagger, but not the glimmer in his eyes.

[20:36] * @Theon_Tokko eyes Orzady "Braaaains... just kidding... or am I?"

[20:37] <Orzady> "Seriously -- he does that again and I open his throat."

[20:37] * Thanadin raises an eyebrow

[20:38] <Theron_Greystone> "there will be no throat openings tonight, we should hurry to find a suitable camp spot"

[20:38] <Thanadin> "There'll be an arrow through your eye before you can try it."

[20:38] * @Ptolamir raise his hands, "Calm down."

[20:39] <Valio> "I suggest a campsite and guards. I'll take first watch"

[20:40] <Androoin> "I'll take a watch also, gonna be hard to sleep after that thumping from that zombie"

[20:41] <Orzady> "I'll take dawn watch."

[20:41] <@Ptolamir> "I will take final watch, as usual."

[20:41] <Theron_Greystone> "Valio could you take a look at my burns as well if you have time?"

[20:41] <Thanadin> "I'll take a watch as well."

[20:41] * @Theon_Tokko kicks the ground in a circle like a dog, then curls up on the spot

[20:42] * Valio nods and heals Theron.

[20:43] <Valio> 1d8+1

[20:43] <TolBot> [Valio's 1d8(7)+1]: 8



[20:43] * Orzady sits down with his back against a tree.

[20:43] <Theron_Greystone> "Thanks friend, this will help if there are any surprises during the night"

[20:43] * Valio keeps a hand on his longsword and finds a good position to wait out the first watch.

[20:44] <@GWRD> The group takes camp in the clearing.

[20:44] <@GWRD> 2#1d100

[20:44] <TolBot> [GWRD's 1d100(10)]: 10

[20:44] <TolBot> [GWRD's 1d100(66)]: 66

[20:44] <@GWRD> 1d100

[20:44] <TolBot> [GWRD's 1d100(67)]: 67

[20:45] <@GWRD> During the night, a large swarm of bats flies overhead. Some of them swoop low into the clearing to pick off some bugs flying too high, but they stay clear for the most part.

[20:46] <@GWRD> (Orzady, Theron Greystone, Androoin, and Valio make DC 12 Fort saves vs. Disease please).

[20:46] <Valio> 1d20

[20:46] <TolBot> [Valio's 1d20(7)]: 7

[20:46] <Orzady> 1d20+1 Fort save

[20:46] <TolBot> [Orzady's 1d20(17)+1]: 18 Fort save

[20:46] <Theron_Greystone> 1d20+3 Fort

[20:46] <TolBot> [Theron_Greystone's 1d20(15)+3]: 18 Fort

[20:47] <@GWRD> (Those still injured get back 1 hp this evening)

[20:49] <@GWRD> Valio, you awaken in the morning to a thick blanket of fog covering you and your party, and a dull aching in your head.

[20:49] <Androoin> 1d20+5

[20:49] <TolBot> [Androoin's 1d20(11)+5]: 16

[20:50] * Valio groans and sits up.

[20:50] <Androoin> "What are ya groaning about?"

[20:50] <Theron_Greystone> "I did not get much rest last night"

[20:50] <@GWRD> The air is sickly with the scent of dead vegetation as you awaken in the morning. A thick fog has rolled in during the night, that some of the sunlight filtering through the trees illuminates.

[20:51] <Thanadin> "Where'd this fog come from?"

[20:51] <Androoin> "Nevermind, I smell it myself"

[20:51] <Orzady> "Oh... this place..."

[20:52] <Valio> "Let's go. We need to explore further and get back to the camp before nightfall. They do not know where we are."

[20:53] <Theron_Greystone> "we should leave this place , agreed"

[20:53] <Androoin> "You won't hear no arguing from me"

[20:53] * Thanadin nods

[20:53] <Orzady> "Let's go."

[20:55] <@GWRD> (Continuing along the trail?)

[20:56] <Valio> (sure)

[20:56] * @Theon_Tokko yawns and stretches feeling a little more normal but not much

[20:56] * Orzady follows along with the group

[20:56] <Theron_Greystone> "lets avoid dead clearings if we find more"

[20:56] <Valio> "Agreed"

[20:57] * @Ptolamir closes his book and packs up.

[20:57] <@Ptolamir> "I long for my forest home."

[20:57] * Thanadin follows along

[20:59] * Androoin moves along at a dwarfs pace

[20:59] <@GWRD> You continue to follow the trail, and the trail starts to get rather dark, and creepy. The branches twist and curve unnaturally here.

[20:59] <@GWRD> (Perception checks)



[20:59] * Orzady gives Ptolamir a weird look
 [20:59] <@Theon_Tokko> 1d20+6
 [20:59] <TolBot> [Theon_Tokko's 1d20(3)+6]: 9
 [20:59] <@Theon_Tokko> (not only am I an idiot, I'm blind too)
 [20:59] <Theron_Greystone> 1d20+4
 [20:59] <TolBot> [Theron_Greystone's 1d20(9)+4]: 13
 [20:59] <Androoin> 1d20+1 perception
 [20:59] <TolBot> [Androoin's 1d20(17)+1]: 18 perception
 [20:59] <Orzady> 1d20+4
 [20:59] <TolBot> [Orzady's 1d20(11)+4]: 15
 [21:00] <@Ptolamir> 1d20+3 Perception
 [21:00] <TolBot> [Ptolamir's 1d20(2)+3]: 5 Perception
 [21:00] <Thanadin> 1d20+8
 [21:00] <TolBot> [Thanadin's 1d20(7)+8]: 15
 [21:00] <@GWRD> (What is the marching order?)
 [21:00] <@GWRD> (Roughly?)
 [21:00] <@Theon_Tokko> (I'm somewhere in the middle lol)
 [21:01] <Thanadin> [im between middle and rear]
 [21:01] <Valio> 1d20
 [21:01] <TolBot> [Valio's 1d20(6)]: 6
 [21:01] <Orzady> (five paces to the rear)
 [21:01] <Valio> (sigh, I guess I'm in front?)
 [21:01] <Androoin> (im near the back)
 [21:02] <Theron_Greystone> (frontish)
 [21:02] <Androoin> (dwarves in the front and back makes sense)
 [21:02] <@GWRD> 1d20+2 vs Orzady's Flat-Footed AC
 [21:02] <TolBot> [GWRD's 1d20(3)+2]: 5 vs Orzady's Flat-Footed AC
 [21:03] <Valio> (brb...)
 [21:03] <@GWRD> Orzady, from your place of comfort in the back of the group, you are surprised and horrified when a giant spider the size of a wolfhound descends on you from the branches above and attempts to bite your neck.
 [21:04] <@GWRD> `init rolls please
 [21:04] <TolBot> Please make an initiative roll (1d20+modifier).
 [21:04] <Orzady> "GODS RUTTING -- GET IT OFF!"
 [21:04] <@GWRD> 1d20 Spider
 [21:04] <TolBot> [GWRD's 1d20(13)]: 13 Spider
 [21:04] <Androoin> 1d20+1 init
 [21:04] <TolBot> [Androoin's 1d20(8)+1]: 9 init
 [21:04] <Orzady> 1d20+6
 [21:04] <TolBot> [Orzady's 1d20(6)+6]: 12
 [21:04] <Theron_Greystone> 1d20-1
 [21:04] <TolBot> [Theron_Greystone's 1d20(6)-1]: 5
 [21:05] <Thanadin> 1d20+1
 [21:05] <TolBot> [Thanadin's 1d20(18)+1]: 19
 [21:06] <Valio> 1d20+4
 [21:06] <TolBot> [Valio's 1d20(16)+4]: 20
 [21:07] <@Ptolamir> 1d20+2
 [21:07] <TolBot> [Ptolamir's 1d20(4)+2]: 6
 [21:07] <@Theon_Tokko> 1d20+3
 [21:07] <TolBot> [Theon_Tokko's 1d20(6)+3]: 9
 [21:07] <@GWRD> `init report
 [21:07] <TolBot> Initiative Order: Valio, 20, Thanadin, 19, GWRD, 13, Orzady, 12, Androoin, 9, Theon_Tokko, 9, Ptolamir, 6, Theron_Greystone, 5



[21:07] <@GWRD> (Valio, Thanadin, SPIDER)

[21:08] <Theron_Greystone> (ok this island is off my list of recommended vacation spots for sure)

[21:08] <Valio> (are we able to reach from anywhere?)

[21:09] <@GWRD> (It just landed on Orzady, and is now beside him, in the back of the group)

[21:09] * Valio begins humming an inspiring tune and draws his longsword in case of other enemies.

[21:09] <Orzady> (Seriously -- I am taking a whole star off my review.)

[21:10] <Androoin> (hehe)

[21:10] * Theron_Greystone starts looking around for more spiders while he makes his way towards Orzadin

[21:10] <Androoin> (great vacation spot for orcs, goblins and giants)

[21:10] <Valio> (+1 attack/dmg, fear check)

[21:11] <@GWRD> (Thanadin, SPIDER)

[21:11] * Thanadin gives the spider a good punch

[21:11] <Thanadin> 1d20+2

[21:11] <TolBot> [Thanadin's 1d20(18)+2]: 20

[21:11] <@GWRD> (hit, Spider AC is 14)

[21:11] <Theron_Greystone> (quick stab it in the eye...s)

[21:11] <Thanadin> 1d6+1

[21:12] <TolBot> [Thanadin's 1d6(4)+1]: 5

[21:12] <@GWRD> Thanadin gives it a good crack, but it's hide is tough and so is it, as it snaps back at him...

[21:12] <@GWRD> 1d20+2

[21:12] <TolBot> [GWRD's 1d20(7)+2]: 9

[21:12] <@GWRD> ... and misses his arm.

[21:12] <Orzady> (is it on my back?)

[21:12] <@GWRD> (Orzady, Androoin, Theon Tokko)

[21:12] <@GWRD> (Beside you)

[21:13] * Androoin calls out the obvious "We got a large bug here!" and then attacks with his waraxe...

[21:13] <Androoin> 1d20+5

[21:13] <TolBot> [Androoin's 1d20(17)+5]: 22

[21:13] <@GWRD> (hit)

[21:13] <Androoin> 1d10+4

[21:13] <TolBot> [Androoin's 1d10(9)+4]: 13

[21:13] * Orzady stabs at it with his sword

[21:13] <Orzady> 1d20+1

[21:13] <TolBot> [Orzady's 1d20(9)+1]: 10

[21:13] * @Theon_Tokko growls and attacks, "DIE YOU FUZZY FIEND!"

[21:14] <@Theon_Tokko> 1d20+2

[21:14] <TolBot> [Theon_Tokko's 1d20(4)+2]: 6

[21:14] <@Theon_Tokko> (I think I forgot to unsheath my sword XD)

[21:14] * Orzady unleashes a torrent of obscenities that would kill weaker plantlife.

[21:14] <Valio> (are people remembering my +1?)

[21:14] <Thanadin> [i think you forgot where the giant spider is,with that roll xD]

[21:15] <Androoin> (i added your +1)

[21:15] <Orzady> [spider first, math second]

[21:15] <Thanadin> [as did i]

[21:16] <@GWRD> Orzady stabs at it, but misses as Androoin chops its head off with his sharp axe.

[21:16] <Valio> (good)

[21:16] <@GWRD> Orzady stabs at it, but misses as Androoin chops its head off with his sharp axe.

[21:16] <@GWRD> Orzady stabs at it, but misses as Androoin chops its head off with his sharp axe.

[21:16] <@GWRD> (There)

[21:16] <Valio> (deja vu)



[21:16] <Androoin> "Now thats more like it"
 [21:16] <Thanadin> [congrats Androoin,you chopped its head off three times!]
 [21:16] <Theron_Greystone> (from now on we let Androoin solo everything)
 [21:17] <Orzady> (I'll be over here in the corner, getting counseling)
 [21:17] <Theron_Greystone> "somehow i doubt we are lucky enough to only see one of those"
 [21:18] <Valio> "We should get to the end of this trail."
 [21:18] <@GWRD> (Is that a request for more?0
 [21:18] <Thanadin> "We should sprout wings and fly as far away from this island as possible,is what we should do."
 [21:18] <Theron_Greystone> (who said that???)
 [21:18] * Orzady looks around.
 [21:19] <Orzady> "Where's that senseless elf when she could be of use?"
 [21:19] <@GWRD> There is no other signs of spiders.
 [21:19] * Orzady comes closer to the group.
 [21:19] * Theron_Greystone looks around the tree branches hoping for no more spiders
 [21:19] * @Ptolamir lowers his hands as the spider falls.
 [21:19] <Valio> "I agree we need to leave this island, but without a method to leave..."
 [21:20] <Theron_Greystone> (anyways I hope you yelled" Fatality" and "Flawless Victory" when you landed that hit)
 [21:20] <@GWRD> (Finish him!)
 [21:21] <Theron_Greystone> (we even had Valios disco music in the backround too)
 [21:21] <Androoin> (lol)
 [21:22] <Theron_Greystone> "Let us continue and watch your step and the branch above you"
 [21:22] <Theron_Greystone> (did anyone loot the spider)
 [21:23] <Orzady> (umm... I'll let my people handle it...)
 [21:24] <Theron_Greystone> (make sure they check for hidden pockets... dont want to miss a +4 sword of chickenbat slaying because we didnt pay attention)
 [21:24] * Androoin prepares to move along
 [21:24] * Orzady follows the group far more closely
 [21:25] * Theron_Greystone continues down the path suspiciously eying every shadow
 [21:25] <Androoin> (brb)
 [21:25] <Theron_Greystone> (brb too, my foods is here mmm spring rolls)
 [21:27] <@GWRD> Travel is fairly easy going on the game trail and you feel like you cover a lot of terrain in a short amount of time.
 [21:28] * Orzady keeps a hand on his blade
 [21:29] <Theron_Greystone> (so that is why everyone and their dog decided to setup traps along the trail)
 [21:30] <Orzady> (big danger, bigger treasure)
 [21:31] <@GWRD> The fog has lifted a while ago and now it's sun, sun, and more sun as you start drawing close to mid-day. It's at that point, you come to a large grove of thorny vines growing along a river bank. It presents you with a seven-foot-tall wall of green leaves and intimidating six-inch red thorns.
 [21:31] <@Ptolamir> "Wow"
 [21:32] <Orzady> "This does not look good."
 [21:32] <@Theon_Tokko> "burn it"
 [21:32] <@GWRD> The grove looks like it's off the beaten path, and can be avoided if you so choose.
 [21:32] <Valio> "I wonder if the river provides fresh water."
 [21:34] <Orzady> "I wonder if this plant will try to kill us, too."
 [21:35] <Theron_Greystone> "those thorns sure do not look inviting"
 [21:35] <Thanadin> "It comes with its own daggers, it would have an easier time of it."
 [21:36] <@Theon_Tokko> (alright my friends, I hate to do this but I really should get to bed... I'm wasted and have work in the morn)



[21:36] <@GWRD> (Ok)

[21:36] <Thanadin> [night then]

[21:36] * Theon_Tokko is now known as Ryu

[21:36] <Theron_Greystone> (cheers)

[21:36] <@Ryu> (g'night)

[21:37] <Orzady> (night)

[21:37] <Androoin> (back)

[21:37] <Androoin> (night Ryu)

[21:38] <@GWRD> (What would you like to do?)

[21:39] <Thanadin> [i vote we stay away from the deathplant]

[21:39] <Orzady> [seconded]

[21:39] * Valio checks his water stores, then turns from the river.

[21:40] <Theron_Greystone> "maybe we should take a look once we have the whole group here"

[21:40] * Atreyu| (jacensharm@ba70220a.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood

[21:40] <Atreyu|> (hey, just got home from hospital)

[21:40] <@GWRD> (Hey Marr. Hope you're alright.)

[21:41] <Theron_Greystone> (hey)

[21:41] <Orzady> (Everything OK?)

[21:41] <Atreyu|> (doing well, all things considered. My dad was very sick, I had to fly back to Toronto on an emergency flight)

[21:43] <Theron_Greystone> (hope your dad is better)

[21:44] <Thanadin> [i hope he gets better]

[21:44] <Androoin> (yeah hope things get better Marr)

[21:45] <Valio> "We need to head North."

[21:46] <Androoin> "Then lets go north"

[21:46] <@Ptolamir> (I haven't a clue)

[21:46] <@GWRD> The day is getting hot as the sun beats down high from your backside at this point.

[21:47] <Valio> "If we want to get back to the camp, we will need to head that way. I do not want to backtrack, but we need to make our way back there."

[21:48] <Thanadin> "I thought we were searching for a new campsite?"

[21:48] <@GWRD> (DC 10 Survival to determine which way North is.)

[21:48] <Orzady> "I was looking for a high point to light a signal fire.:"

[21:48] <Androoin> "I don't want to, I will but, I dont, "want" to travel mid day"

[21:48] <Orzady> 1d20

[21:48] <TolBot> [Orzady's 1d20(3)]: 3

[21:48] <Valio> "We are, but we still have members back at the original campsite we need to retrieve eventually."

[21:48] <Theron_Greystone> 1d20+3

[21:48] <TolBot> [Theron_Greystone's 1d20(5)+3]: 8

[21:48] <Valio> 1d20

[21:48] <TolBot> [Valio's 1d20(15)]: 15

[21:49] <Thanadin> 1d20+4

[21:49] <TolBot> [Thanadin's 1d20(10)+4]: 14

[21:49] <Theron_Greystone> (we go up, up is north right)

[21:50] <@Ptolamir> 1d20+1

[21:50] <TolBot> [Ptolamir's 1d20(13)+1]: 14

[21:50] <@Ptolamir> (I like going south. Feels like walking downhill)

[21:50] <@GWRD> Several of you believe you are presently facing north west, and probably have been traveling north for a few hours before that.

[21:50] * Androoin looks unhappy about the heat

[21:54] * Orzady looks around, and starts to unbuckle his armor...then thinks better about it and leaves the armor on.



[21:54] * Theron_Greystone removes his armor too
 [21:55] <@GWRD> (Continuing on, resting here through the heat, which isn't super bad yet, or exploring the local plant life?)
 [21:55] <Theron_Greystone> (i ma for exploring a bit and then resting through the worst of the heat)
 [21:56] <Thanadin> [what he said]
 [21:56] * Orzady finds an ordinary tree and stands under hte shade.
 [21:56] * Valio nods. "A rest would be good."
 [21:57] <@GWRD> The majority of you choose rest, and make camp near the nettles with the long thorns. Your rest is not interrupted by anything foul, as the worse of the heat eventually passes.
 [21:58] <Theron_Greystone> "anyone knows anything about those plants?"
 [21:59] <@GWRD> (Nature check may learn more, if somebody has a rank in Knowledge: Nature)
 [22:00] <Thanadin> [just history and religion here]
 [22:02] * Disconnected
 Session Close: Sun Mar 02 22:02:36 2014

Session Start: Sun Mar 02 22:02:36 2014

Session Ident: #grovewood

[22:02] * Attempting to rejoin channel #grovewood
 [22:02] * Rejoined channel #grovewood
 [22:02] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid>'
 [22:02] * Set by ChanServ on Fri Feb 28 21:41:06
 [22:02] <***> Buffer Playback...
 [22:02] <Theron_Greystone> [22:01:25] (i'ma dwarf ... Nature is for hippy elves)
 [22:02] <Valio> [22:01:28] "They would probably kill us if we tried. Most of the island has done that so far."
 [22:02] <Orzady> [22:01:50] (I'm a human -- elves is good fertilizer)
 [22:02] <***> Playback Complete.
 [22:03] <@GWRD> (Continuing on then?)
 [22:03] <Thanadin> [i vote yes]
 [22:03] <Theron_Greystone> "We should continue"
 [22:05] <@GWRD> You continue onwards for about a half-hour more before coming to a familiar beach at the bottom of a hill.
 [22:05] <Orzady> "Let's find another good rest palce for hte night. Something spider-free."
 [22:05] <Valio> "We might be able to get back before dark."
 [22:06] <Thanadin> "Well, beaches tend to be spider-free."
 [22:06] <Theron_Greystone> "and no late night swimming"
 [22:06] <@GWRD> From here, you realize you can make it back to camp in time for dinner... which you didn't pack for.
 [22:07] <Valio> "We should go back to camp and let the others know what we found."
 [22:07] <Theron_Greystone> (in that case we should continue)
 [22:07] <Androoin> "Let's be gettnng back then"
 [22:09] <Thanadin> [getting back by going forwards,yay islands]
 [22:09] <Valio> (path looped somewhere, I guess)
 [22:09] <@Ptolamir> "Then we should try for it"
 [22:09] <@GWRD> You travel for the rest of the day, making it back to camp just before nightfall would hit.
 [22:09] <Valio> "We have returned!"
 [22:10] <Orzady> "That was great -- let's not do that again."
 [22:11] <Androoin> "Don't think we have much of a choice though:
 [22:11] <Theron_Greystone> "we will need to find a better spot for our camp"
 [22:11] <@Ptolamir> "We've got to persevere searching."



[22:12] <@GWRD> Sasha has a few large snakes cooking over the fire, and Jask seems to be rubbing some herbs into it.

[22:12] <Valio> "I suggest we move the whole camp next trip. We have a better understanding of a portion of the island now, and we can get back to our camp faster if we move it that direction."

[22:12] * Theron_Greystone tell the people that stayed back everything that happened (including Theons almost zombification)

[22:12] <Orzady> "... and the spider."

[22:13] <Theron_Greystone> (yeah Orzady screamed like a little girl when the spider fell from the tree)

[22:13] <@GWRD> (So actually tell the tale, since Alisdair did stay back)

[22:14] <Orzady> (wouldn't you?)

[22:15] <@Ptolamir> "We should be more mobile, I agree."

[22:16] * Androoin nods at the elf's wisdom

[22:16] * Valio is looking forward to his hammock.

[22:17] * Androoin seeks out around camp for any healing for his head before dinner

[22:17] * Orzady lies down after eating snake

[22:18] <@GWRD> (What's wrong with Androoin's head?)

[22:18] <Theron_Greystone> (we fought valiantly against chickenbats, followed the other side and found a large bird corpse, followed the game trail and found a clearing with wilted plants and only a yellow flower in the middle, fought the flower and is ghoulish minions. continued down the game trail and fought the mega spider, found a river with a grove of huge thorny vines. circled back on this side of the island to...

[22:18] <Theron_Greystone> ...the camp...no magic loots, no humans and worst of all no taverns or ale)

[22:18] <Androoin> (I got smashed by a zombie)

[22:18] <Androoin> (8/13 hps)

[22:18] <Orzady> (We're in Hell, aren't we?)

[22:19] <Theron_Greystone> (oh yeah i got singed by Ptolamir the cross eyed wizard)

[22:19] * Valio looks for any injuries to heal, then gets some snake in him before sleep.

[22:19] <@GWRD> Jask treats your wound with a curative channeling...

[22:19] <Valio> (healing needed?)

[22:19] <@GWRD> 1d6

[22:19] <ToIBot> [GWRD's 1d6(4)]: 4

[22:20] <@GWRD> Jask: "There, the rest of that should close up nicely over night.

[22:20] <Androoin> "Thanks again Jask, I'll try to avoid the hits from now on"

[22:21] <Orzady> "I could use some healing as well."

[22:21] <@GWRD> (Everybody gets that 4 hps)

[22:21] <Valio> 1d8+1

[22:21] <ToIBot> [Valio's 1d8(5)+1]: 6

[22:21] * @Ptolamir looks up at the esky.

[22:21] <@Ptolamir> "So in the morning we move camp?"

[22:22] <@GWRD> The sky is overcast, but surprisingly it hasn't rained today, like it usually does.

[22:22] <Valio> "I think that would be wise. We will cover more ground with a more centralized base camp."

[22:23] <Orzady> "We need higher ground."

[22:24] <Thanadin> "Wouldn't higher ground make us easier targets for goat-bombs?"

[22:25] <Theron_Greystone> (did anyone eat that goat)

[22:25] <@GWRD> (no)

[22:25] <@GWRD> (And the carcass has since been disposed of)

[22:25] <Valio> "We need to find a way off the island, and if no easy solution exists, we need to build a defense to keep enemies at bay while we construct a way off."

[22:25] <Orzady> "We can dig in against those. We can't dig in against a tidal wave, or signal a passing ship."



[22:26] <Thanadin> [awh,no goat sausages for breakfast,then]
[22:26] <Orzady> (feta cheese and goat sausage? Mmmm)
[22:28] <Androoin> "We just have to take a risk, we can't really defend well anyway, we keep running into to things that, well, at least i've never seen before"
[22:29] * Valio agrees
[22:29] * Thanadin nods
[22:29] <Theron_Greystone> "Aye"
[22:31] <@GWRD> Sasha looks up with her manic eyes at the conversation.
[22:31] <@GWRD> Sasha: "So where are we going, hopefully somewhere fun!"
[22:32] <Valio> "More interesting than the beach."
[22:33] <Orzady> "Depends on how you define fun. This island? Not fun."
[22:34] <@GWRD> Sasha: "This island is plenty fun. There are these flying dinosaurs with bat like wings near the beach for example. I want one as a pet, that would be great!"
[22:34] <Theron_Greystone> (oh great... this island makes you crazy too)
[22:35] * Orzady gives her a hard look and then looks to the others.
[22:35] <Orzady> "Move at first sun?"
[22:35] <Valio> "Aye."
[22:36] <@GWRD> Sasha: "What? I would be your best friend, for probably ever. Oh please get me one as a pet, I'll take good care of it, and keep it from killing you all... I think."
[22:37] * Valio chuckles quietly behind his hands.
[22:38] <Orzady> "I hope that sun comes very early."
[22:38] <Orzady> "And keep the weapons away from her."
[22:38] * Orzady settles down.
[22:38] * Theron_Greystone fails to hide a hearty laugh
[22:38] <Orzady> "Women are crazy during all the moon."
[22:39] <@GWRD> Sasha gives Orzady a look, which is very quickly followed by the sick looking Aerys.
[22:39] <@GWRD> You hear Gelik the gnome laughing his head off in the background.
[22:40] <Theron_Greystone> "At least our spirits are improving"
[22:40] * Androoin settles down for some needed rest
[22:41] <Orzady> (Orzady -- ladies man...)
[22:41] <Theron_Greystone> (you get dibbs on all the crazies)
[22:42] <@GWRD> As evening falls upon the camp and the castaways turn in for the night, they have their first peaceful night on the island...



Session 10 - 3-9-2014 - Boats and Maps

[20:06] <@GWRD> Last session our band of intrepid explorers decided to explore more of the island they are marooned on. During their journey, they encountered dangerous yellow plants that turned people into zombies, giant spiders, and a field of tall thorny plants.

[20:07] <@GWRD> They returned back to camp late that evening to get some well deserved rest and eat their fill of leftovers and fresh game brought in by Sasha.

[20:08] <@GWRD> An eerie green glow emanates from the water as the evening passes, as this session begins.

[20:09] <Theron_Greystone> (not again)

[20:09] <@GWRD> (yes again)

[20:09] <Orzady> (I didn't know we were near the Springfield Nuclear Power Plant)

[20:10] <Theron_Greystone> "I hope no one intends to go swimming tonight."

[20:10] <@GWRD> An orange fish can be seen off in the distance of the water, hopping above the waves.

[20:11] <Theron_Greystone> (wait was the original glow also green or was it bluish?)

[20:13] <@GWRD> (Green)

[20:15] <Orzady> "Does the water glow like this all the time?"

[20:16] <@Theon_Tokko> (how are my negative values? deficiencies due to the disease and plant now anyways?)

[20:16] <Theron_Greystone> "we have seen this before, and few tried to get a better look... we never saw them again"

[20:16] <@GWRD> (Hps +3, Str +1, Int +1)

[20:17] <@GWRD> The evening passes by with little incident (unless somebody wants to go swimming), and eventually a heavy rain greets you in the morning. Vallo looks a little flushed and sweaty this morning, as if suffering from a nightmare.

[20:17] * Orzady looks around to the shore and teh jungle.

[20:18] <Thanadin> "You ok there Vallo?"

[20:18] * Thanadin yawns

[20:19] * Tasso shivers as he makes the morning coffee

[20:19] <Tasso> "I've felt better"

[20:19] * Tasso is now known as Valio

[20:19] <Valio> (almost done/here)

[20:19] * Orzady double checks his weapons and gear.

[20:19] <@GWRD> The shore is rough and choppy with the heavy rains feeding the waves their strength. The jungle is alive, with the sounds of branches bending to the will of the rain drumming on their leaves.

[20:21] * @Ptolamir yawns.

[20:21] <Orzady> "We need to find shelter."

[20:21] <@Theon_Tokko> "Might as well make it, we may be here a very long while."

[20:22] * Valio sips at his coffee, trying to keep the fluid either in his cup or in his mouth.

[20:22] <@GWRD> (You're in a shelter, that has been working pretty well)

[20:22] <Thanadin> "Perhaps Jask should tend to you?"

[20:25] * Disconnected

Session Close: Sun Mar 09 20:25:48 2014

Session Start: Sun Mar 09 20:25:48 2014

Session Ident: #grovewood

[20:25] * Rejoined channel #grovewood

[20:25] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid>'

[20:25] * Set by ChanServ! services@services.sorcery.net on Fri Feb 28 21:41:05

[20:25] <***> Buffer Playback...

[20:25] <Valio> [19:24:16] "I had a bad dream is all. I should be good after another cup of coffee."



[20:25] <Theron_Greystone> [19:24:22] " A nice cave would serve us well"

[20:25] <Valio> [19:24:40] "A cave would remind me of home."

[20:25] <***> Playback Complete.

[20:27] <Valio> "Nice acoustics."

[20:27] <Orzady> "I would rather find a tavern and wenches."

[20:28] * @Ptolamir sighs.

[20:28] <@Ptolamir> (so we're on the trail, still in need of finding a campsite?)

[20:28] <@Theon_Tokko> "I already feel at home, the wilderness suites me well."

[20:29] <Thanadin> [i thought we were back at camp]

[20:29] <Orzady> "Yeah -- some of us grew up in a city."

[20:30] <Valio> "Are we planning to pack up this morning?"

[20:31] <@GWRD> (No you returned back to your shelter near the shore)

[20:31] <Orzady> "So? What now?"

[20:32] <Theron_Greystone> "should we move closer to the river, finding supplies there might be easier?"

[20:32] <Valio> (ugh... biab...)

[20:35] <@GWRD> Heavy rains continue to beat down, carving little paths in the sand where the water is making its way to the violent sea.

[20:37] <Orzady> "Let's work on getting out away from the rain. I don't like being swept out to sea twice in a lifetime."

[20:38] <@GWRD> The roof of your shelter does a good job of keeping out most of the rain, and most of your castaways have gathered into it, with the exception of Sasha who is out dancing in the rain, and Aerys who is throwing up her guts by a tree.

[20:39] * @Theon_Tokko quietly watches Sasha enjoy herself in the rain

[20:39] * Orzady looks at Aerys, then to Sasha...then back to the ground.

[20:39] <Orzady> "Yeah -- utterly worth it."

[20:40] <@Ptolamir> (ok, so we have decided to break camp and move out in the morn?)

[20:40] <Theron_Greystone> (i am for finding something more permanent, not sure about others)

[20:41] * Valio drums a rhythm while the others wait under the shelter.

[20:41] <@Ptolamir> (I am for staying mobile)

[20:41] <Orzady> (Staying mobile)

[20:41] <Valio> (mobile time!)

[20:42] <@GWRD> (Do you want to wait until the rain breaks, or start now?)

[20:42] <Orzady> (rain breaks)

[20:43] * Theron_Greystone prepares his meager belongings for travel and waits for the rain to stop

[20:44] * @Theon_Tokko packs up and inspects his blade while he waits

[20:44] <@Theon_Tokko> "If there are any of those damned ants where we're going I swear I'm going to hurt somebody."

[20:44] * Valio packs his belongings, sighing as he takes down his hammock.

[20:46] * Orzady shrugs on his cloak and makes sure his weapons are protected from the rain.

[20:47] <@Ptolamir> (so it's morning now and raining?)

[20:47] * @Ptolamir finishes packing his things, "So we are abandoning this camp, right?"

[20:48] <@GWRD> You take down and pack up what you can this morning in the rain, before the rain breaks and you disassemble your shelter and pack up the last of your new belongings.

[20:48] <@Ptolamir> "If we don't keep moving, we won't discover opportunity to find a way out."

[20:48] * Valio finds a few long sticks and ties the small barrel of water to them to provide a travois.

[20:49] <@GWRD> It takes about another hour to tear down the rest of your shelter before you are ready to travel.

[20:50] <@GWRD> Jask and Aerys both seem hopeful that you will find a better campsite, while Gelik and Sasha aren't as convinced. Ishirou looks around nervously as if something is going to kill you all the first chance it gets.

[20:50] <@GWRD> (Where to?0

[20:51] * @Theon_Tokko rigs up his makeshift bed for travel



[20:51] <Orzady> "High ground."
 [20:56] <@GWRD> (You guys may want to discuss a destination, unless you want to explore the island and setup a shelter wherever you think best. In which case I'd need to know where you are going to travel.)
 [20:56] <@Theon_Tokko> (I'm the 'company idiot' you don't want my input)
 [20:57] <@GWRD> (You have an average intelligence now, you're not the company idiot any more)
 [20:57] <Orzady> (You've been fired.)
 [20:57] <@Ptolamir> (afk bedtime)
 [20:58] <Valio> (south along the beach for a while, maybe inland towards mid-day? IDK...)
 [20:58] <@Theon_Tokko> (indeed, I should put Jade to sleep too...)
 [20:58] <Orzady> (I should yell at the dogs...)
 [20:58] <@GWRD> (GAME BREAK)
 [20:59] <Thanadin> [wheres the mountain dew?!]
 [20:59] <Valio> (I cast magic missile)
 [20:59] <@GWRD> (In the fridge)
 [21:00] <Theron_Greystone> (so where should we go, i have not seen any Taverns on the way , the only thing we can do is go kill some skeletons)
 [21:01] <Theron_Greystone> (or should we just go exploring?)
 [21:02] <@Theon_Tokko> (Alright, I'm back)
 [21:06] <Orzady> (back)
 [21:06] <@GWRD> (Waiting on Tol, then we'll resume)
 [21:07] <@Theon_Tokko> (wifey already had Jade in bed, I jus' had to give her, her goodnight squishie [hug])
 [21:08] <@Ptolamir> (back)
 [21:08] <@GWRD> (GAME RESUMING)
 [21:08] <@GWRD> (Now to decide where you are going)
 [21:10] <@Ptolamir> "So do we have a plan where to explore this time? Who has our map we're making?"
 [21:11] <Orzady> "Someone was making a map?"
 [21:11] <Valio> "I think we should start heading down the beach, and maybe around mid-day we head inland."
 [21:12] <@GWRD> (Nobody actually was, I was just for your convenience. <https://docs.google.com/presentation/d/...sp=sharing>)
 [21:13] <Valio> (I'm suggesting heading towards C14)
 [21:13] <Theron_Greystone> (you sank my battleship.. sorry couldnt resist)
 [21:14] * @Ptolamir nods to Valio, "That makes sense."
 [21:15] * Theron_Greystone prepares to leave towards the east
 [21:15] * Orzady falls in with Theron.
 [21:15] <@GWRD> (Unexplored territory, I approve > 😊)
 [21:16] <Valio> (no point traveling somewhere we KNOW doesn't have a cave, right?)
 [21:16] * @Ptolamir sets out walking.
 [21:16] * Thanadin follows along
 [21:17] * Valio starts pulling the travois down the beach
 [21:17] <Theron_Greystone> (first tavern we find i am ordering a whole Pitcher of ale just for myself)
 [21:17] <Valio> (we'll all be doing that)
 [21:17] * Theron_Greystone offers to assist carrying any gear
 [21:18] <@GWRD> (How would you like to travel to C14, by beach?)
 [21:19] <Theron_Greystone> (follow the treeline?)
 [21:19] <@GWRD> (So by beach)
 [21:19] <Theron_Greystone> (yeah straight for the undead camp there)
 [21:20] <Valio> (of course.)
 [21:20] <Valio> "Be on the lookout for skeletons, there was a wreck I noticed last time I traveled this



way."

[21:21] <Thanadin> [cue attack of undead chickenbats]

[21:21] <@GWRD> You spend the rest of the morning travelling along the beach. About an hour and a half or so of travel, you spy a wrecked ship on a small island off on the sea a bit of a way.

[21:21] <Orzady> (or rabid undead chickenbats)

[21:22] <Theron_Greystone> (would not be surprised.. with a side of yellow zombie flowers)

[21:22] * @Ptolamir looks out at the ship.

[21:22] <@GWRD> It looks to be about a 1/2 mile out, and would be a difficult swim to reach.

[21:24] <Valio> "Not sure if skeletons could make that distance or not."

[21:25] <@GWRD> (Going to attempt to visit the ship or carry on?)

[21:25] * Valio keeps moving along the beach.

[21:27] <Theron_Greystone> "Does not seem like it would be easy to reach that island.. I say we move on"

[21:28] <@GWRD> You leave the ship behind as the sun continues to rise up into the sky, it's coming close to noon and you still see the ship on the water for quite sometime, before you come across a tree bowed out over the jungle cliff line. In that tree is a nest with a lone "chickenbat" in it. Sasha immediately squeals that she wants it as a pet, and would be the best friend of whomever caught it for her. Ishirou starts looking rather nervous on t

[21:29] <@Ptolamir> (cut off at "nervous on t")

[21:30] <@GWRD> Ishirou starts looking rather nervous on the other hand.

[21:30] * Orzady sneers at Sasha.

[21:30] <@Ptolamir> "They are dangerous, Sash. Do not draw its attention."

[21:30] * Valio tries to quiet Sasha. "The last one nearly killed us as we explored."

[21:30] <@GWRD> Sahsa: "But I really really want one as a pet. I can train it, and keep it well behaved. Come on, please?"

[21:31] <Valio> "Perhaps once we have a more permanent shelter."

[21:32] <@GWRD> The creature hasn't noticed you yet, or doesn't seem to care.

[21:32] <@Theon_Tokko> (is it a small one? like a baby?)

[21:33] <@GWRD> (Medium sized)

[21:33] <@GWRD> (Like the ones you've fought before)

[21:34] * @Theon_Tokko makes an attempt to call it to him in a non-threatening manner (Nature maybe?)

[21:34] <Orzady> "You don't need a pet. You need a good ale and a man to shake sense into you."

[21:34] <@GWRD> Ishirou grows more and more nervous as the creature shifts in its nest.

[21:34] <@GWRD> (Animal Handling)

[21:35] <@GWRD> Sasha: "I need those too, are you offering?"

[21:35] <@GWRD> Aerys: "Did somebody say ale? I NEED ale like you wouldn't believe!"

[21:35] <@Theon_Tokko> 1d20 (plus whatever bonuses I'd have, didn't save on my sheet)

[21:35] <ToIbot> [Theon_Tokko's 1d20(2)]: 2 (plus whatever bonuses I'd have, didn't save on my sheet)

[21:35] <@Theon_Tokko> (ROFLMAO! figures, oh well)

[21:36] <Theron_Greystone> (aaaand we get attacked)

[21:36] <@GWRD> Theon Tokko makes some clucking and wing flappy noises and catches its attention... but not in a non-hostile way.

[21:36] <@Theon_Tokko> (more like I get attacked lol)

[21:36] <@GWRD> `init rolls please

[21:36] <ToIbot> Please make an initiative roll (1d20+modifier).

[21:36] <@Theon_Tokko> 1d20+3

[21:36] <ToIbot> [Theon_Tokko's 1d20(17)+3]: 20

[21:36] <@Theon_Tokko> (Really tolbot why couldn't you have given me that before...)

[21:36] * TolBot makes a 'shushing' sound.

[21:36] <Theron_Greystone> 1d20-1 Init

[21:36] <ToIbot> [Theron_Greystone's 1d20(18)-1]: 17 Init



[21:36] <@GWRD> 1d20+2 for Aerys
 [21:36] <TolBot> [GWRD's 1d20(2)+2]: 4 for Aerys
 [21:36] <Thanadin> 1d20+1
 [21:36] <TolBot> [Thanadin's 1d20(18)+1]: 19
 [21:37] <@GWRD> 1d20+2 for Gelik
 [21:37] <TolBot> [GWRD's 1d20(12)+2]: 14 for Gelik
 [21:37] <Orzady> 1d20+6
 [21:37] <TolBot> [Orzady's 1d20(9)+6]: 15
 [21:37] <@GWRD> 1d20+2 for Ishirou
 [21:37] <TolBot> [GWRD's 1d20(6)+2]: 8 for Ishirou
 [21:37] <@Ptolamir> 1d20+2
 [21:37] <TolBot> [Ptolamir's 1d20(9)+2]: 11
 [21:37] <@GWRD> 1d20 for Jask
 [21:37] <TolBot> [GWRD's 1d20(11)]: 11 for Jask
 [21:37] <@GWRD> 1d20+3 for Sasha
 [21:37] <TolBot> [GWRD's 1d20(4)+3]: 7 for Sasha
 [21:38] <@GWRD> 1d20+3 for Dimorphodon
 [21:38] <TolBot> [GWRD's 1d20(6)+3]: 9 for Dimorphodon
 [21:38] <@Theon_Tokko> (ah! I'm trained in Animal Handling, so that should have had a +3 on it too, my sheet is broken and didn't autofill it XD)
 [21:38] <Theron_Greystone> (would it be unpaladin like to just push sasha to the chickenbat???)
 [21:38] <@GWRD> (Yes it would be inappropriate)
 [21:38] <@GWRD> `init report
 [21:38] <TolBot> Initiative Order: Theon_Tokko, 20, Thanadin, 19, Theron_Greystone, 17, Orzady, 15, Gelik, 14, Ptolamir, 11, Jask, 11, Dimorphodon, 9, Ishirou, 8, Sasha, 7, Aerys, 4
 [21:39] <@GWRD> (Theon T., Thanadin, Theron G., Orzady)
 [21:39] <@Theon_Tokko> (I'm going to attempt to calm it / tame it, handle animal again?)
 [21:39] <@GWRD> The chickenbat approaches, and is presently in missile range and not melee range.
 [21:39] <Valio> (sorry, gimme a sec to catch up...)
 [21:39] <@GWRD> (Sure)
 [21:39] <@Theon_Tokko> 1d20+3
 [21:39] <TolBot> [Theon_Tokko's 1d20(3)+3]: 6
 [21:40] <@Theon_Tokko> (I hate you TolBot... I'm going to tell Zionia to unf you lots... XD)
 [21:40] * TolBot TolBot takes a shower.
 [21:40] <Thanadin> [youre not very good with animals 😞]
 [21:40] * Theron_Greystone prepares his morning star and shield and prepares to step into the attackers way
 [21:40] <Thanadin> [ill ready an attack for when it gets closer]
 [21:40] <Valio> 1d20+4
 [21:40] <TolBot> [Valio's 1d20(8)+4]: 12
 [21:41] <@GWRD> Theon continues to taunt the chickenbat, as the others prepare to attack.
 [21:41] <@GWRD> (Orzady, Gelik, Ptolamir, Jask)
 [21:42] <@GWRD> Gelik begins to inspire courage through a rousing comedy act (+1 hit/dam/save vs. fear)
 [21:43] <@GWRD> (Orzady, Ptolamir, Jask)
 [21:43] * Valio drops the travois poles and starts searching for sling ammunition, realizing he hasn't been carrying any on his person.
 [21:43] * Orzady unslings his bow and nocks an arrow...
 [21:43] <Orzady> 1d20+2
 [21:43] <TolBot> [Orzady's 1d20(3)+2]: 5
 [21:44] <Orzady> ... and curses vioently enough to brown the local foilage.
 [21:44] <@GWRD> Orzady shoots an arrow at it, as it glides closer for the attack, but the shot goes



wide in his haste to attack.

[21:44] <@GWRD> (Ptolamir, Jask, it)

[21:44] * @Ptolamir sets a wall of fire to hide behind.

[21:45] <@GWRD> Jask waits to see how this plays out, in order to best treat injuries.

[21:45] <@GWRD> (ALL HOLDING ATTACKS GO)

[21:45] * @Ptolamir sends a 20ft fire jet out.

[21:45] <Theron_Greystone> "Blasted things don't like company"

[21:46] <@Ptolamir> (hopefully onto some combustable material.)

[21:46] * Thanadin looses a volley of arrows at the creature [flurry of blows]

[21:46] <Thanadin> 1d20-1

[21:46] <TolBot> [Thanadin's 1d20(20)-1]: 19 (Fabulous)

[21:46] <Thanadin> 1d20-1

[21:46] <TolBot> [Thanadin's 1d20(14)-1]: 13

[21:46] <@GWRD> The "chickenbat" dives towards the group, making its way for Aerys.

[21:46] <Orzady> (brb)

[21:46] <Thanadin> [woo,crit]

[21:46] <Theron_Greystone> (is the think in melee range yet)

[21:46] <@GWRD> (AC 14. Don't forget your +1 hit/dam bonus from Gelik)

[21:46] <@GWRD> (Yes it's entered melee range to attack Aerys)

[21:47] <Thanadin> 1d20 crit confirm

[21:47] <TolBot> [Thanadin's 1d20(19)]: 19 crit confirm

[21:47] * Theron_Greystone tries to position himself between the chickenbat and Aerys

[21:47] <Thanadin> [so with a x3 crit,that means i roll 3d6?]

[21:47] <@GWRD> (yup)

[21:48] <Thanadin> 3d6

[21:48] <TolBot> [Thanadin's 3d6(9)]: 9

[21:49] <Theron_Greystone> 1d20+3

[21:49] <TolBot> [Theron_Greystone's 1d20(4)+3]: 7

[21:50] * @Ptolamir pulls out his bow for the second round of attacks.

[21:51] <@GWRD> Thanadin buries an arrow in its chest, wounding it badly, as it attempts to bite at Aerys.

[21:51] <@GWRD> 1d20+3

[21:51] <TolBot> [GWRD's 1d20(7)+3]: 10

[21:51] <@GWRD> Missing her as it resumes its climb back out of melee range.

[21:51] <@GWRD> As it does so, Ishirou panics and flees.

[21:52] <@GWRD> Sasha: "No no no, don't kill it!"

[21:52] <Theron_Greystone> "GET BACK HERE! we should not split up"

[21:52] <Orzady> "GODS-RUTTING SAKE, SHUT UP!"

[21:52] <@GWRD> 1d20+4

[21:52] <TolBot> [GWRD's 1d20(3)+4]: 7

[21:53] <@GWRD> Aerys unslings her composite long bow and takes a shot at it, but her shot goes wide.

[21:53] <@GWRD> (Round 2 - Theon Tokko, Orzady, Thanadin, Theron G.)

[21:54] * @Theon_Tokko same as before...

[21:54] <@Theon_Tokko> 1d20+3

[21:54] <TolBot> [Theon_Tokko's 1d20(18)+3]: 21

[21:54] <@Theon_Tokko> (haha, that should have been OOC and not a /me XD)

[21:55] <@GWRD> Theon attempts to calmly call the creature, and seems to be mimicing its sounds better this time, but it remains unconvinced.

[21:55] <@GWRD> (Round 2 - Orzady, Thanadin, Theron G.)

[21:55] * Orzady fires another arrow

[21:55] <Orzady> 1d20+2

[21:55] <TolBot> [Orzady's 1d20(16)+2]: 18



[21:55] <@GWRD> (hit)
 [21:56] <Orzady> 1d6
 [21:56] <TolBot> [Orzady's 1d6(2)]: 2
 [21:56] <@GWRD> Orzady lands his arrow in its neck. It gurgles for a moment before losing control of its flight and crashing to the ground. Sasha rushes over to it, but it's too late for the creature.
 [21:56] <@GWRD> (End combat)
 [21:57] * Valio tosses a handful of sand towards Ishirou.
 [21:57] <Thanadin> "I thought you said those things were difficult?"
 [21:57] * @Ptolamir stands up right.
 [21:57] <@Ptolamir> "Who's gonna strip it?"
 [21:57] <Valio> (Is Ishirou still running?)
 [21:58] * @Theon_Tokko shakes his head and goes to check the nest
 [22:00] <Orzady> "Any eggs? I could use an omlette."
 [22:00] * Theron_Greystone continues looking around in case more of the creatures show up
 [22:04] * Valio starts looking for makeshift sling ammo.
 [22:05] <@GWRD> Ishirou does appear to still be running, unaware that the creature is dead.
 [22:05] * Orzady looks at Ishirou and tries to judge the distance.
 [22:05] <Valio> "Ishirou, it's not attacking us any longer."
 [22:05] <@GWRD> There doesn't appear to be any eggs in the nest, but there are a several smooth rocks along the beach that could be used to skip across the water, or in a sling.
 [22:06] <@GWRD> (About 60')
 [22:06] <@GWRD> (Diplomacy check Valio)
 [22:06] * @Theon_Tokko sighs, he had hoped to find a baby chickenbat to give to Sasha
 [22:06] <Valio> 1d20+4
 [22:06] <TolBot> [Valio's 1d20(3)+4]: 7
 [22:06] * Valio picks up the rocks, only partly attempting to slow Ishirou.
 [22:07] <Theron_Greystone> "Ishirou.. we are safe"
 [22:07] * @Theon_Tokko looks to Sasha, "I'm sorry... I tried... "
 [22:08] <@GWRD> (Diplomacy check Theron G.)
 [22:08] <Theron_Greystone> 1d20+2
 [22:08] <TolBot> [Theron_Greystone's 1d20(4)+2]: 6
 [22:08] <Theron_Greystone> (yep we lost an NPC)
 [22:08] <@GWRD> Sasha looks rather pissed, while Ishirou runs for the tree line.
 [22:08] <Valio> (still within 110'?)
 [22:09] * Thanadin calls out to Ishirou "It is dead! Come back!"
 [22:09] * Orzady nocks an arrow and measures the windspeed.
 [22:09] * Valio whispers and tosses sand towards where Ishirou is disappearing into the jungle.
 [22:09] <Valio> (sleep)
 [22:10] * Theron_Greystone looks disapprovingly at Orzady
 [22:10] <Theron_Greystone> (that is if you are aiming at Ishirou)
 [22:10] <@GWRD> 1d20-1
 [22:10] <TolBot> [GWRD's 1d20(10)-1]: 9
 [22:10] <Valio> (yes, I just cast sleep on an ally...)
 [22:11] <@GWRD> Ishirou stops running, trips and falls into the sand.
 [22:11] * Valio sighs and goes to get Ishirou. "Someone help me?"
 [22:11] * Orzady lowers his bow.
 [22:11] * Theron_Greystone follows Valio
 [22:11] <Orzady> "Sure -- maybe he'll get more moon-crazed than Sasha."
 [22:12] * Orzady follows Valio
 [22:13] <Valio> "We should take a short break and then continue searching. Hopefully this doesn't happen frequently."
 [22:13] <Theron_Greystone> (how is the heat?)
 [22:14] <@GWRD> There is wisdom in Valio's words, as the heat is starting to get unbearable.



[22:15] * Valio helps bring Ishirou back to the group and sets up a makeshift sun shade for the middle of the day.

[22:18] * Disconnected

Session Close: Sun Mar 09 22:18:01 2014

Session Start: Sun Mar 09 22:18:01 2014

Session Ident: #grovewood

[22:18] * Rejoined channel #grovewood

[22:18] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid>'

[22:18] * Set by ChanServ! services@services.sorcery.net on Fri Feb 28 21:41:05

[22:18] * Orzady takes off his armor and helps to set up a shelter.

[22:18] <@GWRD> The hot part of the day passes by relatively quickly, though Sasha broods through most of it.

[22:18] * Valio cracks open the barrel and fills waterskins handed his way.

[22:18] <Valio> "Sasha, we will find you another once we are settled in to a nice cave."

[22:19] <Thanadin> "Perhaps one less bent on killing us all."

[22:19] <@GWRD> She seems unconvinced.

[22:19] <Valio> "A baby will be easier to train."

[22:19] <Theron_Greystone> "one much smaller"

[22:20] * Orzady hands Valio his waterskin.

[22:20] <Orzady> "Why do you want a pet? Those things can't be trained. They're only useful as food."

[22:21] <Theron_Greystone> (can they be eaten?)

[22:21] <@GWRD> Sasha:"What do you know about them? You only know how to kill things and grunt a lot."

[22:21] <@GWRD> (Nobody has tried to eat one yet.)

[22:22] <@GWRD> She smiles, a manic little smile that sends shivers up a sane person's spine.

[22:22] <Orzady> "It's worked thus far."

[22:23] * Valio decides to wake Ishirou up before packing up the water and shade.

[22:23] <@GWRD> Sasha: "Perhaps they think the same of you? He can't be trained, he's only good for food."

[22:24] <Theron_Greystone> (/me looks Orzady over" definitely not good as food")

[22:24] <@GWRD> Ishirou has been awake for a while, and seems much calmer now that the thing is dead. He does have a sense about him that he's given up hope of getting off this island though.

[22:24] <Orzady> "They're animals. They don't think."

[22:25] * Thanadin goes over to Ishirou

[22:25] <@GWRD> Sasha: "Same could be said for you."

[22:25] <@GWRD> She laughs and smiles.

[22:25] <Thanadin> "I am ashamed to know you. You do not deserve to wear that sword."

[22:25] <Valio> "I think we need to find a better place to shelter for the evening."

[22:26] <Theron_Greystone> "we should still have some time for exploring"

[22:26] * @Theon_Tokko tries to make casual conversation with Sasha about the chickenbats, trying to find out why she wants one, and what she plans on training them to do

[22:26] <@GWRD> Ishirou looks at Thanadin with shame in his eyes.

[22:27] <@GWRD> (Diplomacy check Theon T.)

[22:27] <Orzady> (under his breath) "Crazed woman."

[22:27] <@Theon_Tokko> 1d20

[22:27] <ToIBot> [Theon_Tokko's 1d20(13)]: 13

[22:29] <@GWRD> Sasha: "The wildlife here is adorable, particularly those, because they are poisonous. A baby one as a pet would be absolutely wonderful to have, and I do promise to keep good care of it, and maybe even train it to bite that jerk."

[22:30] <@GWRD> She looks over in Orzady's direction casually as she mentioned that last part.



[22:30] * @Theon_Tokko laughs heartedly
 [22:30] <@GWRD> and smiles.
 [22:30] <@Theon_Tokko> "Well then, I will have to redouble me efforts to find you one."
 [22:31] <@GWRD> Sasha: "Yay!"
 [22:32] <Orzady> "I'll start looking for some spices."
 [22:33] * Valio offers orzady a bit of his remaining garlic and salt.
 [22:33] <@GWRD> The heat starts to break, permitting travel to resume comfortably once again, should you elect to take it.
 [22:34] <Theron_Greystone> (i vote we continue)
 [22:34] <Thanadin> [i second]
 [22:34] <Valio> (third)
 [22:34] * Valio picks up the travois once everything is packed up. "Shall we continue?"
 [22:35] * Theron_Greystone packs up and gets ready to continue
 [22:35] <Orzady> (lets go)
 [22:35] <@GWRD> You resume your travel down the beach and come to another ship wreck, about an hour from where you stopped mid-day. The wreck is on the beach, and is easily accessible from the shore.
 [22:36] <@GWRD> The bow of the ship appears to have a winged archer holding a golden bow, while the side of the craft reads "The Golden Bow"
 [22:36] * Theron_Greystone readies his weapon as he gets closer to the wreck in case there are more undead
 [22:36] * Orzady nocks an arrow
 [22:36] <Valio> "Think we could clear it of death-inducers and use it as a shelter for the evening?"
 [22:37] * Thanadin readies his bow
 [22:37] <Thanadin> "We can handle it, lets check it out."
 [22:38] * Theron_Greystone looks for any sign of movement
 [22:38] * Valio drops the travois in the sand and draws his longsword. "Be careful and stay in groups."
 [22:38] <@GWRD> You see no sign of movement on the ship.
 [22:39] <@GWRD> (Anybody exploring the wreck may roll percentile, 25% and under is not good)
 [22:39] * @Ptolamir nods.
 [22:39] * Theron_Greystone gets closer and looks for best way to explore the wreck
 [22:39] * @Ptolamir follows up to the side of the ship.
 [22:39] <Valio> 1d100
 [22:39] <ToIBot> [Valio's 1d100(24)]: 24
 [22:39] * Thanadin goes to explore the ship
 [22:39] <Thanadin> 1d100
 [22:39] <ToIBot> [Thanadin's 1d100(46)]: 46
 [22:39] <Theron_Greystone> 1d100
 [22:39] <ToIBot> [Theron_Greystone's 1d100(86)]: 86
 [22:39] <@Theon_Tokko> (goodbye valio XD)
 [22:40] <Valio> (yay, not quite there!)
 [22:40] <Thanadin> [xD we lost valio]
 [22:40] <@Ptolamir> 1d100
 [22:40] <ToIBot> [Ptolamir's 1d100(15)]: 15
 [22:40] <@Theon_Tokko> (I think you're exploring the underside along with Ptolamir)
 [22:40] <@GWRD> Valio is the first one to clamber up onto the ship, and immediately discovers a patch of rotten wood that the others can avoid. He falls through the floor boards into the lower level.
 [22:40] <@GWRD> 1d6
 [22:40] <ToIBot> [GWRD's 1d6(4)]: 4
 [22:40] <@GWRD> (4 damage Valio)
 [22:40] <@Theon_Tokko> (I'll see if I join you under there...)
 [22:40] <@Theon_Tokko> 1d100



[22:40] <TolBot> [Theon_Tokko's 1d100(53)]: 53
 [22:41] <Theron_Greystone> (so what is it? quicksand.. lobsters.. undead.. or undead ridging lobsters over quicksand?)
 [22:41] <@GWRD> Ptolamir, climbs up a different section, and the side rails break, sending him crashing back to the ground.
 [22:41] * Valio rubs his leg. "Watch your step up there!"
 [22:41] <@GWRD> 1d6
 [22:41] <TolBot> [GWRD's 1d6(2)]: 2
 [22:41] <@GWRD> (2 damage)
 [22:41] <@Ptolamir> (I didn't climb anything)
 [22:41] <Thanadin> [undead chickenbats carrying skeleton lobsters over quicksand]
 [22:42] <@Ptolamir> (ok, 2 HP recorded)
 [22:42] <Theron_Greystone> (ok someone just walked headfirst into the side of the boat)
 [22:42] <@Ptolamir> (but I didn't climb nutting)
 [22:42] * @Ptolamir brushes himself off.
 [22:43] <Theron_Greystone> "Watch your step, this thing is falling appart"
 [22:43] <@GWRD> Valio, you seem to be in the captain's quarters, or some other official's room. There is a table with a number of long scroll tubes on it.
 [22:43] <@Theon_Tokko> (Find Ptolamir, you tripped over your own feet, and smacked your noggin off your own weapon. happy? 😊)
 [22:43] * Orzady stays outside to watch for attacks
 [22:43] <Thanadin> [lol]
 [22:43] * Valio takes them carefully and places them into his backpack to look at later, once he knows it's safe to do so.
 [22:44] * Theron_Greystone tries to carefully explore the ship, tapping the wood in front of him with his weapon
 [22:45] <@GWRD> The rest of the ship is devoid of anything useful, and most of the wood has rotten from long exposure to the elements.
 [22:45] <@Theon_Tokko> (I need to go soon.. or the wife will start complaining that I don't get enough sleep 😊)
 [22:45] * Valio returns to the group. "Do we keep going or call it camp for the evening?"
 [22:46] <Thanadin> "I don't think its safe to use the ship as shelter."
 [22:46] <@GWRD> Exploring the ship took all of an hour or so, leaving you with a couple hours left to establish a camp or continue your travelling.
 [22:47] <Valio> "I will do what the group decides, but I do wonder if we will find better before dusk."
 [22:47] <Orzady> (She's standing behind you with that vorpal frying pan)
 [22:48] <Orzady> "Make camp now -- no sense and going any further and getting caught by the dark."
 [22:49] <Theron_Greystone> "Aye"
 [22:50] * @Ptolamir remains by the ship, looking up.
 [22:50] <@GWRD> The group decides to make camp at the ship, and sets aside their supplies to get comfortable for the evening. Unfortunately there is a lack of food to go around, and personal supplies will have to be used . (1 1/2 days of rations will have to come out of party supplies or somebody gets to starve)
 [22:51] <@GWRD> The sky is clear, and likely will lead to a nice night of stargazing.
 [22:51] <@Theon_Tokko> (I'll share with Sasha I guess)
 [22:51] <Theron_Greystone> (dont let your wife see you)
 [22:52] * Valio passes over the last of his garlic.
 [22:52] * Orzady eats half of his portion, gives the other half to the group to use.
 [22:52] <@Theon_Tokko> (You mean Sasha isn't my wife? She sure resembles her lol. Crazy, likes mean critters for pets, laughs maniacly... yea..)
 [22:52] * Valio also prepares a small fire and sets his iron pot to boil with water from the barrel.
 [22:53] <Orzady> (I am not testifying at your divorce hearing.)



[22:53] * @Ptolamir makes a bedroll.
[22:53] * Valio eats sparingly of the group meal and then goes to looking over his new scrolls.
[22:54] * @Theon_Tokko makes himself a spot to rest for the night
[22:54] <@GWRD> Valio cracks open his long scroll cases, revealing a collection of sea charts for various islands in the area, one of them labelled "Smuggler's Shiv"
[22:54] <@GWRD> (Map updated online)
[22:55] <Valio> "Hey, I think this is where we are."
[22:55] * @Ptolamir moves over and looks.
[22:55] <@Ptolamir> "Ah, this is helpful."
[22:55] <Theron_Greystone> (any taverns marked)
[22:55] * Orzady looks over Valio's shoulder
[22:55] * Thanadin looks at the map
[22:55] <Orzady> (Looking for the fast travel to sanctuary)
[22:56] <Thanadin> [what,no fast travel to home?]
[22:57] * Valio allows the others to look over the map with him.
[22:57] <Valio> "This should help us search the island for a safe haven."
[22:58] <@GWRD> As the group pours over the sea map, and the vastness of their new island home, this session comes to a close for the evening.



Session 11 - 3/16/2014 - War of the Thorns

[20:08] <@GWRD> Our brave band of adventurers decided to break camp in search of a new resting spot on the Smuggler's Shiv. On their journey, they came across a shipwrecked boat on the shore.

[20:09] <@GWRD> After exploring the ship, and taking a few injuries in the process, they discovered a collection of sea charts among the remains, including a rough map of the island.

[20:09] <@GWRD> It is now late evening, as this session begins.

[20:10] <@Theon_Tokko> (did I upload last session log? lol)

[20:11] * Warbudgie is now known as Androoin

[20:11] * Orzady looks at the map for a suitable place to hold up.

[20:11] <Androoin> (sorry, afk with dog for alittle 😞)

[20:11] <@GWRD> The sea water glows its eerie green glow once again as you make out details of the island around the camp fire.

[20:12] <@GWRD> (Map: [https://docs.google.com/presentation/d/ ... sp=sharing](https://docs.google.com/presentation/d/...sp=sharing))

[20:13] <Orzady> (You'd think a place that a perfect harbor for smuggling, this would be a little more action here)

[20:14] <@Theon_Tokko> (I'm afk for around 10min at most, gonna get the kiddos put down early tonight, or atleast try to)

[20:15] <@GWRD> (This island has a lot of dangerous reefs, which makes it difficult to navigate around the island.)

[20:15] <Orzady> "OK -- we're here..."

[20:16] * Orzady looks around

[20:17] <Orzady> "... we're still screwed."

[20:17] <Valio> "We need a better location to set up basecamp."

[20:19] <Orzady> "Are these trails on the map?"

[20:21] <@Theon_Tokko> (ok back)

[20:21] * afan21 (afan21@e871f019.hsd1.il.5aa6454b.net.hmsk) has joined #grovewood

[20:21] <@GWRD> (Welcome)

[20:21] * afan21 is now known as Thanadin

[20:21] <Thanadin> [sorry im late]

[20:22] * Valio looks weary and tries to get some rest.

[20:22] * Orzady sits down.

[20:23] * Retrieving #grovewood modes...

[20:25] <Androoin> 1d20+5 fort

[20:25] <TolBot> [Androoin's 1d20(3)+5]: 8 fort

[20:25] * Orzady looks around

[20:25] <@GWRD> The beach seems quiet, except for the greenish glow coming off the ocean waters.

[20:26] <Orzady> "What up with the glowing water?"

[20:26] <@Theon_Tokko> "If you feel like going for a swim, don't, if you value your life"

[20:28] <Orzady> "Now I know where to take Hadran."

[20:30] <Orzady> "If I ever get my hands on him."

[20:30] <@GWRD> (Let me know when you want to move to morning)

[20:30] * @Ptolamir arises early and begins studying from his book.

[20:31] <@Theon_Tokko> (logs up... I'm horrible and getting them up in a timely manner)

[20:31] <Orzady> (let's move to morning)

[20:34] <@GWRD> Morning comes to Androoin getting awoken by Valio tossing and turning doused in his own sweat.

[20:34] <@GWRD> 1d4

[20:34] <TolBot> [GWRD's 1d4(1)]: 1

[20:34] * @Ptolamir finishes studying and closes his book.

[20:34] * Valio awakes with a shiver.

[20:34] <Thanadin> "Valio, you are not sleeping well as of late i see."



[20:34] <@GWRD> A fair warm wind blows in from the west, rocking the shipwreck slightly on the shore.

[20:35] <Orzady> (brb)

[20:35] <Valio> "I... don't feel well."

[20:37] * Androoin looks a little ill as well

[20:38] <Androoin> (you mean he woke me up as i was tossing and turning in my own sweat?)

[20:39] <@GWRD> (No, though you have a headache, and you think he spit on you while muttering in his sleep.)

[20:40] <Androoin> (ok)

[20:45] * Orzady looks around.

[20:46] <Orzady> "We need to find some shelter -- and get him to a better place to heal."

[20:47] <@Theon_Tokko> (lets take him to the water and see if he gets a black spot, and if he does, we let the siren take him...)

[20:47] <Orzady> (sounds look to me)

[20:47] <Orzady> (sounds good to me)

[20:47] <Valio> (sure!)

[20:47] <@GWRD> (OK)

[20:48] <@Theon_Tokko> (Is that a TARDIS I hear?)

[20:49] <Valio> "I think I can manage to travel, but I..."

[20:49] * Valio lets someone else make the coffee this morning.

[20:50] * @Theon_Tokko stretches, his mind clearer than it has been in a while, but still fuzzy

[20:51] <@GWRD> Morale among your group seems to have crashed a little, and Sasha seems to be keeping a very wide distance from Valio.

[20:52] * @Ptolamir looks about, standing and shouldering his pack.

[20:52] * @Theon_Tokko packs up and wanders over to talk to Sasha about the chickenbats

[20:52] * Orzady gathers his gear, keeping an eye on Sasha.

[20:53] <Orzady> (my wife is watching commercials on YouTube. Yeah. You read that right.)

[20:54] <@GWRD> The party packs up their gear for another day of travel. (Still following the shore when possible?)

[20:54] <Thanadin> [sounds riveting]

[20:54] <@Ptolamir> "What direction? Still along the shore?"

[20:55] * Valio frowns. "No matter what happens."

[20:55] <Thanadin> "I say we explore further in this time."

[20:55] * Valio then drums out a beat on a drum that appears in front of him.

[20:56] <Orzady> "Yeha, let's head into the interior."

[20:59] * Orzady gets his sword ready.

[20:59] <@GWRD> (So into the jungle?)

[20:59] * Androoin follows along

[20:59] <Orzady> (wait -- I need to queue up GnR)

[21:00] <@GWRD> (Welcome to the Jungle it is then... I have fun and games)

[21:01] <Orzady> (let me get my top hat and sunglasses)

[21:01] <Thanadin> [by fun and games,he really means death and bloodshed]

[21:01] <Orzady> (to-MAY-to, to-MAH-to)

[21:01] <Valio> "I think the coffee is weak. I seem to be struggling to think today."

[21:01] <@Ptolamir> "Very well."

[21:02] <@GWRD> You travel into the jungle, spending hours navigating through the overgrown vines, and wildly grown plant life, after the first 2 hours or so, you think you may have become a bit lost.

[21:03] <@Ptolamir> "We heading the direction we desire?"

[21:03] <Androoin> "Who knows"

[21:03] <Thanadin> "...Maybe?"

[21:04] <Orzady> "Head for the interior, find a game trail."

[21:04] <Androoin> "I'm following the leader, and nursing a mild headache, I sure haven't payed



much attention to anything else"

[21:04] <@Theon_Tokko> "Alright, who's bright idea was this?"

[21:04] <Orzady> "Walk more, talk less."

[21:07] * Orzady heads for the tree line, looking for a game trail or something else to indicate that others have been through here.

[21:08] * Androoin swats away some thick jungle flora away from himself

[21:08] <@GWRD> You travel onwards for probably another 2 hours until you happen across a game trail that goes to your left or your right. It's also starting to get blisteringly hot out today, as the thick jungle vegetation blocks out the wind that was blowing early in the morning.

[21:10] * Orzady unbuckles and opens up his armor.

[21:10] <@Ptolamir> "Do we need to stop for the heat?"

[21:10] * Valio shrugs

[21:10] <Orzady> "Might not be a bad idea."

[21:10] <Androoin> "I'm for stopping"

[21:12] * Orzady looks around before sitting down under a tree.

[21:12] <@Theon_Tokko> (Hey Mage, don't be hitting my wife! 😊)

[21:12] <@GWRD> (I'm not hitting your wife, or hitting on her.)

[21:13] <@GWRD> The hours of blistering heat slowly pass by with much complaining from the women. The background is alive with the sounds of monkeys in distant trees making a ruckus.

[21:14] <@Theon_Tokko> (If I fail to respond, please call 911... and tell them its Mage's fault...)

[21:15] <Thanadin> [suddenly a nuclear goat falls on Theon_Tokko's head!]

[21:16] <@GWRD> The heat eventually breaks, with several choices before you.

[21:16] <@Theon_Tokko> (you know, that wouldn't be so bad... but I hear her in the kitchen... I think she's looking for the cast iron pan...)

[21:17] <Orzady> (You'd think she'd had a quick-release holder and belt for it)

[21:17] <@Theon_Tokko> (Yea, I'm waiting for the holster..)

[21:17] <Thanadin> ive always kinda imagined her having a couple strapped to her back

[21:18] <Thanadin> [er,put that in OOC brackets]

[21:18] <@Theon_Tokko> (Now that the 'distraction' has left the room *eyes Mage* I guess I can pay attention here.. game on! lol)

[21:19] <@GWRD> A game trail awaits to your left, continues to your right, and the jungle continues ahead of you.

[21:20] <@Theon_Tokko> "Which way do we go?... I'm thinking left?"

[21:20] * Orzady stands up and buckles his armor back up and walks down the trail.

[21:20] * @Ptolamir shrugs.

[21:20] * Sentagur (chatzilla@b55c5fcb.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood

[21:20] <@GWRD> (Which way down the trail?)

[21:21] <Sentagur> (sorry guys, got stuck at work)

[21:21] * Valio hums a tune.

[21:21] <Thanadin> "Might as well."

[21:21] <@Theon_Tokko> "I say we follow the trail, it may lead us to some game, and in turn fresh meat..."

[21:22] <Androoin> "Agreed"

[21:22] * Androoin rubs his temples

[21:23] <@GWRD> The game trail leads both to your left and to your right from where you emerged from the jungle.

[21:24] <@GWRD> Your growling stomachs also remind you that you used up the last of your hunted food yesterday.

[21:25] <Orzady> "Fine. Into the jungle."

[21:25] <Sentagur> (did i miss much?)

[21:26] <@Theon_Tokko> (Nah...)

[21:27] * @Ptolamir shoulders his pack, eye out for quarry along the way.

[21:27] <@GWRD> (Left or right?)



[21:27] * Sentagur is now known as Theron_Greystone
 [21:28] <Thanadin> [i say left]
 [21:28] <@GWRD> (ok)
 [21:29] <@Theon_Tokko> (I as well)
 [21:29] <Orzady> (left)
 [21:30] <@GWRD> After about a half hour or so of travel, some of you feel like you've been on this trail before. You eventually come to a large grove of thorny vines growing on a river bank. They are a 7' tall wall of green leaves and intimidating 6" red thorns. Aerys seems to get rather excited upon seeing these plants.
 [21:31] <Thanadin> "I remember that wall of death."
 [21:32] <Valio> "We should follow the water. It has to flow from somewhere."
 [21:32] <@GWRD> Sasha: "Oooh Viper Nettles."
 [21:32] <Thanadin> "Aerys, do you know something about that plant?"
 [21:33] <@Ptolamir> "Careful"
 [21:33] <@Theon_Tokko> "Looks like your every day friendly garden wall plant"
 [21:33] <Theron_Greystone> (i am still finishing paper work so i am not 100% here)
 [21:33] * Androoin just stares at the wall of thorns
 [21:33] * Orzady takes a step back.
 [21:34] <Orzady> "Is this whole island trying to kill us?"
 [21:35] <@GWRD> Aerys: "Yes, they are Viper Nettles. Their berries, which grow in the middle of a patch, is very delicious, and a natural remedy for diseases and addiction. I would so appreciate if somebody could get me some, as I have been struggling with the vices of alcohol for a long time."
 [21:35] <Valio> "delicious and a remedy? Thorns don't seem as scary."
 [21:35] <@Theon_Tokko> "Is there a safe way through these vines? As in can they be hacked down without killing ourselves trying?"
 [21:36] <Orzady> "Will is help our sick fellow?"
 [21:36] * Androoin grins "We can use my axe"
 [21:36] <@GWRD> Aerys: "Well their thorns are also poisonous."
 [21:36] <Thanadin> "These berries sound incredibly useful,we should try to get some."
 [21:37] * Androoin takes out his axe "Shall I?"
 [21:38] <Valio> "Are they small? I might be able to slowly levitate some over."
 [21:39] <@GWRD> From your vantage point, you don't see the center of the mass of vines where the berries are supposed to lie.
 [21:40] * Androoin continues to wait with his axe in hand.
 [21:40] * Orzady looks around for some dry wood
 [21:40] <Androoin> "I can chop right into the center, and we can have all the berries we want"
 [21:41] <@GWRD> There does not appear to be any dry wood around. The jungle is very humid and it rains so often here that most of the time wood does not have time to dry.
 [21:42] * Orzady finds a low, thick limb and hacks it off hte tree.
 [21:43] <@GWRD> You easily remove the limb off a nearby tree.
 [21:43] * Androoin seems to speak to his axe "Don't worry, you'll get your turn"
 [21:43] * Orzady gathers up some smaller twigs and leaves.
 [21:46] * Orzady gets out a tinfer box and starts a small fire.
 [21:47] * @Ptolamir steps behind.
 [21:47] <@Ptolamir> "I can light them up."
 [21:48] * @Ptolamir looks at Orzady disapprovingly.
 [21:48] <@Ptolamir> (way before he starts the fire)
 [21:48] <@GWRD> (Go for it Tol)
 [21:48] <@Ptolamir> "Where do you want it to burn?"
 [21:49] <Androoin> "You planning on cooking the berries?"
 [21:50] <Orzady> "I'm planning on trying to give something in that wall of vines trying to kill us a hard time about it."
 [21:52] <Androoin> "So, you don't plan on cooking the berries then"



[21:52] <@GWRD> You hear no sound of any monsters, beasts, animals, zombies, or other entities within the vines.

[21:54] <Orzady> "No."

[21:54] * Valio scratches his head and rests.

[21:55] <@GWRD> There's about 3 or so hours left of sunlight you estimate as people fight with ways of dealing with the viper nettles.

[21:55] <@Ptolamir> "Just leave the purifying to me, when needed, Orziny."

[21:56] <@Ptolamir> (there a wall of vines we need to get through? or just a bundle of vines we're trying to get into the center of?)

[21:56] <@Ptolamir> (I'm a teeny confused)

[21:56] <Orzady> "Not purifying -- tired of being in peril."

[21:56] <@GWRD> (You and I both)

[21:56] * @Ptolamir squares up, "But it is... it always is. To flame IS to purify."

[21:56] <Thanadin> [the vines have berries we want,Ptolamir]

[21:56] * @Ptolamir gets a whacked out, impulsive and insane look in his eyes.

[21:57] <Androoin> "Well purify the thorns, so my axe doesn't have to and lets get to those berries"

[21:57] <Androoin> (thorns)

[21:57] * @Ptolamir examines the bush (so it's a layer of thorny branches we need removed?)

[21:58] <@Theon_Tokko> (can I make a nature check to find a safe passage through, or if I know anything of how to safely traverse them?)

[21:59] * @Ptolamir stretches out his hands and lays down a 20 foot wall of flame through the 7 ft wall.

[22:00] <@GWRD> (There's a very thick wall easily tens of feet thick that you would have to safely navigate through, or remove in such a way as to not destroy the berries that are supposed to be in the center.

[22:01] <Thanadin> [so Ptolamir just burned the berries to a crisp?]

[22:01] * Androoin watches the elf in action

[22:01] <@Ptolamir> (well, now there's a whole thru the thorns to get at the berries hopefully)

[22:03] <@GWRD> The vines light up and burn in a sick crackling, as you can easily see Aerys's face go blanche white.

[22:04] * @Theon_Tokko eyes Ptolamir and rushes in, in hopes of saving the berries before the flames can reach them.

[22:06] <@Ptolamir> "Careful with the thorns on either side, Theon."

[22:06] <@GWRD> You don't yet see sign of the berries, though this patch of viper nettles looks like it's a lot thicker than Ptolamir's flames have been able to reach.

[22:06] <Androoin> "berry nice work Toldamir, crazy wizard"

[22:06] <Androoin> (ptolamir0

[22:06] * @Ptolamir watches, and then turns his gaze at Androoin.

[22:06] <@Theon_Tokko> (right now I figure.. I've been chewed on by ants, molested by a plant, why not get impaled by a vine or two while I'm at it)

[22:06] <@Ptolamir> "What did you say?"

[22:07] <@GWRD> (So are you going to try to navigate into the burning section of nettles?)

[22:07] <@Theon_Tokko> (Plus hey, when don't I set off every trap in my path?)

[22:07] <Orzady> (no.)

[22:07] <Thanadin> "He should have let me go in, I was going to do it, why didn't he let me?"

[22:07] <@Theon_Tokko> (I'm going in alone, and preferably through a non-burning portion)

[22:08] <@GWRD> (Ok, in that case, I'll need to know your movement and have you make reflex saves)

[22:09] <@Theon_Tokko> (err, 20 + 10 [fast movement])

[22:09] <@GWRD> (Ok, make a DC 12 reflex save)

[22:09] <@Theon_Tokko> 1d20+1

[22:09] <TolBot> [Theon_Tokko's 1d20(15)+1]: 16

[22:09] <Androoin> "I said, very nice work"



[22:09] <@GWRD> Theon goes into the nettles, weaving through the tall vines until he can't be seen.

[22:09] <@GWRD> (One more save)

[22:09] <@Theon_Tokko> 1d20+1

[22:10] <TolBot> [Theon_Tokko's 1d20(11)+1]: 12

[22:10] <@Theon_Tokko> (PC wins on tie? doubt it XD)

[22:10] <@GWRD> The vines seem a little thicker in the center, and you have a couple of close ones, but manage to get through without a scratch... well you at least, your armor is a little scratched up.

[22:10] <Thanadin> [cue impalings by no less than five thorns]

[22:10] <@GWRD> (Tie goes to whomever makes the roll)

[22:11] <@Theon_Tokko> (cool, thats good to know)

[22:11] * Orzady waits to hear the screams.

[22:11] <@GWRD> In the center you see a large patch of huge juicy looking berries, growing on thorning vines.

[22:12] * @Ptolamir nods and watches Theon emerge.

[22:12] * @Theon_Tokko gathers all that he can carry, and stuffs what he can into his pack, wanting to make sure he gets them all as he may need them with his luck

[22:12] <@GWRD> Behind you, you hear some of the vines burning a little

[22:12] <@GWRD> (Theon has not emerged yet.)

[22:12] <@GWRD> (Harvesting will take 10 minutes and requires 4 reflex checks)

[22:12] <@Theon_Tokko> 4#1d20+1

[22:12] <TolBot> [Theon_Tokko's 1d20(15)+1]: 16

[22:13] <TolBot> [Theon_Tokko's 1d20(1)+1]: 2 (Better luck next time.)

[22:13] <TolBot> [Theon_Tokko's 1d20(20)+1]: 21 (Most impressive.)

[22:13] <TolBot> [Theon_Tokko's 1d20(8)+1]: 9

[22:13] <@Theon_Tokko> (wow, 2 fails, a crit, and a pass)

[22:13] <Thanadin> [lol,crit fail followed by crit success]

[22:13] <@GWRD> (2 DC 14 fort saves vs. poison)

[22:13] <@Theon_Tokko> 2#1d20+3

[22:13] <TolBot> [Theon_Tokko's 1d20(18)+3]: 21

[22:13] <TolBot> [Theon_Tokko's 1d20(4)+3]: 7

[22:14] <@Theon_Tokko> (... well, maybe I should jus' nom a berry lol)

[22:14] <@Ptolamir> "Why did he not enter by the path I made?"

[22:14] <Androoin> "Probably just didn't feel like it"

[22:14] <@GWRD> You scratch up your arms a bit, cutting yourself on the thorns. The last scratch is particularly nasty, and a rash starts quickly breaking out on your arm and spreading through your body.

[22:15] * @Theon_Tokko sucks up the pain and heads out quickly the berries in tow

[22:15] <@GWRD> (2 damage, and you are sickened for 24hrs)

[22:15] <@GWRD> (2 more reflex 12 checks)

[22:15] <@Theon_Tokko> 2#1d20+1

[22:15] <TolBot> [Theon_Tokko's 1d20(8)+1]: 9

[22:15] <TolBot> [Theon_Tokko's 1d20(15)+1]: 16

[22:15] <@GWRD> (1 damage)

[22:15] <@Theon_Tokko> 1d20+3

[22:15] <TolBot> [Theon_Tokko's 1d20(8)+3]: 11

[22:15] <@Theon_Tokko> (lol)

[22:16] <@GWRD> You manage your way out, but get dizzy at one point and brush one of the vines, its thorn burying itself deep in your leg.

[22:16] * @Ptolamir sees the scratch on his arm, "You are a fool, Theoni. Why did you not stick to the path?"

[22:16] <@GWRD> (Sickened: -2 attack, damage, saves, skill & ability checks)

[22:17] <Valio> "These had better work."



[22:17] <Androoin> "Brave lad"

[22:17] <Androoin> "Let's get him some help"

[22:17] * @Theon_Tokko tries a berry himself after he gets out

[22:18] <@GWRD> The berry is delicious and unlike anything you have ever tasted before, but doesn't seem to do anything for your rash.

[22:18] <@Theon_Tokko> "Yes, Wizard... I wanted to light myself on fire while trying to avoid the vines..." (More interested in if it cleared up my fuzzy brain problem)

[22:18] <@GWRD> (Or your fuzzy brain problem)

[22:18] * Orzady stands up and lights the limb.

[22:19] <@Theon_Tokko> (ah well... you know, I'm staying true to my rash in first, and worry about the problems it causes later mentality)

[22:19] <@GWRD> Theon did however manage to get about 12 dozen handfuls of berries, which likely is enough to feed everybody for a day with some left over.

[22:19] * @Theon_Tokko puts some directly into Aeyrs' hands

[22:20] <Valio> "We should snack and work on finding shelter for the night. I still think we need to follow the water upstream."

[22:20] <@GWRD> She smiles and starts eating them like a kid eats an unattended bowl of M&Ms.

[22:20] <@Theon_Tokko> (skittles at my house...)

[22:20] <Valio> (mmm, skittles. brb)

[22:21] <Orzady> (now I want skittles...and chocolate)

[22:21] <@Theon_Tokko> (*sips on some sake*)

[22:22] <@GWRD> (XP award for completing Aeyrs' quest: +200 xp, which now puts party XP at 934 each)

[22:22] <Thanadin> [woo,nearly halfway to level 2]

[22:23] <@GWRD> (oh and an extra 100xp, for skipping the friendly mark and going straight to helpful)

[22:23] * Androoin tries out a berry "Well done Theon, well done"

[22:23] <@GWRD> (And looks like I missed another one, so 100 more, so that puts you at 1134)

[22:24] * @Theon_Tokko stumbles over to Sasha, and weakly says to her "After I get better, I'll see about that chickenbat..."

[22:24] * Thanadin munches on a berry as well "Indeed, although I was going to do it, you didn't have to risk yourself."

[22:24] <@GWRD> Sasha squeals in delight.

[22:25] <Valio> "Now that we have an idea where we are, perhaps we should find some shelter for the night?"

[22:25] * @Theon_Tokko looks at Thanadin, "Was Gonna never did a damned thing my friend... He always was gonna but never quiet made it that far."

[22:25] <@GWRD> Gelik just shakes his head and mutters something about "being whipped".

[22:26] * @Theon_Tokko mutters back at Gelik "Better to be whipped and getting some, than to be alone and old with only yourself for company."

[22:26] * Androoin (Warbudgie@a5557d.6ca5ed78.162.211.imsk) Quit

[22:26] <@Theon_Tokko> (I think warbs dog at his network cable again XD)

[22:27] <Valio> "I wish I had something to write with. That would be a great addition to an epic poem of our adventure."

[22:27] <@GWRD> Gelik scowls.

[22:27] <@Ptolamir> "Where are we on the map?"

[22:27] * Orzady shake shis head and keeps the torch handy.

[22:27] * @Theon_Tokko finds himself a place to rest before the sickness overcomes him

[22:28] <@Ptolamir> (afk tucking kids)

[22:29] * Androoin (Warbudgie@a5557d.6ca5ed78.162.211.imsk) has joined #grovewood

[22:29] <@GWRD> The rash is making you particularly itchy and queasy, and you find it hard to stay settled in one spot without having to move much to scratch yourself.

[22:31] <@GWRD> The rest of you find the berries extremely delicious and very filling.



[22:31] <@GWRD> (Assuming you eat them)

[22:31] * Valio snacks as they decide where to go for shelter for the evening.

[22:32] <@GWRD> About 3 hours or less remain for travel today, and you have no safe place to rest and no base camp.

[22:33] <Orzady> "We need shelter -- we're too far out to go back."

[22:33] <Orzady> "Seen any good spots?"

[22:33] <@Theon_Tokko> "We're in the jungle... all the materials you need are here so get busy"

[22:34] <@Ptolamir> (back)

[22:34] <Valio> "Do we build a camp on the path or inside the trees? Either way, we should place traps on the trail."

[22:34] <@Theon_Tokko> (<http://imgur.com/a/smSDy> <- sweet)

[22:35] <Orzady> (I saw that on my reddit feed)

[22:35] <@GWRD> (To find shelther requires a DC 12 survival check and 1 hour, to establish a base camp requires the same check and 8 hours - 1 hour per 2 points over 12 you get)

[22:35] <Orzady> (rolling my survival)

[22:35] <Thanadin> [also rolling]

[22:36] <Orzady> 1d20

[22:36] <TolBot> [Orzady's 1d20(14)]: 14

[22:36] <Thanadin> 1d20+4

[22:36] <TolBot> [Thanadin's 1d20(19)+4]: 23

[22:36] <Theron_Greystone> (should i roll too)

[22:37] <@GWRD> (Before you roll, first which are you rolling for, and second is somebody helping you?)

[22:37] <Valio> (I'll help)

[22:37] <@Theon_Tokko> (I'm sick so I'm a lazy bum and not helping)

[22:37] <Orzady> (rollig to buils shelter)

[22:38] <Theron_Greystone> (isnt it according to Thanadins roll we made a camp 2 hours before we even got here)

[22:38] <Orzady> (I'm going to assume no one will help me)

[22:38] <Thanadin> [lol]

[22:38] <@GWRD> (OK so Orzady is looking for a place to act as a shelther and not building a base camp)

[22:38] <Orzady> (We did?)

[22:38] <Orzady> (Yes)

[22:38] <Theron_Greystone> 1d20 +3 Helping

[22:38] <TolBot> [Theron_Greystone's 1d20(7)]: 7 +3 Helping

[22:38] <@GWRD> (Anybody helpping Orzady can roll a DC 10 survival check)

[22:39] <@Theon_Tokko> 1d20+2 (should be +4 but yea)

[22:39] <TolBot> [Theon_Tokko's 1d20(10)+2]: 12 (should be +4 but yea)

[22:39] <@GWRD> (Each success gives him a +2 to his roll)

[22:39] <Valio> 1d20 (whoever)

[22:39] <Orzady> (Theron -- quit helping...)

[22:39] <TolBot> [Valio's 1d20(19)]: 19 (whoever)

[22:40] <@Ptolamir> 1d20+1 Survival to help for temp shelter

[22:40] <TolBot> [Ptolamir's 1d20(3)+1]: 4 Survival to help for temp shelter

[22:40] * Theron_Greystone shuffles equipment from one stack to other and then back

[22:40] <@GWRD> (Ok Orzady, +4 to your roll)

[22:40] <Orzady> 1d20+4

[22:40] <TolBot> [Orzady's 1d20(19)+4]: 23

[22:40] <Orzady> (OK -- I got the cable guy to come next tuesday...)

[22:41] <Theron_Greystone> (between 8 am and 6PM)

[22:41] <@Ptolamir> `log Ptolamir

[22:41] <TolBot> Ptolamir's last 9 d20 rolls have averaged 6.



[22:41] <@Ptolamir> (man)
[22:41] <@GWRD> Orzady finds a spot near the trail, close to the river bed that will provide protection from the elements. It's nothing fancy, but it will do the trick for the short term.
[22:43] <@GWRD> (Camping for the night?)
[22:43] <Orzady> (Sure)
[22:43] * Valio spends the last hours before dark looking for more food.
[22:43] <Valio> 1d20
[22:43] <TolBot> [Valio's 1d20(17)]: 17
[22:44] <@GWRD> Valio, you manage to come back with a medium sized snake that will likely feed yourself and somebody else.
[22:45] <@GWRD> (Theon Tokko, Valio, Androoin Fort save vs disease DC 12 with a +4 berry bonus)
[22:45] <@GWRD> (Theon, you are still sickened so you also have a -2)
[22:45] <Valio> 1d20+4
[22:45] <TolBot> [Valio's 1d20(15)+4]: 19
[22:45] <@Theon_Tokko> (So... 1d20+3-2+4? lol)
[22:46] <@Theon_Tokko> 1d20+5 (+3 base, -2 sickness, +4 berry)
[22:46] <TolBot> [Theon_Tokko's 1d20(13)+5]: 18 (+3 base, -2 sickness, +4 berry)
[22:47] <Androoin> 1d20+5 fort
[22:47] <TolBot> [Androoin's 1d20(1)+5]: 6 fort (Nooooo!)
[22:48] <Orzady> (...and he turns a lovely plaid before passing out)
[22:48] <Thanadin> [well,no more androoin]
[22:48] <Androoin> (i did eat a berry if tht helps)
[22:49] <@GWRD> There is a heavy rain in the evening that drowns out much of the noise of the jungle, though there is a blood curdling scream at one point in the middle of the night from some animal or another. Androoin seems to get worse as the night goes on, however Valio looks to be improving slightly, but is not out of the woods yet.
[22:49] <@GWRD> (+1 hp if you are missing hps, +1 lost attribute)
[22:49] <@GWRD> 1d4
[22:49] <TolBot> [GWRD's 1d4(4)]: 4
[22:49] <Androoin> (k)
[22:50] * @Ptolamir rises early and begins his studies.
[22:51] * Orzady looks around come the morning, trying to figure out the next course of action to prolong his survival.
[22:51] <@GWRD> As Ptolamir rises for his early morning studies he spies the dead carcass of a blood drained monkey outside of the shelter...
[22:51] <@GWRD> As this game comes to an end.



Session 12 - 3/23/2014 - The Brine Demon

[20:04] <@GWRD> Last we played the group sought a new location to move their base camp, feeling their existing camp was not serving their needs anymore. Travelling along the shore, they came to a shipwrecked ship, and explored it, finding a map of the island.

[20:05] <@GWRD> Leaving the boat the next day they decided to take to the jungle, and got a little lost. Towards the last few hours of the day, they came to the place where the viper nettles were.

[20:05] * Ryu is now known as Theon_Tokko

[20:06] <@GWRD> "Theon Tokko navigated through the tall plants and harvested the berries within, which were said to be a remedy for diseases and addiction. After eating the delicious berries, they made a quick camp for the night, when they were rudely awoken by a dead blood drained monkey.

[20:06] <@GWRD> (Game On)

[20:08] * Orzady pokes the monkey with the tip of his blade.

[20:08] * Warbudgie (Warbudgie@a5557d.6ca5ed78.162.211.imsk) has joined #grovewood

[20:08] <Warbudgie> (sorry)

[20:08] * Warbudgie is now known as Androoin

[20:08] <Orzady> (Does it look like it was drained in preparation to be dressed?)

[20:08] <@GWRD> The blood drained simian does not move as you poke it with your sword, and no blood oozes from the body.

[20:08] <Theron_Greystone> "Is that edible you think?"

[20:08] * Valio sits up.

[20:09] <@Ptolamir> (oh, it's on alright)

[20:09] <Valio> "I feel a bit better, but..." *shivers* "Still not at full strength."

[20:09] <Orzady> "I don't know if something is taking out the blood so it'll be easier to dress...or someone is taking out the blood and discarding it like an empty tankard."

[20:10] * @Ptolamir nods.

[20:11] <@Ptolamir> "i do not know what it continuing this bizzare omen."

[20:11] <Theron_Greystone> "I am glad it didnt decide to try the taste of our blood!"

[20:11] * @Ptolamir looks at Theron, and then at the sky.

[20:11] <@Ptolamir> "... yet ... "

[20:12] <Orzady> "Agreed."

[20:12] * Orzady looks down at the monkey carcass.

[20:12] <Orzady> "No sense in letting it go to waste."

[20:14] * Orzady picks it up and looks for some place to start hacking it up for better transport.

[20:14] <Thanadin> "It might not taste very good, but it will provide some sustenance, at least."

[20:14] <Valio> "If we do not find anything better today..."

[20:15] <@GWRD> The monkey is a small monkey and easily fits in your hand like a child's teddy bear. You notice that it does have a number of thick puncture marks in its body near the shoulder.

[20:16] <Orzady> (are they in pairs?)

[20:16] <@GWRD> There is 5 puncture marks in all.

[20:17] <Orzady> (So, we're looking for a vampire without dental insurance)

[20:18] <@Ptolamir> (hehe)

[20:18] <@GWRD> (You try getting insurance on this island)

[20:18] <Theron_Greystone> (so 3 vampires and one with a tooth missing)

[20:19] <Orzady> "Let's go. I don't like standing here out in the open while of these things..."

[20:19] * Orzady holds up the empty monkey

[20:19] <Orzady> "... could be flapping about."

[20:20] <@GWRD> (actually the monkey carcass was dumped outside of the shelter you setup.)

[20:20] <Theron_Greystone> "one more reason to find a way off this island"

[20:21] <@Ptolamir> "Well, then let's get moving."

[20:21] <@GWRD> Outside your shelter the first glints of light have started to rise on the horizon, though you can't see the horizon through the thick canopy of jungle trees.

[20:21] * @Ptolamir rubs his stomach.

[20:22] <@Ptolamir> "Or, is it prudent to spend a day gathering food??"



[20:22] * @Theon_Tokko looks at Ptolamir, "If you're that hungry, you can always eat the monkey"
 [20:22] * @Ptolamir turns his nose up at the suggestion.
 [20:25] <@GWRD> (So where to?)
 [20:26] * Orzady looks around
 [20:26] <@GWRD> The game trail is not too far from where you made shelter, and leads back towards the yellow creeper, or back towards the beach. There is also the water that could be followed for a while, though that travels between the game trails.
 [20:26] <@Theon_Tokko> "Lets find a desert... you konw, some place without plants to molest or prick me..." (sorry, couldn't help myself)
 [20:26] <Orzady> "Let's follow the water. At the very least, we can find a source of fresh water for a time."
 [20:27] <Thanadin> "You have seemed to have very bad luck so far,my friend."
 [20:27] <@Theon_Tokko> "Alright, you can stay by the waters edge, and the creature that dwells in it can have you."
 [20:28] * Theron_Greystone gets ready to follow the group
 [20:29] <@Ptolamir> "Alright... up the stream, then."
 [20:30] * Thanadin nods and heads upstream
 [20:33] <Valio> "What I would give for a comfortable cave right now."
 [20:34] <Orzady> "What I wouldn't give for a tavern and a wench."
 [20:34] <@GWRD> You follow the stream downstream for easily six hours, before coming to a large embankment with an inordinarily large amount of spider webs all over the place. The water seems to end in a moderately sized pool shortly thereafter.
 [20:35] <Orzady> "... and we head back."
 [20:38] <Theron_Greystone> "would this be many small spiders or just one big one that means to eat us"
 [20:39] <@Theon_Tokko> "Send somebody else in first... "
 [20:39] <@Theon_Tokko> "Just not me..."
 [20:39] <Thanadin> "From what I've seen of the island,its more likely many big spiders."
 [20:39] <@Ptolamir> (upstream you mean, right?)
 [20:43] <@GWRD> You don't see any signs of spiders in the area, though there is a large amount of webbing.
 [20:44] <Orzady> "Spiders...blood drained monkeys...plants...it's like the whole island is trying to kill us."
 [20:44] <@Ptolamir> "Where to?"
 [20:45] <Theron_Greystone> (so how big is this pool and do the spider webx go all around it or just the spot we came to?)
 [20:49] <@GWRD> The pool is a fairly large basin that the the river feeds into, probably about the size of a small pond. The webs are a bit before it and cover a fair area.
 [20:50] <Orzady> "I feel the need to light a torch."
 [20:51] <Theron_Greystone> "should we explore around this small pond?"
 [20:52] <Thanadin> "I say yes,and if nothing else,we can try the water."
 [20:53] * Orzady looks at the pond, checking to see if the water is clear and if there is anything that will rise up to kill them, that it'll go after someone else first.
 [20:54] <Theron_Greystone> "watch out for spiders they might be poisonous"
 [20:54] <@GWRD> The water seems clear, though it has a bit of a small current from the stream feeding into it. You don't see any monsters, beasts, zombies, lochness monsters, Godzillas, or kraken lurking in the water though.
 [20:55] <@Theon_Tokko> (You do see your own hideious reflection though)
 [20:55] * Orzady walks around the edge of the pond, looking for more trails.
 [20:55] <@GWRD> (Oh yeah, there is that.)
 [20:56] <@GWRD> (Survival check)
 [20:56] <@Theon_Tokko> 1d20+4 (minus any modifiers that I sitll have... think I have a -2 for skill checks still)



[20:56] <TolBot> [Theon_Tokko's 1d20(19)+4]: 23 (minus any modifiers that I still have... think I have a -2 for skill checks still)

[20:56] <Orzady> 1d20

[20:56] <TolBot> [Orzady's 1d20(2)]: 2

[20:56] <Theron_Greystone> 1d20+3

[20:57] <@GWRD> (So I take it you are helping Orzady's search?)

[20:57] <@Theon_Tokko> (indeed)

[20:57] <Thanadin> 1d20+4 also searching

[20:57] <TolBot> [Thanadin's 1d20(7)+4]: 11 also searching

[20:57] <Orzady> (would be nice)

[20:57] <@Ptolamir> 1d20+1 assisting Survival

[20:57] <TolBot> [Ptolamir's 1d20(19)+1]: 20 assisting Survival

[20:57] <Theron_Greystone> 1d20+3 Survival

[20:57] <TolBot> [Theron_Greystone's 1d20(13)+3]: 16 Survival

[20:58] <@GWRD> Orzady, you start searching the water's edge, with the others pointing out all the things you are missing, which is pretty much everything.

[20:58] <Thanadin> [xD]

[20:58] <@Ptolamir> (rotfl)

[20:58] <@GWRD> It appears that not too many animals come to this watering hole, because the few tracks that you can find get dragged off towards the webs.

[20:58] <Theron_Greystone> (watch him find the pond)

[20:59] <Theron_Greystone> (tempted to burn the webs down)

[20:59] <Orzady> (What's this pulling my leg? Oh...spider...)

[21:00] <Thanadin> [does anyone else feel a biting sensation?]

[21:02] * Orzady stops looking after the twentieth 'you missed that'.

[21:03] <@Theon_Tokko> "I think we need to send 'Sir Burns-a-Lot' into the cave there and clear out the spiders that may reside within..."

[21:04] <@Theon_Tokko> "Then we'll have shelter and water..."

[21:04] <@Ptolamir> "I think we need to move on from here."

[21:05] <@Ptolamir> "Why tempt fate. I do not liek forest spiders."

[21:05] <@GWRD> (There's a cave?)

[21:05] <@Theon_Tokko> (well haha, I thought you said cave? guess i'm seeing things... 🤪)

[21:05] <Orzady> ("I've got a creek?")

[21:06] <Thanadin> [thatd be the sake :p]

[21:07] <Theron_Greystone> (the last offer is a " CAVE" going once.... going twice...)

[21:07] <@Theon_Tokko> (I'll take sake-induced-cave for \$500)

[21:08] <Orzady> "I'm not going into that cave."

[21:08] <@GWRD> (Home of spiders, and stupid goblins, this shortcut leads to Mordor)

[21:09] <@GWRD> (There's no cave.)

[21:10] <Orzady> (...said Plato...)

[21:11] <@Theon_Tokko> (its the thorn poison making Theon say these strange things)

[21:12] * @Ptolamir sends a bolt of fire into the web-covered cave.

[21:12] <@Ptolamir> (kidding)

[21:12] <@GWRD> The web covered trees light up pretty easily, and soon you have a decent fire going.

[21:13] <Theron_Greystone> (ooops)

[21:13] <Theron_Greystone> (so do we prepare for fight or do we get a do over)

[21:13] <Orzady> (I say we fight)

[21:14] <Orzady> (and by fight, I mean use Sasha as a shield)

[21:14] <Theron_Greystone> (we shall cleanse this island from all that is unclean!!!)

[21:14] <@GWRD> No spiders come out of the flames, though occasionally some animal carass falls from the branches, still wrapped in their cocoons.

[21:14] <Orzady> (brb)



[21:19] <@GWRD> Given about a half hour or so, the webs burn away, though the typical jungle rains that have been pestering you have begun to start up.

[21:19] * @Ptolamir looks at the otehrs and shrugs.

[21:23] <Theron_Greystone> "If there is nothing else around here we should turn around and maybe try to get some food o the way back"

[21:25] <@GWRD> Speaking of food reminds you that you haven't had much of anything all day.

[21:25] * Orzady nods

[21:25] <Orzady> "Good idea."

[21:26] * Thanadin nods

[21:27] <@GWRD> (So back tracking the way you came?)

[21:27] <Theron_Greystone> (did we find anything interesting searching the area?)

[21:27] <@Ptolamir> (so, we left some stuff back at the old site?)

[21:27] <@Ptolamir> (I thought we were moving on each night now)

[21:27] <Orzady> (At least a monkey carcass)

[21:28] <@Ptolamir> "I left nothing back at the old site. I do not think we should remain in one place, but keep exploring more each day.)

[21:28] <@Ptolamir> "

[21:28] * @Ptolamir looks at the others for responses.

[21:29] <@GWRD> There is only a few hours left of light left, and you likely won't get back to where you made camp last night, before night sets in and make travel hazardous.

[21:29] <@Ptolamir> "Should we not keep moving forward, find a place to camp, and continue until we find something more promising?"

[21:30] <Orzady> "We should go on ahead and put up camp -- but away from this place."

[21:31] <@Ptolamir> "Yes, not near these spider nests."

[21:31] <Theron_Greystone> "lets not camp in the spiders hunting ground"

[21:33] <@GWRD> (So moving ahead or going back?)

[21:34] <Orzady> (Ahead)

[21:34] <Orzady> (Burn everything in our wake)

[21:36] <@GWRD> You press ahead for an hour or so, before reaching a game trail.

[21:36] <@GWRD> There's about an hour or two left of light left in the day, you estimate.

[21:37] <Theron_Greystone> "We should try to find some food and maybe a place to rest for the night"

[21:37] <@Ptolamir> "A good idea."

[21:37] <Orzady> "Sounds good -- who's a better hunter?"

[21:38] <Thanadin> "I am fair at it."

[21:41] * Orzady pokes arond for a place to sleep for hte night.

[21:41] <Theron_Greystone> "I can assist with the hunt if need be "

[21:43] <@GWRD> (Anybody hunting make a DC 10 survival check. If you are looking for a place to use as shelter, make a DC 15 check)

[21:43] <@Theon_Tokko> 1d20+4 vs DC15

[21:43] <TolBot> [Theon_Tokko's 1d20(1)+4]: 5 vs DC15 Critical fail

[21:43] <@Theon_Tokko> (ROFLMAO!)

[21:44] <Thanadin> 1d20+4 vs DC15

[21:44] <TolBot> [Thanadin's 1d20(6)+4]: 10 vs DC15 Fail

[21:44] <Thanadin> [oh,that shouldve been a vs DC10]

[21:44] <Theron_Greystone> 1d20+3 for Shelter

[21:44] <TolBot> [Theron_Greystone's 1d20(2)+3]: 5 for Shelter

[21:44] <@Ptolamir> 1d20+1 DC10 hunting

[21:44] <TolBot> [Ptolamir's 1d20(19)+1]: 20 DC10 hunting Success

[21:44] * @Ptolamir stalks about with bow and arrow.

[21:45] <Orzady> 1d20

[21:45] <TolBot> [Orzady's 1d20(14)]: 14

[21:45] <Orzady> (pfft)



[21:45] <Androoin> 1d20+1 survival
 [21:45] <TolBot> [Androoin's 1d20(6)+1]: 7 survival
 [21:46] <Theron_Greystone> (look guys i found this hole in the tree for shelter, true only my arm and half the face can fit in but other than that its awesome)
 [21:46] <Thanadin> [lol]
 [21:47] <@GWRD> Thanadin and Ptolamir come back with enough rabbits to feed 4 people and a gnome... not enough for your entire group. Nobody however was successful in finding anything suitable for a shelter as a rainy evening rolls in.
 [21:48] <@GWRD> (Your group is short 6 people worth of food. You may want to use rations to make up the difference)
 [21:48] <@Ptolamir> (ooh, who is eating the gnome?)
 [21:48] <Thanadin> [nono, YOU are the gnome]
 [21:48] <@GWRD> (Gelik is the gnome)
 [21:48] * @Theon_Tokko eats some of his rations, and offers to share with Sasha
 [21:48] * @Ptolamir keeps enough rabbit for himself and offers the rest up.
 [21:49] * Thanadin does the same
 [21:49] <@GWRD> Sasha smiles and greedily gobbles up the ration offered.
 [21:49] * Orzady eats rations and meal, gathers his cloak about him and falls asleep.
 [21:49] <@Ptolamir> "We camp here, then, since nothing better to be found?"
 [21:49] <@GWRD> (3 days of non-hunted food to account for still)
 [21:50] * Androoin attempts to look hungry to acquire some rations
 [21:51] <Androoin> "I shoulda been a hunter rather than learning how to use me axe as a warrior"
 [21:52] <Orzady> "I shoulda stayed in the caravan."
 [21:52] <@GWRD> (Fort save Valio, Androoin, DC 12 vs. disease)
 [21:55] <@Theon_Tokko> (holy crap its only 10.. time is crawling by)
 [21:55] <@GWRD> (11 here)
 [21:55] <Orzady> (You didn't reset your clock for Daylight Savings Time? You're making Ben Franklin roll in his grave)
 [21:56] <Androoin> 1d20+5
 [21:56] <TolBot> [Androoin's 1d20(16)+5]: 21
 [21:58] <@GWRD> The realization of starvation starts to set in, as you make camp in the rain. Despite not eating, Androoin's condition seems to be holding steady at the moment and may be reversing its course.
 [21:59] * @Ptolamir sighs, and looks at Androoin.
 [21:59] * @Theon_Tokko sighs and tosses Androoin a ration
 [21:59] <@GWRD> (Leaving Gelik and Jask the only two to go without food)
 [21:59] <Valio> 1d20
 [21:59] <TolBot> [Valio's 1d20(12)]: 12
 [22:00] <Valio> (sorry guys, must have dozed off...)
 [22:00] <Orzady> (Tomorrow, it'll be Jask and Androoin...)
 [22:00] <@GWRD> Valio's illness seems to have cleared at least, and he looks well enough for travel.
 [22:00] <@Theon_Tokko> (I don't care about Gelik, that bard can eat his own waste for all I care... 😞)
 [22:00] <@Ptolamir> (I only have one left)
 [22:00] <@Theon_Tokko> (hey~ has it been 24 hours so I can pricked by the thorns?)
 [22:01] <Valio> (I think we should EAT the other bard. 1 is plenty in a party 😊)
 [22:02] <@GWRD> The trees sway violently this morning, as a strong wind blows them from the west.
 [22:02] <Orzady> (I say we have a song contest -- only like 'American Idol', but when you lose, you actually have a reason to pitch a fit.)
 [22:03] <@GWRD> From your makeshift camp in the middle of the game trail, you can follow the trail to the west, to the east, or continue through the jungle.



[22:04] <Orzady> (Which way is the ocean?)
 [22:04] <Valio> (all ways. we're on an island)
 [22:04] <Thanadin> [lol]
 [22:05] <Orzady> (deeper into the jungle, then)
 [22:05] <@GWRD> Aerys seems to be working on writing in a book, as people stir for the morning.
 [22:06] <@GWRD> (Any particular compass direction you would like to travel?)
 [22:06] <Orzady> (East)
 [22:06] <@GWRD> (Along the game trail?)
 [22:06] <Theron_Greystone> (sounds like a plan)
 [22:06] <@GWRD> (Or through the jungle)
 [22:07] <Androoin> "I'm going hunting, no point exploring today"
 [22:08] <@GWRD> (You can choose to 1/2 your overland travel speed to hunt while you travel)
 [22:08] <Orzady> (sounds look for me)
 [22:08] <Orzady> (sounds good for me)
 [22:10] <Valio> "We do need to get more food. We can't keep barely scraping by."
 [22:10] <Thanadin> "Agreed"
 [22:11] <Orzady> "Should we make a skirmish line or what?"
 [22:12] <@GWRD> You decide to travel east while hunting. Morale among the group has tanked significantly overnight with no shelter and not enough food. Your travel is significantly slowed as you hunt while travelling, but hopes are you'll get some food while you do.
 [22:12] <@GWRD> (Anybody hunting, DC 10 survival)
 [22:12] <Androoin> 1d20+1
 [22:12] <TolBot> [Androoin's 1d20(3)+1]: 4
 [22:12] <@Theon_Tokko> 1d20+4
 [22:12] <TolBot> [Theon_Tokko's 1d20(4)+4]: 8
 [22:12] <Valio> 1d20
 [22:12] <TolBot> [Valio's 1d20(6)]: 6
 [22:12] <Androoin> (worst hunters ever)
 [22:12] <@GWRD> (LOL)
 [22:12] <Thanadin> 1d20+4
 [22:12] <TolBot> [Thanadin's 1d20(9)+4]: 13
 [22:12] <Orzady> 1d20
 [22:12] <TolBot> [Orzady's 1d20(7)]: 7
 [22:13] <Orzady> (If we kill anyone, we eat them)
 [22:13] <Thanadin> [...so im the only one that succeeded?]
 [22:13] <@GWRD> Despite crossing a game trail, while travelling east, Thanadin is the only one to actually kill anything, and it happens to be a fat monkey.
 [22:13] <Valio> (pretty sad...)
 [22:14] <@GWRD> It's fat enough to feed himself and somebody else, but that's about it.
 [22:14] <Orzady> ("Yeah -- I've put on some weight...but it's not like there are people here *trying* to hunt me. Seriously? What could go--"
 [22:15] <Thanadin> [lol]
 [22:15] <@Ptolamir> 1d20+1 DC10 hunting
 [22:15] <TolBot> [Ptolamir's 1d20(20)+1]: 21 DC10 hunting Critical success
 [22:15] <@Ptolamir> (sorry, kid emergency)
 [22:16] <Theron_Greystone> (and ptolamir manages to catch a food caravan)
 [22:16] <Orzady> (Roach Coach here!)
 [22:18] * Disconnected
 Session Close: Sun Mar 23 22:18:54 2014

Session Start: Sun Mar 23 22:18:54 2014

Session Ident: #grovewood

[22:19] * Rejoined channel #grovewood



[22:19] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid>

[22:19] * Set by ChanServ! services@services.sorcery.net on Fri Feb 28 21:41:04

[22:19] <@GWRD> (Leaves you lacking in food for 2 people)

[22:19] <Orzady> (HEY!)

[22:19] <@GWRD> As evening draws near, you near the edge of the island and spot a ninety-foot long shipwreck leaning against the cliff side and several jagged reefs. The ship is encrusted with salt and moss. Its masts remain intact, but the sails have long since rotted away. At the bow, a leering demonic figurehead of green-caked brass provides an intimidating greeting.

[22:19] <@Theon_Tokko> (bah, I DCed lol)

[22:19] * Valio starts a round of cheering for Ptolamir

[22:20] * Orzady sees the masthead and makes a start.

[22:20] * @Ptolamir nods.

[22:20] <Thanadin> "Shall we camp and check that in the morning, or take a look now?"

[22:20] <Valio> "Be careful inside. We do not need to injure ourselves on anything."

[22:21] <@Theon_Tokko> "I'll stay out here..."

[22:21] <Theron_Greystone> " Also we must check our footing if we go in, the last shipwreck was almost rotted away"

[22:22] <Orzady> "Let's see what's left."

[22:22] * Orzady treads carefully onto the main deck

[22:22] * Thanadin nods and makes for the shipwreck

[22:23] * Theron_Greystone follows the others watching his steps

[22:23] * Androoin follows along happy with the elf's catch

[22:24] <@GWRD> A search of the ship reveals that the vast majority of its booty has long since either rotted away or been lost to the sea, however...

[22:24] <Thanadin> [cue spider and lobster attack]

[22:24] <@Ptolamir> (hehe)

[22:24] <Orzady> [cue mermaids]

[22:25] <@GWRD> an investigation of the captain's cabin reveals a skeleton slumped on the floor, its bony hands clutching a well made watertight darkwood coffer sitting in an opened secret compartment of a rotting desk.

[22:25] * Orzady kicks the skeleton to the side and looks at the coffer.

[22:26] <@GWRD> The skeleton crumples over easily. The coffer has a locking mechanism to it, but it looks like time has not been kind to it.

[22:27] <Orzady> (Well, I am not going to be any kinder)

[22:27] * Orzady examines the lock

[22:27] <@GWRD> The coffer also has quite the heft and weight to it.

[22:27] <@GWRD> The lock is a bit rusty, but seems to be holding secure at the moment.

[22:28] <Theron_Greystone> " I doubt there is food or ale inside"

[22:28] <Orzady> "I might be able to pop this open."

[22:29] * Orzady tries to pick it up out of the compartment to get a better angle at it.

[22:29] <Orzady> "But there are things in it that can help us."

[22:29] <@GWRD> The coffer is heavy, but comes out of the compartment easily enough.

[22:30] <Theron_Greystone> (queue the Goonies Trap)

[22:31] <Orzady> (never saw it)

[22:31] * Orzady sets it down on the desk and gets out some lockpicks.

[22:31] <Thanadin> "We should bring this back and attempt to open it where we won't chance falling to our deaths."

[22:32] <Orzady> "Good point."

[22:32] * Orzady picks up the chest and looks around one more time.

[22:33] <Orzady> "Found the galley?"

[22:33] <@GWRD> Nothing else on the ship survived the exposure to the sea, or the extensive damage the ship took when it hit the rocks.



[22:33] <Thanadin> "It doesn't look like there is anything else here."
 [22:35] * Thanadin helps carry the coffer back
 [22:36] <@Ptolamir> (Don't touch the gold in the scales... that belongs to One-eyed Willie")
 [22:36] * @Ptolamir watches the others return from the ship with a coffer.
 [22:36] <@GWRD> (Just watched that today, good movie)
 [22:36] <Orzady> "Well, let's see what the captain wanted to take with him to the grave."
 [22:37] <@Ptolamir> (I watched last week with the kids)
 [22:37] <Orzady> (never saw it...should I?)
 [22:37] <@Theon_Tokko> (I have it on my server, haven't watched it in a while though)
 [22:37] <@GWRD> (Yes you should watch it.)
 [22:38] <@Theon_Tokko> (There is a Goonies 2, you know that right?)
 [22:38] <Theron_Greystone> (you really never saw Goonies?)
 [22:38] <Orzady> (No, never watched it)
 [22:39] <Thanadin> [its good,i however had the misfortune of being subject to it about every other weekend as a kid and now despise it 😞]
 [22:39] <@GWRD> The group that boarded the ship return with a heavy coffer.
 [22:39] <Orzady> (Well, I'll watch it once on the weekend in between MLS and the Bridge)
 [22:42] <Orzady> (time to pop the lock!)
 [22:42] * Orzady gets out a can of WD-40
 [22:43] <@GWRD> (ok make your roll, Strength to bust it or Disable Device (trained only))
 [22:43] * Theron_Greystone takes a step back and lets Orzady work
 [22:43] <@Theon_Tokko> (I can do a STR if nobody else wants to 🤖 I have a +3 mod)
 [22:44] <@Ptolamir> (we have no rogue?)
 [22:44] <Orzady> 1d20+7 (disable device)
 [22:44] <TolBot> [Orzady's 1d20(14)+7]: 21 (disable device)
 [22:44] <@GWRD> CLICK
 [22:44] <Orzady> (I am not a rogue. I am a professional.)
 [22:44] <Theron_Greystone> (click boom)
 [22:45] * Orzady steps away from the opening and opens the lid, keeping a hand on it in case fingers get a little too greedy)
 [22:45] <Theron_Greystone> (either a bomb or if we go with the theme of this island maybe a facehugger)
 [22:45] <@GWRD> With ease Orzady works his picks in the lock until the rusty catch pops open.
 [22:45] <Orzady> (reason numbers one and two why I stepped to the other side)
 [22:46] <@GWRD> Inside the coffer is a gold locket lying across a beautifully crafted dagger, which lies across a variety of ledgers and journals.
 [22:47] * Orzady picks up the dagger and looks over the locket.
 [22:47] * Thanadin takes a look at the journals
 [22:47] <Androoin> "Good find"
 [22:47] * Orzady pockets the dagger and fiddles with the locket
 [22:47] <Orzady> (cue antimatter/matter bomb...)
 [22:48] * @Ptolamir watches Orzady pocket the dagger... "Leave that out."
 [22:48] <@GWRD> The locket contains a tiny incredibly detailed portrait of a beautiful, red-haired half-elf woman identified along the bottom edge of the portrait as "Aeshamara"
 [22:48] <@Ptolamir> "Set the items here."
 [22:48] * @Ptolamir points to a flat stone.
 [22:49] * Orzady puts the locket back in the chest.
 [22:49] <@GWRD> The journals and ledgers contain irrefutable proof of collusion between Captain Kinkarian and half a dozen Sargavan and Bloodcove government officials, and likely would be the evidence Jask would need to clear his name.
 [22:49] <Thanadin> "Excellent."
 [22:50] <Valio> "Amazing."
 [22:50] <@Ptolamir> "Is this the dribble Jask has been going on about?"



[22:50] * @Ptolamir looks over Than's shoulder.
 [22:50] <Orzady> "Now to get off the island. Jask can clear his name and I can open up Hadran's throat."
 [22:50] <Theron_Greystone> "Jask, i think you could use those"
 [22:51] * @Ptolamir kneels before the flat stone, "Set the dagger here."
 [22:51] <@GWRD> Jask:"Oh thank the gods, you don't know how much this is worth to me. I am forever in your debt."
 [22:52] <Androoin> "I'm happy for ya Jask!"
 [22:53] <@GWRD> (Group gets +200 xp for completing Jask's quest. Your total is now 1334 each)
 [22:53] <Androoin> (afk sorry guys, dog is being helllllllll)
 [22:53] <Orzady> "You mean the dagger I claimed as payment for risking life in opening up a possibly trapped container? Or was there another dagger you were referring to?"
 [22:53] * @Ptolamir stands and looks at Orzady.
 [22:54] <@Ptolamir> "You object to me examining and identifying any innate properties of the dagger we found, Orkady?"
 [22:55] <Orzady> "as long as that dagger ends up back in my hand, then by all means -- examine it... and it's Orzady."
 [22:55] * Orzady hands the dagger (handle first) to Ptolamir.
 [22:56] * @Ptolamir sets it on the rock.
 [22:56] <Theron_Greystone> (please be a +3 to hunting dagger)
 [22:57] <Orzady> (please be a one shot true teleporting dagger)
 [22:57] * @Ptolamir kneels and examines.
 [22:57] <@GWRD> (Please be a cursed dagger of Zionia summoning)
 [22:57] <Orzady> (again?)
 [22:58] * @Ptolamir concentrates on the dagger for 3 rounds.
 [23:01] <@Ptolamir> 1d20+9
 [23:01] <TolBot> [Ptolamir's 1d20(18)+9]: 27
 [23:01] <Orzady> ("I detect... that this dagger is mine, sucker!")
 [23:02] * @Ptolamir handles the dagger, standing and examining the hilt.
 [23:02] <@GWRD> (As soon as the dagger investigation is over, the game will be over for the night)
 [23:02] * Orzady watches him very carefully.
 [23:03] * @Ptolamir points it at Orzady, "It has magical properties"
 [23:03] <@Ptolamir> "Simple and basic, nonetheless" (+1 dagger)
 [23:03] <Valio> "May I use it?"
 [23:03] <@GWRD> (Now strike him down, and take your place at my side as my apprentice)
 [23:04] <@Ptolamir> "You may have it, if you use a dagger, but if not, give it to another."
 [23:04] <Orzady> (Like I need prompting...)
 [23:04] * Orzady looks at Valio...
 [23:04] <@Theon_Tokko> (I want a +5 Lightsaber of Proficient Hunting and Island Navigation)
 [23:04] <Androoin> (same)
 [23:04] * Orzady hands him his dagger and takes the dagger from Ptolamir.
 [23:04] <@GWRD> (Done, I have hidden 2 on the island for you)
 [23:04] <Orzady> (I want Everthirst)
 [23:04] <@Ptolamir> "The moment I see selfish acts at the expense of this group, is the moment we skin you."
 [23:05] <@Ptolamir> "Do you understand? "
 [23:05] * @Ptolamir does not hand over the dagger till he hears a response.
 [23:05] <Orzady> "So if Androoin does something selfish, you'll skin me? Hardly seems fair."
 [23:05] <@GWRD> (And make a tent flap out of you, after eating you)
 [23:05] <@Ptolamir> "If we are to survive, then we act as a group."
 [23:06] <@Ptolamir> "You feasted on my goat."
 [23:06] <@Ptolamir> "You survived under the aid of another in a day past."
 [23:06] <@GWRD> (FYI: You are still short 2 days worth of food for your group)



[23:06] <Androoin> "Was excellent" Androoins burps
[23:06] <Theron_Greystone> (should have made a class that can conjure food)
[23:06] <@Ptolamir> (what class ir orzady?)
[23:06] <@Ptolamir> (what weapon he carry?)
[23:07] <Theron_Greystone> (isnt Orzady a crazy NPC)
[23:07] <@Theon_Tokko> (I need my magical basket from Konnen...)
[23:07] <Orzady> "I understand that my own enlightened self-interest is now a factor in the integrity of this group...but make no mistake, I'll not die just so that another one of you can trample over my body."
[23:07] <Orzady> (No, I'm a crazy PC...as always)
[23:07] <@Theon_Tokko> (No, your a PC NPC PC)
[23:08] <@Ptolamir> "what gibberish do you speak?"
[23:08] <@Ptolamir> "Have you interest in working with this group, or not?"
[23:08] <@Ptolamir> (plz answer my desc question)
[23:08] <@Ptolamir> (what class, weapon ?)
[23:09] <Orzady> "If I had no interest in helping this group, I would not have joined. But I am not going to throw my life away carelessly. That's for the hired help."
[23:09] <@Ptolamir> "No one asked you to."
[23:09] <Orzady> (Rogue, currently carrying a bow and calmly waiting for the +1 dagger. 😊)
[23:10] <Orzady> "Excellent -- we understand each other."
[23:10] <@Ptolamir> "But if we find something useful, it goes into the hands of the one who can use it best in our interest."
[23:10] * Orzady holds out his hand.
[23:10] * @Ptolamir sets the handle in his hand.
[23:11] <@GWRD> As the group finishes bickering over the fate of a magical dagger, evening fast approaches, as this session comes to a close, to resume 2 weeks hence.
[23:11] * Orzady takes dagger with a bow of his head and puts it in his belt.



Session 13 - 4/6/2014 - Let the bodies hit the floor!

[20:12] <@GWRD> Last session: The group discovered the shipwreck of "The Brine Demon", a ship belonging to the pirate group known as the Free Captains, after some travel on the island.

[20:14] <@GWRD> Exploring the vessel turned up a number of valuables, including a locket of with the picture of a half-elven woman named Aeshamara, a ledger and documents full of evidence that would clear Jask's name, and an enchanted dagger that caused a bit of party in-fighting.

[20:14] <@GWRD> Evening descends upon the group, as they feverishly make a camp for the evening.

[20:15] <@GWRD> As this session comes to a rise for the evening.

[20:15] <@Ptolamir> (Grovewood Gaming Friends map: <http://batchgeo.com/map/7a47dde64c5c9c4...d750e59764>)

[20:17] <Theron_Greystone> (looks like i am all that stand between mage and the rest of the group should he decide to kill us all off)

[20:17] <@GWRD> (Don't worry, I'll recruit you, because you're Canadian and that will give them a false sense of hope that you are peaceful.)

[20:18] <@Ptolamir> (Midwesterners, I bet there's a Regional Con in St. Louis we could meet up at?)

[20:18] <@Theon_Tokko> (my house is heavilly armed, with various martial arts weapons, and firearms... *grins*)

[20:18] <@Theon_Tokko> (don't forget cast iron frying pans >_<)

[20:18] <@GWRD> (I'll bring Zahira to deal with you, after commenting about you on Steam to your wife, to create a distraction first.)

[20:18] <Theron_Greystone> "I Hope hope the undead did not make this wreck their home too"

[20:18] <@Ptolamir> (sorry to delay game)

[20:18] <Thanadin> [i request sanctuary at ryu's]

[20:19] <@GWRD> You found no sign of undead among the survivors of the ship, though the sea is starting to turn green as the last rays of sunlight fade from the sky.

[20:19] * @Ptolamir looks out at the beginning glow of the sea.

[20:20] <Orzady> "That can't be good."

[20:20] <Theron_Greystone> (this is what happens when you build a nuclear reactor on an island)

[20:21] <@GWRD> (Carmina Burana, perfect music to start the game off.)

[20:21] * TolBot (TolBot@18a092e9.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[20:21] <Orzady> (I'm sorry I hired the lowest bidder for the engineering team...but we did come in under budget.)

[20:22] <@GWRD> (Camping on the ship or near it somewhere on the shore?)

[20:23] <Orzady> (far from shore)

[20:24] <Theron_Greystone> (not to close to the ship would be my choice)

[20:24] <Valio> "Think we could use the ship as fuel for a fire?"

[20:25] <Theron_Greystone> (only you can prevent jungle fires)

[20:25] <@GWRD> You make camp up a little hill under a canopy of trees. Not too far off, but close enough for comfort you see the Brine Demon wrecked against the shore, now siloetted by the green glow of the sea.

[20:25] * @Ptolamir looks at Valio, "The wood is wet, but if you bring it here, I can still make it burn."

[20:25] <Orzady> "I wouldn't go near glowing water. That is not right."

[20:28] <Theron_Greystone> "we should be be careful who knows what else lurks in the jungle"

[20:29] <Orzady> "Other than those damned chicken things?"

[20:29] <@Ptolamir> "So far, there has been little, or our other fires would have attracted them."

[20:30] * Valio shrugs. "Just a suggestion."

[20:30] <@GWRD> The surf picks up a little momentum as night descends upon the party.

[20:30] <Thanadin> "There is the goat dropping thing with unknown motives."

[20:30] <Theron_Greystone> "and dont forget spiders"

[20:30] <@GWRD> You begin to hear wailing and cursing coming from the direction of the ship.



[20:31] <Orzady> "Zombies. The longer I ma here, the longer the list of people i would--"
 [20:31] * Orzady jumps up to his feet.
 [20:31] * Theron_Greystone readies his weapon looking for signs of attack
 [20:31] * @Theon_Tokko leans against a tree, not getting overly excited
 [20:32] <@GWRD> "THIEVES! SCHOONDRELS!" can be heard briefly from the ship, then all goes silent.
 [20:32] <Valio> "That's not creepy or anything."
 [20:32] * Valio looks at the others.
 [20:32] <Theron_Greystone> (yep the man wants his knife back)
 [20:32] * Thanadin raises an eyebrow
 [20:33] * @Ptolamir moves to the side of the group, watching the boat.
 [20:34] <Androoin> "Perhaps we should help them with the thieves"
 [20:34] <Orzady> "HEY! WHEN PEOPLE CALL ME THAT, THEY HAVE THE COURTESY TO SAY IT TO MY FACE!"
 [20:35] * Theron_Greystone covers his face with the palm of his hand
 [20:35] * Thanadin growls at Orzady "Shut. Up."
 [20:35] <Androoin> "im just kidded"
 [20:36] <@GWRD> (What are you all going to do?)
 [20:36] <@Ptolamir> "Some one lives on the ship? or some thing?"
 [20:36] <Theron_Greystone> " we obviously didnt search that ship well enough"
 [20:36] * Orzady takes out the jeweled dagger, holding it ready to use it. He's looking around for an attack.
 [20:37] <Theron_Greystone> (any signs of movement from the ship or water?)
 [20:37] * @Theon_Tokko shakes his head and rests
 [20:38] <@GWRD> The waves toss back and forth, their green glow haunting and unsettling.
 [20:38] * Orzady sits down carefully, keeping the dagger in hand.
 [20:39] <@GWRD> A couple minutes pass with no more noise.
 [20:39] <Valio> "I'll take first watch tonight. Anyone else want to join me?"
 [20:40] <Theron_Greystone> "I will join "
 [20:40] <Thanadin> "I'll take second."
 [20:41] <@Ptolamir> (afk)
 [20:41] <@GWRD> Suddenly a ghostly skeleton rises out of the ground in the center of your campfire dressed in pirate garb. It wears a tricorn hat and has a hook where a hand should be...
 [20:41] <@GWRD> (picture: <https://encrypted-tbn2.gstatic.com/imag...5Jqcph9a->)
 [20:41] <Orzady> "I'll take the third watch"
 [20:41] <@Theon_Tokko> (Yay! I survived a day with without a statu... REALLY! XD)
 [20:41] <Thanadin> [xD]
 [20:41] <Theron_Greystone> (the blasted thing waited for someone to AFK)
 [20:42] <@GWRD> "Thieves, scoundrels!"
 [20:42] <Orzady> (I load my Torgue rifle...)
 [20:42] <Orzady> "That's better."
 [20:42] <@Theon_Tokko> (I swear, if I get a status buff, I'm going to New Hampshire and filling mage's car with dirty diapers)
 [20:42] <@GWRD> "Return my beloved Aeshamara!"
 [20:42] <Thanadin> "...The locket?"
 [20:43] * @Theon_Tokko glares blankly at the skeleton pirate
 [20:43] * Orzady whispers "please say locket, please say locket, please say locket..."
 [20:43] <Valio> "So now we have ghosts? Why am I not surprised?"
 [20:43] * Valio stands and backs away from the fire.
 [20:43] <@GWRD> The ghostly skeleton glares at your group.
 [20:43] <@GWRD> "Return my beloved Aeshamara thieves!"
 [20:44] <@GWRD> His body drips with brackish water that seemly falls from his body and faintly sizzles in the fire that he stands in the middle of.



[20:45] <@GWRD> (No female characters in the group right?)

[20:45] <@Theon_Tokko> "The locket obviously has a picture, give it to him already, lets avoid fighting if we can for a change," he rubs the back of his head where the plant molested him

[20:45] <Orzady> "Is it the locket? For gods' rutting sake, what is it?"

[20:45] <Theron_Greystone> (isnt Ptolamir a girl, i can never tell with you humans)

[20:46] <Orzady> (look under the beard)

[20:46] <@GWRD> It turns to face Orzady.

[20:46] <@GWRD> "Return my beloved Aeshamara."

[20:46] <@Theon_Tokko> (Who has the locket anyways?)

[20:46] <Theron_Greystone> "we should give him the Locket"

[20:46] <@GWRD> It raises his hooked arm.

[20:46] <Orzady> "Awww... really?"

[20:47] <Orzady> (do I have the locket?"

[20:47] <Theron_Greystone> (i assume one of the them rogue types has it"

[20:47] <Theron_Greystone>)

[20:47] <@GWRD> (I don't think so, you took the dagger.)

[20:47] <Orzady> (I've got the dagger, I can't remember if I kept the locket)

[20:47] <@Theon_Tokko> (*checks log*)

[20:47] <Theron_Greystone> (its probably still in the box)

[20:48] <@GWRD> You notice that several of your fellow castaways are getting very nervous about this situation, and are about ready to bolt.

[20:48] <@Theon_Tokko> (might help if I actually uploaded last sessions log)

[20:48] <Thanadin> "Whoever has the locket,give it to him already!"

[20:48] * @Theon_Tokko goes over to the chest and takes the locket out and offers it to the pirate

[20:49] <Theron_Greystone> "Is that what you are looking for"

[20:50] <@GWRD> It gazes upon the locket, as if fasinated by it.

[20:50] * Orzady relaxes a little -- he can have the locket.

[20:50] * @Theon_Tokko opens it and offers it yet again, "Is this your beloved?"

[20:51] <@Theon_Tokko> (OK last sessions log is up)

[20:52] <@GWRD> The pirate skeleton ghost reaches for the open locket, its eyes gazing upon the image in the locket. As soon as he touches it, you hear a melancholy sigh as his body fades and is no more.

[20:52] * Theron_Greystone steps next to Theon in case the undead decides to attack

[20:53] <Valio> "This island is strange."

[20:53] <Orzady> "Good, I was hoping not to get into a fight with him about this dagger."

[20:53] <Thanadin> "Strange is an understatement."

[20:53] <Theron_Greystone> (did it take the locket?)

[20:54] <@GWRD> (When it's hand touched the locket, it's body faded from existence.)

[20:54] <@GWRD> (The locket is still held outstretched at the moment)

[20:54] <Theron_Greystone> "maybe we should put the locket back where we found the chest"

[20:55] * @Theon_Tokko closes the locket and carefully stows it away

[20:55] <@Theon_Tokko> "Perhaps he can now rest in piece, when we get out of here, I may perhaps see if I can find her so they may atlast have some measure of peace."

[20:57] <Orzady> "Unless she's alive... then you're going to have a time of it."

[20:57] <@Theon_Tokko> "If she's alive, then I can present her bleloveds final gift to her."

[20:58] <Androoin> 1d20+5 Save

[20:58] <ToIBot> [Androoin's 1d20(6)+5]: 11 Save

[20:58] <@GWRD> 1d4

[20:58] <ToIBot> [GWRD's 1d4(1)]: 1

[21:01] <@GWRD> There is something about the sea air here that seems to keep the disease ridden bugs away this campsite over the night. Androoin however looks like he's gotten worse, just when it looked like he would make a recovery.

[21:02] <@Theon_Tokko> (woo, +1 Hp right?)



[21:02] <@GWRD> (Correct)

[21:02] <@Theon_Tokko> (woo~ Finally back to 100% since this campaign started! LOL)

[21:02] <@GWRD> Also your camp doesn't appear to have food still, and everybody is starting to go hungry in your camp.

[21:02] <Orzady> "Let's hunt something down."

[21:03] * Thanadin nods

[21:03] * @Theon_Tokko agrees

[21:03] <Valio> "A food source would be inspiring."

[21:03] * Theron_Greystone 's stomach grumbles in agreement

[21:04] <@GWRD> Morale seems to be taking a major dive, and Gelik, Ishirou, and Sasha all seem worried that you'll never make it off this island and death is surely near.

[21:04] * @Theon_Tokko starts searching for food

[21:04] <@GWRD> (Travelling and hunting, or setting up a base camp for a few days?)

[21:04] <Orzady> (hunting)

[21:05] <Thanadin> [hunting]

[21:05] <Theron_Greystone> (ill help with hunting if needed)

[21:06] <@GWRD> (So travel and hunting)

[21:06] <Orzady> (A road trip with bloody consequences...)

[21:09] <@GWRD> (Ok in what direction would you like to travel?)

[21:09] <Orzady> (West)

[21:11] <Valio> (towards M8?)

[21:11] <Valio> (L9. That quad looks promising?)

[21:12] <@GWRD> You travel westwardly, back in the direction you came from. Travel is slow as you all spread out to hunt. You reach a game trail by mid-day when it starts to get hot and muggy.

[21:12] <@GWRD> (Perception DC 21 checks)

[21:12] <@Theon_Tokko> 1d20+6 vs DC21

[21:12] <TolBot> [Theon_Tokko's 1d20(3)+6]: 9 vs DC21 Fail

[21:12] <Orzady> 1d20+4 vs DC21

[21:12] <TolBot> [Orzady's 1d20(18)+4]: 22 vs DC21 Success

[21:12] <Theron_Greystone> 1d20+4 vs DC21

[21:12] <TolBot> [Theron_Greystone's 1d20(16)+4]: 20 vs DC21 Fail

[21:13] <Valio> (I was about to roll, then realized I couldn't get that high...)

[21:14] <Thanadin> 1d20+8 vs DC21

[21:14] <TolBot> [Thanadin's 1d20(20)+8]: 28 vs DC21 Critical success

[21:14] <Thanadin> [woo!]

[21:15] <@GWRD> Orzady, as you are travelling you barely catch out of the corner of your eye a few leaves sway counter to how the air is moving, and then spot a Tengu wrapped up in cloth moving through the underbrush watching you. Thanadin sees this clearly as day however.

[21:15] <Theron_Greystone> (thanadin manages to find a drive through)

[21:15] <@GWRD> ([http://i1244.photobucket.com/albums/gg5 ... ezzack.jpg](http://i1244.photobucket.com/albums/gg5... ezzack.jpg))

[21:16] <Orzady> "Being watched."

[21:16] <@GWRD> 1d20+9

[21:16] <TolBot> [GWRD's 1d20(9)+9]: 18

[21:16] <Thanadin> "Tengu. Over there."

[21:16] <@GWRD> It turns its attention to Orzady, from its cover, then starts to slink back a bit.

[21:17] * Orzady draws his dagger

[21:17] * Thanadin readies his bow

[21:17] <@GWRD> It then looks as Thanadin points him out and starts withdrawing back into the jungle.

[21:17] <Orzady> "Meat might be back on the table, good sirs."

[21:17] * Theron_Greystone raises his weapon and shield

[21:18] <@GWRD> All of you start seeing a Tengu withdrawing back away from your group. In its hand is a sabre with a saw-tooth style blade. (Knowledge: Local DC 12 to identify)



[21:19] <@GWRD> (Trained skill rolls only)

[21:19] <Thanadin> [i only have history and religion]

[21:19] <Orzady> (I know it's going to look good sticking out of his back...)

[21:20] <@Theon_Tokko> (I have Knowledge: Nature, but don't know if that helps)

[21:20] <@GWRD> (Anybody wish to attack or pursue the Tengu?)

[21:20] <Orzady> (pursue -- he looks smart and/or tasty)

[21:20] <Thanadin> [ill go after it then]

[21:21] <@GWRD> (He looks smart, but you likely haven't had tengu to eat and aren't that hungry yet, to make a determination on edible tastes.)

[21:22] <Orzady> (Bet he tastes like chicken)

[21:22] <Theron_Greystone> (this island should have been called assorted chickens island)

[21:24] <@GWRD> (Init rolls if you wish to attack / pursue)

[21:24] <Orzady> (looking for a potion of honey mustard...)

[21:24] <@GWRD> 1d20+7

[21:24] <TolBot> [GWRD's 1d20(13)+7]: 20

[21:24] <Orzady> 1d20+6

[21:24] <TolBot> [Orzady's 1d20(20)+6]: 26 (Fabulous)

[21:24] <@Theon_Tokko> 1d20+3

[21:24] <TolBot> [Theon_Tokko's 1d20(9)+3]: 12

[21:24] <@Ptolamir> 1d20+2

[21:24] <TolBot> [Ptolamir's 1d20(16)+2]: 18

[21:24] <Thanadin> 1d20+1

[21:24] <TolBot> [Thanadin's 1d20(8)+1]: 9

[21:24] <Theron_Greystone> 1d20-1

[21:24] <TolBot> [Theron_Greystone's 1d20(8)-1]: 7

[21:24] <@GWRD> (Castlevania Bloody Tears just came on, how appropriate)

[21:24] <Thanadin> [lol]

[21:25] <Orzady> (queing up "Laura Runs" from BGS)

[21:25] <@GWRD> Init Report: Orzady, Pezock, Ptolamir, Theon Tokko, Thanadin, Theron Greystone

[21:26] * Valio watches as the others jump into action and wonders what they're up to.

[21:26] <@GWRD> Orzady the Tengu starts fleeing into the jungle. The terrain is tough and hampers movement. The tengu is presently about 50' away.

[21:27] * Orzady takes off after the tengu in a dead sprint

[21:27] <@GWRD> (Can't run in this thick jungle)

[21:28] * Orzady slows and tries to keep his eyes on the tengu through the canopy.

[21:28] <@GWRD> (How far are you moving in after it?)

[21:28] <Orzady> (until I have it's neck in my hands)

[21:28] * Theron_Greystone doesnt move far from the group in case something else attacks us

[21:29] <@GWRD> (What's your move speed then?)

[21:29] <Orzady> (walk is 30 ft.)

[21:29] <@GWRD> (oops)

[21:29] <Thanadin> [what oops,i dont like oops]

[21:29] <@GWRD> Orzady starts to chase after the Tengu and closes to within 20' of it.

[21:30] <@GWRD> (thought I pasted the init order again, ended up scrolling up instead and thought I did)

[21:30] <Thanadin> [lol]

[21:30] <@GWRD> The Tengu flees deeper into the jungle

[21:31] <@GWRD> (Tengu: 80' out, Orzady 30' out from group)

[21:31] <@GWRD> (Ptolamir(afk), Theon Tokko, Thanadin)

[21:31] * @Theon_Tokko moves in as far as he can (speed is 30)

[21:31] <@GWRD> (Ptolamir(afk), Thanadin, Theron Grey)

[21:31] <Valio> "What's happening?"



[21:32] <Orzady> "Info and food are escaping!"

[21:32] <Theron_Greystone> "They are chasing after some bird creature that was following us"

[21:32] * Thanadin moves up as far as possible [speed of 20] and shoots an arrow

[21:32] <Thanadin> 1d20+1

[21:32] <TolBot> [Thanadin's 1d20(10)+1]: 11

[21:33] <@GWRD> (Tengu: 80' out, Orzady & Theon 30', Thanadin 10' out from group)

[21:33] <@GWRD> Your arrow goes wizzing by the Tengu, as it ducks low.

[21:33] <@GWRD> (Ptolamir(afk), Theron Grey, Orzady)

[21:34] <Orzady> (afk -- still chasing it)

[21:34] <Theron_Greystone> "we should follow in case they run into a trap"

[21:34] * Valio frowns, points towards the creature in the overgrowth, and mutters a few words as he sprinkles some sand down in front of himself.

[21:34] * @Ptolamir pursues as well, but does not attack.

[21:34] <@Ptolamir> (it never attacked us, just saw us and ran, right?)

[21:34] <Valio> (I was at the end of the init roll since I didn't roll.)

[21:34] <@GWRD> (Correct Ptol)

[21:35] * Theron_Greystone tries to follow the others in the jungle

[21:35] <@GWRD> (Orzady, Pezock, Ptol)

[21:36] * Orzady keeps moving quickly towards the tengu, slashing at any plants in the way

[21:36] <@GWRD> 1d20+2

[21:36] <TolBot> [GWRD's 1d20(11)+2]: 13

[21:38] <@GWRD> The Tengu seemingly collapses as it tries to get away, and stops moving.

[21:38] <Valio> "Take it alive"

[21:39] * Orzady skids to a stop, looking around for a trap or ambush

[21:39] <Orzady> (afk)

[21:39] <Thanadin> "I know I didn't hit it."

[21:39] <@GWRD> You see no sign of any traps or ambushes.

[21:39] * Valio moves forward. "I put it to sleep. Capture it but keep it alive."

[21:40] <Thanadin> "Ah."

[21:40] * Thanadin rushes to the Tengu as quickly as his dwarven feet allow

[21:41] <@GWRD> You close with the Tengu who seems to be just lying there taking a nap.

[21:41] <Valio> "We have a minute before it wakes. Bind it and then we can figure out what to do with it."

[21:42] * Orzady looks for some vines and ties a good hard knot around the hands and feet.

[21:43] <@GWRD> Plenty of vines around that could probably be used as a poor-man's rope.

[21:44] * Orzady cuts some, braids them and starts working on securing the hands of the tengu together, all the while trying to remember if he saw some mosquete wood nearby.

[21:44] <@GWRD> You tie up the Tengu using what you can quickly salvage from the jungle. When it comes to, it looks extremely pissed and starts yelling obscenities at you.

[21:45] <Orzady> "Shut up."

[21:45] * Valio moves to the others. "If it can communicate, it may be able to help us leave the island."

[21:45] <Valio> (oops, I typed too slow...)

[21:45] * @Ptolamir slowly catches up with the others.

[21:46] * @Ptolamir looks on the scene.

[21:46] * Theron_Greystone walks beside Ptolamir

[21:47] * Thanadin looks at the Tengu

[21:47] <Thanadin> "Why were you watching us?"

[21:48] <Orzady> ("Are you sweet or spicy?")

[21:48] <@Ptolamir> (not sure whether this is supposed to be Ptolamir's first time seeing a birdman or has heard of them or what)

[21:49] <Theron_Greystone> (i dont think its eddible)

[21:49] <@GWRD> The Tengu struggles in its bonds and says something derogatory about



Thanadin's mother.

[21:49] * Orzady looks to Thanadin.

[21:49] <Orzady> "Breast or drumstick?"

[21:49] <@GWRD> (They are an uncommon species that do sometimes appear in cities. Usually when they do, they stick to themselves.)

[21:50] <@GWRD> It snaps at Orzady, trying to get a piece of him in his beak.

[21:50] <Valio> "We are very hungry. Can you help us calmly, or are my companions going to eat you? I'll try my best to prevent it, but..."

[21:50] * Valio feels his stomach growl.

[21:50] <Thanadin> "I like dark meat myself, but perhaps we can get it to play nice."

[21:50] * Orzady grins.

[21:50] <Theron_Greystone> "you better answer, my friend here is hungry and doesnt seem to be too picky at this time"

[21:50] * @Theon_Tokko walks up to the tengu and glares at it as he draws his blade, "I'll only ask you this once, if you fail to answer I will remove your limbs one by one, slowly, painfully, and enjoy watching you squirm. Why where you watching us?" (Intimidate?)

[21:51] <@GWRD> (roll)

[21:51] <@Theon_Tokko> 1d20+4

[21:51] <ToIBot> [Theon_Tokko's 1d20(7)+4]: 11

[21:51] <@Theon_Tokko> (... figures... atleast it wasn't a nat1 XD)

[21:51] <Valio> 1d20+4 diplomacy

[21:51] <ToIBot> [Valio's 1d20(6)+4]: 10 diplomacy

[21:51] * Orzady looks at Theon.

[21:51] <Valio> (yeah, okay. I stink at rolling tonight.)

[21:51] <Thanadin> [with that roll, you couldnt intimidate a cooked tengu, let alone an angry one :p]

[21:51] <Orzady> "That's a threat?"

[21:52] <@GWRD> It does not seem swayed by threats or honeyed words, as it continues to struggle.

[21:52] <@Theon_Tokko> (it is bound spread eagle?)

[21:52] <@Theon_Tokko> (**is it)

[21:52] <@GWRD> (No)

[21:52] * Orzady takes his knife and presses the point at the base of the tengu's neck.

[21:52] <@GWRD> 1d20

[21:52] <ToIBot> [GWRD's 1d20(13)]: 13

[21:53] <Orzady> "Talk or become leftovers."

[21:53] <@GWRD> (What is your AC Orzady?)

[21:55] * Valio hums a little tune somewhere between a relaxing cooking song and a lullaby.

[21:55] <Orzady> (AC is 14)

[21:55] <@GWRD> It clamps down on Orzady's arm, trying to bite through his armor.

[21:56] <Orzady> "AHHH! You soon-to-be-pile of turds!"

[21:56] * Orzady tries to punch it with his free hand

[21:56] * @Theon_Tokko slams his blade into the ground next to the Tengu's head, and steps on its throat, applying the pressure

[21:56] * Valio closes his eyes and takes a deep breath.

[21:57] <@GWRD> Ishirou approaches.

[21:57] <@Theon_Tokko> "Release him, and I will let you breathe again"

[21:57] * Valio lets the breath out slowly.

[21:57] <@GWRD> Orzady punches the Tengu in the face as Theon stomps down on its throat.

[21:58] <Valio> "I wanted his help. I doubt he will be doing anything of the sort, now."

[21:58] <@GWRD> Ishirou "There is no honor in beating a tied up foe you outnumber 13 to 1.

[21:59] <@Theon_Tokko> "I have no intentions of kill, it, only getting to release Orzady."

[21:59] * Thanadin raises an eyebrow at Ishirou

[21:59] <Orzady> "I have intentions of killing it if it doesn't give me the info I need!"



[21:59] <Thanadin> "You have no right to speak of honor after running away."
 [22:00] <Theron_Greystone> "Did anyone search him for weapons or any clues to his intentions?"
 [22:00] <@GWRD> Ishirou draws his katana. "You have insulted me for the last time. I challenge you to a duel to the death!"
 [22:01] <Orzady> "FOR RUTS SAKE! NOT NOW!"
 [22:01] <Thanadin> [xD]
 [22:01] * Valio turns his attention to Ishirou and continues to hum a lullaby to calm him down.
 [22:01] * @Theon_Tokko eyes Ishirou as he removes his foot from the Tengu's throat.
 [22:01] <@GWRD> The tengu's sabre lies nearby, and it appears it has no other weapons.
 [22:01] <Valio> (spell, will vs 15)
 [22:02] <@GWRD> 1d20-1
 [22:02] <ToIbot> [GWRD's 1d20(10)-1]: 9
 [22:02] <@GWRD> Ishirou stands firm for a moment, before his eyes roll back into his head and he collapses.
 [22:02] <@GWRD> (Thanadin, DC 15 will save)
 [22:02] <Valio> (drowsy, not asleep...)
 [22:03] <@GWRD> (Oh)
 [22:03] <Thanadin> 1d20+4
 [22:03] <ToIbot> [Thanadin's 1d20(2)+4]: 6
 [22:03] <@GWRD> Ishirou stands firm, stifling a yawn.
 [22:03] <Theron_Greystone> (mr Valium here knocking people out left right and center)
 [22:03] <Orzady> (does the tengu still have a beakful of me?)
 [22:03] <@GWRD> (no)
 [22:03] <Orzady> (ok)
 [22:04] <@GWRD> "Do you accept the duel, or are you too cowardly?"
 [22:04] * Valio watches his companions drift into an inattentive state. "Let's get back to the others and deal with this where the jungle is not so stifling."
 [22:04] <Theron_Greystone> " we still have other problems , we need to find food and shelter, infighting doesnt help"
 [22:04] <Thanadin> "Hmph. Perhaps you may redeem yourself. I accept."
 [22:05] <@GWRD> He steps to the side, away from the others, so the fight can be clean without interruption.
 [22:05] <@GWRD> (init)
 [22:05] * Valio keeps his concentration on the simple spell.
 [22:05] <@GWRD> 1d20+2
 [22:05] <ToIbot> [GWRD's 1d20(4)+2]: 6
 [22:05] <Thanadin> 1d20+1
 [22:05] <ToIbot> [Thanadin's 1d20(16)+1]: 17
 [22:05] <Orzady> "Someone -- oh, gods rut me...really?"
 [22:06] <@GWRD> (Your action first)
 [22:06] * Thanadin calmly walks up to Ishirou and punches him [flurry of blows,non-lethal]
 [22:06] * Theron_Greystone mutters under breath "In Torags name, i am stuck on an island with fools"
 [22:06] <Thanadin> 1d20-1
 [22:06] <ToIbot> [Thanadin's 1d20(1)-1]: 0 (*cough*)
 [22:06] <Thanadin> 1d20-1
 [22:06] <ToIbot> [Thanadin's 1d20(16)-1]: 15
 [22:07] <@Theon_Tokko> (Wow, you rolled a 0...)
 [22:07] <@GWRD> Your first swing goes wide, as the older looking man ducks your second punch with surprising quickness.
 [22:07] <@GWRD> 1d20+4
 [22:07] <ToIbot> [GWRD's 1d20(11)+4]: 15
 [22:07] <Thanadin> [xD im talented like that]



[22:07] <@GWRD> (AC still 15?0
 [22:08] <Thanadin> [yes]
 [22:08] <Theron_Greystone> (but why are you punching yourself)
 [22:08] <@GWRD> 1d10+3
 [22:08] <TolBot> [GWRD's 1d10(4)+3]: 7
 [22:08] <Valio> (ugh, you fighter-types...)
 [22:08] <@GWRD> Ishirou lands a solid hit to your chest, opening a deep gash.
 [22:08] <@GWRD> (Your action)
 [22:08] <Orzady> "I don't have time for this."
 [22:09] * Orzady pulls the tengu to his feet.
 [22:09] <@GWRD> 1d20
 [22:09] <TolBot> [GWRD's 1d20(11)]: 11
 [22:09] <@GWRD> The Tengu locks on to Orzady's arm again.
 [22:09] * Thanadin growls, and punches again [unarmed strike, lethal]
 [22:09] <Orzady> "Your only option of escaping with your... hide intact is to answer my questions, Do youAAAAHHHH! YOU BASTARD!"
 [22:09] <Thanadin> 1d20+1
 [22:09] <TolBot> [Thanadin's 1d20(9)+1]: 10
 [22:09] * Valio feels his concentration slipping. "ENOUGH!"
 [22:10] * Orzady shoves the pommel of his dagger into the tengu's eye.
 [22:10] <@GWRD> Ishirou side-steps the punch.
 [22:10] <@GWRD> (Second attack, or just that one?)
 [22:10] <Thanadin> [just that one]
 [22:10] <Theron_Greystone> "ENOUGH, Ishirou, you drew blood, you have your honor. Stop this"
 [22:10] <@GWRD> 1d20+4
 [22:10] <TolBot> [GWRD's 1d20(19)+4]: 23
 [22:10] * @Theon_Tokko glares at both of them, "You idiots, Stop NOW, we don't have the time for this. Thanadin, go tend to yourself. Ishirou, if you have problems with us then go, or I will be your opponent."
 [22:10] <@GWRD> 1d20+4
 [22:10] <TolBot> [GWRD's 1d20(8)+4]: 12
 [22:11] <@GWRD> 1d10+3
 [22:11] * Thanadin falls
 [22:11] <TolBot> [GWRD's 1d10(6)+3]: 9
 [22:11] <Orzady> "I'M GOING TO FIND YOUR MATE AND FRY YOUR CHILDREN!"
 [22:11] * Theron_Greystone steps in with shield raised
 [22:11] * Valio turns to the others guarding the tengu. "Bring it. We will talk somewhere away from this."
 [22:11] <@GWRD> Ishirou runs Thanadin through with his katana, before pulling it out and shaking the fresh blood loose onto the ground.
 [22:12] <Theron_Greystone> (oh wow, this escalated quickly)
 [22:12] * Valio turns back to Ishirou. "What in all the hells are you doing?!"
 [22:12] <Thanadin> [totally dead, btw, at -14, past my CON]
 [22:13] * @Theon_Tokko grabs his blade and walks straight towards Ishirou. "You had already reclaimed your honor by drawing blood, there was NO need to kill an unarmed opponent, YOU HAVE NO HONOR," he glares reproachfully.
 [22:13] <@GWRD> Ishirou: "I challenged him to a duel to the death, he accepted and I fulfilled my obligations to give him an honorable battle.
 [22:13] * Valio turns away and heads back towards the remaining group.
 [22:14] * Orzady reverses the grip on his knife and looks to slice out the eye of the tengu
 [22:14] <@GWRD> Ishirou: "He chose his fists as his weapon of choice, when he made the first attack."
 [22:15] <@GWRD> The Tengu struggles in Orzady's grasp and attempts to bite again.



[22:15] <@GWRD> 1d20
 [22:15] <TolBot> [GWRD's 1d20(7)]: 7
 [22:15] <@GWRD> Missing horribly.
 [22:15] <@Theon_Tokko> "One of honor would have countered empty handed, leave my sight before I remove your head and feed it to sea."
 [22:15] * Valio shoves vines and such out of the way as he leaves the area.
 [22:16] <@GWRD> Ishirou glares at Theon. "You know nothing of honor, but I shall leave anyway."
 [22:16] * Orzady slams his fist into the tengu's throat
 [22:16] <@Ptolamir> (back)
 [22:16] <@GWRD> (WB)
 [22:17] <Thanadin> [you missed my death!]
 [22:17] <Orzady> (breast or thigh?)
 [22:17] <Orzady> (the tengu, not Thanadin)
 [22:17] <@Theon_Tokko> "I know more of honor than you ever will. When next I see you, I will kill you," he grins, "unless you wish for it now of course."
 [22:17] <@GWRD> Orzady punches the Tengu in the throat and it blacks out.
 [22:17] <@GWRD> "Are you challenging me?"
 [22:17] <Orzady> "Gods-be-ruttet pile of bird droppings."
 [22:18] * Orzady turns to whoever is left.
 [22:18] <Theron_Greystone> "Leave this place Ishirou"
 [22:18] <@Theon_Tokko> "I do not make challenges, I make promises. As I said when next we meet."
 [22:18] <Orzady> "Get me a pole, we can carry it back, question and/or eat it."
 [22:18] <Orzady> "Dibs on his heart."
 [22:18] <@GWRD> "Then let's get it over with now. Draw your blade and we will have this duel."
 [22:19] * @Theon_Tokko grins wildly. (one min need to look up some rules)
 [22:19] <Theron_Greystone> "There will be no more duels"
 [22:19] <Orzady> (can we hear what's happening with Theon?)
 [22:19] <@GWRD> (Loud and clear)
 [22:19] * Orzady stalks over to the dueling pair.
 [22:20] <Orzady> "You want to kill each other? Either hurry up and do it so there's more food to go around, or rutting shut up and help!"
 [22:20] <@GWRD> Ishirou "This does not concern you Theron."
 [22:20] <@Ptolamir> (The tengu killed thanadin, or an NPC?)
 [22:20] * Orzady turns and walks back to the tengu, looking for a branch to lace it through to carry back.
 [22:21] <@GWRD> (Ishirou challenged Thanadin to a duel to the death, he accepted, and got killed.)
 [22:21] <Thanadin> [ishirou and i had a duel to the death,i lost]
 [22:21] <@Ptolamir> (Ishirou is an NPC? sorry, I've never kept any of them in my memory)
 [22:21] <Theron_Greystone> "You answered fist with steel, and decided to fight against this group."
 [22:21] <@GWRD> (NPCs: Aerys, Gelik, Ishirou, Jask, Sasha)
 [22:21] <@Ptolamir> (I know this whole campaign is supposed to be mindful of them, and satisfying their quests, but I've been horrible at it)
 [22:22] <@GWRD> "He chose his fists, which are lethal weapons by how he is trained."
 [22:22] * @Ptolamir looks on, mumbiling "Idiots"
 [22:22] * Orzady turns around and sees that no one seems to be doing his well-thought out requests.
 [22:22] <@GWRD> Ishirou awaits Theon.
 [22:22] * @Theon_Tokko already has his blade drawn, me cracks his neck with a wicked grin. (Free Action, Rage. So raged for 5 rounds. +4 to STR and CON, and will saves for me, not sure how that will exactly reflect in combat rolls though)
 [22:23] <@GWRD> (Ok, then roll init)
 [22:23] <@Theon_Tokko> 1d20+3
 [22:23] <TolBot> [Theon_Tokko's 1d20(4)+3]: 7



[22:23] <@GWRD> 1d20+2
 [22:23] <TolBot> [GWRD's 1d20(17)+2]: 19
 [22:23] <Theron_Greystone> "you decided that you will be better off on your own, so now leave unless you want to attack rest of us"
 [22:23] <@GWRD> 1d20+4
 [22:23] <TolBot> [GWRD's 1d20(19)+4]: 23
 [22:23] <@GWRD> 1d20+4
 [22:23] <TolBot> [GWRD's 1d20(12)+4]: 16
 [22:23] * Orzady clamps his jaw and looks for a limb long enough to wind the tengu around.
 [22:23] <@GWRD> (What's your AC Theon?)
 [22:24] <@Theon_Tokko> (15 base, -2 due to Rage so 13)
 [22:24] <@GWRD> (Crit confirmed, this is going to hurt)
 [22:24] <@GWRD> 2d10+6
 [22:24] <TolBot> [GWRD's 2d10(10)+6]: 16
 [22:24] <Orzady> "hey -- Ptolamir? Remember what I said about enlightened self-interest? Let's get this thing back to camp and let those idiots kill each other."
 [22:24] * Theron_Greystone attacks Ishirou
 [22:25] <@GWRD> Ishirou stabs his katana straight into Theon Tokko's chest. You see the blade come out the other end, before he pulls it free.
 [22:25] <@Theon_Tokko> (haha)
 [22:25] <Thanadin> [lol]
 [22:25] * Androoin seems to be completely oblivious and is just resting near the group while the events take place.
 [22:25] <@Theon_Tokko> (I needed a new character anyways... Theon was well... trap happy)
 [22:26] * Valio reaches the rest of the party and takes a drink of water from the barrel. "Any food found while we scouted further out?"
 [22:26] <Thanadin> [yay,character deaths!]
 [22:26] <@GWRD> (Ok Theron make your attack)
 [22:26] <Orzady> [yay, more food!]
 [22:26] <Theron_Greystone> 1d20+2
 [22:26] <TolBot> [Theron_Greystone's 1d20(19)+2]: 21
 [22:26] <@GWRD> (hit)
 [22:27] <Thanadin> [not sure how dwarf tastes,but youre welcome to feast on my corpse xD]
 [22:27] <Theron_Greystone> 1d8+1
 [22:27] <TolBot> [Theron_Greystone's 1d8(8)+1]: 9
 [22:27] <Valio> "Jask? Sasha?"
 [22:27] <@GWRD> The rest of the castaways watch on in horror as the battle plays out.
 [22:28] <Valio> (I thought they were back a ways?)
 [22:28] <@GWRD> Theron lands a clean hit on Ishirou's chest, but he comes back for a counter attack.
 [22:28] <@GWRD> 1d20+4
 [22:28] <TolBot> [GWRD's 1d20(10)+4]: 14
 [22:28] <@GWRD> (Your AC is 15 still correct?)
 [22:28] <Theron_Greystone> (yep)
 [22:28] <@Theon_Tokko> (wait a tick.. 16 isn't a full death for me... that only puts me at -3 lol, not including my bonus from my +4 CON... >"<)
 [22:28] <Valio> (he said rage dropped it to 13)
 [22:28] <@GWRD> You feel the cold sharp steel of Ishirou's katana scrape against your armor. The sound sends chills up your spine.
 [22:29] <@Theon_Tokko> (puts me at -1 lol)
 [22:29] * Theron_Greystone attacks again
 [22:29] <Theron_Greystone> 1d20+2
 [22:29] <TolBot> [Theron_Greystone's 1d20(14)+2]: 16



[22:29] <@GWRD> Ishirou barely dodges the blow, with a careful deflection with his katana.

[22:30] <@GWRD> 1d20+4

[22:30] <ToIBot> [GWRD's 1d20(11)+4]: 15

[22:30] <Valio> (okay, I'm confused now.)

[22:30] <@GWRD> 1d10+3

[22:30] <ToIBot> [GWRD's 1d10(7)+3]: 10

[22:30] <Valio> (glad I'm not watching now. I get an explanation later)

[22:30] <@Theon_Tokko> (welcome to my world, I'm always confused! lol)

[22:30] <@GWRD> Ishirou counters with a clean hit that enters around mid-torso.

[22:30] <Thanadin> [basically,ishirou is killing everyone]

[22:31] <@GWRD> (Well only the people who deserve it.)

[22:31] <Valio> (because you 'entered a duel to the death' with him.)

[22:31] <Theron_Greystone> (lol)

[22:31] <Theron_Greystone> (that brings me down to 2HP)

[22:31] <@GWRD> (your turn)

[22:31] * @Ptolamir positions himself beside the two.

[22:31] <Thanadin> [i was honor-bound to accept!]

[22:31] <Theron_Greystone> (my mama didnt raise no quitter)

[22:32] * Theron_Greystone bloodied returns attack

[22:32] <Theron_Greystone> 1d20+2

[22:32] <ToIBot> [Theron_Greystone's 1d20(1)+2]: 3 (O the agony.)

[22:32] <@Theon_Tokko> (welcome to the grave Theron)

[22:32] <@GWRD> (Ptolamir, are you stepping into this combat?)

[22:32] * @Ptolamir calls out "Enough!" and sends out a wall of fire between Theron and Ishirou (if possible)

[22:32] <Theron_Greystone> (oh lord no, he doesnt know how to aim with his fire)

[22:32] <@GWRD> (They are face to face in this battle, if you were to wall of fire, you'd hit them both)

[22:33] <@Ptolamir> (ok, then not possible)

[22:33] <@GWRD> (Unless you just wanted to hit one)

[22:33] <@Ptolamir> (dont' want to attack anyone)

[22:33] <@GWRD> 1d20+4

[22:33] <ToIBot> [GWRD's 1d20(10)+4]: 14

[22:34] <@GWRD> Theron your life almost flashes before your eyes as Ishirou's blade comes inches from the bridge of your nose.

[22:34] <Theron_Greystone> 1d20+2 attack

[22:34] <ToIBot> [Theron_Greystone's 1d20(16)+2]: 18 attack

[22:34] <@GWRD> (hit)

[22:34] <Theron_Greystone> 1d8+1

[22:34] <ToIBot> [Theron_Greystone's 1d8(3)+1]: 4

[22:35] <@GWRD> Your blow strikes true, and Ishirou looks on the verge of death, but still stands.

[22:35] <@GWRD> (Anybody else stepping into the combat?)

[22:35] <@GWRD> 1d20+4

[22:35] <ToIBot> [GWRD's 1d20(12)+4]: 16

[22:36] <@GWRD> 1d10+3

[22:36] <ToIBot> [GWRD's 1d10(10)+3]: 13

[22:36] <Orzady> (Nope -- bring back KFT to the camp)

[22:36] <@Theon_Tokko> (*makes room for PC-Corpes 3*)

[22:36] <Theron_Greystone> (ouch -11)

[22:36] <@Theon_Tokko> (**Corpse)

[22:37] <Orzady> (I should have played my disturbingly happy necromancer -- so much raw material...)

[22:37] <@Ptolamir> (anyone have a desc on Ishirou? do we like him?)



[22:37] <Orzady> (I'm going to say no on both counts)

[22:37] <@GWRD> Ishirou stabs his katana across Theron Greystone's mid-section. A few organs become very visible as Theron hits the ground.

[22:37] <@GWRD> Ishirou is a rugged Tian man who appears much older than he is, with graying hair worn in a ponytail and a perpetual scruffy beard. His clothing and armor are well kept and clean, but obviously of low quality. Only his sword, a beautiful katana has any real value.

[22:38] <@GWRD> (Before tonight, you probably didn't think either way about the man)

[22:39] <@Ptolamir> (sorry that I have no continual memory of his interactions on teh ship or island, so not sure how to play this)

[22:39] <@Ptolamir> (ok, thanks, that helps)

[22:39] <Theron_Greystone> (he just made hunting for food much easier)

[22:39] <@GWRD> (He was a quiet man who kept mostly to himself.)

[22:39] <@GWRD> (He was also good at defending your base camp)

[22:41] <@GWRD> Ishirou once more shakes the blood free of his katana and looks around at the rest of you all to see if any of you will try to kill him next.

[22:41] * @Ptolamir steps up to Ishirou, "No more", taking him by the arms.

[22:41] <Orzady> "When you're done shaking your sword, want to help out?"

[22:41] <@GWRD> Ishirou is a rugged Tian man who appears much older than he is, with graying hair worn in a ponytail and a perpetual scruffy beard. His clothing and armor are well kept and clean, but obviously of low quality. Only his sword, a beautiful katana has any real value.

[22:41] <@GWRD> (oops)

[22:42] <@GWRD> Ishirou "You have done me no wrong to Ptolamir "I shall not fight you, unless you wish it."

[22:42] <@Ptolamir> "Why you'd wish to fight any in our group, I know not why. We need to stick together to survive."

[22:43] <@Ptolamir> "Survival... that's my goal. Do you understand?"

[22:43] <@GWRD> He points to the Tengu, or where it was.

[22:43] * @Ptolamir looks at Ishirou.

[22:43] <Orzady> (I was dragging it back to camp)

[22:44] <Orzady> (or did it leave on its own?)

[22:44] <Theron_Greystone> (we have a Camp?)

[22:44] <@Ptolamir> (lol, no)

[22:44] <@GWRD> "Those men outnumbered and abused a senient creature that did us no harm, and plan on eating it. I can not stand for that."

[22:44] <Valio> (I thought we were scouting ahead for meat while the others were slightly behind)

[22:44] * @Ptolamir looks in the direction of teh Tengu, "Yes, I understand."

[22:44] <@GWRD> (You don't have a camp)

[22:45] * Androoin continues to stay in place, resting near by and looking rather pale and half asleep.

[22:45] <Theron_Greystone> (so Orzady is dragging a bound Tengu aimlessly through the jungle)

[22:45] <@GWRD> (Sounds about right)

[22:45] <@Ptolamir> "The were idiots."

[22:45] <@Ptolamir> "But desparate ones... desparate for any information about how to get help in this forsaken land."

[22:46] <Valio> (At least, I moved back the way we came to meet the others... I'm guessing Orzady is going to the same place?)

[22:46] <@Theon_Tokko> (since i'm only at -3, death saving throw?)

[22:46] <@Ptolamir> "Have someone mind your wounds, I'll see where Orzady's drug the Tengu."

[22:46] <@GWRD> (What is your hps after your rage wore off?)

[22:46] * @Ptolamir looks over, "Can someone check on Theon? Is he beyond healing?"

[22:47] <@Theon_Tokko> (-3... taking my +4 to con in effect I was effectively only at -1)

[22:47] <@GWRD> (Then you get to save until you run out of hps to reach your con or you stablize.)

[22:47] <@Theon_Tokko> 1d20 (assuming no modifiers)



[22:47] <Orzady> "... tengu pot pie...tengu poppers...tengu and dumplings..."

[22:47] <TolBot> [Theon_Tokko's 1d20(12)]: 12 (assuming no modifiers)

[22:47] <@GWRD> (First roll would be a DC 13 Fort)

[22:48] <@Theon_Tokko> (12 + 3 = 15)

[22:48] <@GWRD> (Then you are stablized, until Ishirou kills you.)

[22:48] * @Ptolamir attempts to stabilize Theon.

[22:48] <@Ptolamir> 1d20+1

[22:48] <TolBot> [Ptolamir's 1d20(17)+1]: 18

[22:48] <@GWRD> Ishirou "Leave him. It was a fight to the death."

[22:48] <@Ptolamir> "I have little skill in such matters."

[22:49] <@GWRD> "To treat him, would bring shame to his honor and his family's name

[22:49] * @Ptolamir continues to work on Theon.

[22:49] <@Theon_Tokko> (I'm a barbarian... shame means nothing to us XD)

[22:50] <@GWRD> Ishirou redraws his katana and steps towards Theon's prone body.

[22:50] <Theron_Greystone> (bah cant remember where i installed that character creator)

[22:50] <Orzady> "...sweet and sour tengu...tengu surprise...hey, you know what the surprise is? Surprise! You're in an oven! Hahahahahaahaa!"

[22:50] <@Ptolamir> "Stay away, Ishiri."

[22:51] <@GWRD> Ishirou "I shall not allow you to shame his name."

[22:51] <Thanadin> [theon dies in 3...2...]

[22:51] <@GWRD> He raises his katana.

[22:52] * @Ptolamir stands, "Then I challend you to a duel to your idiocy."

[22:52] * @Ptolamir blasts Ishiriou with burning hands.

[22:52] <@GWRD> He lets out a sigh.

[22:52] <@GWRD> (Init)

[22:52] <@Ptolamir> 1d20+2

[22:52] <TolBot> [Ptolamir's 1d20(18)+2]: 20

[22:52] <@GWRD> 1d20+2

[22:52] <TolBot> [GWRD's 1d20(8)+2]: 10

[22:52] <@GWRD> (go)

[22:52] <Thanadin> [lol,TPK over honor]

[22:53] <@GWRD> (Definitely won't be a TPK)

[22:53] <@Ptolamir> (forget what I roll)

[22:53] <@GWRD> (What's his saving throw?)

[22:53] <Theron_Greystone> (maybe this NPC can finish this campaign on his own 😊)

[22:54] <@Ptolamir> (DC 15 Refl save for half. I just roll damage, right?)

[22:54] <@GWRD> (DC would be 10+spell level (1) + attribute level (int bonus)

[22:54] <@GWRD> (Yes, but he can save and possibly take no damage, because he has evasion)

[22:54] <@GWRD> 1d20+5

[22:54] <TolBot> [GWRD's 1d20(5)+5]: 10

[22:55] * Valio sits with Jask out of earshot. "How long have you had the healer's touch?"

[22:56] <@GWRD> Ptolamir lets loose a stream of fire from his fingertips, catching Ishirou off guard with his sudden attack. The older looking Tien (oriental area) man drops as the flesh burns from his body.

[22:56] <@Ptolamir> 2d4 regular damage

[22:56] <TolBot> [Ptolamir's 2d4(6)]: 6 regular damage

[22:56] <@GWRD> (Anybody else not completely killed who needs to make saving throws?)

[22:56] <Theron_Greystone> (i am at -11 and thats dead right)

[22:56] <@Ptolamir> (I never got straight damage bonus from being fire specialist)

[22:57] <@GWRD> (Dead = your con as a negative number)

[22:57] <Theron_Greystone> (oh so not quite dead yet)

[22:57] <@GWRD> (What's your con score?)

[22:57] * @Ptolamir turns his back and lowers his head, "Idiots".



[22:57] <Theron_Greystone> (13)
[22:57] <@GWRD> (Roll a DC 21 fort save)
[22:58] <Theron_Greystone> 1d20+3 fort
[22:58] <TolBot> [Theron_Greystone's 1d20(7)+3]: 10 fort
[22:58] <@GWRD> (Roll a DC 22 fort save)
[22:58] <Theron_Greystone> 1d20+3 fort
[22:58] <TolBot> [Theron_Greystone's 1d20(1)+3]: 4 fort (Not good.)
[22:58] <@GWRD> (Roll a DC 23 fort save)
[22:58] <Theron_Greystone> 1d20+3 fort
[22:58] <TolBot> [Theron_Greystone's 1d20(14)+3]: 17 fort
[22:58] <@GWRD> (You didn't make it. 😞)
[22:59] <@GWRD> As Ptolamir saves Theon Tokko's live, another life slips away, claimed by the savagry of the Smuggler's Shiv... As this session comes to a close.
[23:00] <Orzady> "OK, birdie. Here's how everything in your life from now on is going to work. I'm going to ask you yes and no questions about this island. You're going to answer me honestly, because the more honest you are, the longer you're going to live. Give me enough answers on how to escape (and I am going to verify these answers because you're coming with me) and I'll let you go. Lie and you've
[23:00] <Theron_Greystone> (ah well was fun while it lasted)
[23:00] <Orzady> sealed your own fate -- either by irritating me enough to slaughter and eat you, or me dying and you just wasting away while being bound up like a dinner turkey -- pun intended. If you understand, nod your head."



Session 14 - 4/13/2013 - Of Birds and Newcomers

[19:47] <@GWRD> We begin our session tonight with the unfortunate slaughter of several castaways at the hands of Ishirou, who succumbed to the fires of Ptolamir's fires.

[19:47] * Tolman is now known as Ptolamir

[19:49] <@GWRD> Over a disagreement of honor and insult, Ishirou defeated three of the other castaways in duels to the death, all because the group took a tengu prisoner and threatened to make a meal of it, while beating it for information.

[19:49] * Tasso is now known as Valio

[19:49] <@GWRD> As this session begins, the nagging question of food and what to do with their prisoner lingers on, as the day grows hotter.

[19:49] <@GWRD> Game on

[19:50] <@GWRD> (Let me know when Ishirou is looted)

[19:51] * @Ptolamir follows to where the bird man is.

[19:52] <@GWRD> The wind has picked up a little, and the trees have started to sway overhead.

[19:52] * Orzady continues to drag the tengu to the fire while trying to remember his mother's recipes for bird.

[19:52] * Valio takes a drink from the small barrel of water. "We should probably find shelter again. And a good water catchment."

[19:52] * Atreyu (Atreyu@ba70220a.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood

[19:52] <Atreyu> hai

[19:53] <Atreyu> (hai)

[19:53] <@Ryu> (don't forget about me, I'm not dead yet! but still unconscious lol, -1 hp)

[19:53] <@Ptolamir> (come on Harl... that's not RPing. That's being funny.)

[19:54] <Orzady> (Sorry)

[19:54] * @Ptolamir turns to look at Valio, "Is someone tending to Theon? He looks stabilized still, but is in dire need of healing."

[19:54] <@Ptolamir> (your character is not actually interested in eating a humanoid with birdish features)

[19:55] <@GWRD> (Hey Atreyu)

[19:55] <Valio> "Let me check on him. I can probably heal him enough that he does not bleed out over the evening."

[19:55] * @Ptolamir nods at Valio.

[19:55] <Orzady> (my character is interested in getting information out of the person and it willing to use the threat of cannibalism to achieve the end result)

[19:55] <@Ptolamir> "The others are gone though, it seems."

[19:55] <Atreyu> (sorry life got super crazy)

[19:55] <Orzady> (compared to this?)

[19:55] <@GWRD> (It happens)

[19:55] * Valio goes to Theon and checks to see if he can do something to help. (casting CLW)

[19:56] <Valio> 1d8+1

[19:56] <TolBot> [Valio's 1d8(1)+1]: 2

[19:56] <@Ptolamir> (yes, exactly. So can make verbal threats, etc. but he's not actually trying to remember a recipe, and isn't it unconscious right now? so no point in currently threatening)

[19:56] <@Ptolamir> (Just tryign to get a handle on what is still rather chaotic circumstance)

[19:56] * Androoin continues to look sick and doesn't appear to be of much help.

[19:56] <Orzady> (yeah -- is it conscious?)

[19:57] <@GWRD> A few of Theon Tokko's minor wounds close over, while the tengu remains out cold.

[19:58] <@GWRD> (Perception checks from all who are presently paying attention to me)

[19:58] <@GWRD> (Or Knowledge: Nature)

[19:58] <Valio> 1d20

[19:58] <TolBot> [Valio's 1d20(19)]: 19

[19:58] <Janken> [even me?]



[19:58] <@GWRD> (No, not you, since this concerns you)

[19:59] <Androoin> 1d20+1

[19:59] <TolBot> [Androoin's 1d20(3)+1]: 4

[20:00] <@GWRD> Valio, you notice that the sounds of the jungle seem to be getting quieter as the wind picks up and the day goes on.

[20:01] <Valio> "We need to find shelter. I do not think it is safe to stay here. And Theon needs a better place to heal."

[20:01] <@Ptolamir> 1d20+3 perception

[20:01] <TolBot> [Ptolamir's 1d20(12)+3]: 15 perception

[20:01] <@GWRD> Theon Tokko doesn't yet wake up from his injuries with the little bit of healing he received, but he does seem a little more comfortable.

[20:01] [@GWRD:#grovewood PING]

[20:02] <@GWRD> (What's your plan?)

[20:03] <@Ptolamir> (time of day?)

[20:03] <@GWRD> (Noon-ish, when it starts getting really hot)

[20:03] <Valio> "We need to gather what we have and decide on a direction for shelter. We can't keep wandering around like this."

[20:03] <@Ptolamir> "Theon can not travel. Let's find a place to make camp."

[20:03] * @Ptolamir nods at Valio.

[20:03] * Ryu is now known as Theon_Tokko

[20:04] <Orzady> (Don't we have a camp set up?)

[20:04] * @Ptolamir stands and begins to lay the dead side by side.

[20:04] <@GWRD> (nope)

[20:04] <@Ptolamir> (no, we're now keeping moving each night)

[20:04] <@Ptolamir> (to explore more of the island)

[20:04] <Orzady> (OK... I was thinking of something else)

[20:04] * Orzady moves towards the cool treeline.

[20:04] * @Ptolamir drags the three dead side by side, checking for anything to salvage.

[20:05] <@GWRD> (You're in the middle of the hot jungle, there's no cool treeline)

[20:05] <@Ptolamir> (lol)

[20:05] <Janken> [lol]

[20:05] <@GWRD> (Corpses, please list anything valuable)

[20:05] <@Theon_Tokko> (loot the crispy critter for me, I want that Katana lol)

[20:06] <@GWRD> On Ishirou's body is his masterwork katana, the chain shirt he's wearing, and a collection of rolled up parchments

[20:06] <Janken> [i had a shortbow,monk's outfit,nothing much of value]

[20:06] <@GWRD> (The katana is treated as a bastard sword for purposes of proficiency)

[20:06] * @Ptolamir takes the parchments to read, tosses the katana and the chain shirt in a pile.

[20:06] <@Ptolamir> (food?)

[20:06] * @Ptolamir tosses a shortbow in the pile.

[20:06] <@Theon_Tokko> (95 pounds of it...)

[20:07] * @Ptolamir takes the arrows.

[20:07] <@Theon_Tokko> (or however much Ishirou weighed 😊)

[20:07] <@Ptolamir> (any arrows?)

[20:07] <@GWRD> The parchments appear to be a pirate's treasure map pointing to a place of buried treasure on the island.

[20:07] <Janken> [right,30 arrows]

[20:07] <@Ptolamir> (thnx. ya know, we should take turns dying to replenish our supplies)

[20:07] <@GWRD> (You didn't fire any arrows?)

[20:07] * Valio checks out the chain shirt, but works on a travois to carry everything through the jungle.

[20:08] <Janken> [i started with 40,figure i fired about ten]

[20:08] <@Ptolamir> (/me looks up the word travois)



[20:09] <@Ptolamir> (I fired one arrow but also went hunting twice, so not sure there)

[20:09] <Valio> (2 long sticks, cross-braces, capable of dragging more through use of a lever system)

[20:09] <@Ptolamir> (yes, I figured it out in context, was just being funny)

[20:10] * @Ptolamir finishes paying respects and looting the corpses, leaving things in a pile nearby for others.

[20:10] <@Ptolamir> "Orzady, are you going to tie up the Tengu?"

[20:10] <@Ptolamir> "He never actually attacked us, did he?"

[20:10] <@GWRD> (Map updated with Buried Pirate Treasure: <https://docs.google.com/presentation/d/...slide=id.p>)

[20:11] <@Ptolamir> "What info exactly are we trying to get out of him with the threat of death?"

[20:11] <Valio> "We sort of attacked him. I had hoped for information, but he tried to bite Orzady in retaliation."

[20:11] <@Ptolamir> "Can't say I blame him."

[20:11] <Janken> [oooooh,treasure]

[20:11] <@GWRD> The Tengu has previously been tied using vines from the jungle, and it seems to be holding for the moment.

[20:11] * @Ptolamir smiles at Orzady.

[20:12] <Valio> "I just wanted to find shelter or a way off this island. The others went crazy and threatened him."

[20:12] * @Ptolamir nods.

[20:12] <Orzady> "If there is a way off this island, are there other places for shelter. Where's the fresh water, where's good hunting grounds. The stuff we need to know."

[20:12] * @Ptolamir sits against a tree, "Well we should make camp. Maybe scout around, not more than five minutes distance, for we can not move Theron far."

[20:13] * @Ptolamir unfurls the parchment and examines it.

[20:13] * Orzady looks to the tengu and holds his his sheathed knife.

[20:13] <@GWRD> The parchments appear to be a pirate's treasure map pointing to a place of buried treasure on the island.

[20:13] <@Ptolamir> "I have a suggestion which direction we try tomorrow, if he can move."

[20:13] <Orzady> "How much I take from him is up to him...it...whatever."

[20:15] <Valio> "I would stop threatening him, Orzady. The decision is up to you, but..."

[20:15] <@Theon_Tokko> (make him watch you make an omelet)

[20:16] <Orzady> (Ranch-style or ham?)

[20:16] <@Ptolamir> "Ishirou was carrying a map that suggests a pirate horde in a clearing less than a day's trek south of here."

[20:16] * Orzady looks to the Tengu

[20:16] <Valio> "Interesting."

[20:16] <Orzady> "Sound familiar?"

[20:17] <@GWRD> Jask, distracted by other things until now, moves to investigate and treat Theon Tokko's wounds.

[20:17] <Sentagur> (well i can finally head home, cya guys in a bit)

[20:17] <@GWRD> 1d6 to all

[20:17] <ToIBot> [GWRD's 1d6(1)]: 1 to all

[20:17] <@GWRD> 1d6 to all

[20:17] <ToIBot> [GWRD's 1d6(3)]: 3 to all

[20:17] * Valio shifts from his position next to Theon to make room.

[20:18] <@GWRD> 1d6 to all

[20:18] <ToIBot> [GWRD's 1d6(1)]: 1 to all

[20:18] <@GWRD> 1d6 to all

[20:18] <ToIBot> [GWRD's 1d6(4)]: 4 to all

[20:18] <@GWRD> He stops channeling positive energy after that in order to perserve some in case there is an attack later.



[20:19] <@GWRD> (+9 hps to all total)

[20:19] <Orzady> (*ding*)

[20:21] <Androoin> (Jask is a beast)

[20:21] <@GWRD> As the mid-day hot weather passes by, Theon Tokko seems much better for travel. All of you have noticed that the wind has continued to pick up speed, and actually lends some relief to the humid nastiness of the island.

[20:21] <@GWRD> (Most clerics are)

[20:21] * Orzady looks to the tengu.

[20:21] <Orzady> "Hey."

[20:22] <@GWRD> (Sense Motive check Orzady)

[20:22] <@Ptolamir> (let's not kill him)

[20:22] <Orzady> 1d20

[20:22] <ToIBot> [Orzady's 1d20(4)]: 4

[20:22] <@GWRD> 1d20-1

[20:22] <ToIBot> [GWRD's 1d20(9)-1]: 8

[20:22] <@GWRD> The Tengu doesn't stir.

[20:22] <Orzady> (well -- most sociopaths have problems interpreting the motives of others...)

[20:22] * @Theon_Tokko stirs, testing his mobility

[20:23] <@GWRD> (Where to, what's the plan, and I assume continue hunting on the way)

[20:24] <Orzady> "Your friends haven't come back to rescue you. Too bad. Give me some info about the treasure here and I'll consider cutting your leg restraints loose."

[20:25] * @Theon_Tokko grabs Ishirou's Katana after walking around a bit

[20:25] <@GWRD> The tengu still appears to be out cold, and didn't have any friends with him, that you recall at least.

[20:26] * Valio sighs once more. "South, I suppose?"

[20:26] <Orzady> "Bah. Let's leave him. South sounds good to me."

[20:27] * @Ptolamir looks at Orzady as he mentions the treasure.

[20:27] <@Ptolamir> "Don't tell him about it, empty-head."

[20:29] <Orzady> "He's not going anywhere for a while."

[20:29] <@Ptolamir> "Let's revive him, try and win his trust without threatening him, to learn any help we can, and be off."

[20:29] <@Ptolamir> "And... present him the gift of that bow."

[20:29] <Orzady> "How do you win trust without fear? How did you grow up?"

[20:29] <Valio> "I would rather that than threatening him."

[20:29] <Orzady> "And no -- the last thing we need to do is arm him."

[20:29] * @Ptolamir stows the map and stands moving to the pile of unclaimed.

[20:30] * @Ptolamir looks at the pile, at the corpses, and over at the Tengu.

[20:30] <@Ptolamir> "I have an idea."

[20:30] <@GWRD> (Sense motive check Ptolamir)

[20:31] <@Ptolamir> 1d20+1 sensMot

[20:31] <ToIBot> [Ptolamir's 1d20(9)+1]: 10 sensMot

[20:31] <@Ptolamir> "Let's move the Tengu leaning against this tree, where he sees the corpses nearby, and the pile of their stuff."

[20:31] <@Ptolamir> "Can you help me?"

[20:32] <Valio> "Why do you want to do that?"

[20:32] * @Ptolamir pauses.

[20:32] <Orzady> "Sure. if what you're going to do is what I think you're going to do."

[20:32] <@Ptolamir> "No."

[20:32] * @Ptolamir turns his back to the Tengu so he can't see, and gives the others a shushing motion.

[20:32] <@Ptolamir> "Let's simply tell him what happened."

[20:33] <@Ptolamir> "Tell him that these three in our party attacked him, so we killed them."

[20:33] <@Ptolamir> "Let's simply be honest, so he knows he can trust us."



[20:33] <@Ptolamir> "And then we let him go."
 [20:33] * @Ptolamir looks around at the others.
 [20:33] * Valio shrugs
 [20:34] <@Theon_Tokko> "I kinda sorta attacked him... "
 [20:35] <@Ptolamir> "Yes, but you realized your mistake. It was these three's fault. They made us believe he was attacking."
 [20:35] <Orzady> "You know what -- this is what my dad called 'a lesson'. "
 [20:37] <Valio> "I am growing tired of random thoughts. We need to move before what I think is a storm, finds us out in the open. A cave or strong shelter would make me feel better for the evening."
 [20:37] <Orzady> "Sure, let's let him go, tell him no hard feelings -- the ones that attacked him are dead, so the score is kinda even. I'm sure he's going to go back to his friends -- if he has any -- and say 'you, know -- those two winged, wingless monkeys are good fellows, let's leave them be'. "
 [20:37] <@Theon_Tokko> (This is mage right now... <http://www.wg2140.com/junk/2014/mage.jpg>)
 [20:38] <Orzady> "We leave him where he is, let him get himself untied. When that happens, we will be leagues away."
 [20:38] <Janken> [theres not enough pleasure at our deaths]
 [20:38] <Orzady> (a spot on likeness)
 [20:38] <Orzady> (brb)
 [20:38] <@GWRD> (Muhahahahaha my stock photo from my days working for Cartoon Network)
 [20:38] * @Ptolamir moves towards Orzady and takes him by the arm, leading him a few steps away.
 [20:38] * @Ptolamir leans in and whispers.
 [20:39] <@Ptolamir> Whisper: "He's awake. He's playing opossum. He can hear everything."
 [20:39] * Valio loads the travois with the remaining spare supplies and looks to the others. "We need to move along. We are spending too much time here."
 [20:40] <@Ptolamir> "Ok, prepare to move out."
 [20:41] <@GWRD> The wind is blowing at a strong clip, but isn't that bad for travel... on land that is.
 [20:41] * @Ptolamir kneels in front of the Tengu, propping him up against the tree.
 [20:41] <@Ptolamir> "Awake, feathered one."
 [20:41] * Androoin struggles to follow along
 [20:41] * @Theon_Tokko eyes the Tengu.. "Lets just let it go. We've caused it enough anguish."
 [20:42] <@Ptolamir> "We are."
 [20:42] <@Ptolamir> "Come too. I can tell you are awake."
 [20:42] * @Ptolamir taps him on the leg.
 [20:43] <@GWRD> The tengu opens one swollen eye suspiciously just a hair to look around.
 [20:43] <Janken> [is this part where Ptolamir's face gets bitten off?]
 [20:43] <@Ptolamir> (hehe. Bite off one face, another two will take its place)
 [20:43] <@Ptolamir> "This was a mistake."
 [20:43] <@Ptolamir> "Look over there."
 [20:44] * @Ptolamir points at the corpses.
 [20:44] <@GWRD> The tengu looks over towards the corpses.
 [20:44] <@Theon_Tokko> (all this talk about corpses makes me want to slaughter zombies on Dead Island)
 [20:44] <@Ptolamir> "After you were attacked, we learned that you had not attacked us first. We argued over your treatment, so we killed these three for treating you so harshly."
 [20:44] <Orzady> (we never did check for Hydra tats on that thing)
 [20:44] <@GWRD> (Bluff check)
 [20:45] <Orzady> (what's tengu for b.s. -- I'm asking for a friend)
 [20:45] <@Ptolamir> 1d20
 [20:45] <ToIBot> [Ptolamir's 1d20(13)]: 13
 [20:45] <@Ptolamir> (didn't really lie about anything, but ok)
 [20:45] <@GWRD> The tengu eyes you, but doesn't say anything.
 [20:46] * @Ptolamir pulls a dagger, bringing it to the vines.



[20:46] <@Ptolamir> "We will not keep you any longer."
 [20:46] <@Ptolamir> "Do you have any questions for me?"
 [20:46] * @Theon_Tokko walks over to the tengu as well and starts to help unbind him, "If you attack me, I understand, and I appologize for my actions."
 [20:47] * Orzady rolls his eyes.
 [20:47] <@GWRD> "You will return my sword?"
 [20:47] <@Theon_Tokko> (is it with us?)
 [20:47] <@Ptolamir> "Yes. Does someone have his sword?"
 [20:47] <@Ptolamir> "And here, take also this bow as a gesture."
 [20:48] <Orzady> "I've seen that gesture before."
 [20:48] * @Theon_Tokko looks for the Tengu's blade, and if found, hands it to him, handle first.
 [20:48] <@GWRD> (I assume somebody would have grabbed it.)
 [20:48] <@Ptolamir> "Toss it there in the pile with the bow, Theon."
 [20:49] <@Ptolamir> "We are here from a shipwreck, which it seems is common on this coast."
 [20:49] <@GWRD> The tengu snatches the sword and almost hugs it, like a loved one.
 [20:49] <@Ptolamir> "Do you live here with others, or are you shipwrecked here as well?"
 [20:49] * @Ptolamir finishes cutting the vines and stands.
 [20:50] * Orzady keeps a hand on his dagger's handle.
 [20:52] <@GWRD> The tengu also grabs the bow, but with less enthusiasm, then starts backing away from the group.
 [20:52] <Valio> "Is there a protected cave nearby? We need a place to bunker down until we find a way off this island."
 [20:52] * Orzady mutters something to himself about blowing back in their faces.
 [20:52] * @Ptolamir looks at Valio, then back to the Tengu.
 [20:54] <@GWRD> "Pezock will tell you nothing. Pezock will go now and leave you to die."
 [20:54] <@Ptolamir> "Then Farewell, Pezock."
 [20:55] <@Ptolamir> "Just remember the mercy you've been shown today."
 [20:55] <@GWRD> The tengu starts to head away from the group, breaking into a small jog when he thinks that nobody is going to chase him.
 [20:55] * @Ptolamir turns and walks away.
 [20:56] * Valio shifts his grip on the handle of the travois. "We ready?"
 [20:56] * @Ptolamir looks at Orzady, "I care not whether he lives or dies. But any friend on this island is one more chance to... survive. Remember the goal?"
 [20:57] <Orzady> "Well -- we'll see if this works. If not, consider my last words to be: I told you, so."
 [20:57] <Janken> [lol]
 [20:58] * Orzady looks up at the sky.
 [20:58] <@GWRD> (Continuing on?)
 [20:58] <Orzady> (What time is it, and is the weather going to turn on us?)
 [20:58] <@GWRD> Above you see the thick jungle canopy swaying in the wind.
 [20:58] <@Ptolamir> "Shall we?"
 [20:58] * @Ptolamir motions south.
 [20:58] <Orzady> "Let's move."
 [20:58] <@GWRD> It's difficult to say what time it is or if the weather is going to turn, though it usually starts to rain around this time... oh wait, there it is.
 [20:59] <@GWRD> You start to hear the pitter patter of hard rain, beating against the jungle canopy.
 [21:00] <Orzady> (Mage found the weatherboard)
 [21:00] * Orzady walks along cupping his hands to catch the water
 [21:01] <@Theon_Tokko> ([http://www.dyrmdaily.com/wp-content/the ... 70x426.jpg](http://www.dyrmdaily.com/wp-content/the...70x426.jpg))
 [21:01] <@GWRD> Soon enough water starts breaking through the canopy and is easily catchable.
 [21:01] <@GWRD> (Continuing your travel and hunting?)
 [21:01] <@Theon_Tokko> (oh wow that picture has been photoshopped...)



[21:01] * @Ptolamir draws his bow and notches an arrow as he walks.

[21:02] <@Theon_Tokko> (<http://static.panoramio.com/photos/large/38825865.jpg> there that one is what it's s'posed to be)

[21:03] <@GWRD> (Those hunting may make Survival checks, DC 10)

[21:04] <Valio> (I'm dragging stuff behind me. I'm not hunting...)

[21:05] <@Theon_Tokko> 1d20+4

[21:05] <TolBot> [Theon_Tokko's 1d20(20)+4]: 24 (Stunning.)

[21:05] <Orzady> 1d20

[21:05] <TolBot> [Orzady's 1d20(4)]: 4

[21:05] <@Theon_Tokko> (nat 20 baby!)

[21:05] <@Theon_Tokko> (*brings home a small herd of deer*)

[21:05] <@Ptolamir> 1d20+1 hunting

[21:05] <TolBot> [Ptolamir's 1d20(17)+1]: 18 hunting

[21:05] <Janken> [theon finds the fresh corpse of a dragon]

[21:06] <@Ptolamir> (we're eating good tonight, baby)

[21:07] <@GWRD> (Anybody else?)

[21:07] <Orzady> (I found a ketchup pack!)

[21:08] <Janken> [im not with the party yet,so i cant hunt with them :p]

[21:09] <@GWRD> The storm seems to be flushing a few animals out of hiding as you travel, and Theon Tokko manages to land himself a very large mountain goat, with Ptolamir getting a slightly smaller one just after.

[21:09] <@GWRD> (13 days worth of food, your current requirements are 9.5 days)

[21:09] <Valio> (yay, smaller party size!)

[21:10] <@GWRD> (So you have food for 3.5 people tomorrow)

[21:10] <Orzady> (yaa! We can live!)

[21:11] <@GWRD> Evening rolls in quickly, the heavy rainstorm making for an unpleasant travel situation.

[21:11] * Androoin continues to struggle along, seeming unhappy and tired.

[21:11] * @Ptolamir pulls out the map and examines their progress.

[21:12] <@GWRD> (Speaking of Androoin, you get 2 saving throws vs. disease today. DC 15 and DC 12 fort)

[21:12] <@GWRD> Water splashes all over your map as you try to figure out where you are, but the poor light and endless jungle make figuring out where you are far too difficult.

[21:13] * @Ptolamir as soon as he sees the water puts the map back away.

[21:13] <@Ptolamir> (forgot it was raining)

[21:13] * Orzady drinks the water from the sky.

[21:13] <@Ptolamir> (which of course, my character would not have forgotten)

[21:14] * Valio sets out a piece of fabric to funnel the water into the bucket as they travel.

[21:14] <Valio> (barrel, whatever)

[21:14] <@GWRD> The light is all but gone now, thanks to the storm and approaching evening.

[21:15] <@Ptolamir> "We need to camp"

[21:15] <Androoin> 1d20+5

[21:15] <TolBot> [Androoin's 1d20(12)+5]: 17

[21:15] <Androoin> 1d20+5

[21:15] <TolBot> [Androoin's 1d20(18)+5]: 23

[21:15] <Valio> "Agreed."

[21:16] * Orzady flips back his hair.

[21:17] <Orzady> "See any suitable places?"

[21:19] <Valio> 1d20

[21:19] <TolBot> [Valio's 1d20(18)]: 18

[21:19] <@GWRD> You don't see much of anything in the dense jungle at the moment, except lots of wet plants and your companions.

[21:21] <Orzady> "at least we won't die of thirst anytime soon."



[21:21] <Valio> "If we don't find a place soon, we need to cover as best we can and hold out for the night."

[21:22] * Androoin finds a place to rest against but doesnt complain.

[21:24] <@GWRD> You rest against a few trees, while Valio makes something that keeps out some of the water and wind, but it doesn't help too much as the night is a miserable mess of rain and wind.

[21:24] * @Ptolamir sits on the ground beside Androoin.

[21:25] * Orzady sits a distance from the group -- keeping an eye open.

[21:25] * @Theon_Tokko finds a place to make himself comfortable, wet, but comfortable

[21:26] <Androoin> "Hey Elf"

[21:26] * @Ptolamir nods at Androoin.

[21:26] <@Ptolamir> "It's better than the heat."

[21:28] <Androoin> "Agreed, have to admit, im not for feelin to well"

[21:29] <Androoin> "can't seem to get my thoughts together properly"

[21:33] <Orzady> "Don't think, then. Just relax and listen to the rain."

[21:33] <@Ptolamir> "Hmm. Had several diseases in our group."

[21:33] <@Ptolamir> "At least you have not plant growing out of your head."

[21:34] <@GWRD> The evening passes by to the wet moist discomfort of a tropical storm.

[21:35] <Orzady> (brb)

[21:35] <@GWRD> You all awaken, if you even managed to sleep, soaked to the bone, with the storm still continuing unabated overhead.

[21:35] <Valio> "We may as well keep moving. I can't do much better for shelter here."

[21:37] <@Ptolamir> "We are close to the place of the treasure, so best use of the day I think is to hunt around for food and better shelter."

[21:37] <@Ptolamir> "We can not find anything hidden in this pour."

[21:37] <Valio> "We should be nearer the coast. Perhaps there will be a cave to shelter within."

[21:38] <Orzady> "Good idea. Nor can anything find us that's looking."

[21:38] <@GWRD> You travel in the stormy weather for most of what you think is the morning. Thunder and the occasional bolt of lightning flash in the sky, and the winds are almost hurricane force winds. Thankfully the trees are flexible and abundant, which makes travel in the jungle actually not too bad.

[21:39] <@GWRD> Close to what you think might be mid-day, you reach the edge of the jungle to the hill you think is marked on the map...

[21:40] * Androoin continues to remain silent and towards the back of the group seeming rather distracted still or out of touch

[21:40] <@GWRD> The crown of this hill is one of the few areas on the Shiv that's not jungle - the entire hilltop is an open area of tall grass overlooking the island's eastern shoreline. On that shoreline you see a ship battling the tropical storm, until a bolt of lightning hits its mast.

[21:40] <Orzady> "Ship!"

[21:41] * Orzady runs to the shoreline.

[21:41] <Valio> "A ship that will soon be going down, if that lightning strike is any sign."

[21:41] * @Ptolamir watches Orzady run off.

[21:41] <@GWRD> The mast of the ship takes a direct hit from a bolt of lightning and you see the long beam splinter and crash into the ocean.

[21:41] <@Ptolamir> "I think this is the hill where the treasure is buried."

[21:42] <@GWRD> The ship begins to jerk violently in the sea, and runs afoul of some of the islands reefs, and crashes into the sea.

[21:42] <Valio> "Perhaps there will be food aboard that we can scavenge."

[21:42] * Orzady looks for survivors swimming for the shore, or to see where the boat founders.

[21:43] * Valio places the travois up against a tree.

[21:44] <@GWRD> The boat disappears into the frothy sea, occasionally surfacing long enough to get raked across the reefs by a large wave, before being pulled under again.

[21:45] * @Ptolamir watches, "If so many ships are lost here, why would ships continue to pass this way? I know nothing of sailing but it makes no sense."



[21:45] <@Ptolamir> (cause otherwise, we'd not have a module to play)

[21:45] <@Theon_Tokko> (where do you think are fresh 'meat' comes from?)

[21:47] <@GWRD> After a couple minutes, the ship has disappeared beneath the surf, as more thunder and lightning strike the distant horizon.

[21:47] <@GWRD> (Actually the shipping lane is a bit off from here, but still close enough that it causes some troubles.)

[21:47] <@GWRD> (Perception checks, DC 20)

[21:47] <Valio> 1d20

[21:47] <ToIBot> [Valio's 1d20(15)]: 15

[21:47] <Orzady> (1d20+4

[21:47] <Orzady> 1d20+4

[21:47] <ToIBot> [Orzady's 1d20(15)+4]: 19

[21:47] <Androoin> 1d20+1

[21:47] <ToIBot> [Androoin's 1d20(6)+1]: 7

[21:48] <@Ptolamir> 1d20+3

[21:48] <ToIBot> [Ptolamir's 1d20(10)+3]: 13

[21:48] <Janken> [androoin sees water :p]

[21:49] <@GWRD> Orzady and Ptolamir, you do spot one figure clinging to a barrel, being swept towards shore, but you don't know whether they are alive or dead at this point.

[21:50] <Orzady> "There's someone. Can't tell if they're alive. The barrel is useful."

[21:50] <@Theon_Tokko> 1d20+6

[21:50] <ToIBot> [Theon_Tokko's 1d20(16)+6]: 22

[21:51] <@Theon_Tokko> (sorry, had a screaming baby)

[21:51] <Valio> "More water storage, at the least. Should we try to help them to shore?"

[21:51] * @Ptolamir heads to the coast.

[21:52] * Orzady follows along.

[21:52] * @Theon_Tokko goes to help

[21:53] * Valio makes sure the others are capable of watching the current items, then heads down with some rope.

[21:54] <@GWRD> Theon Tokko, you see a second person holding a small board, further out, but lose sight of him when a wave crashes overhead.

[21:54] * @Theon_Tokko keeps looking, trying to spot the poor fellow

[21:54] <@GWRD> (That would be Sent)

[21:55] * Janken sputters and coughs, yelling for help

[21:55] <Valio> (die before he even gets to shore! That's how Smuggler's Shiv works!)

[21:55] <Janken> [xD]

[21:55] <@GWRD> Getting to the shore is tricky and it takes you an hour or so before you can get down there. You see the person who was on the barrel washed up on shore, however the barrel is gone.

[21:56] <Orzady> "Well -- hopefully that person will be more useful than the barrel."

[21:56] <Valio> "hmm."

[22:00] <@GWRD> On this shore, you also spot two shipwrecks to the north and south on some of the smaller islands off shore.

[22:01] * @Ptolamir watches.

[22:01] * Orzady waits to see what happens with the boat.

[22:02] <Valio> "We need to get him to the group, and find some shelter."

[22:02] * @Theon_Tokko keeps looking for the other one

[22:03] * Janken sits up and mutters to himself [C] "Accursed storm!"

[22:03] * Androoin hangs out towards the rear

[22:04] <@GWRD> The survivor's ship is nowhere to be seen, and is likely sitting in pieces at the bottom of the sea by now.

[22:04] <Valio> "I suppose the reef is made from destroyed ships."

[22:06] <Orzady> "There's one sea god with a full belly tonight."



[22:06] <Orzady> (brb)
 [22:06] * Janken looks around
 [22:08] <Sentagur> (and i am finally home)
 [22:08] <@Theon_Tokko> (about time)
 [22:09] * Sentagur is now known as Darenel
 [22:10] <Orzady> (... and that ends this session of Souls for Smuggler's Shiv)
 [22:10] <Janken> [lol]
 [22:10] <Valio> "Welcome to hell."
 [22:11] <Orzady> "This isn't hell. Trust me."
 [22:11] * Janken sees the others and gets excited, starts jumping up and down
 [22:11] * Valio turns to Orzady. "I was welcoming the newcomer."
 [22:12] <Janken> [C] "More people! Are you friendly? Or do you wish me harm? Curse this infernal tongue of mine!"
 [22:13] <Valio> 1d20+5 linguistics
 [22:13] <ToIBot> [Valio's 1d20(15)+5]: 20 linguistics
 [22:13] <@GWRD> (You might want to note what language your [C] represents in this case, since Common and Celestial both start with a C)
 [22:13] <Janken> [right,celestial]
 [22:14] <Valio> (the hilarity from these past few sentences... puns abound...)
 [22:14] <Orzady> "What did he say?"
 [22:14] <Janken> [also,you see a male human of average weight and height,with brown hair and gray eyes,wearing scale armor and wielding a sickle in his right hand]
 [22:14] <Orzady> (I knew I should have picked Celestial...)
 [22:14] <Valio> "I think he speaks Celestial."
 [22:15] * Janken smiles and nods
 [22:15] <Orzady> "I don't."
 [22:15] * Orzady looks to the man.
 [22:15] <Valio> "nor do I."
 [22:15] <Orzady> "You speak the common tongue of man?"
 [22:15] * Janken nods again, holding up a hand and sits down
 [22:17] <Janken> "I think I am ok now. Yes."
 [22:17] <Janken> "Greetings, my name is Janken. Are you friendly?"
 [22:17] <Orzady> "Depends on who you ask."
 [22:17] <@GWRD> (No, now give us your fucking food and money, and get lost.)
 [22:17] <Janken> [xD]
 [22:17] <@Theon_Tokko> (I'm still looking for the other survivor)
 [22:18] <Orzady> (I wanted to answer that way... but I thought that would tip my hand too soon)
 [22:18] <Janken> "Who should I ask, then?"
 [22:18] * Orzady looks around and points to Ptolamir.
 [22:18] <Orzady> "Definitely not him."
 [22:19] * Janken raises an eyebrow at this
 [22:19] <Orzady> "But enough of that -- what's your home port and what were you carrying?"
 [22:20] * @Ptolamir smiles at Orzady.
 [22:20] <Janken> "Nothing that can be recovered, unless you fancy a trip to the bottom of the ocean. As for my homeport, I originally come from Tian." [I think that's the right name?]
 [22:22] <Orzady> "Well -- welcome to the island. Good luck."
 [22:22] <Janken> "Luck is not with me, it would seem, otherwise I would not be without a ship."
 [22:23] <@GWRD> (Theon Tokko, roll Perception)
 [22:23] <@Theon_Tokko> 1d20+6
 [22:23] <ToIBot> [Theon_Tokko's 1d20(7)+6]: 13
 [22:24] <@GWRD> Theon Tokko, you hear sputtering and coughing coming from a nearby collection of rock and seaweed. You also see a stray board nearby it.
 [22:24] * @Theon_Tokko rushes over to the 'sputtering' and sees if he can render assistance



[22:25] * Orzady looks around for other survivors.
 [22:27] <Valio> "If we are going to stay here for a while, I'm going to explore the coast in that direction. There may be remnants we can scavenge."
 [22:27] * Valio points away from where the group arrived from.
 [22:30] * Darenel coughs up some water and tries to free himself from a clump of seaweeds
 [22:31] * @Theon_Tokko helps Darenel free
 [22:31] * @Ptolamir walks behind Theon.
 [22:32] * Janken follows Valio
 [22:32] <Darenel> (whoever is near see a young tall man dragging himself out of the sea, trying to shake off the near drowning experience)
 [22:32] * Orzady follows Ptolamir.
 [22:33] <Valio> "We have been trying to find a way off the island, but have had no luck as yet."
 [22:33] <Janken> "How long has it been since you came here?"
 [22:34] <Valio> "I believe a little over a week."
 [22:34] * Janken frowns
 [22:34] <Valio> "It as been a struggle."
 [22:35] <Janken> "That is depressing."
 [22:35] <Orzady> "That's sprinkling some sugar on this situation."
 [22:35] <Valio> "We've already lost members of the original shipwreck, found others, and lost even more."
 [22:35] <@Ptolamir> (afk)
 [22:35] <Janken> "I hope I fare better,then."
 [22:36] <@GWRD> Aerys: "It's been 13 days now."
 [22:36] <Valio> "There are creatures in the jungle, undead along the coasts, and something keeps dropping dead animals from the sky..."
 [22:36] <Janken> "Dead animals from the sky? What a strange island this is."
 [22:37] <Valio> "I am Valio de Vode, and this is Aerys."
 [22:37] <Orzady> "And the plants here want to kill you as much as the birds do."
 [22:37] <Orzady> "Orzady. No family."
 [22:38] * Janken smiles at Valio and Orzady, and smiles wider at Aerys "I am called Janken."
 [22:39] <@GWRD> Aerys tips her tricorn hat.
 [22:39] * @Theon_Tokko helps drag Darenel to shore as well
 [22:39] <Darenel> "Thank you friend"
 [22:40] <Darenel> "where are we?"
 [22:41] <@Theon_Tokko> "If I had to describe it, Hell."
 [22:42] <Darenel> "It is better than drowning"
 [22:43] <Orzady> "That's up for debate."
 [22:43] <Darenel> "as long as we draw breath there is hope"
 [22:44] <Darenel> (we killed off all the crazy NPCs right?)
 [22:44] <Valio> (that we know of?)
 [22:44] <Valio> (Sasha may kill us with pets...)
 [22:44] <@Ptolamir> (back)
 [22:44] <Darenel> (we need to get that girl a chickenbat so she calms down)
 [22:45] <Orzady> (now we move on to the PCs. Wait did I say that aloud?)
 [22:45] <@GWRD> (Sasha's not dead yet.)
 [22:45] <@GWRD> (Gelik's still breathing too.)
 [22:45] <@GWRD> (No you didn't, it's ok Orzady.)
 [22:45] <Orzady> (we can fix that.)
 [22:45] <@Ptolamir> "Come up the shore to dry off."
 [22:46] <@GWRD> Gelik: "We're screwed, and now there's a pair of nearly drowned rats to join us."
 [22:47] * Darenel joins the group , looks over his new friends and nods a thanks
 [22:47] * Valio hums an uplifting tune as he travels.
 [22:47] * Janken casts create water over Gelik's head,dumping a gallon of water on him



[22:48] <Janke> "Three nearly drowned rats now!"
[22:48] * Janke smiles mischievously
[22:48] <Valio> "I like your style."
[22:48] * Orzady snorts.
[22:48] <@GWRD> Gelik lets out a laugh, before using prestigation to dry and clean his clothes.
[22:49] <@GWRD> As the group takes on more mouths to feed, thoughts turn to nearby shipwrecks, chickenbats, and buried treasure...
[22:49] <@GWRD> As this session comes to a close.
[22:49] * @Theon_Tokko looks at Janke, "You need a bigger bucket, I pray hope you drown him next time."



Session 15 - 4/20/14 - X Marks the Spot...

[20:20] <@GWRD> Last session a fierce tropical storm swept over the Smuggler's Shiv. The survivors of the Jenievere wreck were in for a surprise, as they crested the hill marked on Ishirou's map as a spot of buried pirate treasure...

[20:20] * Tolman is now known as Ptolamir

[20:21] <@GWRD> Off in the distance, a ship in distress in the midst of the storm, drifted off course far too close to the Shiv. They watched as the storm swept up the ship and destroyed the craft. Out of a rather large crew, only 2 thus far have been found to have survived the wreckage.

[20:21] * Tasso is now known as Valio

[20:21] <@GWRD> As this session begins.

[20:23] * @Ptolamir looks about to assess the weather and the time of day.

[20:23] * Orzady keeps an eye out for anything that would attack us.

[20:24] <@GWRD> Dark clouds drown out any chance of sunlight, though given you rested recently, it's probably still morning.

[20:24] * @Ptolamir wrings out the remaining dry clothes.

[20:24] <@GWRD> The weather is still fierce, but the offering of a ship to the sea seems to have calmed it slightly. Perhaps the worse of it is passing.

[20:24] <@Ptolamir> (oh, still raining?)

[20:25] <@GWRD> (Yup)

[20:25] <@Ptolamir> (you just said coulds)

[20:25] <@Ptolamir> (clouds)

[20:25] <@GWRD> (I'm off my game tonight.)

[20:26] * Valio continues to search the beach for survivors or gear.

[20:26] * Janken casts guidance on everyone

[20:27] * Orzady tries to get closer to the tree to stay a little drier.

[20:27] <Orzady> "Are we moving now or are we moving later."

[20:27] * @Theon_Tokko keeps an eye on the newcomers

[20:28] <@GWRD> A cursory search of the beach turns up a few pieces of driftwood, and half an arm with a tarnished copper ring on the 4th digit, but otherwise nothing else yet.

[20:29] <@GWRD> The tree does nothing really to aid your drenched body in getting any drier, or much in the way of shelter against the winds.

[20:29] * Orzady eyes the arm

[20:29] * Valio takes the ring as he passes.

[20:32] <@GWRD> (Map reminder: <https://docs.google.com/presentation/d/...slide=id.p>)

[20:32] <Janken> [i like how dexter is right there in the middle]

[20:33] <@GWRD> (Yeah, I added him, because of Ryu. A symbol of my affection for that extra mile he takes to amuse me.)

[20:33] <Janken> [lol]

[20:34] <@Theon_Tokko> (hehe)

[20:34] <Orzady> (brb)

[20:34] <@Theon_Tokko> (atleast its not this dexter: <http://th08.deviantart.net/fs71/PRE/i/2...6gm1in.jpg>)

[20:35] <@GWRD> (Hmm)

[20:36] <@Theon_Tokko> (fair warning, I had to take some benedryl.. so I'm going to be spacing in and out lol)

[20:37] <@GWRD> A bolt of lightning flashes across the sky.

[20:38] <@Ptolamir> (sorry. on a call)

[20:38] <@Theon_Tokko> "We should go look for more suitable shelter"

[20:38] <Darenel> "what is this place"

[20:39] <Janken> "They told me it was hell."

[20:39] <Orzady> "They weren't incorrect."

[20:40] * Valio decides to work his way back to the group and possibly better shelter. He still keeps an eye out for a suitable cave as he goes along the coast.



[20:40] <@Theon_Tokko> "No, this is where hell sends those it cannot tame."
 [20:40] * Darenel looks around wearily glad that he is on land once more
 [20:42] <Darenel> "there are others here?"
 [20:43] <Orzady> "Wouldn't be surprised. There are bird things here."
 [20:44] <@Theon_Tokko> "Aye, the Chickenbats"
 [20:44] <Janken> "Bird things?"
 [20:45] * Darenel looks at Theon and murmurs "chickenbats"
 [20:45] <Orzady> "Shape of men, face of birds."
 [20:46] <Janken> "Sounds nightmarish. Are they dangerous?"
 [20:46] * Orzady grins
 [20:47] <Orzady> "Somewhat. Don't know if they're tasty or not."
 [20:47] * Darenel starts to wonder if he really survived the shipwreck
 [20:51] <Orzady> "Don't worry, though -- I don't think they're going to harass us anymore."
 [20:51] <Janken> [cue army of chickenbats coming right for us]
 [20:53] <@GWRD> There does not appear to be any sort of visible shelter from the shoreline, Another bolt of lightning darts across the sky, lighting up the sea for a split-second.
 [20:53] <@Ptolamir> (back. sorry bout that. bad medical news from a friend's daughter had to talk thru)
 [20:53] * Valio returns to the group. "Not much up that direction. I suppose we head back into the trees for partial protection from the storm?"
 [20:53] <Orzady> (everything OK?)
 [20:53] <Orzady> "Nice idea."
 [20:54] <@Ptolamir> (well, a colon disease. Not terminal but life changing.)
 [20:54] <@Ptolamir> "Trees is good. And then I want to go check out that hilltop."
 [20:59] <Orzady> "Anything to get out of this weather."
 [20:59] <@GWRD> The group of you travel back up to the hillside after about an hour or so. The way is muddy and slick and it made getting around much slower.
 [20:59] * Darenel follows the others as they seem to be familiar with this island
 [21:00] <@GWRD> The weather has abated somewhat and isn't as fierce as it was an hour or so ago. It's likely you've experienced the worse of the storm and it will likely end before the end breaks.
 [21:01] * Orzady smooths back hair.
 [21:02] * @Ptolamir explores the the top of the hill, in the area from his map.
 [21:03] * Orzady lingers around the tree.
 [21:03] <@GWRD> The crown of the hill is one of the few areas on the Shiv that's not jungle - the entire hilltop is an open area of tall grass overlooking the island's eastern shoreline.
 [21:03] * Valio takes a drink and checks on the water collection process.
 [21:06] * Orzady looks around, counting on someone to strike.
 [21:06] <@Ptolamir> "Well, let's search the area for signs of digging or other clue for something here. Perhaps an item that could prove useful."
 [21:06] <@Ptolamir> (like a Cell Phone of Reception +2)
 [21:07] <Orzady> (Volleyball of Sanity)
 [21:08] * Orzady gets up and starts looking around for signs of digging or other sorts of earth works.
 [21:08] <@GWRD> There appears to be no sign of any sort of recent digging in the area.
 [21:08] <Valio> (heh, Saving Private Ryan on in the other room...)
 [21:08] * @Ptolamir finds a dry spot and examines the map.
 [21:09] <@Theon_Tokko> (*wakes up admist a pile of drool on his keyboard* OK! This benedryl is winning lol)
 [21:09] * @Ptolamir looks for any other clue of where to start digging.
 [21:10] <@GWRD> The map seems to have a dotted line out from a tree that looks like a hangman's tree, that leads into the field.
 [21:10] <Janken> [that cant be good for the keyboard]
 [21:12] <@GWRD> (Perception, DC 8 Ptolamir)
 [21:12] <@Theon_Tokko> (So slow tonight, I bet its because everybody has full easter bellies)



[21:12] <Janken> [dont forget about the +1 from guidance]

[21:13] <@GWRD> (Guidance lasts a minute, that's long since past)

[21:13] * Janken casts guidance

[21:13] <Janken> [you were saying? :p]

[21:13] <@GWRD> (And Janken would have no reason to suspect the DM wants Ptolamir to make a Perception check, unless he was meta-gaming... and the DM doesn't like metagaming.)

[21:14] <Janken> [pah,Janken would know when his spells run out,and would recast them as needed]

[21:14] <@Ptolamir> 1d20+3 DC8

[21:14] <TolBot> [Ptolamir's 1d20(20)+3]: 23 DC8 Critical success

[21:15] * Darenel looks over Ptolamir's shoulder trying to discern what is going on

[21:15] <Janken> [which it doesnt seem to matter anyways O_o]

[21:15] <Darenel> (he has been sitting on top of the treasure all along, using it to prop up the map)

[21:15] <@GWRD> Ptolamir, you easily spot the tree on the map, even in this fierce storm, and visually match up the dotted line on the map to where you think you should dig.

[21:16] * @Ptolamir heads to the spot, putting the map away.

[21:16] <@Ptolamir> "I'd like to dig here; not sure what to use."

[21:17] <@GWRD> (There were shovels with the equipment you got off the Jenivere)

[21:17] <@Ptolamir> "Can someone try with one of those shovels we salvaged?"

[21:17] * Orzady holds up his hand.

[21:17] <Orzady> "Give me a shot."

[21:18] * Orzady appraoches the group, holding out a hand

[21:19] * @Theon_Tokko helps dig

[21:19] * Janken helps as well

[21:19] <Janken> "Remind me why we're digging,again?"

[21:19] * Orzady takes a shovel and starts digging.

[21:20] * @Ptolamir watches as a couple others dig.

[21:20] <@Ptolamir> "From here to here."

[21:20] * @Ptolamir motions with his hands.

[21:20] <@GWRD> 1d4

[21:20] <TolBot> [GWRD's 1d4(4)]: 4

[21:20] * Orzady digs where Ptolamir points

[21:20] * Valio keeps an eye out as the others dig.

[21:22] <Orzady> (This vacation sucks...)

[21:22] <@GWRD> You dig in the rain for about an hour, making some progress in making a large hole, but no sign yet of buried treasure. The tropical storm does fill your hole with water, but keeps you cool at the same time.

[21:23] <@Ptolamir> "That's enough."

[21:23] <@Ptolamir> "We need to try without the water."

[21:23] <@Ptolamir> "If we need to move on, let's move on."

[21:23] <@Ptolamir> "Or if we want to make camp and shelter and wait for the rain to stop, we can wait til then."

[21:24] <Orzady> "That idea."

[21:24] * Orzady scrambles out of the pit.

[21:24] <@GWRD> It's probably about mid-day now, as it's warmed up a little since your awful night's rest.

[21:24] <@GWRD> (Making a permanent shelter or just something temporary?)

[21:24] <@Ptolamir> (Temp)

[21:25] * Janken casts guidance as its proolly run out by now

[21:25] <@GWRD> All the work you've put forth today has your stomachs growling, as you set about making a shelter.

[21:25] <Valio> "I will try to get a fire going, but we will need wood and something to eat, as well as shelter."



[21:25] <@GWRD> (Who would like to make the shelter roll, and will anybody be assisting?)

[21:25] <Orzady> "I'll collect wood, but good luck on getting anything that isn't going to smoke."

[21:25] <Darenel> "I will try to find something edible"

[21:25] <@Theon_Tokko> (I'm sorry, I'm going to have to bail... This benedryl is severely kicking my ass...)

[21:26] <@Theon_Tokko> (blame my evil allergies v.v)

[21:26] <Janken> "I'll help look for food"

[21:26] <@GWRD> (Kick it's ass back)

[21:26] <Darenel> "It will give me a chance to get to know this place"

[21:26] <Janken> [night ryu]

[21:26] <@GWRD> (Ok so Darenel and Janken on food)

[21:27] <Darenel> 1d20+13 to find some food

[21:27] <ToIBot> [Darenel's 1d20(15)+13]: 28 to find some food

[21:27] <Janken> 1d20+8 food

[21:27] <ToIBot> [Janken's 1d20(9)+8]: 17 food

[21:28] <@GWRD> (Who's working on the shelter?)

[21:29] * Valio gets a small fire set and ready to light, then uses half of a candle, that lights as he touches the wick, to start the fire.

[21:29] <Orzady> (getting wood for the fire)

[21:30] <@GWRD> (Ok so Valio and Orzady are working on a fire)

[21:31] <@GWRD> 1d20+5

[21:31] <ToIBot> [GWRD's 1d20(2)+5]: 7

[21:31] <@GWRD> 1d20+4

[21:31] <ToIBot> [GWRD's 1d20(4)+4]: 8

[21:31] * Theon_Tokko is now known as Ryu-[ZzZz]

[21:31] <@GWRD> Jask and Sasha both go to work on a shelter, but are unable to get anything built with the materials in the area. The winds too fierce for them to get a shelter to stand long enough.

[21:32] <@GWRD> Gelik bitterly complains about the wetness and wind, while Aerys tries to make herself useful, but can't find a way to.

[21:33] * @Ptolamir walks by, smiling, "Feel free to let me handle the fires."

[21:33] <@GWRD> Without anything to shelter the fire Valio and Orzady are trying to make, they are unable to get one started.

[21:33] * Valio sighs at the pile of soggy sticks.

[21:33] <@Ptolamir> "A candle is not going to burn wet wood, in the rain."

[21:33] * @Ptolamir shrugs.

[21:34] <Janken> [am i back from gathering food yet?]

[21:34] <@GWRD> Time passes with no shelter and no fire. The two hunters are still out looking for game, as your day continues to grow more and more miserable.

[21:36] <Valio> "Let me try to make shelter."

[21:36] <Valio> 1d20

[21:36] <ToIBot> [Valio's 1d20(17)]: 17

[21:36] <@GWRD> As things start to look bleaker, Janken emerges from the nearby jungle with an oversized boa snake about the thickness of Orzady's arms, and about as long as an elf is tall.

[21:37] <@GWRD> It's also about that time, that Valio makes something somewhat suitable to use as a shelter.

[21:37] <Orzady> "I've eaten worse."

[21:37] <@GWRD> About an hour after Janken returns, Darenel returns dragging a rather heavy looking doe.

[21:38] <@GWRD> Something you have yet to see on this island.

[21:38] <Orzady> "Gaella comes to mind."

[21:38] <Valio> "Magnificent. We shall eat well tonight."

[21:38] <@GWRD> Gelik: "Is Gaella the name of your mom?"



[21:38] <Darenel> (if there is a fire)

[21:39] <@GWRD> (No fire yet.)

[21:39] <Janken> "You guys don't have a fire?"

[21:39] * Orzady cuts a look at Gelik

[21:40] <@GWRD> Gelik smiles a rather huge grin, seeing as his wise-crack hit home.

[21:42] * Darenel brings the doe to the makeshift camp , drops it off and then tries to help with making a shelter and fire

[21:42] <Orzady> "Ask the mongers."

[21:42] <@Ptolamir> "Is the shelter finished? If so, I'll get a fire going."

[21:42] <@Ptolamir> (Is it still raining?)

[21:42] <Janken> "It's ok, I got this."

[21:43] * Janken casts Spark on the firewood

[21:43] <@GWRD> It's still raining out, but the rain has gotten significantly weaker as the day has gone onward.

[21:43] * @Ptolamir chuckles at Janken.

[21:43] * Orzady looks for a small stick -- about the size of a painbrush.

[21:43] * @Ptolamir continues positioning the wet wood.

[21:44] <@GWRD> Little sparks jump here and there from Janken's spells, but the wet wood doesn't catch.

[21:44] <Darenel> (by the way is there an up to date list of players and characters anywhere)

[21:45] <@GWRD> (Ryu might have one, but I don't think it's up to date)

[21:45] <@Ptolamir> (I have one on my sheet, I can send ya in a minute)

[21:46] * @Ptolamir sits and motions at the wood.

[21:46] <Valio> "I tried starting a fire and decided my time was better used creating shelter. A fire would certainly increase morale, though."

[21:46] <Orzady> "Anyone got anything dry to use as tinder?"

[21:46] <@GWRD> After a few attempts however the wood does catch fire, small at first, but grows slowly.

[21:47] * Darenel arranges some wood around the starting fire to try and dry it a little bit

[21:48] * @Ptolamir sits nearby the fire.

[21:48] <Janken> "There,see? It just took a little bit."

[21:48] * Janken grins

[21:49] <@GWRD> As the day goes on, the fire and shelter do much to warm you on the outside, while the fresh doe and boa do a lot to fill and warm your insides. The rain yields to the evening moon, as the jungle slowly starts coming back to life again.

[21:50] * Janken casts guidance on everyone again

[21:50] <Valio> "We still need to find a place to make a more permanent structure. Perhaps tomorrow will be more productive in that task."

[21:51] * Valio summons a small drum and beats a rhythm to relax everyone.

[21:51] * TolBot (joew@18a092e9.hsd1.mo.5aa6454b.net.hmsk) Quit (Remote host closed the connection)

[21:51] * @Ptolamir (joe@18a092e9.hsd1.mo.5aa6454b.net.hmsk) Quit (Remote host closed the connection)

[21:51] <Orzady> (wow -- that was a relaxing beat)

[21:51] <Janken> [so relaxing it killed tol and the bot]

[21:52] * TolBot (joew@18a092e9.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[21:52] * Tolman (joe@18a092e9.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[21:52] * ChanServ sets mode: +o Tolman

[21:52] <Valio> (hehe)

[21:52] * TolBot (joew@18a092e9.hsd1.mo.5aa6454b.net.hmsk) Quit (Remote host closed the connection)

[21:52] * @Tolman (joe@18a092e9.hsd1.mo.5aa6454b.net.hmsk) Quit (Remote host closed the connection)



[21:52] * TolBot (joew@18a092e9.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood
 [21:52] * Tolman (joe@18a092e9.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood
 [21:52] * ChanServ sets mode: +o Tolman
 [21:52] <@GWRD> (WB)
 [21:53] * @Tolman (joe@18a092e9.hsd1.mo.5aa6454b.net.hmsk) Quit (Remote host closed the connection)
 [21:53] * TolBot (joew@18a092e9.hsd1.mo.5aa6454b.net.hmsk) Quit (Remote host closed the connection)
 [21:53] * Tolman (joe@18a092e9.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood
 [21:53] * ChanServ sets mode: +o Tolman
 [21:53] * TolBot (joew@18a092e9.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood
 [21:53] <Darenel> (and he is off again)
 [21:53] <TolBot> (sorry)
 [21:54] <Orzady> (stop drumming)
 [21:54] <@Tolman> (Magestar = GWRD; Ryu = Theon_Tokko; Warbudgie = Androoin; Harlequin_J_Goat = Orzady; Tolman = Ptolamir; Tasso = Valio; Sentagur = Darenel (Dead: Theron_Greystone); afan21 = Janken (Dead: Thanadin))
 [21:54] <Darenel> (were you crashing when you tried to send that to me)
 [21:55] <@Tolman> (yes)
 [21:55] <Janken> [didnt warb have a dead character too?]
 [21:57] <@GWRD> The evening is peaceful and quiet for once, and relatively bug free for once.
 [21:57] <@GWRD> (Setting up watches, doing anything in the evening?)
 [21:57] * @Tolman will take the last watch.
 [21:58] * Orzady will take the dark watch
 [21:58] * Orzady sharpens the little stick on the fire
 [21:58] * Valio decides he will drum into the night and take first watch.
 [21:58] * Janken will take second watch
 [21:59] <@GWRD> As the night goes on Androoin continues to look sick and decides to sleep during the night instead of take a watch.
 [21:59] * Darenel will assist with the last watch after he has some chance to meditate
 [22:00] <@GWRD> The evening is uneventful, and no animals rain down upon your camp from the heavens this evening, as the first creep of sunlight peeks over the eastern horizon, outlining the clouds in a red hue.
 [22:00] <@GWRD> (PM that something might happen in the evening, so no jumping to day yet)
 [22:02] <@GWRD> 1d20+1
 [22:02] <TolBot> [GWRD's 1d20(17)+1]: 18
 [22:03] <@GWRD> In the middle of the night you awaken to sounds of shrieking as you spy Orzady towering over the gnome Gelik with a small object in his hand.
 [22:04] <Orzady> "Good evening, Gelik."
 [22:04] <@GWRD> The gnome runs for the tree line.
 [22:04] * Orzady smiles and goes back to sleep.
 [22:04] * Valio sighs. "What did he do this time?"
 [22:04] <Janken> "What's going on here?"
 [22:05] * Darenel stirs and tries to figure out what is happening
 [22:06] <Orzady> "Gelik had a nightmare apparently, he was moaning and I went to see what it was. Maybe the outdoors aren't for him."
 [22:07] <@GWRD> (bluff chteck Orzady, sense motive others listening to him)
 [22:08] * @Tolman sits up from the comotion
 [22:08] * Tolman is now known as Ptolamir
 [22:08] <Valio> 1d20+4
 [22:08] <Orzady> 1d20+5
 [22:08] <TolBot> [Valio's 1d20(3)+4]: 7
 [22:08] <TolBot> [Orzady's 1d20(16)+5]: 21



[22:08] * @Ptolamir sits up from the comotion
 [22:08] <Darenel> 1d20 +3 sense motive
 [22:08] <TolBot> [Darenel's 1d20(20)]: 20 +3 sense motive (Amazing.)
 [22:08] <Janken> 1d20+2 sense motive
 [22:08] <TolBot> [Janken's 1d20(20)+2]: 22 sense motive (Awesome.)
 [22:08] <Darenel> (bah, must have added a space)
 [22:09] <Valio> (the 2 new people know he's lying, even when they don't know him... wow.)
 [22:09] <Orzady> (seriously? lol The one time I get a decent roll on a dump-stat skill...)
 [22:09] <Darenel> (OK who broke tolbot)
 [22:09] * TolBot perks up.
 [22:09] <Janken> [lol]
 [22:09] <@GWRD> Most of you believe Orzady's tale, except the two newcomers.
 [22:10] * Darenel eyes Orzady suspiciously
 [22:10] <Janken> "Orzady,what did you have in your hand?"
 [22:11] * Orzady holds up the stick and the coal.
 [22:11] <Orzady> "We're going to be travelling and I want to have some marking material in case we go underground. If you wish us to get lost in a maze, fine."
 [22:12] * Orzady pitches the coal and the stick aside.
 [22:12] <@GWRD> (That's another bluff check)
 [22:12] <Orzady> 1d20+5
 [22:12] <TolBot> [Orzady's 1d20(10)+5]: 15
 [22:12] <Janken> 1d20+2 sense motive
 [22:12] <TolBot> [Janken's 1d20(6)+2]: 8 sense motive
 [22:12] <Orzady> (nope -- Tolbot's working fine)
 [22:12] * TolBot makes a 'shushing' sound.
 [22:12] <Darenel> 1d20 +3 sense motive
 [22:12] <TolBot> [Darenel's 1d20(3)]: 3 +3 sense motive
 [22:12] * Valio curls back up into his bedrolls.
 [22:13] <@GWRD> That seems plausible, they were looking for caves earlier.
 [22:13] <Janken> "Seems logical to me."
 [22:13] * Darenel shrugs and goes back to rest
 [22:14] <Darenel> (wait did the gnome run off into the woods?)
 [22:14] <@GWRD> (yup)
 [22:14] <Orzady> "We can wait until light to find him."
 [22:15] * Valio mutters from beneath his covers. "Or we can let him find his own way off the island."
 [22:15] <Orzady> "Even better."
 [22:15] <Janken> "No,we should find him now. No telling what lies in wait to eat him."
 [22:16] * Darenel gets up and tries to search for Gelik
 [22:16] * Janken searches as well
 [22:17] * Orzady shrugs his shoulders and joins in the hunt...
 [22:18] <@GWRD> 1d20+7 DC for perception checks to find Gelik
 [22:18] <TolBot> [GWRD's 1d20(11)+7]: 18 DC for perception checks to find Gelik
 [22:19] <Darenel> 1d20+7 perception
 [22:19] <TolBot> [Darenel's 1d20(12)+7]: 19 perception
 [22:19] <Janken> 1d20+2 perception
 [22:19] <TolBot> [Janken's 1d20(1)+2]: 3 perception (Oh, no)
 [22:19] <Orzady> 1d20+4
 [22:19] <TolBot> [Orzady's 1d20(18)+4]: 22
 [22:19] <Orzady> 🙄
 [22:19] <Janken> [oh boo]
 [22:19] <Orzady> (a quote from the show Dexter comes to mind...)
 [22:19] <@GWRD> Orzady you find Gelik hiding in some underbrush first, with Janken close behind.
 [22:20] <Janken> [me? with a 3? really?]



[22:20] <Darenel> (he meant me)
 [22:20] <Valio> (Darenel)
 [22:20] <@GWRD> (Sorry Darenel)
 [22:20] * Orzady crouches down and grins...
 [22:20] <Janken> [lol]
 [22:21] <Orzady> "You had a nightmare, Gelik."
 [22:21] <Darenel> "are you ok?"
 [22:22] <@GWRD> Gelik glares at Orzady.
 [22:23] <Orzady> "Must have been a horrible fright. You were moaning in your sleep. You should be careful."
 [22:23] * Orzady turns and walks back to camp.
 [22:23] <Darenel> "he said you had a nightmare, is everything in order now?"
 [22:24] <@GWRD> Gelik: "I thought that was you moaning like a dog in heat."
 [22:24] <Orzady> "He comes, he comes. He doesn't, he doesn't."
 [22:24] <@GWRD> Gelik: "I was afraid you would start humping my leg."
 [22:24] <Orzady> (How long until nightfall?)
 [22:24] <@GWRD> (It is nightfall, you chose to do this in the middle of the night on your watch)
 [22:25] <Orzady> "You must still be rattled. Turn in for the evening, try to rest deep."
 [22:25] <Darenel> "we should go back to camp and rest"
 [22:26] <Orzady> "Did you volunteer to take a watch, Gelik? I'll be happy to take yours so you can rest up."
 [22:26] <@GWRD> Gelik: "I most certainly didn't volunteer to help keep you alive."
 [22:27] * Orzady frowns...
 [22:27] <Orzady> "Hopefully good Ptolamir won't hear you say that. He believes that if we all cooperate, we can survive this."
 [22:28] <@GWRD> Gelik: "We're all dead, and you know it... that's why your trying to hump people's legs while you still can."
 [22:29] <@GWRD> The rest of the night passes without any more gnome attacks, and eventually morning comes to a red sunrise from the east.
 [22:29] <Orzady> "Then you'll get all the beauty sleep you need... you and that thatch of stone's hair on your chin you call a beard."
 [22:30] <@GWRD> Gelik: "At least I can grow hair on my chin."
 [22:30] * Valio wakes and begins on his morning coffee ritual.
 [22:31] * Janken yawns heavily
 [22:31] <Valio> "Coffee, anyone?"
 [22:32] <Janken> "Yes please."
 [22:32] <Orzady> "I know I'm a man. I don't need grow...that...on my chin...or is it grown. I'm sure there is a cleric that can cure you of that...and whatever you carry with you."
 [22:32] <@GWRD> Valio you are the first to notice that sometime during the night Orzady's hair turned pink.
 [22:33] * Valio spits a sip of coffee and draws his shaving kit from a pouch. "Orzady, come here a moment."
 [22:33] <Orzady> "Hm?"
 [22:34] <@GWRD> Gelik calmly makes some notes in a journal you've seen him reference as the morning's events unfold.
 [22:34] * Janken looks over at Valio and Orzady to see whats going on, and starts laughing
 [22:34] * Valio hands him the mirror and holds up his hand. "I can try to make it better, but it is a temporary solution."
 [22:35] * Darenel checks out all the commotion and then giggles
 [22:35] * Orzady takes the offered mirror and holds it up. His eyes flicker from his hair to the gnome.
 [22:35] * Valio changes Orzady's hair back to normal, before everyone notices.
 [22:35] <Valio> 1d20+1 (?)
 [22:36] <TolBot> [Valio's 1d20(13)+1]: 14 (?)



[22:36] <Orzady> "Thank you. This evening I should cut it off. With this fickle heat, anything to keep me cool will help.

[22:36] <Darenel> "that was a bold fashion statement"

[22:36] <Valio> "I will keep turning it back to the proper color until you do. Just remind me each hour."

[22:36] * Orzady unsheaths his dagger.

[22:37] <Orzady> "No need."

[22:37] <Orzady> "Just need some water and maybe borrow that mirror for the morning."

[22:38] <Janke> "I can help with water!"

[22:38] * Valio nods. "I should shave my beard as well."

[22:38] <Orzady> "Can we find some oil to make it a little easier?"

[22:39] <Valio> "I have shaving powder. I'm willing to share a bit."

[22:40] <Orzady> "That will work."

[22:40] * Valio goes off to a corner of the camp with a waterskin and his shaving kit to work.

[22:40] <@GWRD> Gelik occasionally looks up, a little bemused.

[22:40] * @Ptolamir keeps his eyes in his book.

[22:41] * Valio whispers to Orzady. "That gnome is annoying, that is certain. But it is entertaining and seems to have boosted morale a bit this morning."

[22:41] * Orzady follows behind to avail him of the power and offer the use of his dagger for it's keen edge.

[22:41] <@GWRD> Nearby the camp is a hole that was dug the previous day, a few shovels resting in the mounds of dirt nearby.

[22:42] <Darenel> "so what exactly were you guys digging for yesterday?"

[22:42] <Orzady> "Getting off this island will help, too. Hopefully the treasure will be of some use."

[22:46] * @Ptolamir finishes the morning ritual and heads up the hill.

[22:47] * Orzady shaves his head a little longer, taking care to get the last little bit.

[22:48] * Orzady finishes and sheathes the blade.

[22:48] <@GWRD> The view from the hill is quite nice, and it appears that the sun is rising between two spike-shaped rocks protruding from the sea to the east.

[22:49] <@GWRD> (What's the plan?)

[22:50] <Orzady> (dig some more)

[22:50] <@GWRD> (For how long?)

[22:51] <Orzady> (Oil, China or chest)

[22:51] <@GWRD> You dig for what feels like hours, until you make your first discovery... part of a skeleton buried in the dirt.

[22:51] <Valio> "We should send people to search for shelter and more food."

[22:52] <@GWRD> (That will be after 3 hours of digging)

[22:53] <@Ptolamir> "What's that?"

[22:53] <Darenel> " while you guys are digging i will search for some more food"

[22:53] * Orzady removes the dirt from it and looks for something else useful.

[22:53] <@GWRD> (Ok make your survival roll)

[22:53] <Darenel> 1d20+13 for food stuff

[22:53] <ToIBot> [Darenel's 1d20(4)+13]: 17 for food stuff

[22:53] <Valio> "We will return here this evening. Try to find better shelter while out so that we can move tomorrow."

[22:54] <@GWRD> As you remove more and more dirt from the skeleton piece, you realize it's a full dwarven skeleton, still dressed in its rotten leather armor. It's also lying on wood...

[22:54] <@GWRD> As this session comes to a close for the evening.

[22:54] * Janke is now known as afan21

[22:54] <@GWRD> (Oh and Darenel comes back with another boa)



Session 16 - 4/27/14 - Wet and Buried Treasure

[20:11] <@GWRD> Last we met the party spoke at some length with the latest shipwreck survivors, then tried to make shelter to get some rest... which wasn't as easy as it could have been in a tropical storm.

[20:11] * Tasso is now known as Valio

[20:12] <@GWRD> As the storm broke, the castaways went back to work trying to find the buried treasure on Ishirou's maps, and finally found a skeleton in rotten leather armor in the dirt... atop wood.

[20:12] <@GWRD> As this session begins.

[20:13] <@GWRD> (Map reminder: <https://docs.google.com/presentation/d/...sp=sharing>)

[20:14] * Warbudgie is now known as Androoin

[20:14] <Orzady> (is that Dexter off the west coast?)

[20:14] <@Theon_Tokko> (at the rate we're going before long the map will be covered with stupid pictures XD)

[20:14] <@Ptolamir> "There is something underneath. "

[20:14] <@GWRD> (Yup)

[20:15] * @Ptolamir casts prestidigitation to remove the skeleton.

[20:15] * Androoin still seems pretty under the weather and doesn't seem to have much energy

[20:16] * Valio looks up from making a stew. "Really?"

[20:16] <@GWRD> The skeleton proves to be too heavy for a simple spell like prestidigitation to move.

[20:17] <@Ptolamir> "Some help with this"

[20:17] * @Ptolamir uses a shovel to lift the skeleton out.

[20:17] * Janken helps move the skeleton

[20:18] * Orzady hops down to help out the skeleton.

[20:18] <@Ptolamir> (Sorry, was imagining a collection of bones)

[20:19] * @Ptolamir crawls into the hole, and begins digging around to find the edges of the wood.

[20:21] <@GWRD> You lift the skeleton out of the hole and place it off to the side. It definitely looks like it has been here a while.

[20:21] <Orzady> (brb)

[20:22] * @Ptolamir stops to nurse a splinter.

[20:22] <@GWRD> The flesh has long disappeared from its bones, and the leather armor is far from servicable.

[20:22] <@GWRD> Digging around the wood looks like it's going to take some time.

[20:23] <Androoin> (sorry all, afk, I apologize for lately, been doing some tests and training and now my dog is being a disaster)

[20:23] * PK (Overlord@4643032a.cpe.92acce23.net.hmsk) has joined #grovewood

[20:24] * PK grins evilly and looks to pass judgement on you scurvvy bastards and dogs.

[20:24] <@GWRD> 1d4

[20:24] <PK> GWRD throws the numbered heads of dead players (1d4) and gets 1.

[20:25] <@GWRD> (What do you all want to do?)

[20:26] * Androoin seems very out of sorts still and doesn't offer any help (afk, brb)

[20:27] * @Theon_Tokko helps them in the hole

[20:28] <@Ptolamir> Going to take shifts digging.

[20:28] <Janken> [how uncovered is the top of the wood?]

[20:28] <@Ptolamir> (Afk while drive home 12")

[20:28] * Orzady digs

[20:29] <@GWRD> You start working on clearing away the dirt around the wood, and it takes about another hour to clear away the rest of dirt over the wood. When you are done, it is almost brutally hot and a 10' round plug of wood has been exposed... at least the top of it at least. The rest of the wood looks like it descends into the earth.

[20:29] <@GWRD> (OK)

[20:30] <Janken> "How about we just open it up?"



[20:31] <@GWRD> (Looks like there is 2 ways of opening it up... break it open while in the pit, or digging around it for several more hours)

[20:32] <Orzady> (opt for dig around it)

[20:32] * Valio hands out the remaining food available and makes sure they're all staying hydrated.

[20:33] <@GWRD> (Working through the heat?)

[20:33] * Janken helps with the hydration with his Create Water spell

[20:34] <Janken> [i vote we break it open]

[20:34] * @Theon_Tokko climbs out of the hole while they're deciding

[20:35] * Orzady carefully digs around the edge of the plug, searching for a booby trap.

[20:35] <Orzady> (can I check for traps?)

[20:36] <@GWRD> (Sure, but you'll need to make a LOT of checks)

[20:36] <Orzady> (Let's do it!)

[20:36] <@GWRD> (So break it open?)

[20:36] <Janken> [lol]

[20:37] <Orzady> (all the checks at once, or spaced out?)

[20:37] <@GWRD> (What's your check if you take 10?)

[20:37] <@Theon_Tokko> (afk, potty, and putting kids to bed)

[20:38] <Orzady> (if I take a 10 penalty? 1d20-5)

[20:38] <@GWRD> (No taking 10 means you act as if you rolled a 10 on a d20)

[20:39] <@GWRD> (So I'm guessing 15 in this case)

[20:39] <Orzady> (Yes)

[20:40] <@GWRD> Orzady pokes around the sides of the wooden plug, taking care to remove dirt from around the edges, then carefully inspecting and sniffing, before moving to a different section. This behavior seems odd, and takes him about 4 minutes or so to complete.

[20:41] <Orzady> ("Someone left these two wires uncoup--")

[20:42] <@GWRD> When he is complete, he has found no sign of traps yet.

[20:42] <Orzady> "No one's going to die, yet."

[20:43] <Janken> "Excellent, so we break it open then?"

[20:45] <Orzady> "Sure."

[20:45] <@GWRD> (OK then who's getting into the pit to break it open?)

[20:46] * Orzady gets out of the pit.

[20:47] * @Theon_Tokko stays out of the pit as he can see this ending badly

[20:47] * TolBot (joew@18a092e9.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[20:47] * Tolman (joe@18a092e9.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood

[20:47] * ChanServ sets mode: +o Tolman

[20:47] * PK hisses at Tolbot

[20:47] * TolBot looks at PK quizzically.

[20:47] <@Tolman> `dice off

[20:47] <TolBot> Dice function turned off. Use the command 'on' to resume dice functions.

[20:48] <@Tolman> (ok, that was a funny interaction)

[20:48] * PK (Overlord@4643032a.cpe.92acce23.net.hmsk) Quit (Quit: Evil dice bot withdrawing to his dark dank cave of evil.)

[20:48] * Tolman is now known as Ptolamir`

[20:48] <@Ptolamir`> `dice on

[20:48] <TolBot> Dice functions turned on. Use the command 'off' to cease dice functions.

[20:49] * @Ptolamir (tolman@6ca5ece1.14055b33.166.147.imsk) Quit (Quit: Colloquy for iPhone - <http://colloquy.mobi>)

[20:49] <@Ptolamir`> "The wood felt solid. Have we a hammer or axe?"

[20:52] * Valio shrugs. "Perhaps in the pile of goods we salvaged?"

[20:53] <Orzady> "Use the skull from that skeleton."

[20:54] <@GWRD> (There's no large axes or hammers in the salvaged goods, only small hand tools (hammer, axe) and shovels)

[20:54] * @Ptolamir` smiles (a rare occurrence)



[20:54] * Ptolamir` is now known as Ptolamir
 [20:54] <Orzady> (I shiver)
 [20:56] <Orzady> "Or use the hammer from the pile of tools, but let's get it open so I can grasp the gold I'm not going to be able to use."
 [20:57] <@GWRD> The day grows hotter as you work in the hole deciding how you want to get it open. The other castaways have taken cover under the remains of the evening's shelter with Androoin, who looks sick as a dog.
 [20:58] * Orzady grabs a hammer and an axe and hops back into the pit.
 [20:59] * Atreyu| (jacensharm@ba70220a.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood
 [20:59] <@GWRD> (Breaking your way through the wooden plug?)
 [20:59] <@GWRD> (Welcome Atreyu)
 [21:00] <Orzady> (Sure! What's the worse that can happen?)
 [21:01] <Janken> [im picturing an indiana jones moment]
 [21:01] <Orzady> (...and he lived.)
 [21:01] <@GWRD> (Anybody helping him?)
 [21:01] <Janken> [specifically,the ark of the covenant melting their faces off]
 [21:01] <@GWRD> (If not, anybody sick enough to watch?)
 [21:01] <Orzady> (Still lived)
 [21:01] * @Ptolamir attempts to assist.
 [21:02] <Valio> (grr... brb.)
 [21:02] * Janken watches from outside the pit,as he is not a strong person
 [21:02] <@GWRD> Ptolamir climbs into the pit with Orzady and both start hacking at the wooden plug.
 [21:02] * Orzady starts knocking on the cap with the hammer
 [21:04] <@GWRD> Both start hacking at the wooden plug, and it's very slow going, as the wood has swelled up with age and water from the previous night's storm. It easily takes a good 10 minutes before they have a moment of "UH OH".
 [21:04] <@GWRD> (DC 12 Reflex saves please)
 [21:05] <Janken> [here comes the face-melting gas]
 [21:05] <@Ptolamir> 1d20+3 Refl
 [21:05] <ToIBot> [Ptolamir's 1d20(5)+3]: 8 Refl
 [21:05] <Orzady> 1d20+4 Reflex
 [21:05] <ToIBot> [Orzady's 1d20(2)+4]: 6 Reflex
 [21:06] <Orzady> (Seriously?)
 [21:08] <@GWRD> The wooden plug breaks suddenly as both men hit the center of the plug at the same time, and topple head over heels into the pit underneath...
 [21:08] <@GWRD> pause
 [21:08] <@Theon_Tokko> (good-bye Orzady, Ptolamir)
 [21:08] <Orzady> (better than feather fall)
 [21:08] <Orzady> (regardless of my next class -- he's going to have wings)
 [21:09] <@Ptolamir> (since we're STILL 1st lvl, sure doesn't take much)
 [21:09] <Orzady> (at least a kitten can't kill us.)
 [21:09] <@GWRD> Both of them descend 40' into darkness and there's very audible crashes of wooden planks and people hitting a pool of water below.
 [21:09] <@GWRD> 2d3
 [21:09] <Janken> [idk,kittens in Pathfinder can be pretty tough]
 [21:09] <ToIBot> [GWRD's 2d3(4)]: 4
 [21:09] <@GWRD> 2d6
 [21:09] <ToIBot> [GWRD's 2d6(6)]: 6
 [21:09] <@GWRD> 2d6
 [21:09] <ToIBot> [GWRD's 2d6(7)]: 7
 [21:10] <@GWRD> (Each of you take 4 points of non-lethal damage)
 [21:11] * @Ptolamir thuds and lays flat.



[21:11] <@GWRD> (And I require init rolls)
 [21:11] <@Ptolamir> `init for everyone
 [21:11] <TolBot> The command ``init rolls please' (or any string after the init command) will enable the storing of d20 die rolls. The command ``init report' will cease the storing of d20 rolls and report the last roll from each player in descending order. To make a roll for another character or monster, roll '1d20 for Character name'.
 [21:11] <Orzady> 1d20+6 Init
 [21:11] <TolBot> [Orzady's 1d20(11)+6]: 17 Init
 [21:11] <@Theon_Tokko> 1d20+3
 [21:11] <TolBot> [Theon_Tokko's 1d20(6)+3]: 9
 [21:11] <@Ptolamir> `init rolls
 [21:11] <TolBot> Please make an initiative roll (1d20+modifier).
 [21:11] <Janken> 1d20+1
 [21:11] <TolBot> [Janken's 1d20(15)+1]: 16
 [21:12] <Valio> 1d20+4
 [21:12] <TolBot> [Valio's 1d20(15)+4]: 19
 [21:12] <@Ptolamir> 1d20+2
 [21:12] <TolBot> [Ptolamir's 1d20(8)+2]: 10
 [21:12] <@GWRD> 1d20+2
 [21:12] <TolBot> [GWRD's 1d20(15)+2]: 17
 [21:14] <@GWRD> `init report
 [21:14] <TolBot> Initiative Order: Valio, 19, GWRD, 17, Janken, 16, Ptolamir, 10
 [21:14] <@GWRD> (Orzady = 17)
 [21:15] <@Ptolamir> Final Initiative Order: Valio, 19, GWRD, 17, Orzady 17, Janken, 16, Ptolamir, 10, Theon 9
 [21:16] <@GWRD> Orzady and Ptolamir you find yourselves in a 10' deep pit of murky stagnant water.
 [21:16] <@GWRD> (Valio, DM, Orzady)
 [21:16] * @Ptolamir struggles to survive, paddling for safety.
 [21:16] <@GWRD> Those of you on the surface, see wooden bracing on the sides of the pit about 15' down from the surface.
 [21:17] * Valio sighs and grabs a coil of rope to lower down the hole.
 [21:17] <@GWRD> 3#1d20+3
 [21:17] <TolBot> [GWRD's 1d20(6)+3]: 9
 [21:17] <TolBot> [GWRD's 1d20(16)+3]: 19
 [21:17] <TolBot> [GWRD's 1d20(11)+3]: 14
 [21:18] <@GWRD> (AC of Ptolamir?)
 [21:18] * Orzady scrambles in a direction looking for an edge.
 [21:20] <@GWRD> 3#1d20+3
 [21:20] <TolBot> [GWRD's 1d20(6)+3]: 9
 [21:20] <TolBot> [GWRD's 1d20(13)+3]: 16
 [21:20] <TolBot> [GWRD's 1d20(9)+3]: 12
 [21:20] <@GWRD> (Orzady's AC still 16?0
 [21:21] <@GWRD> (Correction, still 14?)
 [21:22] <@GWRD> 2#1d6+1
 [21:22] <TolBot> [GWRD's 1d6(6)+1]: 7
 [21:22] <TolBot> [GWRD's 1d6(5)+1]: 6
 [21:22] <@GWRD> 1d6+1
 [21:22] <TolBot> [GWRD's 1d6(2)+1]: 3
 [21:22] <Orzady> (yep, still 14)
 [21:23] <Orzady> "ARRRRGH! GODS RUTTING -- OWWW!"
 [21:23] <Orzady> 1d20+1
 [21:23] <TolBot> [Orzady's 1d20(15)+1]: 16



[21:24] <@GWRD> From the surface you hear a lot of splashing and "ARRRRGH! GODS RUTTING -- OWWW!"

[21:27] * Disconnected

Session Close: Sun Apr 27 21:27:14 2014

Session Start: Sun Apr 27 21:27:14 2014

Session Ident: #grovewood

[21:27] * Attempting to rejoin channel #grovewood

[21:27] * Rejoined channel #grovewood

[21:27] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid>'

[21:27] * Set by ChanServ on Thu Apr 17 01:14:24

[21:27] <***> Buffer Playback...

[21:27] * Orzady [21:35:52] paddles faster for an edge now, looking for something to pull himself up on.

[21:27] <***> Playback Complete.

[21:27] <@GWRD> You reach the surface of the murky water and see wooden bracing on the walls. (Climb DC 10)

[21:27] <Orzady> 1d20+5

[21:27] <TolBot> [Orzady's 1d20(15)+5]: 20

[21:28] <Orzady> "HERE HERE HERE!"

[21:28] <@GWRD> (Janken, Ptolamir, Theon)

[21:28] * TolBot stops making any splashing sound, and is unseen.

[21:28] <@GWRD> Orzady starts climbing out of the pit.

[21:28] <@GWRD> (Of course TolBot is unseen.)

[21:28] * TolBot perks up.

[21:28] <@Ptolamir> stops making any splashing sound, and is unseen.

[21:28] <Janken> [C] "What's going on? Curse this tongue!"

[21:29] <@GWRD> From the surface none of you (without darkvision) can see into the pit.

[21:29] <@GWRD> (Theon, Valio, DM)

[21:30] * Janken climbs into the pit for a better look

[21:30] * @Theon_Tokko waits

[21:31] * Valio drops an end of the rope down the hole and offers the other side to the rest of the group. "Rope on the way"

[21:31] <@GWRD> (Climb DC 15 to get down to the wooden braces)

[21:31] <@GWRD> (Or DC 10 if you use the rope)

[21:32] <@GWRD> (Correction: DC 5 if you use the rope)

[21:32] <Janken> [i just want to be in the pit, but outside the opening of the wooden thing]

[21:32] * Valio braces against the rope. (hopefully with others)

[21:32] <@GWRD> 2#1d20

[21:32] <TolBot> [GWRD's 1d20(8)]: 8

[21:32] <TolBot> [GWRD's 1d20(7)]: 7

[21:32] * Orzady looks for the rope to climb up.

[21:33] <@GWRD> Orzady, behind you in the darkness you hear your attackers pursuing and the nash of teeth on your boots.

[21:33] <@GWRD> (Orzady, Janken, Theon)

[21:34] <@GWRD> The rope dangles just behind you.

[21:35] * Orzady turns around and jumps for the rope.

[21:36] <@GWRD> You grab the rope with ease and start pulling yourself up higher.

[21:36] * ^ThEeYe^ (chatzilla@b55c5fcb.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood

[21:36] <Orzady> "THEON! THE ROPE!"

[21:37] <Orzady> "LOWER IT!"

[21:37] <^ThEeYe^> (sorry guys, just got back home)



[21:38] <Orzady> (yeah...things are the same as always here)

[21:38] <Janken> [can i see Orzady yet?]

[21:39] <@GWRD> (Yes)

[21:39] * Janken reaches a hand out for Orzady

[21:40] <@Ptolamir> 1d20 DC16 death save

[21:40] <TolBot> [Ptolamir's 1d20(19)]: 19 DC16 death save Success

[21:40] * Orzady takes Janken's hand

[21:40] * ^ThEeYe^ is now known as Danel

[21:40] <@GWRD> Janken, you are the first to see Orzady frantically climbing up, with two creatures chasing after him.

[21:40] <@GWRD> (<http://fc01.deviantart.net/fs14/f/2007/...owWISP.jpg>)

[21:40] <Orzady> "Something down there attacked us!"

[21:41] <Orzady> (wow -- we are good and purely boned)

[21:41] <Valio> (2 more limbs and it could pass for a genestealer...)

[21:41] <@GWRD> (Theon, Valio)

[21:41] * Janken sees the monsters following and nearly drops Orzady in shock

[21:42] <@GWRD> Orzady you drop a few feet and teeth snap at your boot heels

[21:42] <Danel> (wow it looks like i missed q few things)

[21:42] * Orzady slams his foot down.

[21:43] <@GWRD> The creature clamps its teeth around your boot and latches on tight.

[21:43] <@GWRD> (Theon, Valio, DM)

[21:43] * @Theon_Tokko helps pull the rope up

[21:43] <@GWRD> (Valio, DM)

[21:44] <Orzady> "I hated these boots anyways."

[21:44] <@GWRD> Your boot slips off as the others pull you to the surface.

[21:45] * Valio hangs to the rope as it slackens. "Where's Ptolamir?"

[21:46] <@GWRD> There has been no sound or sign of Ptolamir since the fall.

[21:46] <Orzady> "Down there."

[21:46] <@GWRD> (Valio, DM)

[21:47] * Valio frowns and grabs a torch from his pack.

[21:47] <Orzady> "Do we have any oil?"

[21:49] * Valio casts spark on the torch

[21:49] <@GWRD> The two creatures emerge from the pit, their eyes shallow and hungry, their bodies dripping with stagnant water, and their long claws coated in fresh blood and earth.

[21:49] <@GWRD> (Orzady, Janken, Theon)

[21:50] <@GWRD> Some of your castaways scream in terror.

[21:50] * Orzady unsheathes his magic dagger and looks for a more defendable position.

[21:50] <Janken> [some of us do as well]

[21:50] <Orzady> "COME GET IT!"

[21:50] <@GWRD> 2#1d20

[21:50] <TolBot> [GWRD's 1d20(16)]: 16

[21:50] <TolBot> [GWRD's 1d20(9)]: 9

[21:50] <@GWRD> 1d6+1

[21:50] <TolBot> [GWRD's 1d6(6)+1]: 7

[21:51] <Orzady> (... and they did. And it was good.)

[21:51] <@GWRD> One of them takes a bite out of Orzady as he draws his dagger.

[21:51] <@GWRD> (7 damage, 2 DC 13 Fort saves please)

[21:51] <Orzady> (I'm down anyways...)

[21:51] <@GWRD> (Still matters)

[21:51] <Orzady> 1d20+1

[21:51] <TolBot> [Orzady's 1d20(1)+1]: 2 (That stinks.)

[21:52] <Orzady> 1d20+1

[21:52] <TolBot> [Orzady's 1d20(20)+1]: 21 (Stunning.)



[21:52] <Janken> [lol]
 [21:52] <Valio> (Tolbot is playing games...)
 [21:52] * TolBot perks up.
 [21:52] <Orzady> (picks up baseball bat... heads towards Tolbot)
 [21:52] * TolBot perks up.
 [21:52] <Orzady> (free dagger! Who wants it?)
 [21:53] <@GWRD> Orzady drops like a stone as the moist creature rips apart his mid-section.
 [21:53] <@GWRD> (Janken, Theon, Valio)
 [21:54] <@GWRD> 1d20
 [21:54] <TolBot> [GWRD's 1d20(1)]: 1 (Better luck next time.)
 [21:54] * Janken casts Stabilize on Orzady when he sees him go down
 [21:54] * @Theon_Tokko draws his blade and attacks one of the monsters
 [21:54] <@Theon_Tokko> 1d20+4
 [21:54] <TolBot> [Theon_Tokko's 1d20(15)+4]: 19
 [21:54] <@GWRD> (Hit)
 [21:54] <@Theon_Tokko> 1d10+4
 [21:54] <TolBot> [Theon_Tokko's 1d10(4)+4]: 8
 [21:55] <@GWRD> Theon cuts one down, and parts of its limbs fall back into the water with a splash.
 [21:55] * Valio takes a moment to decide to drop his torch, then casts Sleep on the creatures, making sure Theon is outside the area of effect.
 [21:55] <@GWRD> 2d3
 [21:55] <TolBot> [GWRD's 2d3(4)]: 4
 [21:56] <@GWRD> 1d2
 [21:56] <TolBot> [GWRD's 1d2(1)]: 1
 [21:56] <@GWRD> Valio's spell seems to have no effect, as the remaining creature goes after Janken.
 [21:56] <@GWRD> 1d20+3
 [21:56] <TolBot> [GWRD's 1d20(9)+3]: 12
 [21:56] <@GWRD> 2#1d20+3
 [21:56] <TolBot> [GWRD's 1d20(16)+3]: 19
 [21:56] <TolBot> [GWRD's 1d20(13)+3]: 16
 [21:56] <Janken> [AC of 19]
 [21:56] <@GWRD> 1d6+1
 [21:56] <TolBot> [GWRD's 1d6(2)+1]: 3
 [21:57] <@GWRD> (DC 13 save please Janken)
 [21:57] <@GWRD> (Fort save)
 [21:57] <Janken> 1d20
 [21:57] <TolBot> [Janken's 1d20(2)]: 2
 [21:57] <Janken> [boooo]
 [21:57] <@GWRD> (Are you an elf?)
 [21:57] <Janken> [i am not]
 [21:57] <@GWRD> 1d4+1
 [21:57] <TolBot> [GWRD's 1d4(2)+1]: 3
 [21:58] <@GWRD> (3 damage, and 3 rounds of paralysis)
 [21:58] <@GWRD> (Theon)
 [21:58] <@GWRD> Several of your fellow castaways bolt for the jungle.
 [21:58] * @Theon_Tokko turns and attacks the other
 [21:59] <@Theon_Tokko> 1d20+4
 [21:59] <TolBot> [Theon_Tokko's 1d20(20)+4]: 24 (Magnificent.)
 [21:59] <@GWRD> (Roll to confirm your crit)
 [21:59] <@Theon_Tokko> 1d20+4
 [21:59] <TolBot> [Theon_Tokko's 1d20(8)+4]: 12



[21:59] <@GWRD> (Missed your confirmation)

[21:59] <@Theon_Tokko> 1d10+4

[21:59] <TolBot> [Theon_Tokko's 1d10(6)+4]: 10

[22:00] <@GWRD> Theon cuts the remaining one's head clean from its shoulders. The head rolls a few feet across the ground and then into the pit with a thud and splash, while the body falls lifeless to the ground.

[22:00] <@GWRD> (Valio, Theon)

[22:00] <@GWRD> (No monsters left, but init is still important)

[22:01] <Valio> "We need to find Ptolamir. Theon, will you go down? I can light the torch again for you and lower you down."

[22:01] * Valio picks up the torch and lights it as he speaks.

[22:01] * @Theon_Tokko drops (using the rope to slow) into the pit to search for Ptolamir

[22:02] <@GWRD> The pit is pitch black and you can't see anything down here (unless you have darkvision).

[22:02] <@GWRD> (Valio, Theon)

[22:02] <Valio> (I lit a torch and handed it to him, he swung down)

[22:02] <@GWRD> (This is next round)

[22:03] <Janken> [lemme know when im not paralyzed anymore]

[22:03] <@GWRD> (I will)

[22:03] <@Theon_Tokko> (this will be the next baddy we're facing.. how much you want to bet...<http://www.wizards.com/dnd/images/MM35...PG240.jpg>)

[22:03] * Androoin continues to suffer the effects of an illness and continues to almost not be there

[22:03] <@GWRD> (Sorry Pathfinder doesn't have the rights to that creature yet)

[22:04] <Janken> [only if its accompanied by seven chickenbats]

[22:04] <@GWRD> (Theon, waiting on action for round 2, before you forfeit this round)

[22:04] <@Theon_Tokko> (I was waiting on Valio, but I'm searching)

[22:04] * @Theon_Tokko searches for Ptolamir

[22:04] <Orzady> (ahh -- the only creature more fear-inspiring than Tiamat... Habro's lawyers.)

[22:04] <@GWRD> 1d2

[22:04] <TolBot> [GWRD's 1d2(1)]: 1

[22:05] <@Theon_Tokko> (do I need to roll a perception check or anything)

[22:05] * Valio continues to hang on to the rope after Theon went down.

[22:05] <@GWRD> (How long is your rope?)

[22:05] <Valio> (50')

[22:06] <@GWRD> Theon, you are about 5 feet above a pool of water, you see Ptolamir's body floating on the surface of the water, and a head near by. You would have to let go of the rope to get to Ptolamir, as it's not long enough to reach the bottom.

[22:08] * @Theon_Tokko drops into the water, trying to keep the torch dry and works on getting Ptolamir to safety

[22:09] <@GWRD> You drop into the murky water, which is 10' deep. You do manage to get ahold of Ptolamir though.

[22:09] <@GWRD> (Off init, Janken recovers from paralysis)

[22:10] <@Theon_Tokko> "Pull the rope up, and attach another, its too short for me to tie Ptolamir off to so he can be pulled up"

[22:10] * Janken growls at the dead ghoul, and goes to check on Orzady

[22:10] <Orzady> (I'm feeling a bit peckish at the moment...)

[22:11] <Janken> [i dont have food,i have heals tho :p]

[22:14] <@Theon_Tokko> (we have Jask for mad heals too)

[22:14] * Valio looks for more rope, then ties them together with a square knot before dropping an end back down.

[22:14] <@GWRD> Jask, who has been watching over Androoin and the others rushes over as the fight clears up.

[22:15] * @Theon_Tokko ties Ptolamir off and calls for them to pull him up, while he searches for the



purpose of this marked treasure pit with no treasure

[22:15] * Janken looks up at Jask and nods at the rope

[22:16] * Janken then casts cure light wounds on Orzady

[22:16] <Janken> 1d8+1

[22:16] <ToIBot> [Janken's 1d8(4)+1]: 5

[22:16] <Orzady> (OK -- up to 0)

[22:16] <@GWRD> You pull up Ptolamir with ease, while Theon explores the treasure pit.

[22:17] <@GWRD> As far as you can tell your in a 10' deep pit of murky water.

[22:17] <@GWRD> (Where would you like to explore?)

[22:17] <Janken> [dont you go to 0 with stabilize?]

[22:17] <@GWRD> (No you just stop bleeding to death)

[22:18] <Janken> [oh,poo.]

[22:18] * Janken casts cure light wounds on Orzady again

[22:18] <Janken> 1d8+1

[22:18] <ToIBot> [Janken's 1d8(6)+1]: 7

[22:18] <@GWRD> (Which is very useful in this situation)

[22:18] * @Theon_Tokko swims around the outside kickign at the walls as he does

[22:19] * Orzady sits upright, swinging his arms and gasping for air.

[22:19] <Orzady> "GODS RUTTING BASTARDS! I'LL SPLIT YOU IN HALF WITH MY TEETH!"

[22:20] <Janken> "They're dead already."

[22:21] <@GWRD> Theon, as you kick the walls, you find that where there should be a wall, there is not one on the west side.

[22:22] <@Theon_Tokko> "Hey, theres more to this pit, I'd go check it out but... I won't be able to see," he laughs.

[22:23] <@Theon_Tokko> (I'm assuming I can't see any part of this opening above the water correct?)

[22:23] <Valio> "I only have torches and candles."

[22:23] <Janken> "I can help a little with light."

[22:24] <@Theon_Tokko> (anybody got magical light, or dark vision, you know, something water can't put out?)

[22:24] * Janken starts climbing down

[22:24] <Janken> "Coming down!"

[22:25] <@GWRD> (Correct)

[22:26] <@Ptolamir> (i might, but I'm laying somewhere nearly dead)

[22:27] <@GWRD> Jask goes to work healing the wounded.

[22:27] * Janken makes his way to Theon_Tokko

[22:27] <@GWRD> 1d6

[22:27] <ToIBot> [GWRD's 1d6(5)]: 5

[22:27] <@GWRD> 1d6

[22:27] <ToIBot> [GWRD's 1d6(2)]: 2

[22:27] <@GWRD> 1d6

[22:27] <ToIBot> [GWRD's 1d6(4)]: 4

[22:27] <@GWRD> 1d6

[22:27] <ToIBot> [GWRD's 1d6(6)]: 6

[22:27] <@GWRD> (17 hps restored to all wounded at the top)

[22:28] * @Ptolamir flitters his eyes open.

[22:28] <@Theon_Tokko> (I'm still at 7HP from Jask's last healing unless we recovered some since then)

[22:28] <@GWRD> (Nope)

[22:28] <@GWRD> Janken and Theon tread water by the hole that leads deeper into the pit.

[22:28] <@Theon_Tokko> (thought I better ask, as I did bail last session lol)

[22:29] <Orzady> "Someone hand me a torch."

[22:29] * @Theon_Tokko hands Janken the torch, and grabs the end of the rope



[22:29] * Janken casts Dancing Lights
 [22:29] * Orzady looks down the rope.
 [22:30] * @Ptolamir looks up at the sky, soaking wet, and confused.
 [22:31] <Orzady> "Coming down as soon as I find a torch."
 [22:31] <Valio> "Enjoy your swim, Ptolamir?"
 [22:31] <Valio> "Orzady, take another from my pack."
 [22:31] <@GWRD> The dancing lights do a little to extend your vision in the murky water, giving you maybe a foot at most visibility.
 [22:31] * Orzady takes a torch and lights it.
 [22:31] <Janken> [Dancing Lights: Effect: You create up to four lights that resemble lanterns or torches.]
 [22:32] <@Theon_Tokko> "I'm going to swim this new find, if I'm not back within a five or so minutes pull me back out."
 [22:32] <Orzady> "Next one of those rut-drips attacks me is going to get this up their hindquarters."
 [22:32] * @Ptolamir tilts his head and brings Valio into his field of view, and blinks.
 [22:32] <Janken> [range: 110 ft]
 [22:32] * Orzady climbs down the rope
 [22:33] <Valio> "When you feel up to it, I could use some help holding the rope. Gather your bearings, first."
 [22:34] * @Ptolamir attempts to sit up.
 [22:34] <@GWRD> (Water is so murky it gives about 1' visibility)
 [22:34] <@Theon_Tokko> "Any way you can make one of those lights follow me?"
 [22:35] * Orzady looks around at the bottom of the rope.
 [22:35] <Orzady> "You said there was a passage?"
 [22:35] <Janken> "No, but if i make them in a row..."
 [22:35] <Janken> [even with low-light vision?]
 [22:36] <@Theon_Tokko> "Yea... I'm getting ready to swim it."
 [22:36] * @Ptolamir sits up and then rolls over and vomits on the hilltop.
 [22:37] <@GWRD> (Put your head in muddy water and tell me if a flash light improves your vision)
 [22:37] <Darenel> (dont do it , its a trick)
 [22:38] <Orzady> (Nice try, Agent GWRD. I'm not going to waterboard myself like last time.)
 [22:38] * @Ptolamir over time stands up and walks over to Valio and sits down.
 [22:38] <Janken> [Janken has the low-light vision,not me :p]
 [22:39] * @Theon_Tokko swims the tunnel, pulling the rope with him
 [22:39] <@Ptolamir> "I fell into water down there?"
 [22:39] <Valio> "Yes, went for a swim. Nice monsters down there, too."
 [22:39] <@GWRD> You swim the tunnel for about 5 feet before you hit earth in front of you. You feel around for a couple seconds before feeling that there is a shaft above you.
 [22:39] * @Theon_Tokko goes up
 [22:40] <@GWRD> The shaft goes up about 10' before you hit a pocket of stale air.
 [22:40] * Janken changes into his original form while waiting
 [22:41] * @Theon_Tokko feels around for something to tie the rope off to
 [22:41] <@GWRD> You feel something wooden.
 [22:42] <@GWRD> Up on a small ledge.
 [22:42] <Janken> [lever of doom!]
 [22:43] * @Theon_Tokko pats around it, seeing if there is something he can tie the rope too, or safely and securely [of course] tie the rope aaround it. (Cuase I'm as blind as a bat lol)
 [22:43] <@GWRD> Whatever this wooden thing is, feels box shaped.
 [22:43] <Janken> [ok,box of doom]
 [22:44] * @Theon_Tokko pats for handles, lid (hopefully), or whatnot, trying to get any idea of what it truly is before making his way back
 [22:45] <@GWRD> It feels like there might be a handle on one side, but you don't feel a curve of a lid or anything that might be hinges.



[22:46] <@Theon_Tokko> (does it feel ike it has a secure lid on it it)

[22:47] <@GWRD> You can't tell in the darkness and feeling around.

[22:47] * @Theon_Tokko swims back to the others

[22:48] <@Ptolamir> (good call, goof)

[22:48] <@Ptolamir> (no reason to be hasty)

[22:49] * @Theon_Tokko tells the others in the pit of his findings

[22:49] <@GWRD> (Did you tie your rope off to the wooden box of doom?)

[22:50] <@Theon_Tokko> (no... decided against it because well, that could be a major mistake lol)

[22:50] <@GWRD> (OK >😊)

[22:50] * Janken emerges from the pit as well, in the form of a humanoid fox,covered in pure white fur,with gray eyes

[22:51] <Orzady> (KILL IT! KILL IT!)

[22:51] * Janken grins

[22:51] * @Ptolamir looks at the fox as it emerges.

[22:52] * @Ptolamir shakes his head.

[22:52] <@Ptolamir> "I remain confused."

[22:52] <Valio> "Interesting. I'll need to come up with a rhyme before I finish my epic story."

[22:53] <Janken> "Fret not, it's still me. This is how I truly am."

[22:53] <@Theon_Tokko> "OK, you go into the tunnel, a few feet then its up a bit more. Theres something sitting on a small ledge up there... a box of sorts."

[22:54] <Orzady> "How large?"

[22:54] <@GWRD> (Soapbox sized)

[22:54] <@Theon_Tokko> "Decent sized I'd guess... Couldn't see my bloodyhands in front of my face."

[22:55] <Orzady> "Can it be carried?"

[22:55] <Orzady> "Or is it too heavy?"

[22:55] <@Theon_Tokko> "Didn't try to move it, it may be trapped"

[22:59] * Retrieving #grovewood modes...

[22:59] <@Ptolamir> "A stash of some sort?"

[22:59] * Theon_Tokko sets mode: -s

[23:00] <@Theon_Tokko> (for some reason this room was set to 'secret' lol)

[23:00] <Orzady> "Doubt it's trapped."

[23:00] <Orzady> "You don't trap something and set it underwater."

[23:01] <@Theon_Tokko> "You're more than welcome to go try your luck"

[23:01] <Orzady> "How far down is it?"

[23:01] <@Theon_Tokko> "I've been molested by a plant, diseased by bugs.. I'm not going to be slaughtered by a trapped box"

[23:02] <@Ptolamir> "We should go down with light, then.

[23:02] * @Theon_Tokko points out where the entrance is

[23:02] <@Theon_Tokko> "it's not far"

[23:02] <@Ptolamir> (time of day now?)

[23:02] * @Ptolamir rubs his leg and the tender wound.

[23:02] <@GWRD> It's still pretty hot as you deal with the mid-day sun.

[23:03] <@Ptolamir> "I can not provide magical light until the morn."

[23:03] <Janken> "I still have two castings."

[23:03] * @Ptolamir nods.

[23:04] <Orzady> "Let's get out of here and attack this in hte morning. We need to rest and heal."

[23:04] * Janken nods

[23:04] * @Theon_Tokko shrugs and climbs out of the pit

[23:04] * Orzady waits for Ptolamir to climb up.

[23:05] * @Ptolamir gathers with others, still groggy.

[23:06] * Orzady climbs up last.

[23:06] <@GWRD> You decide to leave the box in the pit for now as the mid-day sun beats down



upon your battered and weary group...

[23:07] <@GWRD> As this session comes to a close.

[23:08] <@Magestar> Your current XP total: 1677 / 2000



Session 17 - 5/4/14 - Treasure Rats

[20:03] <@GWRD> Last session:

[20:04] <@GWRD> The band of survivors managed to dig their way to buried treasure, only to find at the bottom a pool of murky water filled with undead creatures.

[20:05] <@GWRD> They quickly overpowered Ptolamir before he could get his bearings in the pit he and Orzady fell into, while Orzady fled as quickly as he could.

[20:06] <@Ptolamir> (yeah, thanks for that btw)

[20:07] <+Orzady> (no problem)

[20:07] <@GWRD> When they came to the surface, several of the other castaways freaked out and fled the scene, as the rest slayed the creatures.

[20:07] <@GWRD> Afterwards, they retrieved Ptolamir before he drowned to death, and also recovered a chest, which they are too scared to open for fear of traps.

[20:08] <@GWRD> As this session begins.

[20:08] <@GWRD> (Map reminder: <https://docs.google.com/presentation/d/...slide=id.p>)

[20:11] * +Valio slumps to the ground to rest.

[20:11] <+Valio> (also, I made a 100% on my presentation and managed to pull 4 As this semester. I'm technically done!)

[20:11] <@Theon_Tokko> (by the logs... we haven't pulled the chest out yet, we found it but left it, until after a rest)

[20:12] <@GWRD> (yeah)

[20:12] * @Ptolamir continues to rest.

[20:12] * +Janken rests as well

[20:14] * @Theon_Tokko rests as well, pondering how to retrieve that chest

[20:15] <+Valio> "I should probably find a better way to attach the rope before you go back down."

[20:15] <@GWRD> You take time to rest after the encounter, as you plan out how you want to deal with the chest.

[20:15] <+Orzady> (Good one, Val)

[20:18] <+Valio> (well at the time, I was just holing on to it...)

[20:18] <+Valio> (holding)

[20:21] <+Valio> "I have a waterproof bag. If it is needed, I can transfer my spare clothing from it."

[20:22] <@Theon_Tokko> "Well they had to get it up there somehow.. I'm thinking that it'd be easiest to just tie a rope to it and pull it back through, my problem is that I can't see to do it."

[20:22] <+Orzady> "I'm handy enough with knots."

[20:26] <+Valio> "If we cannot think of an alternative, I will go down."

[20:26] <+Janken> "Someone with magical light needs to go as well."

[20:28] * +Valio asks Orzady to check over his knots, then prepares to go down the hole. (placing a candle in the waterproof bag for the trip down/through)

[20:28] <+Valio> (unlit)

[20:28] <@GWRD> (Alright)

[20:28] * +Orzady looks at the knots and tests them

[20:29] <@GWRD> The knots all seem solid and hold well to Orzady's weight.

[20:29] * +Valio slowly slips over the edge and descends into the water, carrying the waterproof bag through his belt.

[20:29] * @Ptolamir stands and being to walk around, towards the whole, peering down.

[20:30] <@GWRD> The hole is still dark as night, but nary a sound emanates up from its depths.

[20:30] * +Valio takes a deep breath and goes through the passage to the other room.

[20:30] * +Orzady watches the rope uncoil.

[20:31] <+Orzady> "Shoudl we have told him to give us a signal if he runs into problems?"

[20:31] <+Orzady> "Nah."

[20:32] * +Valio takes a breath as he reaches the opening, then takes the candle from the bag and 'spark's it. (cantrip, spark)

[20:32] <@GWRD> Valio, you find yourself in darkness as you emerge where Theon mentioned there would be an air pocket. The air is stale and unpleasant, but breathable.



[20:34] <@GWRD> Your spark takes after a moment, lighting your candle. A chest sits on a little ledge slightly above you, and it looks like it has survived its time down here well.

[20:34] * +Valio checks for any traps, then tips the chest into his bag for the return journey.

[20:35] <@GWRD> (Roll perception for trap hunting, and the chest will not fit in your bag)

[20:35] <+Valio> 1d20

[20:35] <+TolBot> [Valio's 1d20(12)]: 12

[20:35] <+Orzady> ("Hey -- there's a loose thread here...")

[20:35] <@GWRD> You find no discernable traps around or on the chest.

[20:35] * +Valio realizes the bag isn't large enough and decides to try carrying it through the hole without the bag.

[20:38] <@Ptolamir> "Why didn't a second person go down to help him?"

[20:38] <@GWRD> Valio, you find that the chest is very heavy and not at all easy to move (weighs about 95 pounds)

[20:38] <+Orzady> "Because he didn't ask for one."

[20:38] <@Ptolamir> (anyone here playing other than orzady and valio?)

[20:38] <+Danel> (it has a shape of a coffin and you hear snoring coming out of it)

[20:39] <@Ptolamir> (vampires don't snore. They weeze)

[20:39] <+Orzady> (Absolutely nothing can go wrong now...)

[20:39] * +Danel helps the wounded and watches the other trying to retrieve something from the hole

[20:39] * +Valio struggles a bit, but feels he can manage it for a short while.

[20:40] * @Theon_Tokko waits to help haul it up

[20:40] <+Valio> (max load 130...)

[20:40] <@GWRD> From the depths of the pit, those of you can hear a muffled splash, like something big just hit the water.

[20:40] * +Orzady looks down the hole

[20:40] * +Janken opens an eye "Is he back?"

[20:41] <+Valio> (I'd personally be lucky to be str 8... my character is str 12.)

[20:41] <+Danel> (i hope you dont try swimming with it)

[20:41] <@GWRD> You manage to with a great deal of slipping and sliding, get the chest off the little ledge and into the water.

[20:42] <@Theon_Tokko> (I have a STR of 17 lol)

[20:42] <+Valio> (but you didn't go into the hole to help...)

[20:43] <@Ptolamir> "Theon, can you go down the rope to help?"

[20:43] * @Theon_Tokko goes and hops in to help

[20:43] <@Ptolamir> "By Orzady's description, it could be too much for him."

[20:44] <@Ptolamir> "You can still tie it off and then climb up first if we can't get it up."

[20:48] <@GWRD> With the extra help, you manage to drag the heavy chest to the surface. It's a fair sized chest, and looks well protected from the elements, like a proper sea-chest should be.

[20:49] <@GWRD> It also looks like it has a decent lock built into it.

[20:49] * +Valio reaches the land once more and begins casting prestidigitation on himself and his belongings to dry off.

[20:50] <@Theon_Tokko> "Well, shall we see what treasure we have no use for, as I have yet to see a store on this island."

[20:51] <+Valio> "Perhaps it contains a folding boat."

[20:52] <+Valio> "Or another magical item that could save us like those the heroes often find in the stories."

[20:52] * +Orzady examines the lock.

[20:52] <+Orzady> (also checking for traps)

[20:53] <@GWRD> The lock appears to be in good shape, and has resisted corrosion.

[20:54] <+Orzady> "I might be able to get it open."

[20:55] * +Orzady hunkers down and checks the lock for traps.

[20:56] <@GWRD> (Make your roll)



[20:56] * @Ptolamir takes a step back.
 [20:56] <+Orzady> 1d20+5 (perception trapfinding)
 [20:56] <+TolBot> [Orzady's 1d20(13)+5]: 18 (perception trapfinding)
 [20:57] <@GWRD> You see no signs of traps on the chest, but that doesn't mean there aren't any.
 [20:57] * +Orzady tries to pick open the chest.
 [21:00] * Disconnected
 Session Close: Sun May 04 21:00:19 2014

Session Start: Sun May 04 21:00:19 2014

Session Ident: #grovewood

[21:00] * Rejoined channel #grovewood

[21:00] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid> - Logs available here: <http://konnen.wq2140.com/index.php?opti ... id=2>

[21:00] * Set by Ryu on Sun May 04 16:36:37

[21:00] <@GWRD> (Make your Disable Device check)

[21:00] <+Orzady> 1d20+7 (open sez-a-me)

[21:00] <+TolBot> [Orzady's 1d20(5)+7]: 12 (open sez-a-me)

[21:01] <@GWRD> You start working the lock, and after a few minutes of trying, you think the lock is above your ability to get it open.

[21:01] * +Orzady grits his teeth and steps away.

[21:01] <+Orzady> "Ruttin' locksmith."

[21:01] <+Orzady> "Break it open."

[21:02] <+Valio> "I wonder if I could make a key pattern with wax. I'd probably get it stuck in there, anyway..."

[21:03] * +Darenel takes a step back in case someone tries to break into the box

[21:03] <+Valio> "Theon?"

[21:04] * @Theon_Tokko draws his blade, "When the going gets tough, get a big stick."

[21:04] * +Janken casts guidance on Theon_Tokko

[21:04] <+Orzady> "I thought it was when the going gets tough, stab them in the kidney."

[21:04] * @Ptolamir takes a steps back further.

[21:04] <@Ptolamir> (afk for 5' putting kids to bed)

[21:05] * @Theon_Tokko gets ready to smash it

[21:06] <@Theon_Tokko> (STR Check, attack roll? what am I doing lol)

[21:07] <@GWRD> (Roll damage)

[21:07] <@Theon_Tokko> 1d10+4

[21:07] <+TolBot> [Theon_Tokko's 1d10(10)+4]: 14

[21:08] <@GWRD> Theon buries his sword into the chest, taking out a fair chunk of wood. It takes him a good 2 minutes before he manages to break the cover off the chest.

[21:08] <@Theon_Tokko> "I really need a whetstone," he looks at the many new knicks in his blade.

[21:09] <+Orzady> "I could have done that."

[21:09] <@GWRD> When you manage to get the cover off, many riches gleen in the late day night.

[21:10] <+Orzady> (and let the stabbing commence!)

[21:10] * +Janken peers into the chest

[21:10] <+Valio> "anything good?"

[21:10] <+Darenel> (backstabbing you mean)

[21:10] <+Orzady> (back, front, whatever)

[21:10] * +Darenel leans over to look at the contents of the chest

[21:11] <@GWRD> A multitude of copper, silver, gold, and even a few platinum coins greet your eyes, and it appears even more is buried within, as you see part of a darkwood buckler sticking out, along with the rotted sleeve of some outfit or another.

[21:12] <+Valio> "We should make camp for the evening, then go through this."

[21:12] * +Orzady points to the sleeve.

[21:12] <+Orzady> "Not good."



[21:14] <@GWRD> (Note: You also have 2 runaway castaways to worry about)

[21:14] <+Orzady> (they seem to be fine)

[21:14] <@Theon_Tokko> (any of the two important? lol, actually who where they?)

[21:14] <@GWRD> (Gelik the gnome, and Sasha)

[21:15] <+Orzady> (is one of them Richie Cunningham's brother?)

[21:15] <+Orzady> (Oh -- let me take care of Gelik.)

[21:15] <@Theon_Tokko> "Guess we should go find Sasha... She's the only one missing right?"

[21:15] <+Orzady> "I'll look for Gelik."

[21:15] * +Darenel i can go look for the runners and if lucky also find something edible

[21:15] <+Valio> "I will work on our shelter for the evening."

[21:15] <@GWRD> Jask "The gnome ran off as well when the lacadons emerged from the pit."

[21:16] <+Janken> "I'll help you Orzady."

[21:16] <@Theon_Tokko> "He'll be fine.. he gets attacked his singing will scare all the bad creatures away."

[21:16] <+Orzady> (son of...)

[21:17] <+Orzady> "Thanks for the help, Janken."

[21:17] * +Janken smiles "Anytime, the small ones can be hard to find."

[21:18] * @Theon_Tokko sets out in search of Sasha

[21:18] <+Orzady> (especially if they're buried under 6 ft of dirt)

[21:18] <+Valio> 1d20 (camp upkeep)

[21:18] <+TolBot> [Valio's 1d20(11)]: 11 (camp upkeep)

[21:18] <+Janken> "Besides, I don't think he has seen me in my natural form yet."

[21:19] * +Janken grins

[21:19] <+Orzady> "Right."

[21:19] <@Ptolamir> (back)

[21:20] * +Orzady starts to try to track down the gnome.

[21:20] * +Janken follows

[21:21] <+Orzady> "Gelik? We have money, Gelik!"

[21:21] * @Ptolamir shakes his head.

[21:21] <+Orzady> (underbreath) "Gold for your stunted, stubby fingers."

[21:21] <@Ptolamir> "Riches aren't gonna help us if we can't eat."

[21:22] * +Orzady pushes into the undergrowth, hand on his dagger,

[21:22] <@GWRD> Several of you go searching for the missing duo.

[21:23] <+Darenel> (missing duo/food stuff)

[21:24] <@GWRD> (Survival if you want to track, otherwise you'll have to rely on blind luck)

[21:25] <@Theon_Tokko> 1d20+4 (Survival)

[21:25] <+TolBot> [Theon_Tokko's 1d20(14)+4]: 18 (Survival)

[21:25] <@GWRD> 1d2

[21:25] <+TolBot> [GWRD's 1d2(1)]: 1

[21:25] <+Orzady> 1d20 (survival)

[21:25] <+TolBot> [Orzady's 1d20(1)]: 1 (survival) (Yikes!)

[21:25] * @Ptolamir searches through the chest, pulling out anything that's not coin.

[21:25] <+Darenel> 1d20+11 (survival)

[21:25] <+TolBot> [Darenel's 1d20(1)+11]: 12 (survival) (Better luck next time.)

[21:25] <+Janken> 1d20+6 survival

[21:25] <+TolBot> [Janken's 1d20(16)+6]: 22 survival

[21:25] <@GWRD> Theon, you locate a pair of small boot prints in some of the fresher mud.

[21:25] <+Darenel> (i demand a recount)

[21:25] <@GWRD> 1d2

[21:25] <+TolBot> [GWRD's 1d2(2)]: 2

[21:25] <+Orzady> (I demand a GPS)

[21:26] <@GWRD> Janken, you find a pair of women's sized foot prints going in a different direction.

[21:26] * @Theon_Tokko conitnues to track the gnome sized boot prints



[21:26] <@GWRD> Orzady, you find a patch of poison ivy.

[21:26] <+Janken> "Hmm,I think Sasha may have gone this way."

[21:27] <@GWRD> Ptolamir, you start emptying out the chest of non-coin items. You find inside:

[21:27] <+Orzady> "Gah... gods' rutting...I'm going to wring his little neck."

[21:27] <+Orzady> (A Brand New Car!)

[21:28] * @Ptolamir lays the items side by side on the ground beside the chest.

[21:29] <@GWRD> (Chest: a silk pouch of garnets and amethysts, a half-dozen moldered and ruined noble's outfits, a bejeweled masterwork cold iron starknife, a darkwood buckler, a sealed scroll case made of mithril)

[21:29] <+Orzady> (Question: starknife?)

[21:30] <@GWRD> In short time Gelik is found hiding among some underbrush. It takes a little longer to find Sasha, but when you do she is panting heavily and her body is bruised and bleeding from a bite. At her feet is a large constrictor snake who barely lost the encounter with the woman.

[21:30] <@GWRD> (Starknife: <http://pathfindertrue20.wdfiles.com/loc...rknife.JPG>)

[21:31] <+Orzady> (oh)

[21:31] * @Theon_Tokko glares at the cowardly gnome, "Lets go you coward."

[21:31] * @Ptolamir kneels and casts detect magic.

[21:31] <+Danel> (what a novel way to stab yourself while fighting)

[21:32] * +Valio takes a break on the shelter and grabs a small handful of platinum and gold pieces, dropping the same number of copper and silver pieces into the pile.

[21:32] <+Orzady> (falls under awesome but impractical)

[21:32] <@Ptolamir> 1d20+9 Detect magic

[21:32] <+TolBot> [Ptolamir's 1d20(18)+9]: 27 Detect magic

[21:33] <+Janken> "Sasha! Are you alright? Can you walk?"

[21:33] <+Orzady> (and we can read by the glow of Ptolamir's spell...from the other side of the island)

[21:34] <@GWRD> Gelik glares at Theon.

[21:34] <+Valio> "Ptolamir, I'm taking 10 gold and 2 platinum. Doubt the others mind, but don't want them thinking I stole anything."

[21:34] <@GWRD> Sasha: "Yeah I can walk, snake should have stayed in the tree."

[21:34] * @Theon_Tokko makes his way back with the gnome. "Run off again, and don't think I'll come looking for you."

[21:34] <@GWRD> She grabs it by the tail and starts dragging it.

[21:35] * +Orzady scratches at parts of his arms and legs.

[21:35] <@GWRD> Gelik: "Should do a better job of protecting us then."

[21:35] * +Janken nods "Let's get back to camp,then."

[21:35] <@Theon_Tokko> "Oh but I did, coward. They dead long before you made it to the tree line."

[21:36] * @Ptolamir finishes his spell after a few rounds, and picks up the scroll case to examine its contents.

[21:37] <@GWRD> Theon and Gelik return to camp first, shortly followed by Janken and Sasha, who is dragging a bloody stabbed snake by the tail.

[21:38] * @Theon_Tokko goes over and helps Sasha with the snake

[21:38] * @Ptolamir looks up at the others returning. "That shield is magical, if someone can use it."

[21:38] * +Orzady comes back to the camp, scratching.

[21:38] <@GWRD> The scroll case is watertight, which is good, because the scroll is in perfect shape.

[21:38] <+Orzady> (round?)

[21:40] * Disconnected

Session Close: Sun May 04 21:40:51 2014

Session Start: Sun May 04 21:40:51 2014

Session Ident: #grovewood



[21:40] * Rejoined channel #grovewood
 [21:40] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid> - Logs available here: <http://konnen.wg2140.com/index.php?opti...id=2>
 [21:40] * Set by Ryu on Sun May 04 16:36:37
 [21:40] <***> Buffer Playback...
 [21:40] * @Ptolamir [21:49:49] 's eyes grow big as he examines the scroll.
 [21:40] <+Valio> [21:49:55] "I am capable of using a shield, though I usually do not."
 [21:40] * @Ptolamir [21:50:02] rolls it back up and tucks it into the case.
 [21:40] <+Orzady> [21:50:37] (teleport without error but only for one person?)
 [21:40] <+Orzady> [21:50:57] (Summon Carnival Cruise?)
 [21:40] <+Janken> [21:51:14] [please,no more boats!]
 [21:40] <***> Playback Complete.
 [21:41] <@Theon_Tokko> (summon angry horde of chickenbats)
 [21:41] <@GWRD> (Your wish is granted)
 [21:42] <+Orzady> (No more chickenbats...right?)
 [21:42] * @Ptolamir sets the case back onto the pile.
 [21:43] <+Valio> "I wasn't able to do much with our shelter."
 [21:43] <@Ptolamir> "On the scroll is scribed the incantations to raise a being from clutches of death."
 [21:44] <@Theon_Tokko> "So, how are we going to split this treasure?"
 [21:44] * +Orzady scratches and sits down on the sand.
 [21:45] <@Ptolamir> "Take a portion of it for your pockets, lest you need that shield."
 [21:45] * @Ptolamir looks around, "We are 9?"
 [21:47] * +Orzady sits on his hands to stop scratching himself.
 [21:47] <+Orzady> "I will give up my portion to whomever can banish this itching."
 [21:51] <+Valio> "Again, if no other person can use the shield, I will, though I do not usually use shields."
 [21:52] <+Janken> "I don't want it."
 [21:53] <@Theon_Tokko> "I do not use shields... my weapons do not permit me"
 [21:53] * +Orzady shakes his head.
 [21:55] <@Theon_Tokko> (Shadowrun returns is on sale on steam if anybody is interested,<http://store.steampowered.com/app/234650/> \$4.99)
 [21:57] <+Janken> [got that ages ago,havent gotten the latest one tho]
 [21:57] <@GWRD> Evening washes over the little treasure hill, as the group discusses treasure. Androoin looks worse for wear as he continues to battle the disease that has wrestled with his mind.
 [21:57] <+Orzady> (No more Humanis Policlub?)
 [21:58] <@GWRD> Orzady your rash seems to be getting worse however, and has blackened a bit around the itchy welts.
 [21:58] <+Orzady> "Where's the cleric? Gods, this itch is driving me insane."
 [21:59] <@Theon_Tokko> (Got Itch? Rub this on it)
 [21:59] <@GWRD> Jask looks over at Orzady.
 [22:00] <+Orzady> (Apparently, the poison oak also necrotizies flesh)
 [22:00] * +Valio picks up the shield and tests a few blocking moves.
 [22:01] <@GWRD> Jask "What seems to be wrong?"
 [22:01] * +Orzady rolls back a sleeve and shows hte growing rash.
 [22:02] <@GWRD> Jask looks over the rash with concern.
 [22:03] <@GWRD> "How long have you had this bite, where the flesh is darkest?"
 [22:03] <+Orzady> "Bite?"
 [22:03] <+Orzady> (the lacedon?)
 [22:03] <@GWRD> (Yup)
 [22:04] <+Orzady> "When that thing bit me as I was trying to get out."
 [22:04] <@GWRD> Jask: "The wound is infected, likely by whatever turned those men into the



creatures they became."

[22:05] <+Janken> "Those things were once men?"

[22:05] <+Orzady> "Am I going to turn into one of those things?"

[22:05] <+Darenel> (umm i have seen this move, we better put him down now)

[22:05] <+Darenel> (Movie too)

[22:05] <@GWRD> "Depends on the strength of your body, and if we can prevent the illness from spreading."

[22:05] <+Orzady> (Don't let them bury me! I'm not dead!)

[22:06] <+Orzady> "I haven't died yet."

[22:07] <@GWRD> Jask: "No you haven't, but I recommend not pushing yourself and getting as much rest as possible. You'll need it to fight off the infection, or you might succumb to this."

[22:07] * +Valio goes over to Ptolamir. "You said this is magical? It feels solid and lighter than it normally does, but what sort of magic would it have?"

[22:07] <+Orzady> "Fine. What about the itching?"

[22:08] <@GWRD> "That's Poison Ivy, rub some damp mud into it and it should pull the toxin from the boils and sooth the itch, unless you can find some aloe, which would be better."

[22:08] <+Orzady> "What's aloe look like?"

[22:09] <@GWRD> "It's normally a green plant with long broad leaves with points like a saw."

[22:10] * +Orzady looks around for the described plant.

[22:10] * +Orzady gets up and walks around the edge of the campsite, looking for either water or aloe.

[22:10] <@GWRD> You look around for an aloe plant, while Jask gets some mud to help treat your wounds. You don't manage to find any aloe after a brief search.

[22:11] <@GWRD> (What are the rest of you doing?)

[22:11] <+Valio> (talking to ptol about the buckler)

[22:11] * +Orzady rubs mud on the rash

[22:11] <+Darenel> (went looking for food and runners i guess the runners are back so just food)

[22:11] <@Ptolamir> "The shield gives a small magical increase to your strategy in use and its undurance." (shiled +1)

[22:12] * +Valio nods. "Interesting."

[22:14] <@GWRD> The day's light slowly fades to night, as you all go through the last of your hunted food stores.

[22:15] <+Orzady> (next up -- snake!)

[22:16] <@GWRD> (Setting a watch for the night?)

[22:16] <+Janken> [ill take first watch]

[22:16] * @Ptolamir prepares to sleep, intending to wake for final watch.

[22:17] * +Orzady sleeps fitfully

[22:17] <@Theon_Tokko> (give me 2nd watch I s'pose)

[22:19] <+Valio> (grr, brb)

[22:20] <@GWRD> (Ptolamir & Darenel, Fort DC13 saves)

[22:20] <+Darenel> 1d20+3

[22:20] <+TolBot> [Darenel's 1d20(1)+3]: 4 (Tsk, tsk)

[22:21] <+Orzady> (and the curse of the island strikes -- one of you will be a chickenbat!)

[22:21] <+Darenel> (is this thing rolling anything but 1s tonight)

[22:21] <+Orzady> (how did you think they got here?)

[22:22] <@Ptolamir> `log Darenel

[22:22] <+TolBot> Darenel's last 7 d20 rolls have averaged 8.

[22:22] <+Orzady> (brb)

[22:22] <@Ptolamir> (that's def below avg)

[22:23] <+Darenel> (would be nice to get the average for the evening for all rolls)

[22:24] <@GWRD> (Ptolamir Fort DC13 save please)

[22:24] <@GWRD> 2#1d3 Con / Dex damage for Orzady

[22:24] <+TolBot> [GWRD's 1d3(3)]: 3 Con / Dex damage for Orzady



[22:24] <+TolBot> [GWRD's 1d3(3)]: 3 Con / Dex damage for Orzady
 [22:24] <@Ptolamir> 1d20+0 Fort DC13
 [22:24] <+TolBot> [Ptolamir's 1d20(17)+0]: 17 Fort DC13 Success
 [22:25] <@GWRD> Disease spreads through the camp as Androoin and Orzady both take a turn for the worse, and Darenel joins them with red aching welts all over his body from ant bites, that Ptolamir managed to not suffer the worse of.
 [22:26] <@GWRD> 1d6 str damage for Darenel
 [22:26] <+TolBot> [GWRD's 1d6(2)]: 2 str damage for Darenel
 [22:26] <@GWRD> You also see Alisdair brushing off a few of the ants from his body as he awakens in the morning.
 [22:27] <+Orzady> (con/dex damage is taken away from their respective scores, right?)
 [22:27] <@GWRD> (temporarily yes)
 [22:27] <+Orzady> (Ok)
 [22:28] <+Orzady> (it is 3 points from both?)
 [22:28] <@GWRD> Androoin's speech has taken a turn for nearly unintelligible, and occasionally he is able to use simple words.
 [22:28] <@GWRD> (yup)
 [22:29] <+Orzady> (...which gives in a sterling career in politics!)
 [22:29] <+Janken> [is it an actual language, or just gibberish?]
 [22:30] <@GWRD> (Some of it is gibberish, other is broken common, all very basic as if his fever is making it so he can't put together complex sentences and words)
 [22:31] <@GWRD> Jask: "I recommend we setup a base camp, so I can devote time to treating these diseases, and so we can prevent them from spreading further."
 [22:31] <@Theon_Tokko> "I agree"
 [22:31] * +Janken nods
 [22:32] <@Theon_Tokko> "My wounds still require more time to heal themselves"
 [22:32] <@GWRD> Jask: "It will also give us a chance to hunt for food."
 [22:32] <+Valio> "Agreed. We need to search for food and build a base camp."
 [22:34] <@GWRD> (Who would like to make the check to establish a base camp, and would anybody be assisting?)
 [22:35] <+Orzady> (I'll quietly rot from the inside, thank you.)
 [22:35] <+Valio> (I'll assist)
 [22:35] <+Janken> [ill make the check]
 [22:35] <@GWRD> (Roll survival checks, DC12 for the check, DC10 for those assisting)
 [22:36] <+Valio> 1d20
 [22:36] <+TolBot> [Valio's 1d20(18)]: 18
 [22:36] <+Janken> 1d20+6
 [22:36] <+TolBot> [Janken's 1d20(3)+6]: 9
 [22:36] <@Theon_Tokko> 1d20+4
 [22:36] <+TolBot> [Theon_Tokko's 1d20(12)+4]: 16
 [22:36] <+Darenel> 1d20+11 assisting the camp builder
 [22:36] <+TolBot> [Darenel's 1d20(6)+11]: 17 assisting the camp builder
 [22:36] <@Theon_Tokko> (assisting)
 [22:37] <+Orzady> (rotting)
 [22:38] <@GWRD> It takes Darenel nearly the entire day to establish a base camp, the immediate area too exposed and open to provide a good location, forcing him to go out deeper into the jungle. He does manage to find a suitable location to setup though.
 [22:38] <+Orzady> (aloe?)
 [22:39] <@GWRD> (No aloe, though you're not itchy anymore, because the pain of rotting on the inside drowns out the itchiness)
 [22:39] <+Orzady> (noxema?)
 [22:39] <+Orzady> (Oh, good -- everything is looking up for me)
 [22:39] <@GWRD> 1d20+4



[22:39] <+TolBot> [GWRD's 1d20(7)+4]: 11

[22:40] <@GWRD> Sasha goes out hunting alone during the day, but doesn't manage to bring back anything for the group.

[22:41] <@GWRD> (Since you now have a base camp again, are you all keeping your old roles in the camp, or changing your functions?)

[22:41] <@Theon_Tokko> (I'll keep my old function its what I'm suited for)

[22:41] <+Janken> [ill search for food]

[22:41] <@GWRD> (Darenel?)

[22:41] <+Orzady> (I'll keep my old role)

[22:42] <+Valio> (morale, though food would be nice...)

[22:42] <+Darenel> (ill look for food and also for some aloe if i run into it)

[22:43] <@GWRD> The day passes quickly as hunger takes over again, as the day is spend establishing a base camp.

[22:43] <@GWRD> 4#1d20+8 Heal checks for Jask

[22:43] <+TolBot> [GWRD's 1d20(10)+8]: 18 Heal checks for Jask

[22:43] <+TolBot> [GWRD's 1d20(12)+8]: 20 Heal checks for Jask

[22:43] <+TolBot> [GWRD's 1d20(11)+8]: 19 Heal checks for Jask

[22:44] <+TolBot> [GWRD's 1d20(18)+8]: 26 Heal checks for Jask

[22:45] <@GWRD> (All diseased people get +4 to your Fort saves, and may roll your saving throws now. Darenel DC 15, Orzady DC 13)

[22:45] <@GWRD> 1d20+9 for Adroorin

[22:45] <+TolBot> [GWRD's 1d20(15)+9]: 24 for Adroorin

[22:45] <+Orzady> 1d20+5

[22:45] <+TolBot> [Orzady's 1d20(3)+5]: 8

[22:45] <+Darenel> 1d20+7

[22:45] <+TolBot> [Darenel's 1d20(7)+7]: 14

[22:45] <+Orzady> (realy?)

[22:45] <+Darenel> (for serious)

[22:46] <@GWRD> 2#1d3 Con/Dex Orzady

[22:46] <+TolBot> [GWRD's 1d3(3)]: 3 Con/Dex Orzady

[22:46] <+TolBot> [GWRD's 1d3(3)]: 3 Con/Dex Orzady

[22:46] <@GWRD> 1d6 Darenel

[22:46] <+TolBot> [GWRD's 1d6(6)]: 6 Darenel

[22:47] <@Theon_Tokko> (atleast its not me being diseased this time for the first few sessions is was me needing to be 'repaired' lol)

[22:47] <@Ptolamir> "What is making everyone so ill?"

[22:47] <+Darenel> (what i lose 6 off)

[22:47] <@GWRD> Darenel pushed himself too hard looking for a location for a base camp, and his condition has gotten far worse this day. Orzady also does not look like he's doing well at all, and appears to be losing the battle against his disease.

[22:47] * @Ptolamir looks around at the others.

[22:47] <@GWRD> (str)

[22:48] <+Orzady> (I feel happy...haaappy...)

[22:48] <@GWRD> Androoin does look like he's getting better though, or at least not worse.

[22:48] <+Darenel> (so i am at 2 str now, all ya'll need to carry me now)

[22:49] <@GWRD> (Rest another day?)

[22:49] <@Theon_Tokko> (indeed, I guess I can switch to food search too, as its needed)

[22:50] <+Orzady> (contemplate how gnome is going to taste once I become undead)

[22:50] <@GWRD> (Delicious, but thanks for reminding me of something)

[22:50] <+Janken> [TIL mage has a supply of gnomes for munching on]

[22:51] <+Orzady> (Gnomes! The snack that smiles back!)

[22:51] <@GWRD> As you spend another day resting and trying to recover, Gelik spends most of his time mocking Orzady, and occasionally when nobody is looking, casts Prestidigation to make Orzady



itchy again.

[22:52] <+Orzady> (when I get well, I'm killing him. When I become a ghoul... I'm killing him.)

[22:52] <@GWRD> (You two get your +4 saves again. Darenel DC 15, Orzady DC 13 (note you are down 6 con, which affects your save)

[22:52] <+Orzady> (by how much?)

[22:52] <@GWRD> (Each 2 pts is -1 fort, you've lost 6 thus far)

[22:53] <+Darenel> 1d20+7 fortitude

[22:53] <+TolBot> [Darenel's 1d20(18)+7]: 25 fortitude

[22:53] <@GWRD> (1st out of 2 consecutive saves made, job well done)

[22:53] <@GWRD> 1d20+9 for Adroorin

[22:53] <+TolBot> [GWRD's 1d20(3)+9]: 12 for Adroorin

[22:54] <+Darenel> (i need to make 2 consecutive saves... ima dead man)

[22:54] <+Orzady> (I just need to know what minus I have for my con save)

[22:54] <@GWRD> Adroorin for the first time in days actually looks like he's broken his fever and is finally recovering.

[22:54] <+Orzady> 1d20+2

[22:54] <+TolBot> [Orzady's 1d20(19)+2]: 21

[22:54] <+Orzady> (...and I headbutt Death)

[22:55] <@GWRD> (Anything special for day 17 on the island or skip to the end of the day?)

[22:56] <+Darenel> (i am drooling in my pillow)

[22:56] <@Theon_Tokko> (I'm switching to food search for the day I guess 'cause we need the food)

[22:56] <@GWRD> (No)

[22:56] <@GWRD> 1d100

[22:56] <+TolBot> [GWRD's 1d100(1)]: 1

[22:56] <@GWRD> 1d6

[22:56] <+TolBot> [GWRD's 1d6(6)]: 6

[22:56] <+Valio> (the heck, bot? how many 1s is that today?)

[22:57] <+Darenel> (someone needs to get a screwdriver and peak under bots hood)

[22:57] <@GWRD> 2d6

[22:57] <+TolBot> [GWRD's 2d6(3)]: 3

[22:57] <+Janken> [how do you even manage a 1 on a 100-sided die?]

[22:59] <@GWRD> As you begin day 17 of your quest for survival on the Shiv, you hear the sounds of one of your camp traps going off and Androoin say in a Lenny-like voice "Ooooh mouseies!" as 6 large rats descend on your camp, attracted by the stink of Orzady's rotting abscesses...

[22:59] <@GWRD> As this session comes to a close.



Session 18 - 5/11/14 - Of Zombies, Rats, and Level Ups

[20:33] <@GWRD> Map reminder: <https://docs.google.com/presentation/d/...slide=id.p>

[20:38] * Tolman is now known as Ptolamir

[20:40] <@GWRD> Our story resumes with the group fighting off disease in their newly established base camp near where they found buried pirate treasure. Androoin looks to have finally overcome his fever, and is slowly recovering, while Darenel and Orzady continue to try to recover from their ailments.

[20:42] <@GWRD> As a new day had begun, 6 dire rats set off some of the traps guarding the base camp, attracted to the smell of rotting Orzady.

[20:42] <@GWRD> As this session begins.

[20:43] * Androoin begins to organize his things after days of suffering from disease and not having the wits to do so.

[20:43] <@GWRD> `init for everyone

[20:43] <TolBot> The command ``init rolls please' (or any string after the init command) will enable the storing of d20 die rolls. The command ``init report' will cease the storing of d20 rolls and report the last roll from each player in descending order. To make a roll for another character or monster, roll '1d20 for Character name'.

[20:43] <Androoin> (assuming the rat problem is solved by the traps)

[20:43] <@GWRD> 1d20+3 for Rats

[20:43] <TolBot> [GWRD's 1d20(2)+3]: 5 for Rats

[20:44] <Androoin> 1d20+1

[20:44] <TolBot> [Androoin's 1d20(15)+1]: 16

[20:44] <Darenel> (i am currently at STR 10-8=2, can i even move at this time)

[20:44] <Tasso> (sorry, here now)

[20:44] * Tasso is now known as Valio

[20:44] <@GWRD> (You can, just very poorly)

[20:45] <Darenel> 1d20+1 init (-whatever the str penalty)

[20:45] <TolBot> [Darenel's 1d20(15)+1]: 16 init (-whatever the str penalty)

[20:45] <Valio> 1d20+4

[20:45] <TolBot> [Valio's 1d20(14)+4]: 18

[20:45] <@Ptolamir> 1d20+2

[20:45] <TolBot> [Ptolamir's 1d20(6)+2]: 8

[20:45] <@Theon_Tokko> 1d20+3

[20:45] <TolBot> [Theon_Tokko's 1d20(5)+3]: 8

[20:47] * @Ptolamir springs up, to prepare for the commotion.

[20:47] <@GWRD> Init: Androoin: 16, Darenel: 16. Theon Tokko: 8, Ptolamir: 8 Rats: 5

[20:47] * Androoin continues with his poor attempt to organize and doesn't seem to react to the invasion well.

[20:48] <Valio> (what about my 18?)

[20:48] <@GWRD> (oops, Valio first)

[20:48] * Androoin continues to organize...(thats my action)

[20:48] * Valio sees the rats and casts Sleep on the middle of the group.

[20:50] * Orzady tries to move, but he still feels weak.

[20:50] <@GWRD> (what's the save on your sleep?)

[20:51] <Valio> (will, possibly 16?)

[20:52] <@GWRD> 4#1d20+1

[20:52] <TolBot> [GWRD's 1d20(8)+1]: 9

[20:52] <TolBot> [GWRD's 1d20(18)+1]: 19

[20:52] <TolBot> [GWRD's 1d20(7)+1]: 8

[20:52] <TolBot> [GWRD's 1d20(15)+1]: 16

[20:52] <@GWRD> Two of the rats drop while the remaining 4 advance into your camp.

[20:52] <Valio> (is it 10+spell level + caster level + stat mod?)

[20:52] <@GWRD> (Androoin, Darenel, Theon)



[20:53] <@GWRD> (10+spell level+ stat mod)
 [20:54] <@GWRD> (Androoin, Darenel, Theon, Ptolamir)
 [20:54] * Androoin grabs his axe and gets up but seems confused
 [20:54] <Androoin> (action)
 [20:54] <Orzady> (If my Con is 7, should I assume that moving is going to be fraught with peril)
 [20:54] <@GWRD> (You would assume being eaten alive would be more perilous)
 [20:54] <Valio> (oh, 15. didn't matter for this anyway)
 [20:55] <@GWRD> (Darenel, Theon, Ptolamir)
 [20:56] * Darenel whispers a few words
 [20:56] * @Theon_Tokko attacks the nearest rat
 [20:56] <Darenel> (i cast summon nature's ally above the rats, hoping an eagle will hear my call)
 [20:57] <@Theon_Tokko> 1d20+4
 [20:57] <TolBot> [Theon_Tokko's 1d20(14)+4]: 18
 [20:58] <Orzady> (You get a response: if you asked for bald eagle, press 1... if you're asking for golden eagle, press 2..._
 [20:58] <@GWRD> An eagle appears out of thin air and begins to attack the dire rats. (you can roll for the eagle's attack if you want)
 [20:58] <@GWRD> (Hit Theon)
 [20:58] <@Theon_Tokko> (Press 1 for an English Eagle, stay on the line for an Espanol Eagle)
 [20:58] <@Theon_Tokko> 1d10+4
 [20:58] <TolBot> [Theon_Tokko's 1d10(1)+4]: 5
 [21:00] * @Ptolamir moves to see how many rats he can hit with burning hands.
 [21:00] <Darenel> (try not to singe my eagle)
 [21:00] * Orzady tries to roll to his feet
 [21:00] <Orzady> (mmm...fried bird...)
 [21:01] <@GWRD> Theon cuts down one of the rats, as Ptolamir positions himself to get all 5 of the remaining rats in one blast.
 [21:01] * @Ptolamir fires burning hands.
 [21:02] <@GWRD> 5#1d20+5
 [21:02] <TolBot> [GWRD's 1d20(20)+5]: 25 (Sweet!)
 [21:02] <TolBot> [GWRD's 1d20(5)+5]: 10
 [21:02] <TolBot> [GWRD's 1d20(12)+5]: 17
 [21:02] <Orzady> (I'm afraid I'm gonig to have to let you go, Mr. Burning Hands. It was a tough call...)
 [21:02] <TolBot> [GWRD's 1d20(4)+5]: 9
 [21:02] <TolBot> [GWRD's 1d20(5)+5]: 10
 [21:02] <@GWRD> (roll your damage)
 [21:03] <@Ptolamir> 2d4
 [21:03] <TolBot> [Ptolamir's 2d4(4)]: 4
 [21:04] <@Ptolamir> (I never have added notes about my Fire Specialist. I don't think it affects damage. it raises the DC by +1)
 [21:04] <Darenel> 3#1d20 (eagle attacks)
 [21:04] <TolBot> [Darenel's 1d20(7)]: 7 (eagle attacks)
 [21:04] <TolBot> [Darenel's 1d20(2)]: 2 (eagle attacks)
 [21:04] <TolBot> [Darenel's 1d20(6)]: 6 (eagle attacks)
 [21:04] <@GWRD> Several of the rats squeal in terror as their fur is singed and cooked by the burning hands washing over them. One of them goes down.
 [21:05] <Darenel> (and he flies into the fire as foretold)
 [21:05] <@GWRD> 4#1d7 to select targets
 [21:05] <TolBot> [GWRD's 1d7(5)]: 5 to select targets
 [21:05] <TolBot> [GWRD's 1d7(3)]: 3 to select targets
 [21:05] <TolBot> [GWRD's 1d7(4)]: 4 to select targets
 [21:05] <TolBot> [GWRD's 1d7(1)]: 1 to select targets



[21:06] <@GWRD> 1d20+1 vs Ptolamir
 [21:06] <ToIbot> [GWRD's 1d20(20)+1]: 21 vs Ptolamir (Perfect!)
 [21:06] <@GWRD> 1d20+1 confirmation
 [21:06] <ToIbot> [GWRD's 1d20(13)+1]: 14 confirmation
 [21:07] <@GWRD> 2d4
 [21:07] <ToIbot> [GWRD's 2d4(7)]: 7
 [21:07] <@GWRD> One of the rats, its face nearly burned away, turns and blindly charges Ptolamir leaping into the air and starts biting at his neck.
 [21:07] <@GWRD> 1d20+1 vs Androoin
 [21:07] <ToIbot> [GWRD's 1d20(15)+1]: 16 vs Androoin
 [21:08] <@GWRD> 1d20+1 vs Darenel
 [21:08] <ToIbot> [GWRD's 1d20(14)+1]: 15 vs Darenel
 [21:08] * @Ptolamir drops as if dead.
 [21:08] <@GWRD> 1d4
 [21:08] <ToIbot> [GWRD's 1d4(1)]: 1
 [21:08] <@GWRD> Another starts gnawing on Darenel's ankle
 [21:08] <@GWRD> 1d20+1 vs Orzady
 [21:08] <ToIbot> [GWRD's 1d20(5)+1]: 6 vs Orzady
 [21:08] <@GWRD> Finally the last one starts trying to chew through Orzady's armor to get at the sore and tender flesh beneath.
 [21:09] <@GWRD> (Valio, Androoin, Darenel)
 [21:09] * Valio draws his long sword and charges the nearest conscious rat.
 [21:09] <Valio> 1d20+1
 [21:09] <ToIbot> [Valio's 1d20(12)+1]: 13
 [21:10] <@GWRD> Valio barely misses the rat.
 [21:10] * Orzady snarls and reaches for the rat.
 [21:10] * Androoin roars as if to charge into the battle, but attempts to launch his axe at a rat instead...(i dont really think there is a roll for that)
 [21:12] * Darenel tries to focus on defense as he is too weak to attack
 [21:12] <@GWRD> (Throwing your axe?)
 [21:12] <Androoin> (yeah)
 [21:12] <Androoin> (that seems like a stupid idea right?)
 [21:12] <@GWRD> (Roll to hit, and add your dex modifier)
 [21:12] <Androoin> 1d20+1
 [21:12] <ToIbot> [Androoin's 1d20(18)+1]: 19
 [21:13] <@GWRD> (Roll damage)
 [21:13] <Androoin> 1d10+3
 [21:13] <ToIbot> [Androoin's 1d10(7)+3]: 10
 [21:13] <Androoin> (take away the 3, that was str)
 [21:14] <@GWRD> Androoin in what looks like the dumbest thing yet, throws his axe at the healthiest looking rat and buries the blade deep in its stomach, felling the creature.
 [21:14] <@GWRD> (Str is appropriate to add for thrown weapon damage)
 [21:14] <@GWRD> (Theon Tokko, Ptolamir)
 [21:15] * @Theon_Tokko goes after the closest yet again
 [21:15] <@Theon_Tokko> 1d20+1
 [21:15] <ToIbot> [Theon_Tokko's 1d20(10)+1]: 11
 [21:16] <@GWRD> Theon swings wide, missing the rat that just took down Ptolamir.
 [21:16] <@GWRD> (Ptolamir?)
 [21:17] <@Ptolamir> (i'm at 0 actually, so still concious I guess. Is the rat still beside me?)
 [21:17] <@Ptolamir>)
 [21:18] <@GWRD> (Rat is still beside you yes. Note: You only get 1 action (Standard, Move, or Minor), if you take a standard you lose 1 hp and KO yourself)
 [21:18] <@GWRD> (When your turn ends that is)



[21:18] * @Ptolamir stays down as if dead.
 [21:19] <@GWRD> 3#1d7 to select targets
 [21:19] <TolBot> [GWRD's 1d7(3)]: 3 to select targets
 [21:19] <TolBot> [GWRD's 1d7(7)]: 7 to select targets
 [21:19] <TolBot> [GWRD's 1d7(1)]: 1 to select targets
 [21:19] <@GWRD> 1d20+1 vs Ptolamir
 [21:19] <TolBot> [GWRD's 1d20(4)+1]: 5 vs Ptolamir
 [21:19] <@GWRD> 1d20+1 vs Androoin
 [21:19] <TolBot> [GWRD's 1d20(19)+1]: 20 vs Androoin
 [21:19] <@GWRD> 1d4
 [21:19] <TolBot> [GWRD's 1d4(2)]: 2
 [21:20] <@GWRD> Androoin gets bitten in the thigh by one of the other rats.
 [21:20] <@GWRD> 1d20+1 vs eagle
 [21:20] <TolBot> [GWRD's 1d20(20)+1]: 21 vs eagle (You da man.)
 [21:20] <@Theon_Tokko> (Curious, my critical is 19-20/x2, does that mean I crit on a 19 or 20?)
 [21:20] <@GWRD> (Correct, but an automatic hit only happens on a 20)
 [21:20] <@GWRD> 1d20+1 vs eagle confirmation
 [21:20] <TolBot> [GWRD's 1d20(16)+1]: 17 vs eagle confirmation
 [21:21] <@GWRD> 2d4 vs eagle
 [21:21] <TolBot> [GWRD's 2d4(5)]: 5 vs eagle
 [21:21] <@GWRD> The last rat turns and bites the throat out of the summoned eagle, which disappears into the ether it came from.
 [21:22] <@GWRD> (Valio, Androoin)
 [21:22] <Orzady> (Holy *Bleep*!)
 [21:22] * Valio attacks the nearest rat once more.
 [21:22] <Valio> 1d20+1
 [21:22] <TolBot> [Valio's 1d20(16)+1]: 17
 [21:22] <@GWRD> (hit)
 [21:22] <Valio> 1d8+1
 [21:22] <TolBot> [Valio's 1d8(2)+1]: 3
 [21:23] * @Ptolamir , who held his action, rolls away after getting attacked.
 [21:23] * Valio starts to sing about slaying vermin
 [21:23] <@GWRD> Valio runs the rat that was biting at Ptolamir through the hind quarter and up into its chest. It squeals momentarily before its life ends.
 [21:24] <@GWRD> (Androoin, Darnel, Theon)
 [21:24] * Androoin starts to punch away at the rat that got him
 [21:25] <Androoin> 1d20+3
 [21:25] <TolBot> [Androoin's 1d20(15)+3]: 18
 [21:25] <Androoin> (assuming attack + str)
 [21:25] * Darnel still tries to defend himself from any incoming attacks, breathing heavily
 [21:26] <@GWRD> 1d20+1
 [21:26] <TolBot> [GWRD's 1d20(8)+1]: 9
 [21:27] <@GWRD> Androoin punches one of the rats in the jaw, knocking the squeaky little terror unconscious.
 [21:27] * @Theon_Tokko goes after the nearest (guess this should jus' be assumed lol)
 [21:27] <@Theon_Tokko> 1d20+1
 [21:27] <TolBot> [Theon_Tokko's 1d20(4)+1]: 5
 [21:27] <@Theon_Tokko> (aaaand I roll like Jerry Hawkins...)
 [21:28] <Androoin> (lol)
 [21:28] <@GWRD> The last remaining rat once again dodgs Theon's attacks.
 [21:28] <@GWRD> 1d6 target selection
 [21:28] <TolBot> [GWRD's 1d6(1)]: 1 target selection
 [21:28] <@GWRD> (Tolbot has it out for Tol tonight)



[21:28] * TolBot looks at GWRD quizically.
 [21:28] <@GWRD> 1d20+1 vs Ptolamir
 [21:28] <TolBot> [GWRD's 1d20(10)+1]: 11 vs Ptolamir
 [21:29] <@GWRD> The last rat snaps at the roly polly mage, but does not connect.
 [21:29] <@GWRD> (Valio, Androoin)
 [21:29] <Darenel> (man just roll over the rat, squish him... problem solved)
 [21:29] * Valio goes after the last rat with his sword.
 [21:29] <Valio> 1d20+1
 [21:29] <TolBot> [Valio's 1d20(9)+1]: 10
 [21:29] <@GWRD> (Miss)
 [21:29] <@GWRD> (Androoin, Darenel)
 [21:29] * Androoin gives off another stupid sounding roar and charges the last rat and attempts to boot it
 [21:29] <Androoin> (any charge bonus?)
 [21:29] <Darenel> (can i even do any damage with str 2)
 [21:30] <@GWRD> (Charge is +2 hit, -2 ac)
 [21:30] <Androoin> 1d20+5
 [21:30] <TolBot> [Androoin's 1d20(14)+5]: 19
 [21:30] <@GWRD> (Yes you can, min. damage is always 1)
 [21:30] <@GWRD> (But the dwarf just KOed the last rat with his fist)
 [21:30] <@GWRD> 1d20+1
 [21:30] <TolBot> [GWRD's 1d20(1)+1]: 2 (Sorry.)
 [21:31] * Androoin continues to go after the last rat
 [21:31] <@GWRD> The last rat turns to snap at Androoin as the dwarf's fist connects squarely with the side of its head, dropping the dog sized rat into the dirt, knocked out.
 [21:31] <Darenel> (ooh old fashioned fisticuffs)
 [21:32] <@Ptolamir> (more damage?)
 [21:32] <@GWRD> (End combat)
 [21:32] * Valio takes a deep breath, then goes over to the 2 unconscious rats and stabs them.
 [21:33] * Androoin stands there looking confused "Where is me axe?"
 [21:33] <Valio> "And the vermin died horribly, leaving the valiant adventurers some questionable meat."
 [21:33] * Darenel breathes in relief then uses his Quarterstaff for support and sits down
 [21:33] * Orzady looks at the hole in his armor.
 [21:33] <Orzady> "Furry bastard."
 [21:33] * Valio drags the rats towards camp and attempts to clean one for a meal.
 [21:34] <Valio> "Anyone know if these are edible?"
 [21:34] * @Ptolamir stays on the ground, moaning in pain.
 [21:34] * Androoin continues to focus on finding his axe
 [21:34] <@GWRD> Jask approaches and looks over Ptolamir's wounds, before channeling healing magic to the group.
 [21:35] <@GWRD> 1d6 healing to all
 [21:35] <TolBot> [GWRD's 1d6(5)]: 5 healing to all
 [21:35] <@GWRD> 1d6 healing to all
 [21:35] <TolBot> [GWRD's 1d6(3)]: 3 healing to all
 [21:35] <Darenel> "I can purify the meat if any of you are hungry"
 [21:36] <@GWRD> Jask: "I would not eat rat meat. Rats are carriers of disease, and you could get sick from it."
 [21:36] <@GWRD> (In fact, anybody bitten by a rat can make a Fort save vs. Disease DC 11)
 [21:37] <Darenel> 1d20+3 vs disease
 [21:37] <TolBot> [Darenel's 1d20(4)+3]: 7 vs disease
 [21:37] <Darenel> (yep chalk up another one)
 [21:37] <Orzady> 1d20-5 fort



[21:37] <TolBot> [Orzady's 1d20(13)-5]: 8 fort
 [21:37] * Valio frowns. "We need to find more food, now that a permanent camp has been set."
 [21:37] * @Ptolamir looks towards Jask, and nods.
 [21:38] <Orzady> "Ale would help, too."
 [21:38] <Darenel> (Purify Food and Drink spell doesnt work on rat meat)
 [21:39] * Valio drags the corpses off, after realizing it won't do for a meal.
 [21:39] <Androoin> 1d20+5 fort
 [21:39] <TolBot> [Androoin's 1d20(6)+5]: 11 fort
 [21:39] <@Ptolamir> (i don't recal lus deciding tomake a permanent camp)
 [21:40] <@GWRD> (Save needed from Ptolamir for his rat bite)
 [21:40] <@GWRD> (You did last session)
 [21:40] * Androoin finally finds his axe and grabs his other things, then sorta stands there
 [21:41] <@Ptolamir> (FORT?)
 [21:41] <@GWRD> (Yes Tol)
 [21:41] <Orzady> "I find Hadran, I am going to split him from end to end."
 [21:42] <@Ptolamir> 1d20 Fort DC11
 [21:42] <TolBot> [Ptolamir's 1d20(12)]: 12 Fort DC11 Success
 [21:42] <@Ptolamir> (sorry that I missed that earlier)
 [21:42] <@GWRD> (no worries, it happens all the time to me)
 [21:42] <@Ptolamir> (I was distracted cause I spilled some cake. 😊)
 [21:43] <Darenel> (sharing is caring my friend)
 [21:43] * Valio comes back from vermin duty.
 [21:44] <Valio> "We should reset the traps and send out a hunting party."
 [21:49] * Darenel looking incredibly exhausted lays down to rest
 [21:49] <@GWRD> (Resting for the day to hunt and recover?)
 [21:49] <@GWRD> 2#1d3
 [21:49] <TolBot> [GWRD's 1d3(2)]: 2
 [21:49] <TolBot> [GWRD's 1d3(3)]: 3
 [21:50] * @Ptolamir talks to everyone else.
 [21:50] <@Ptolamir> "this shelter looks too permanent. We can't stay here, can we?"
 [21:51] <@Theon_Tokko> "Guess I will join the hunt tonight as we need the food."
 [21:51] <@Ptolamir> "Mustn't we continue to explore the island?"
 [21:51] <Valio> "We should stay here for a few days while we build up some food and figure out where to go. I'd like to explore the South of the island, but not until we have at least 2 full days of food for while we travel."
 [21:52] <@GWRD> (You presently have 1 day's worth of food)
 [21:52] <Orzady> "Yeah, let's rest up so we can give the rest of the island a chance to kill us."
 [21:52] <Darenel> (afk a few minutes, got a call)
 [21:53] <@GWRD> (So hunt and rest for the day?)
 [21:53] <Valio> (I'll hunt)
 [21:54] <@GWRD> The castaways decide to focus on recovery and hunting for the rest of the day, with Jask providing medical care to those back at camp. Those of you in camp notice during the day Aerys making notations in a book.
 [21:54] * @Ptolamir joins the hunt.
 [21:55] <@Theon_Tokko> 1d20+4 survival (afk for a moment so rolling now)
 [21:55] <TolBot> [Theon_Tokko's 1d20(20)+4]: 24 survival (afk for a moment so rolling now) (Yeah, baby)
 [21:55] <@GWRD> (No survival rolls needed)
 [21:55] <@GWRD> (With a base camp, a hunter automatically comes back with 8 days worth of food for 1 person)
 [21:56] <Valio> (sweet! We can be on our way in a day or 2, then. If people heal.)
 [21:56] <Orzady> (how quickly can we regain lost dex or con?)
 [21:57] <@GWRD> The camp is filled up with various wild game as the 5 hunters return at the late



part of the day.

[21:57] <@GWRD> (With full bed rest and successful saving throws to get rid of your diseases, 2pts a day. 1 pt a day otherwise)

[21:58] <Valio> "About time we were able to find decent food. Give me a few minutes and I will begin the stew."

[21:58] <@GWRD> (End of day: Darenel save vs. disease DC 12, Orzady: DC 13. Both of you get a +4 bonus to the save)

[21:59] <Orzady> (on top of any penalties?)

[21:59] <@GWRD> (Yup)

[21:59] <Orzady> 1d20-2 fort

[21:59] <TolBot> [Orzady's 1d20(19)-2]: 17 fort

[21:59] <Orzady> (phew)

[22:00] <@GWRD> (Yes phew, because you were on the fast track to becoming DM's pet)

[22:01] <Darenel> 1d20+7 fort

[22:01] <TolBot> [Darenel's 1d20(15)+7]: 22 fort

[22:02] <@GWRD> (Both of you and Androoin recover 2 points from your reduced stats)

[22:02] <Androoin> (k)

[22:02] <@GWRD> (but both of you also feel fevers coming on)

[22:03] <@GWRD> (Not Androoin though)

[22:04] <@GWRD> It feels as if the sun rises early on your 18th day trapped on the Shiv. During the night, there was a large thud sound on the roof of your camp. When your watch investigated, they found the blood drained carcass of a monkey.

[22:05] <@Theon_Tokko> "At this rate, there will be no monkeys left in the jungle"

[22:05] <@GWRD> (Actions for the day?)

[22:06] <Orzady> (Heal, not die, guard if able)

[22:06] <Valio> "One more day of hunting and rest, then an early start tomorrow towards the South?"

[22:07] <@Theon_Tokko> (hunt I guess)

[22:07] * @Ptolamir prepares to hunt again.

[22:07] <Valio> "Or some other plan. Either way, I'm going hunting today."

[22:07] * Androoin seems to be feeling a little more clear minded today and seems to have more focus this morning able to eat properly and organize better.

[22:10] <@GWRD> (So Ptolamir, Theon, Janken, Valio, Sasha are hunting?)

[22:11] <@Theon_Tokko> (My phone got a bath during the storm earlier.. fell out of its case into a puddle, and the battery cover popped off.. amazingly enough it still works XD)

[22:12] <Darenel> (does it work as a phone still or just a paperweight)

[22:12] <@Theon_Tokko> (makes/receives calls/texts/emails jus' fine)

[22:13] <Androoin> (afk)

[22:14] <@GWRD> Your hunters have another fruitful day of hunting, and your stores of food are getting rather plentiful now. Darenel and Orzady's fevers though do appear to be getting worse.

[22:16] <@GWRD> (Need a watch order for the evening)

[22:17] <@Theon_Tokko> (first I guess)

[22:18] <@GWRD> (Any other first watchers?)

[22:18] <Orzady> (I'll watch first)

[22:18] <@GWRD> (Or other watches?)

[22:18] <Orzady> (brb)

[22:18] <@Ptolamir> (last)

[22:19] <Valio> (2nd?)

[22:19] <@GWRD> (First watchers make a Perception check)

[22:21] <Orzady> 1d20+4

[22:21] <TolBot> [Orzady's 1d20(20)+4]: 24 (Stunning.)

[22:22] <Darenel> (orzady discovers a new planet)

[22:22] <@GWRD> Orzady, you're watching the distance and manage to easily pick out the 8 figures



shambling their way towards your camp, and wake Theon Tokko from his cat nap.

[22:23] * Orzady watches this, hand on his dagger.

[22:23] <@GWRD> 2d6

[22:23] <TolBot> [GWRD's 2d6(10)]: 10

[22:24] <@GWRD> 2d6

[22:24] <TolBot> [GWRD's 2d6(8)]: 8

[22:24] <@GWRD> Several of them shamble into the traps setup around the camp, sustaining some mild injuries before closing for the attack.

[22:25] <@GWRD> `init rolls please

[22:25] <TolBot> Please make an initiative roll (1d20+modifier).

[22:25] <Orzady> "HEY! HEEEEY! GET UP!!"

[22:25] <@GWRD> 1d20 for Zombies

[22:25] <TolBot> [GWRD's 1d20(7)]: 7 for Zombies

[22:25] <Orzady> 1d20+6

[22:25] <TolBot> [Orzady's 1d20(5)+6]: 11

[22:25] <@Ptolamir> 1d20+2

[22:25] <TolBot> [Ptolamir's 1d20(16)+2]: 18

[22:25] * Valio rolls out of bed and grabs his sword, ready for action.

[22:25] <Darenel> 1d20+1

[22:25] <TolBot> [Darenel's 1d20(11)+1]: 12

[22:25] <Valio> 1d20+4

[22:25] <TolBot> [Valio's 1d20(17)+4]: 21

[22:27] <@GWRD> 1d20 for Theon_Tokko

[22:27] <TolBot> [GWRD's 1d20(14)]: 14 for Theon_Tokko

[22:27] <@Theon_Tokko> (Sorry, daughter came in, she's having problems sleeping)

[22:27] <@GWRD> 1d20 for Androoin

[22:27] <TolBot> [GWRD's 1d20(20)]: 20 for Androoin (Stunning.)

[22:27] <@Theon_Tokko> (My AC is 15)

[22:27] <@GWRD> `init report

[22:27] <TolBot> Initiative Order: Valio, 21, Androoin, 20, Ptolamir, 18, Theon_Tokko, 14, Darenel, 12, Orzady, 11, Zombies, 7

[22:27] * Valio bangs his sword against his shield rhythmically and starts to sing, to wake the others and give them courage.

[22:27] <@GWRD> (Valio Androoin, Ptolamir, and Darenel are considered waking up this round

[22:27] <Androoin> (back sorry)

[22:27] <@Theon_Tokko> (Oh, Init, Mine is +3)

[22:28] <@GWRD> (Theon Tokko, Orzady)

[22:28] <Valio> (start mine whenever it would fit in the order)

[22:28] * Orzady rushes to one as quick as he can, driving the pommel into the head of a zombie

[22:29] * @Theon_Tokko growls and attacks the closest

[22:29] <Orzady> 1d20+2

[22:29] <TolBot> [Orzady's 1d20(15)+2]: 17

[22:29] <@Theon_Tokko> 1d20+1

[22:29] <TolBot> [Theon_Tokko's 1d20(2)+1]: 3

[22:29] <@Theon_Tokko> (aaand I'm still sleeping 😊)

[22:29] <Darenel> (light them up P man)

[22:29] <@GWRD> (Orzady hit, Theon miss)

[22:30] <Orzady> 1d4+2

[22:30] <TolBot> [Orzady's 1d4(1)+2]: 3

[22:30] <Orzady> (Yaa -- I'm a quazi-useful member of the group now!)

[22:30] <@GWRD> Orzady sticks one of the zombies through its rotting tri-corn hat into its skull. It wheezes slightly, but keeps moving, as Theon groggily swings.

[22:31] <@GWRD> 8#1d12 Zombie targets.



[22:31] <TolBot> [GWRD's 1d12(6)]: 6 Zombie targets.
 [22:31] <TolBot> [GWRD's 1d12(2)]: 2 Zombie targets.
 [22:31] <TolBot> [GWRD's 1d12(3)]: 3 Zombie targets.
 [22:31] <TolBot> [GWRD's 1d12(2)]: 2 Zombie targets.
 [22:31] <TolBot> [GWRD's 1d12(3)]: 3 Zombie targets.
 [22:31] <TolBot> [GWRD's 1d12(8)]: 8 Zombie targets.
 [22:31] <TolBot> [GWRD's 1d12(9)]: 9 Zombie targets.
 [22:31] <TolBot> [GWRD's 1d12(1)]: 1 Zombie targets.
 [22:32] <@GWRD> The zombies spread out among your camp and start attacking several of your fellow castaways and yourselves.
 [22:32] <@GWRD> 1d20+4 vs Aerys
 [22:32] <TolBot> [GWRD's 1d20(16)+4]: 20 vs Aerys
 [22:32] <@GWRD> 1d6+4
 [22:32] <TolBot> [GWRD's 1d6(6)+4]: 10
 [22:32] <@GWRD> 2#1d20+4 vs Gelik
 [22:32] <TolBot> [GWRD's 1d20(2)+4]: 6 vs Gelik
 [22:32] <TolBot> [GWRD's 1d20(6)+4]: 10 vs Gelik
 [22:32] <@GWRD> 1d6+4
 [22:32] <TolBot> [GWRD's 1d6(6)+4]: 10
 [22:33] <@GWRD> 2#1d20+4 vs Jask
 [22:33] <TolBot> [GWRD's 1d20(17)+4]: 21 vs Jask
 [22:33] <TolBot> [GWRD's 1d20(14)+4]: 18 vs Jask
 [22:33] <@GWRD> 2#1d6+4
 [22:33] <TolBot> [GWRD's 1d6(5)+4]: 9
 [22:33] <TolBot> [GWRD's 1d6(6)+4]: 10
 [22:33] <Darenel> (ok zombies have machine guns?)
 [22:33] <@GWRD> Two zombies catch the older cleric still trying to wake up and start eating his torso.
 [22:34] <@GWRD> 1d20+4 vs Theon
 [22:34] <TolBot> [GWRD's 1d20(3)+4]: 7 vs Theon
 [22:34] <@GWRD> 1d20+4 vs Janken
 [22:34] <TolBot> [GWRD's 1d20(2)+4]: 6 vs Janken
 [22:34] <@GWRD> 1d20+4 vs Darenel
 [22:34] <TolBot> [GWRD's 1d20(11)+4]: 15 vs Darenel
 [22:34] <@GWRD> 1d6+4
 [22:34] <TolBot> [GWRD's 1d6(5)+4]: 9
 [22:35] <@GWRD> Another zombie smacks Darenel in the side of his head with its arm, leaving a smear of blood on his face.
 [22:35] <@GWRD> (Valio, Androoin, Ptolamir)
 [22:35] <Darenel> (down to 1HP)
 [22:35] <Valio> "Arise, Arise, the dead have risen. Fight, fight, or we may join them!" (I won't continue that song, just realize the bardic performance is up, +1 to attack/damage, charm and fear checks.)
 [22:36] <@GWRD> (Androoin, Ptolamir, Theon. {+1 att/dam rolls})
 [22:37] <@Theon_Tokko> 1d20+2
 [22:37] <TolBot> [Theon_Tokko's 1d20(2)+2]: 4
 [22:37] <@Theon_Tokko> (...)
 [22:37] <@GWRD> (Androoin, Ptolamir, Darenel {+1 att/dam rolls})
 [22:37] * Androoin attacks a zombie with his axe
 [22:37] <Androoin> 1d20+3
 [22:37] <TolBot> [Androoin's 1d20(3)+3]: 6
 [22:37] <@Ptolamir> (I'm still waking up this round?)
 [22:37] * Darenel stabs at the zombie with his dagger



[22:37] <@GWRD> (No Tol)
 [22:37] <@GWRD> (Ptolamir, Darenel, Orzady {+1 att/dam rolls)
 [22:38] <Darenel> 1d20+1
 [22:38] <TolBot> [Darenel's 1d20(4)+1]: 5
 [22:38] * Orzady strikes the same one again
 [22:38] <Orzady> 1d20+3
 [22:38] <TolBot> [Orzady's 1d20(5)+3]: 8
 [22:38] * @Ptolamir moves to fire burning hands at as many as possible.
 [22:38] <Orzady> (whiiiiiiiff)
 [22:38] <Valio> (it just rolled 2,3,4,5...)
 [22:38] <@GWRD> Grogginess still clings to the back of your eye-lids as you all try to counter the zombie offensive, but with little luck
 [22:39] <@GWRD> 1d6
 [22:39] <TolBot> [GWRD's 1d6(4)]: 4
 [22:39] <@GWRD> (You can safely hit 4 zombies)
 [22:39] <@GWRD> 4#1d20
 [22:39] <TolBot> [GWRD's 1d20(9)]: 9
 [22:39] <TolBot> [GWRD's 1d20(11)]: 11
 [22:39] <TolBot> [GWRD's 1d20(6)]: 6
 [22:39] <TolBot> [GWRD's 1d20(1)]: 1 (Nooooo!)
 [22:39] <@GWRD> (none of which successfully make their saves)
 [22:40] <@GWRD> (Roll your damage Ptolamir)
 [22:41] <@Ptolamir> 2d4
 [22:41] <TolBot> [Ptolamir's 2d4(7)]: 7
 [22:42] <@GWRD> 8#1d11 zombie targets
 [22:42] <TolBot> [GWRD's 1d11(8)]: 8 zombie targets
 [22:42] <TolBot> [GWRD's 1d11(6)]: 6 zombie targets
 [22:42] <TolBot> [GWRD's 1d11(11)]: 11 zombie targets
 [22:42] <TolBot> [GWRD's 1d11(1)]: 1 zombie targets
 [22:42] <TolBot> [GWRD's 1d11(10)]: 10 zombie targets
 [22:42] <TolBot> [GWRD's 1d11(3)]: 3 zombie targets
 [22:42] <TolBot> [GWRD's 1d11(9)]: 9 zombie targets
 [22:42] <TolBot> [GWRD's 1d11(11)]: 11 zombie targets
 [22:42] <@GWRD> 1d20+4 vs Orzady
 [22:42] <TolBot> [GWRD's 1d20(18)+4]: 22 vs Orzady
 [22:42] <@GWRD> 1d6+4
 [22:42] <TolBot> [GWRD's 1d6(1)+4]: 5
 [22:43] <@GWRD> One turns to go after Orzady striking it with the broad side of its arm.
 [22:43] <@GWRD> 1d20+4 vs Valio
 [22:43] <TolBot> [GWRD's 1d20(9)+4]: 13 vs Valio
 [22:43] <@GWRD> 1d20+4 vs Sasha
 [22:43] <TolBot> [GWRD's 1d20(14)+4]: 18 vs Sasha
 [22:43] <@GWRD> 1d6+4
 [22:43] <TolBot> [GWRD's 1d6(4)+4]: 8
 [22:43] * Orzady staggers back from the blow.
 [22:43] <@GWRD> 1d20+4 vs Ptolamir
 [22:43] <TolBot> [GWRD's 1d20(3)+4]: 7 vs Ptolamir
 [22:44] <@GWRD> 1d20+4 vs Gelik
 [22:44] <TolBot> [GWRD's 1d20(16)+4]: 20 vs Gelik
 [22:44] <@GWRD> 1d6+4
 [22:44] <TolBot> [GWRD's 1d6(2)+4]: 6
 [22:44] <@GWRD> 1d20+4 vs Alisdair
 [22:44] <TolBot> [GWRD's 1d20(20)+4]: 24 vs Alisdair (Excellent)



[22:44] <@GWRD> 1d20+4 vs Alisdair
 [22:44] <TolBot> [GWRD's 1d20(17)+4]: 21 vs Alisdair
 [22:44] <@GWRD> 2d6+8
 [22:44] <TolBot> [GWRD's 2d6(4)+8]: 12
 [22:45] <@GWRD> 1d20+4 vs Aerys
 [22:45] <TolBot> [GWRD's 1d20(8)+4]: 12 vs Aerys
 [22:45] <@GWRD> 1d20+4 vs Sasha
 [22:45] <TolBot> [GWRD's 1d20(14)+4]: 18 vs Sasha
 [22:45] <@GWRD> 1d6+4
 [22:45] <TolBot> [GWRD's 1d6(6)+4]: 10
 [22:46] <@GWRD> Sasha and Gelik, both severely wounded flee the camp, while Aerys engages the closest zombie...
 [22:46] <@GWRD> 1d20+5
 [22:46] <TolBot> [GWRD's 1d20(19)+5]: 24
 [22:47] <@GWRD> 1d3+2
 [22:47] <TolBot> [GWRD's 1d3(3)+2]: 5
 [22:47] <@GWRD> And breaks off the nose and part of the jaw of one of the zombie's faces.
 [22:48] <@GWRD> (Valio, Androoin, Ptolamir)
 [22:48] * Valio continues singing and strikes back at a zombie.
 [22:48] <@GWRD> (Valio, Androoin, Ptolamir [+1 att/dam])
 [22:48] <Valio> 1d20+2
 [22:48] <TolBot> [Valio's 1d20(2)+2]: 4
 [22:48] <@GWRD> WHIFF goes the sword swing.
 [22:48] <@GWRD> (Androoin, Ptolamir, Theon [+1 att/dam])
 [22:48] <Valio> (*gives evil eye to the dicebot*)
 [22:48] * Androoin continues to swing viciously at a zombie
 [22:48] <Androoin> 1d20+3
 [22:48] <TolBot> [Androoin's 1d20(1)+3]: 4 (*cough*)
 [22:48] <@Theon_Tokko> 1d20+2 (aaand I miss?)
 [22:48] <TolBot> [Theon_Tokko's 1d20(10)+2]: 12 (aaand I miss?)
 [22:49] <@GWRD> (hit, barely)
 [22:49] <@Theon_Tokko> 1d10+5
 [22:49] <TolBot> [Theon_Tokko's 1d10(1)+5]: 6
 [22:49] <@GWRD> Theon cuts deep into one of the zombies rib cages.
 [22:49] <Darenel> (wow almost every dmg roll on our side was a 1)
 [22:50] <@GWRD> (Ptolamir, Darenel, Orzady [+1 att/dam])
 [22:50] * Orzady thrusts again, trying to knock the zombie back
 [22:50] <Orzady> 1d20+3
 [22:50] <TolBot> [Orzady's 1d20(5)+3]: 8
 [22:51] * @Ptolamir moves again to position as far away as possible but still hitting the most of them (map would be nice)
 [22:51] * Darenel stabs at a zombie again
 [22:51] <Darenel> 1d20+1
 [22:51] <TolBot> [Darenel's 1d20(8)+1]: 9
 [22:51] * @Ptolamir raises his left arm with his bonded object on his wrist and casts burning hands.
 [22:53] <@Ptolamir> 2d4+1
 [22:53] <TolBot> [Ptolamir's 2d4(4)+1]: 5
 [22:53] <@GWRD> 4#1d20
 [22:53] <TolBot> [GWRD's 1d20(3)]: 3
 [22:53] <TolBot> [GWRD's 1d20(17)]: 17
 [22:53] <TolBot> [GWRD's 1d20(13)]: 13
 [22:53] <TolBot> [GWRD's 1d20(15)]: 15
 [22:55] <@GWRD> Ptolamir lights up the camp once again with burning hands, dropping 3 of the



[23:04] * Shalanda is now known as GWRD
 [23:04] <@Theon_Tokko> (REPOST: [23:00] <TolBot> [Theon_Tokko's 1d10(10)+5]: 15 [23:02] <Valio> "Fight them back to their graves!")
 [23:04] * TolBot raises an eyebrow.
 [23:04] <GWRD> Theon lands a clean killing cut on one of the zombies, reducing their numbers to just 3
 [23:05] * @Magestar (Mage-iPad@4643032a.cpe.92acce23.net.hmsk) Quit (Client Quit)
 [23:05] <GWRD> (Ptolamir, Darenel, Orzady [+1att/dam])
 [23:06] * Orzady tries again to bludgeon the zombie with the pommel of his dagger
 [23:06] <Orzady> 1d20+3
 [23:06] <TolBot> [Orzady's 1d20(1)+3]: 4 (Ouch!)
 [23:06] <Orzady> (...)
 [23:06] <GWRD> Orzady slips a little on the hilt and nearly slices his own hand open.
 [23:06] <Darenel> 1d20+1 attempting to stab air again
 [23:06] <TolBot> [Darenel's 1d20(8)+1]: 9 attempting to stab air again
 [23:06] <GWRD> (Ptolamir, Darenel, [+1att/dam])
 [23:06] <GWRD> (Ptolamir, [+1att/dam])
 [23:06] <Valio> (yeah, we should be hitting about 60% of the time, but only managing 20% or so...)
 [23:07] * @Ptolamir moves and lays down a fire jet.
 [23:07] <@Ptolamir> (20ft line of fire, trying to hit more than one)
 [23:08] <@Ptolamir> 1d6+1
 [23:08] <TolBot> [Ptolamir's 1d6(5)+1]: 6
 [23:08] <GWRD> Ptolamir lays down a jet of fire, clipping two of the zombies for some minor damage.
 [23:09] <@Ptolamir> (refl save DC13 halves, damage. failed saves means they catch fire)
 [23:09] <GWRD> 2#1d20
 [23:09] <TolBot> [GWRD's 1d20(5)]: 5
 [23:09] <TolBot> [GWRD's 1d20(3)]: 3
 [23:09] <GWRD> (Fiery zombies)
 [23:10] <GWRD> 3#1d8 Zombie targets
 [23:10] <TolBot> [GWRD's 1d8(3)]: 3 Zombie targets
 [23:10] <TolBot> [GWRD's 1d8(2)]: 2 Zombie targets
 [23:10] <TolBot> [GWRD's 1d8(4)]: 4 Zombie targets
 [23:10] <@Ptolamir> (1d6 each round until they take a full round to extinguish)
 [23:10] <GWRD> 1d20+4 vs Aerys
 [23:10] <TolBot> [GWRD's 1d20(16)+4]: 20 vs Aerys
 [23:10] <Orzady> (... which answers tonight's question: "How could anything get worse?")
 [23:10] <GWRD> 1d6+4
 [23:10] <TolBot> [GWRD's 1d6(6)+4]: 10
 [23:10] <GWRD> Aerys is hit hard by the not burning zombie and goes down.
 [23:11] <GWRD> 1d20+4 vs Theon
 [23:11] <TolBot> [GWRD's 1d20(6)+4]: 10 vs Theon
 [23:11] <GWRD> 1d20+4 vs Janken
 [23:11] <TolBot> [GWRD's 1d20(7)+4]: 11 vs Janken
 [23:11] <GWRD> (Valio, Androoin, Ptol [+1att/dam])
 [23:12] * Androoin continues to swing viciously still not slowing down, but not seeming to connect
 [23:12] <Androoin> 1d20+3
 [23:12] <TolBot> [Androoin's 1d20(14)+3]: 17
 [23:12] <Androoin> 1d10+3
 [23:12] <TolBot> [Androoin's 1d10(4)+3]: 7
 [23:12] * Valio attacks the zombie that took down Aerys.
 [23:12] <Valio> 1d20+2
 [23:12] <TolBot> [Valio's 1d20(14)+2]: 16



[23:12] <Valio> 1d8+2
 [23:12] <TolBot> [Valio's 1d8(1)+2]: 3
 [23:12] <GWRD> Androoin finally able to connect, manages to slay the foul undead horror in a single hit.
 [23:13] <GWRD> Valio also manages to land a hit in the soft gooey zombie center, but does little damage.
 [23:14] <GWRD> (Ptol, Theon, Darenel, Orzady [+1att/dam])
 [23:14] <@Theon_Tokko> 1d20+2
 [23:14] <TolBot> [Theon_Tokko's 1d20(3)+2]: 5
 [23:14] <Darenel> (should i bother trying to stabilize Aerys?)
 [23:14] <GWRD> (Entirely up to you)
 [23:14] * Orzady just swings for the fences.
 [23:14] <Orzady> 1d20+3
 [23:14] <TolBot> [Orzady's 1d20(14)+3]: 17
 [23:15] <GWRD> (hit)
 [23:15] <Orzady> 1d4+3
 [23:15] <TolBot> [Orzady's 1d4(2)+3]: 5
 [23:16] <Darenel> (well i am not going anywhere attacking them, so i will try to stabilize if they are still living)
 [23:16] * @Ptolamir moves and fires another fire jet at the non-burning zombie.
 [23:16] <GWRD> Orzady drops one of the remaining 2 zombies, leaving one left standing.
 [23:16] <@Ptolamir> 1d6+1
 [23:16] <TolBot> [Ptolamir's 1d6(6)+1]: 7
 [23:16] <GWRD> (Ptol, Theon[+1att/dam])
 [23:16] <@Theon_Tokko> 1d20+2
 [23:16] <TolBot> [Theon_Tokko's 1d20(16)+2]: 18
 [23:16] <@Ptolamir> (if that zombie is already burning, I'm not sure I can burn him again)
 [23:16] <@Theon_Tokko> 1d10+5
 [23:16] <TolBot> [Theon_Tokko's 1d10(8)+5]: 13
 [23:16] <GWRD> Which manages to burn to death under Ptolamir's fiery wrath.
 [23:18] <GWRD> As the zombie battle comes to a close, Aerys is saved from the icy hand of death, but Jask is not as lucky... as this session comes to a close.

[23:18] <GWRD> XP Total: 2078. LEVEL UP!!!



Session 19 - 5/18/14 - Untitled

[20:25] <@GWRD> Disease, Famine, Chickenbats... these horrors and more await those who set foot on the Smuggler's Shiv, but do even greater terrors lie in wait in the dark jungles... tonight we may find out.

[20:25] <@GWRD> Game on

[20:25] <@GWRD> (Map reminder: <https://docs.google.com/presentation/d/...slide=id.p>)

[20:26] * Valio looks among the group, realizing some of the party is missing.

[20:27] <Valio> "Where are the others? Gelik and Sasha? Anyone else missing?"

[20:28] <Orzady> "Just those two. I'll look for Gelik later."

[20:28] <@GWRD> Disease for the last several days has ravaged the camp, with it attracting dire rats to feast on the rotting flesh it brought with it. With their rat tormentors dead, the group now has to determine what to do from here. Stay and rest and continue to build up their food supplies, or strike out for deeper in the jungle.

[20:28] <@GWRD> (Didn't they already get found last game?)

[20:29] <Janken> [if they didnt run away because of the rats,they should be here]

[20:30] <@GWRD> (Last game you also got attacked by zombies, which actually at the end of that fight I think we ended.)

[20:30] * Tolman is now known as Ptolamir

[20:31] <@Ptolamir> "I wonder if those living dead were sailors lost at sea?"

[20:31] * Valio lights a torch and begins searching through the destruction the zombies caused.

[20:31] <@GWRD> The base camp is in good shape, though the traps will have to be reset and/or reconstructed.

[20:32] <@GWRD> Aerys however was injured in the fight, and is presently out cold, though stabilized by magic. Jask and Alisdair however were not as lucky.

[20:32] <@GWRD> (Reminder: That fight leveled you to level 2)

[20:32] <@Ptolamir> (how much gold per person from the treasure?)

[20:33] <@GWRD> (What treasure?)

[20:33] <@Ptolamir> (uhm, the treasure chest in the underground cavern?)

[20:33] <Valio> "We should burn their bodies. Even if it was not their custom, it will prevent more zombies or undead skeletons to be formed."

[20:33] <Janken> [that was like ten sessions ago! xD]

[20:33] <@GWRD> (I'll look it up)

[20:34] <Valio> "Theon, Ptolamir, will you help me build a pyre for them?"

[20:34] * @Theon_Tokko assists in pyre building

[20:35] * @Ptolamir nods, "That, I can do."

[20:35] <@Ptolamir> (I thought it included coin.)

[20:35] <@GWRD> (The treasure, which coinage wise hasn't been split up yet, except some minor coinage exchanges: 3500 cp, 2000 sp, 1000 gp, 50 pp, silk pouch of garnets and amethysts, 1/2 dozen moldered and ruined noble's outfits, bejeweled masterwork cold iron starknife, +1 buckler, 1 scroll in a watertight mithril scroll tube)

[20:36] <Janken> [what was the scroll again?]

[20:37] <@GWRD> (Only Ptolamir looked at it and identified it.)

[20:37] <Valio> (higher the str, more cp you get?)

[20:38] <@Ptolamir> (I told it was a resurrection scroll)

[20:38] <@GWRD> (Raise dead)

[20:38] <Valio> "We should move South in the morning. If we can find Gelik and Sasha, all the better."

[20:39] <Orzady> "So you say."

[20:39] <Valio> "When swarmed by undead creatures, the more bodies on our side the better."

[20:40] <Orzady> "Only if I can shove the ones I choose in front of me."

[20:40] <@GWRD> (Did I forget that Gelik and Sasha ran again?)

[20:40] <@GWRD> (Because their morale right now should have them with the group)

[20:40] <Valio> (I thought they did. I'm not certain though.)



[20:41] <Valio> (they could see the pyre and come back?)

[20:42] <@GWRD> Gelik returns back to the camp, the wounds that you know he took in the fight healed.

[20:43] <@GWRD> Sasha picks through the bodies of the zombies, but doesn't find anything of value.

[20:43] * Valio decides it would be a good time for coffee and goes to make a pot.

[20:44] <@GWRD> It's still pitch black outside, with a few stars and part of a moon to light the area, along with your fire.

[20:45] * Orzady settles back down

[20:45] <Valio> "I know it's late, but if anyone wants some coffee, I have it."

[20:46] <Orzady> "No, thank you."

[20:46] * Janken shakes his head

[20:46] <Janken> "None for me."

[20:46] * Valio nods and sips at a cup. "It was supposed to be my watch now, anyway."

[20:47] * Orzady closes his eyes.

[20:49] <Orzady> "Wake me when it's my watch."

[20:49] <Valio> "I will."

[20:50] * Valio sips at the coffee and watches as the pyre continues to burn down.

[20:54] * Orzady breaths deeply in sleep.

[20:54] <@Ptolamir> "I require more rest, and will now take it"

[20:54] * Janken rests as well

[20:55] <@GWRD> The rest of the night is quiet and uneventful. The animals make a little noise, but nothing that sounds threatening.

[20:57] * Valio wakes up and makes a fresh pot of coffee. "Shall we begin packing?"

[20:57] <@GWRD> As daybreak comes Darenel and Orzady are feeling a little feverish.

[21:00] <Orzady> "Need to find some shade..."

[21:00] * Orzady unbuckles and opens up his jacket.

[21:02] <@GWRD> When you open your jacket, you see that your rat bite looks infected.

[21:03] <Orzady> "Great...no cleric...might have to do this the hard way."

[21:03] * @Ptolamir wakes and prepares for the day.

[21:05] * Janken yawns

[21:06] * Orzady shivers and take off his armor

[21:07] * Valio takes a look at the wound.

[21:08] <@GWRD> The wound definitely looks infected and very tender around where the rat bit.

[21:09] <Valio> "I have no way to prevent infection."

[21:09] * @Ptolamir walks over.

[21:09] <@Ptolamir> "That does not look good."

[21:12] <Orzady> "Thank you."

[21:13] <Orzady> "What can I do in the meanwhile? Burn it out? Soak it in sea water?"

[21:14] <Valio> "Jask would have known..."

[21:14] <@GWRD> (A heal check could help)

[21:14] <Janken> "Let me look at that."

[21:15] <Janken> 1d20+7 heal

[21:15] <ToIBot> [Janken's 1d20(2)+7]: 9 heal

[21:15] * Valio steps aside

[21:15] <@GWRD> Janken, you agree it looks infected.

[21:15] <Orzady> ("Umm...don't worry...you'll be fine...ignore the vultures.")

[21:15] <Janken> [lol]

[21:16] <Janken> "It seems I don't know as much about infections as I thought,my apologies."

[21:17] <Valio> "Do you think you can travel?"

[21:18] <Orzady> "Sure, just not fast."

[21:20] <Valio> "Is everyone else capable of travel?"

[21:20] * @Theon_Tokko walks over and looks as well



[21:20] <@Theon_Tokko> 1d20+1 (jus' for shits and giggles, now watch, nat20 XD)

[21:20] <TolBot> [Theon_Tokko's 1d20(15)+1]: 16 (jus' for shits and giggles, now watch, nat20 XD)

[21:22] <@GWRD> Theon, you do believe it is infected, probably a common disease you heard rats carry on ships called Filth fever, which if left uncared for can kill a man in a matter of days.

[21:23] <@Theon_Tokko> "My friend, I think you have Filth Fever..."

[21:23] <@GWRD> You do manage to clean out the wound a bit too, which should help in the healing process a little bit.:

[21:23] <Orzady> "Well...be a good man and bash in Gelik's head if I don't get to him first."

[21:24] <Janken> "Why are we bashing Gelik's head in?"

[21:25] <@GWRD> Gelik: "He's jealous, because I'm more man than he'll ever be."

[21:26] <@Theon_Tokko> "Says the bard that has ran away from a fight twice..."

[21:26] <Orzady> "So says the gnome who fled the fight...and ran away because a real man stood over him."

[21:27] <@GWRD> Gelik scowls.

[21:28] * Valio looks to the gnome. "They do not understand that it is imperative the story survives. We can't go sacrificing both bards during a conflict."

[21:28] * Orzady stands up slowly.

[21:28] <Orzady> "We need to travel. Let's get travelling."

[21:29] <@GWRD> Gelik: "Finally, somebody who understands."

[21:29] * Valio smiles as he packs his belongings for the trip.

[21:29] <@Theon_Tokko> "No, I just have no use for a cowardly gnome, save to scrape the mud off of my boots on."

[21:30] * @Ptolamir shoulders his pack.

[21:32] * Orzady gathers his things and looks to the group with unfocusing eyes.

[21:32] <Orzady> "Where to now?"

[21:33] * Janken gathers up his belongings as well

[21:33] <Valio> "West, then South."

[21:35] * Valio hums a little tune as he prepares to set off.

[21:35] * Orzady follows along, moving sluggishly.

[21:38] * @Theon_Tokko follows quietly

[21:39] <@GWRD> You travel west for about 2 hours after an hour or so of breaking down your base camp. You arrive back on the shoreline near an abandoned looking camp that apparently looks like it has been here for a short while.

[21:39] <Orzady> "Is that ours?"

[21:40] <@GWRD> (No)

[21:41] * Valio stops a moment to look the camp over.

[21:41] <Valio> 1d20+5 perception

[21:41] <TolBot> [Valio's 1d20(18)+5]: 23 perception

[21:42] <@GWRD> This campsite features a partially completed wooden shack. When you investigate further, you notice that a rather large large pentagram has been carved into one wall of the shack and several human teeth hammered into its center.

[21:43] * Valio frowns. "This does not look promising."

[21:43] <@GWRD> There's also a game trail leading north, west, and east out of the camp.

[21:43] <Orzady> (...ah, The Osbourne Summer Home! Moving on...)

[21:44] <Orzady> "Should head west."

[21:44] <@Ptolamir> 1d20+1 perception looking around

[21:44] <TolBot> [Ptolamir's 1d20(1)+1]: 2 perception looking around (Ugh.)

[21:45] <Orzady> (looking around, as well)

[21:45] <Orzady> 1d20+5

[21:45] <TolBot> [Orzady's 1d20(18)+5]: 23

[21:45] * @Ptolamir stumbles on a rock he didn't see, while he didn't see many other things.

[21:46] * Orzady finds the wormhole to take the kids back to the amusement park...

[21:46] <@Theon_Tokko> 1d20+4 (perception, looking around as well)



[21:46] <TolBot> [Theon_Tokko's 1d20(15)+4]: 19 (perception, looking around as well)
 [21:46] <Valio> (lol)
 [21:46] <Janken> 1d20+3 might as well
 [21:46] <TolBot> [Janken's 1d20(7)+3]: 10 might as well
 [21:47] <@GWRD> You find nothing else of note around the camp.
 [21:47] <Valio> "We should go. Something doesn't feel quite right about this place."
 [21:47] <@Ptolamir> (nice, Orzady)
 [21:48] * Valio marks the location on his map for future reference.
 [21:48] <@Theon_Tokko> "Feels homey, maybe we should sacrafice the gnome," he grins at Orzady.
 [21:48] <Orzady> "I don't want to irritate whatever gods up there with such an inferior thing."
 [21:51] <@GWRD> (Marked)
 [21:53] * @Ptolamir tilts his head.
 [21:53] <@Ptolamir> (tilts)
 [21:53] * Valio continues on to the West.
 [21:53] * Orzady follows along numbly.
 [21:53] <Orzady> "We have some water, right?"
 [21:53] <Valio> "The bucket is still mostly full."
 [21:54] <@GWRD> It's about an hour before mid-day as you stop for a little water at the abandoned camp.
 [21:54] <@Ptolamir> "We must be wary here."
 [21:55] * @Ptolamir rubs the horrible scar that runs along the side of his neck up onto his cheek.
 [21:55] <Orzady> "Other than the animals and the undead -- what else should we fear?"
 [21:55] <Janken> "Water? You forget!"
 [21:55] * Orzady wipes the sweat off his brow."
 [21:56] * Janken casts create water on Orzady, sprinkling him with cool liquid
 [21:56] * Orzady catches the water with his hands and driks it
 [22:00] * Disconnected
 Session Close: Sun May 18 22:00:37 2014

Session Start: Sun May 18 22:00:37 2014

Session Ident: #grovewood

[22:00] * Rejoined channel #grovewood

[22:00] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid> - Logs available here: <http://konnen.wg2140.com/index.php?opti ... id=2'>

[22:00] * Set by Ryu! ryu@72fb9e27.wisp.de501b29.net.hmsk on Sun May 04 16:25:29

[22:00] <***> Buffer Playback...

[22:00] <@GWRD> [22:10:06] (Travelling onward?)

[22:00] <Valio> [22:10:25] (I'm ready.)

[22:00] <@GWRD> [22:10:41] (West correct?)

[22:00] * Orzady [22:10:49] stands up, wiping the water on the back of his neck.

[22:00] <Valio> [22:11:07] (correct. Trying to pass by the delta and then head South)

[22:00] <Janken> [22:11:21] "If anyone else is in need of water,they need only ask!"

[22:00] <***> Playback Complete.

[22:00] * @Ptolamir moves up to take a drink and then prepares to head on.

[22:01] <Valio> (L11, M10, N9 route)

[22:02] <@GWRD> (Breaking for mid-day heat or pushing through it?)

[22:02] <Valio> (are we near the river/delta during the heat? break if so.)

[22:03] <@GWRD> (Yes)

[22:03] * Valio stops at the river. "We should break here for the heat."

[22:04] * Janken nods

[22:05] * Orzady just plops down on the ground, unshouldering his back and laying back

[22:07] <@GWRD> The heat as usual is miserable, but your getting used to it. You travel for the rest of the day with evening approaching within an hour or so.



[22:07] * Valio starts looking for a good place to camp for the evening.
 [22:07] <@GWRD> (Placing you currently in M10)
 [22:07] <@GWRD> (Survival check)
 [22:08] <Valio> 1d20
 [22:08] <TolBot> [Valio's 1d20(4)]: 4
 [22:08] <@Ptolamir> 1d20+1 survival
 [22:08] <TolBot> [Ptolamir's 1d20(8)+1]: 9 survival
 [22:08] <Orzady> 1d20
 [22:08] <TolBot> [Orzady's 1d20(6)]: 6
 [22:08] <Janken> 1d20+7 survival
 [22:08] <TolBot> [Janken's 1d20(9)+7]: 16 survival
 [22:09] <@Theon_Tokko> 1d20+5
 [22:09] <TolBot> [Theon_Tokko's 1d20(13)+5]: 18
 [22:09] <Orzady> (so...my next character...)
 [22:10] <@GWRD> You each spread out in search of a place to make camp. Only Janken and Theon come back with anything promising. Janken a hollowed out tree with moss. Theon a very shallow cave on the shore.
 [22:11] <Orzady> (I came back with a two-star hotel. I mean -- no breakfast bar, no HBO? We're not savages)
 [22:11] <Valio> (no HBO? fail!)
 [22:12] <Janken> [does that mean valio came back with a roach motel?]
 [22:12] <@GWRD> (You should be happy there is no Horrible Body Odor)
 [22:14] <@GWRD> (You have your pick of resort for the evening)
 [22:14] <Valio> "Let's get Orzady somewhere so we can see about his wound."
 [22:16] * Orzady follows along, waiting for the group to stop before settling down.
 [22:17] * @Ptolamir watches on, "So he got this on the ship, before we landed here even?"
 [22:18] <@GWRD> (Which camp would you like?)
 [22:18] <Orzady> (the one made out of anti-biotics)
 [22:18] <Janken> [i vote the tree]
 [22:19] * Valio shrugs. "I do not know which would be better."
 [22:19] <@GWRD> The group decides on the tree and makes camp in the hollow of the tree for the night. It's not an exceptional camp site, but it will do.
 [22:22] * @Ptolamir lays on his back, studying the natural growth pattern of the tree.
 [22:22] * Orzady lays against the tree, looking at the suppurating wound on his chest.
 [22:23] * Valio cooks up a stew from the rations they took from the previous camp.
 [22:24] <@GWRD> The food supplies look like they will likely last you about 6 days or so, excluding today.
 [22:25] <Valio> "Food stores are decent, even if the camp isn't."
 [22:25] * Valio starts dishing out the stew.
 [22:26] * Janken eats gratefully
 [22:26] * Orzady just stares out at the water listlessly
 [22:30] <@GWRD> The evening brings with it a light rain, that your shelter does well enough to keep off you. Orzady's fever goes full blown ugly overnight, while Darenel feels his getting worse.
 [22:31] <@GWRD> 2#1d3 Dex/Con
 [22:31] <TolBot> [GWRD's 1d3(3)]: 3 Dex/Con
 [22:31] <TolBot> [GWRD's 1d3(3)]: 3 Dex/Con
 [22:31] <@GWRD> (Tolbot doesn't like you Orzady.)
 [22:31] * TolBot shakes its head.
 [22:31] <Valio> (brb...)
 [22:32] <@Ptolamir> (hehe)
 [22:32] <Orzady> (I think I'll go for a walk...)
 [22:33] <Janken> [are you sure you CAN walk,with that much dex/con damage?]
 [22:34] <Orzady> (A crawl then, a nice lesiurely crawl -- be back in a minute...)



[22:34] * Valio yawns. "I will take dawn watch. Last night tired me."
[22:35] <@GWRD> (It's morning already)
[22:35] <Valio> (oh, so it is...)
[22:37] <Valio> "Coffee?"
[22:39] * Orzady just shakes his head. His eyes are sunken into the skull, but glow with a light that only the newly converted or the dying have seen.
[22:46] <@Ptolamir> "What is our plan for the day?"
[22:47] <Valio> "Continue on, until we find a way off this death-trap?"
[22:47] <@GWRD> Aerys appears to be writing in a book this morning, as Sasha sharpens her kukri on a stone with a bit of a glint in her eye. Gelik just stares at Orzady like a jackal waiting for his meal to die.
[22:48] <Valio> "Gelik, help Orzady travel today. It looks like he could use the added morale."
[22:48] <@GWRD> Aerys however still looks in relatively bad shape still since the zombie fight.
[22:49] <@GWRD> Gelik: "I'd rather not waste my time on that walking carcass."
[22:49] * Orzady turns his head to Gelik and grins.
[22:49] * Janken goes over to Aerys "May I inquire as to what you are writing about?"
[22:50] <@GWRD> Aerys smiles a little, and winches under the weight of her injuries.
[22:50] <Orzady> "I was thinking the same thing about you."
[22:50] <@GWRD> Aerys: "This is my unfinished epic, the Abendego Cantos. Would you like to read it?"
[22:51] * Janken nods
[22:51] * Valio turns at the word 'epic'. "A story?"
[22:51] <@GWRD> The book looks rather long, and likely would take 7-9 hours to read.
[22:51] <Valio> "Perhaps at the next camp we could hear some of it."
[22:52] <Janken> "That is also a good idea."
[22:52] * Valio stands up. "But for now, we need to move along. We have a few hours of travel we should put between us and that strange camp."
[22:53] <@GWRD> (You've already put 5 hours between you and it)
[22:53] <Valio> (but it had a strange vibe. I want more distance.)
[22:54] <Orzady> (how much more distance you want?)
[22:54] <Janken> [from about here to the mainland]
[22:54] <Orzady> (you're a strong swimmer, I hope)
[22:55] <@GWRD> As the group discusses their plans for the day, while Orzady wastes away, this session comes to a close for the evening.



Session 20 - 5/25/2014 - Deformed

[20:17] <@GWRD> The group made camp in a mossy tree with a large hollow for the evening, as disease continued to ravage their party.

[20:19] <@GWRD> Orzady fighting off the disease of the lacedons after much struggle now deals with yet another fever from rats, his health fading fast. Darenel also has not been having a good time, and likely will have a full blown fever by the next day.

[20:20] <@GWRD> Food supplies at least remain good, and attention this morning seems to be on Aerys and the epic she is writing, the Abendego Cantos.

[20:20] <@GWRD> As this session comes to a rise on the 19th day on the Smugglers' Shiv.

[20:20] * Orzady shivers once, palming the sweat off his brow.

[20:22] * Valio tries to keep morale high by making a pot of coffee.

[20:22] <Valio> "Are we heading South once more?"

[20:22] <@GWRD> (Map reminder: <https://docs.google.com/presentation/d/...slide=id.p>)

[20:23] <Darenel> " I am not sure how far we can go in this condition, we need to rest up and heal"

[20:24] * Valio checks the food stores, then his allies. "Hmm."

[20:24] <Janken> "Agreed,too many of our group are sick."

[20:24] <@GWRD> (6+ days of food remain)

[20:25] <@GWRD> (For everybody, not an individual)

[20:25] <Valio> "I suppose we could spend some time here. I would like to find better shelter, though."

[20:25] <@GWRD> (Survival check to establish a new base camp)

[20:25] <Darenel> 1d20+12

[20:25] <PK> Darenel throws the numbered heads of dead players (1d20+12) and gets 26.

[20:25] <Janken> 1d20+7

[20:25] <PK> Janken throws the numbered heads of dead players (1d20+7) and gets 27.

[20:26] <Janken> [woo,nat 20]

[20:26] <@GWRD> (Of course knowing what you are rolling for an if anybody is assisting before would be preferred)

[20:26] <@Theon_Tokko> 1d20+5

[20:26] <PK> Theon_Tokko throws the numbered heads of dead players (1d20+5) and gets 12.

[20:26] <@Theon_Tokko> (Yup, I think we need to have ZIonia come pay PK a visit)

[20:26] * PK glares at Theon

[20:26] <Orzady> (Where is Zionia, anyways?)

[20:27] <Orzady> "...not sick...inconveined..."

[20:27] <@Theon_Tokko> (saw him the other day. Life is keeping its unfing occupied)

[20:27] <PK> (In her pit of shame biding her time before she unfs the crap out of your bum)

[20:27] <Darenel> (i was going for establish campbut can assist Janken too)

[20:29] <@GWRD> Darenel with the assistance of Janken and Theon search the area for a suitable place to make base camp. It's determined that the shallow shoreline cave would be the easiest place to shore up and create a camp, and a new base camp is established in the hour.

[20:30] <@GWRD> (Reminder, if I don't have access to your level 2 characters, I'm using your level 1 characters when you aren't here.)

[20:31] * Valio tries to help those injured while camp is set up.

[20:31] <@Theon_Tokko> (you should have my Lv2 character, if not let me know and I'll resend)

[20:31] <Orzady> (That's OK -- at this rate, I'm not going to have access to teh character without a quija board and a bunch of chicken bones.)

[20:31] <@GWRD> Aerys appears to be the only one wounded (that I know of), and does not look to be in decent shape.

[20:32] <Valio> (orzady isn't injured? hehe)

[20:32] <@GWRD> (Anybody wish to change roles in their camp duties. Roles are: Defender, Guard, Medic, Entertainer, Hunter)

[20:32] <Janken> [staying as hunter]

[20:33] <Valio> (I'm taking medic for the day.)



[20:33] <Orzady> (choking on my own bile)

[20:33] <Darenel> (i can switch to healer now that we dont have so many mouths to feed)

[20:34] <@Theon_Tokko> (Guess I should go hunting...)

[20:34] <@GWRD> (Any other changes?)

[20:39] <@GWRD> The day is quiet and uneventful. Aerys makes notations in her book as she guards the camp. Sasha, Theon, Janken, and Ptolamir spend the day fishing and hunting the shore, bringing back a plentiful amount of fish, crab, and mussels to eat.

[20:40] <Orzady> (is it too late to mention I'm Jewish?)

[20:40] <@GWRD> Gelik spends the day harassing Orzady when nobody else is looking, while Darenel and Valio spend the day taking care of the sick and wounded.

[20:41] <Valio> (if aerys needs a clw, let me know and I can roll it)

[20:42] <Janken> [same]

[20:43] <Darenel> (ditto)

[20:43] <@GWRD> (Then roll it)

[20:44] * Orzady looks at Gelik and grins.

[20:45] <Orzady> "I'll be sure to wave to you in Hell."

[20:45] <@GWRD> Gelik grins back.

[20:45] <Valio> 1d8+2

[20:45] <PK> Valio throws the numbered heads of dead players (1d8+2) and gets 8.

[20:45] <@GWRD> Some of Aerys's wounds close, and she looks appreciative.

[20:47] <Darenel> (does she need more healing or anyone else)

[20:47] <@GWRD> (She does yes)

[20:47] <Janken> 1d8+2

[20:47] <PK> Janken throws the numbered heads of dead players (1d8+2) and gets 5.

[20:48] <Darenel> 1d8+2

[20:48] <PK> Darenel throws the numbered heads of dead players (1d8+2) and gets 4.

[20:48] <Darenel> (if more is needed)

[20:48] <Janken> [how about now?]

[20:48] <@GWRD> (She has some shallow cuts here and there)

[20:49] <@GWRD> (After that 4 hps though, she's good)

[20:49] <Orzady> (brb)

[20:50] <@GWRD> (Skip to evening?)

[20:52] * Darenel goes to a quiet spot to meditate

[20:52] <Janken> [sure]

[20:53] <@GWRD> The evening this night is quiet, and the moon shines brightly in the sky. The sea glows that eerie green glow this evening, and once more you suspect you see something or someone in the surf.

[20:56] * Darenel tries to take a better look at the glow

[20:57] <@GWRD> (Going to the water's edge?)

[20:57] <Darenel> (say 6 feet from the waters edge)

[20:57] <@GWRD> (Nature check)

[20:58] <Darenel> 1d20+9

[20:58] <PK> Darenel throws the numbered heads of dead players (1d20+9) and gets 23.

[20:58] <@GWRD> Several of you see Darenel approaching the water's edge.

[20:58] * Janken watches

[20:58] <Valio> "Stay out of the water."

[20:58] <Janken> "What's in the water?"

[20:58] * Darenel gets closer to the water but tries to keep a safe distance

[20:59] <Darenel> (its a rave party, all the mermaids have glow sticks)

[20:59] <Valio> "We lost members of the original group because of that glow. I don't think we ever found out what caused it."

[21:00] <Janken> "That does not sound good at all."

[21:00] <@GWRD> Darenel you get up to the shore, and the water laps at your toes a little bit. You



see a brighter green glow in the water moving against the current... it almost looks like a person.

[21:00] <Darenel> "the glow looks natural, Algae... but there is something unusual about it"

[21:00] <Darenel> (if it starts swimming at me, i am screaming like a little girl and going to hide behind Theon)

[21:01] * Darenel starts backing off from the water edge

[21:01] <@GWRD> (Darenel perception check)

[21:01] <Darenel> 1d20+8

[21:01] <PK> Darenel throws the numbered heads of dead players (1d20+8) and gets 20.

[21:01] <@GWRD> 1d2

[21:01] <PK> GWRD throws the numbered heads of dead players (1d2) and gets 2.

[21:02] <@GWRD> You spot a woman in the surf, struggling a bit on the surface of the water, beckoning for you.

[21:03] <Darenel> "There is a woman swimming there"

[21:03] * Valio moves over to his rope.

[21:04] <Janken> "Do we have rope to toss her?"

[21:04] <@GWRD> She slips under the water current for a moment, before coming back up, beckoning for you once more. You're not sure she's going to make it before the others can arrive with rope.

[21:04] * @Theon_Tokko shakes his head "Fools"

[21:05] * Valio hands his rope to an invisible force that carries the rope over to Darenel. Valio keeps to about 20 feet away.

[21:05] * Darenel looks back to the camp and yells for rope

[21:05] <Valio> (unseen servant)

[21:05] <@GWRD> You see rope floating towards the air towards you.

[21:06] * Darenel grabs the rope and tries to toss one end towards the woman

[21:06] <@GWRD> She disappears under the water again.

[21:06] <Orzady> "I'm seeing that?"

[21:06] <Janken> [who then strangles Darenel with it]

[21:07] <@GWRD> A single slender arm comes up to the surface again, that brighter green glow hovering nearby.

[21:08] <Darenel> (do i hear calling for help or anything?)

[21:08] <@GWRD> (nope)

[21:09] <Darenel> (she going for the rope at least ?)

[21:09] <@GWRD> Back at the camp, one of the shovels near Orzady starts to float in the air and float out of camp.

[21:09] <@GWRD> The hand disappears back under the water.

[21:10] <Orzady> "I'm not dead, no need to bury me."

[21:10] <Darenel> (well i know i am a terrible swimmer so i am not crazy enough to try that)

[21:10] <@GWRD> The shovel doesn't acknowledge you.

[21:10] <Valio> "Don't mind the shovel. Just figured some latrines were in order."

[21:10] <Orzady> (shovels were always stuck up)

[21:10] <@GWRD> Gelik: "I'd say the shovel thinks differently." He points to where it has started to dig a hole.

[21:11] * Darenel tries to pull on the rope and throw it towards the woman one more time

[21:13] <@GWRD> The hand never returns to the surface, and eventually the brighter green glow moves on.

[21:15] * Darenel wonders if that was just an aberration

[21:15] <@GWRD> (Day 20 - DC11 Fort Saving throw Orzady +4 bonus, adjusted for whatever your con bonus is now)

[21:15] <@GWRD> 2 1d3

[21:15] <PK> GWRD throws the numbered heads of dead players (2 1d3) and gets 2 3.

[21:16] <Darenel> (oh i can treat disease to help with those checks)

[21:16] <@GWRD> (Darenel in the morning your filth fever kicks in, -2 Dex / -3 Con, however your



day of rest gives you back 2 str, putting you now at -1 str)
 [21:16] <@GWRD> (Already included)
 [21:16] <Orzady> 1d20-3
 [21:16] <PK> Orzady throws the numbered heads of dead players (1d20-3) and gets 14.
 [21:17] <Orzady> (I feel happy... happy...)
 [21:18] <@GWRD> The morning brings with it an oddly happier looking Orzady, however Darenel now looks like crap and is sweating profusely.
 [21:18] <@GWRD> (One more good save in a row and Orzady is in the clear)
 [21:18] <Janken> [gelik will be so disappointed]
 [21:19] <@GWRD> (Move camp, fast forward with same duties, or something else?)
 [21:19] <Valio> "Darenel, are you okay? We should stay at least another day, just to be sure."
 [21:19] <Orzady> (I can cure his disappointment with five mintues and a knife)
 [21:19] <Orzady> (fast forward)
 [21:19] <Darenel> "It looks like i got the sickness too"
 [21:19] <Janken> [i vote ff as well]
 [21:19] <@GWRD> Aerys starts the morning making a few annotations in her book.
 [21:20] <Darenel> (she probably noting down how observant i am)
 [21:20] <@GWRD> (Anybody want to take up Aerys' previous offer last week of reading her epic instead of camp duties?)
 [21:20] <@Theon_Tokko> (Yea, some Final Fantasy, I mean fast forwarding would be nice)
 [21:20] <Janken> [ill read it,we have tons of food]
 [21:21] <Darenel> (i guess now that i am down with the sickness i can read it)
 [21:21] * Valio practices during the day, when he isn't helping with the illnesses.
 [21:21] <@GWRD> (Well Janken and Darenel can fight out for who reads it first)
 [21:22] <Darenel> (he can read it i will just sleep and work on getting better)
 [21:22] <@GWRD> 1d100
 [21:22] <PK> GWRD throws the numbered heads of dead players (1d100) and gets 70.
 [21:23] <@GWRD> 1d100
 [21:23] <PK> GWRD throws the numbered heads of dead players (1d100) and gets 61.
 [21:23] <Darenel> (70 zombies attack)
 [21:23] <@GWRD> 1d4
 [21:23] <PK> GWRD throws the numbered heads of dead players (1d4) and gets 4.
 [21:24] <@GWRD> (Need guard order for the night)
 [21:24] <@GWRD> (And how many shifts)
 [21:24] <Janken> [ill take first watch]
 [21:24] <Valio> (second)
 [21:24] <@Theon_Tokko> 2nd I s'pose
 [21:27] <@GWRD> (You may also may assign Aerys and Sasha to watches)
 [21:28] <Janken> [give sasha last watch]
 [21:28] <Darenel> (Sasha will just sneak off looking for chicken bat pets)
 [21:29] <Janken> [lol]
 [21:30] <@Theon_Tokko> ("Hey look, We're having chicken for dinner" <Sasha> "I don't remember seeing any chicken... HEY! THATS MY CHICKENBAT!")
 [21:30] <@GWRD> (So 3 watches: 1. Janken 2. Theon & Valio 3. Sasha)
 [21:31] <Orzady> ("He tastes like he was loved...dumstick?")
 [21:32] <@GWRD> 1d3
 [21:32] <PK> GWRD throws the numbered heads of dead players (1d3) and gets 3.
 [21:32] <@GWRD> 2d6
 [21:32] <PK> GWRD throws the numbered heads of dead players (2d6) and gets 9.
 [21:33] <@Theon_Tokko> (O_O)
 [21:33] <Janken> [sasha dies? D:]
 [21:33] <@GWRD> During Sasha's watch the traps start going off...
 [21:33] <@GWRD> 1d20



[21:33] <PK> GWRD throws the numbered heads of dead players (1d20) and gets 10.
 [21:33] <@Theon_Tokko> (ravished by 9 chickenbats)
 [21:34] <@GWRD> She decides to investigate without waking anybody up.
 [21:34] <Janken> [noooooooooo]
 [21:34] <Darenel> (what did i say)
 [21:34] <Orzady> (dibs on that as a story idea -- "I Was Ravished by Chickenbats")
 [21:35] <@GWRD> The rest of you awaken in the morning to the smell of snakes cooking on the fire.
 [21:35] <Janken> [is that a "Dear Penthouse..." story?]
 [21:35] * Janken yawns
 [21:35] <Janken> "Breakfast?"
 [21:36] <@GWRD> (Day 21 - Saving throws +4 for Orzady & Darenel, adjusted by current Con scores)
 [21:36] <Valio> "Mmm, that smells good. Who made breakf..."
 [21:36] <Orzady> (Dear Penthouse: I thought these stories weren't true until I went camping one night with my buxom companion and her nine chickenbats...)
 [21:36] <Darenel> 1d20+7
 [21:36] <PK> Darenel throws the numbered heads of dead players (1d20+7) and gets 11.
 [21:36] * Valio scratches his head, then shrugs. "Coffee, anyone?"
 [21:36] <Orzady> (Did my Con improve with the successful throw?)
 [21:37] <@GWRD> The remains of 4 vipers are cooking on spits on the fire.
 [21:37] <@GWRD> (Nope)
 [21:37] <Orzady> 1d20-3
 [21:37] <PK> Orzady throws the numbered heads of dead players (1d20-3) and gets 12.
 [21:38] <@GWRD> Orzady you are feeling great this morning. You feel healthier, have more energy, and your muscles don't feel as lethargic and numb.
 [21:38] <Orzady> (yes! I can kill again!)
 [21:38] <@GWRD> (+2Dex/Con and no more fever)
 [21:38] * Orzady sits up
 [21:38] * Janken looks over at Orzady "You're looking well."
 [21:38] * Valio brings a plate of food over to Orzady.
 [21:38] <Valio> "Looking better."
 [21:39] <@GWRD> Darenel looks like he's fighting the fever well enough.
 [21:39] * Orzady looks at Gelik and smiles.
 [21:39] <Orzady> "Much better."
 [21:40] <Darenel> (so still only -1 from the con penalty)
 [21:40] <@GWRD> Gelik tries to hide the scowl on his face.
 [21:41] <@GWRD> (your con went down 3, so -2 penalty)
 [21:42] * Valio checks on Darenel as well. "I guess another day of rest and we should be able to head South again?"
 [21:42] * Orzady reaches for a snake.
 [21:42] <Orzady> "Yes. Another day of rest will work wonders."
 [21:42] <@GWRD> (So that's bad news if you didn't adjust your save right)
 [21:43] <@Theon_Tokko> "Hey, Orzady, maybe we should take Gelik hunting with out on this eve..."
 [21:43] * @Theon_Tokko grins evilly
 [21:43] * Janken munches on a snake as well
 [21:44] <@GWRD> Darenel starts vomitting in his section of the camp. You notice there's some blood in the vomit.
 [21:44] <@GWRD> 2 1d3
 [21:44] <PK> GWRD throws the numbered heads of dead players (2 1d3) and gets 2 1.
 [21:44] <@GWRD> (-2 dex, -1 con. Won't change your save for next time)
 [21:45] <@GWRD> (Your str. is good though)
 [21:46] <Valio> "Perhaps more than one day is in order."
 [21:46] * Valio sighs.



[21:46] <@GWRD> (Same roles, FF?)
 [21:46] <Janken> [back to hunting for me]
 [21:47] <Orzady> [resting again]
 [21:47] <@GWRD> (reading today Darenel?)
 [21:47] <Darenel> (sure)
 [21:47] <Valio> (sounds good. If we're trying to heal up, that's the best option...)
 [21:49] <@GWRD> (FF to evening...)
 [21:49] <@GWRD> (Same watch order?)
 [21:49] <@Theon_Tokko> (sure)
 [21:49] <@GWRD> 1d3
 [21:49] <PK> GWRD throws the numbered heads of dead players (1d3) and gets 1.
 [21:49] <@GWRD> 1d4
 [21:49] <PK> GWRD throws the numbered heads of dead players (1d4) and gets 2.
 [21:51] <@GWRD> (Janken, Roll Perception, -4 if you do not have low-light vision)
 [21:51] <Janken> [i do,so no penalty,right?]
 [21:52] <@GWRD> (Right)
 [21:52] <Janken> 1d20+3
 [21:52] <PK> Janken throws the numbered heads of dead players (1d20+3) and gets 4.
 [21:52] <Janken> [i see that its night]
 [21:53] <@GWRD> You are watching the shoreline and manage to spot a single figure dart between a tree to a rock on the shore. It appears to be watching your campsite.
 [21:54] <Orzady> (It's that tengu. Where's my barbeque sauce?)
 [21:54] * Janken approaches slowly
 [21:55] <@GWRD> The figure watches you, and adjusts what appears to be a javelin...
 [21:55] <@GWRD> (Init)
 [21:56] <Janken> [curses.]
 [21:56] <Janken> 1d20+1
 [21:56] <PK> Janken throws the numbered heads of dead players (1d20+1) and gets 7.
 [21:56] <@GWRD> 1d20+2
 [21:56] <PK> GWRD throws the numbered heads of dead players (1d20+2) and gets 13.
 [21:56] <@GWRD> (The rest of you too.)
 [21:56] <Valio> 1d20+4
 [21:56] <PK> Valio throws the numbered heads of dead players (1d20+4) and gets 19.
 [21:56] <Orzady> 1d20+1
 [21:56] <PK> Orzady throws the numbered heads of dead players (1d20+1) and gets 21.
 [21:56] <Orzady> (WHOO!)
 [21:57] <Darenel> 1d20
 [21:57] <PK> Darenel throws the numbered heads of dead players (1d20) and gets 3.
 [21:57] <Janken> [too bad youre asleep :p]
 [21:57] <@GWRD> 3 1d20
 [21:57] <PK> GWRD throws the numbered heads of dead players (3 1d20) and gets 7 4 15.
 [21:57] <Orzady> ("zzzzzz...We're being attacked!...zzzz")
 [21:58] <Janken> [lol]
 [21:58] <@Theon_Tokko> 1d20+3 init
 [21:58] <@Theon_Tokko> 1d20+3
 [21:58] <PK> Theon_Tokko throws the numbered heads of dead players (1d20+3) and gets 7.
 [21:58] <Janken> [so many 7's]
 [21:59] <@GWRD> ~initload Orzady: 21, Valio: 19, Sasha 18, Thrunefang 13, Aerys: 9, Theon: 7, Janken 7, Gelik: 5, Darenel 3
 [21:59] <PK> To see current initiative /msg me the text ~init or ~initative
 [21:59] <@GWRD> (Surprise round)
 [21:59] <Janken> [what the devil is a Thrunefang?]
 [21:59] <@GWRD> 1d20+3



[21:59] <PK> GWRD throws the numbered heads of dead players (1d20+3) and gets 12.
 [22:00] <Orzady> (I sleep very quickly)
 [22:00] <@GWRD> Janken, a javelin comes flying out of the jungle and lands dangerously close to your feet, as a slightly deformed man with wild looking eyes and scars on his body rises from the rocks.
 [22:00] <@GWRD> (Round 1)
 [22:01] <@GWRD> 1d20+3
 [22:01] <PK> GWRD throws the numbered heads of dead players (1d20+3) and gets 14.
 [22:01] <Darenel> (dont kill him, his blood is the only cure for the madness that befalls all on this island...)
 [22:02] <@GWRD> The scarred man from behind the rock rushes up to you, swinging a broken scimitar at your face, as another man rushes from the jungle towards you...
 [22:02] <@GWRD> 1d20+5
 [22:02] <PK> GWRD throws the numbered heads of dead players (1d20+5) and gets 6.
 [22:02] <@GWRD> Swinging wildly like a feral animal.
 [22:02] <@GWRD> (Your turn)
 [22:03] * Janken yells out to wake the others
 [22:03] <Janken> [how far away is the closest enemy?]
 [22:03] <@GWRD> (In your face)
 [22:03] <@GWRD> (Both of them are swinging broken scimitars at you.)
 [22:04] * Janken slashes at the nearest enemy with his sickle
 [22:04] <Janken> 1d20
 [22:04] <PK> Janken throws the numbered heads of dead players (1d20) and gets 4.
 [22:04] <@GWRD> You swing wildly, thrown off by the sudden attacks, as your camp begins to stir...
 [22:04] <@GWRD> 2 1d20+3
 [22:04] <PK> GWRD throws the numbered heads of dead players (2 1d20+3) and gets 19 16.
 [22:05] <@GWRD> 1d6+2
 [22:05] <PK> GWRD throws the numbered heads of dead players (1d6+2) and gets 8.
 [22:05] <Janken> [can i not also bite,if i dont move?]
 [22:05] <@GWRD> (You can, if you are in the appropriate form)
 [22:05] <Janken> [havent switched back to human]
 [22:05] <@GWRD> (Then yes you can)
 [22:05] * Janken attempts to bite as well
 [22:05] <Janken> 1d20
 [22:05] <PK> Janken throws the numbered heads of dead players (1d20) and gets 4.
 [22:06] <Janken> [boooo]
 [22:06] <@GWRD> You snap at one of the men, missing wildly as one cuts a deep slice across your chest with his broken scimitar. (8 damage)
 [22:06] <@GWRD> (Your action, Darenel, Orzady, Valio)
 [22:06] <@GWRD> (Anybody in the camp will have to double move to reach Janken)
 [22:07] * Janken attempts to slash with his sickle and then bite again
 [22:07] * Darenel gets up and heads toward the commotion trying to shake the sleep from his limbs
 [22:07] <Janken> 1d20
 [22:07] <PK> Janken throws the numbered heads of dead players (1d20) and gets 4.
 [22:07] <Janken> 1d20
 [22:07] <PK> Janken throws the numbered heads of dead players (1d20) and gets 15.
 [22:07] * Valio startles awake and grabs his shield. A moment later, four orbs of light fly towards the combat.
 [22:07] <@GWRD> (Bite hits)
 [22:08] <Janken> 1d4-1
 [22:08] <PK> Janken throws the numbered heads of dead players (1d4-1) and gets 3.
 [22:08] <Janken> [3 damage]



[22:08] <@GWRD> You cut a light graze across his chest, which he barely notices.

[22:09] <@GWRD> Light illuminates the area though, which spooks them slightly.

[22:09] <@GWRD> (Orzady, Sasha)

[22:10] <@GWRD> Sasha rushes down to the shoreline with a cackle, drawing her rapier and kukri as she does.

[22:11] <@GWRD> Orzady appears to still be sleeping, as the 2 attackers move to flank and continue their attacks.

[22:11] <@GWRD> 2 1d20+5

[22:11] <PK> GWRD throws the numbered heads of dead players (2 1d20+5) and gets 15 16.

[22:11] <@GWRD> Both men miss as Aerys draws an arrow...

[22:11] <@GWRD> 1d20+4

[22:11] <PK> GWRD throws the numbered heads of dead players (1d20+4) and gets 16.

[22:12] <@GWRD> 1d8

[22:12] <PK> GWRD throws the numbered heads of dead players (1d8) and gets 5.

[22:12] <@GWRD> Hitting the uninjured one in the calf.

[22:12] <@GWRD> (Theon, Janken, Darenel, Orzady)

[22:13] * @Theon_Tokko grumbles something about them being noisy while he sleeps and gets up to see what all the commotion is (holding, unless one is within immediate range)

[22:13] <@GWRD> (Janken, Darenel, Orzady)

[22:13] * Janken casts inflict light wounds on the one he bit

[22:13] <Janken> 1d8+2

[22:13] <PK> Janken throws the numbered heads of dead players (1d8+2) and gets 10.

[22:13] <@GWRD> (Casting defensively?)

[22:13] <Darenel> (if i am in range of the fight i will summon nature's ally near one of the attackers)

[22:13] <Janken> [sure,dunno how that works tho]

[22:13] <@GWRD> (If not, that will provoke two attacks, you will also need to make a melee touch attack to hit with the spell)

[22:14] <@GWRD> (Casting defensively: DC 15 + 2x spell level to avoid an attack of opportunity. If fails, you lose the spell)

[22:14] <Janken> 1d20

[22:14] <PK> Janken throws the numbered heads of dead players (1d20) and gets 10.

[22:15] <Janken> [fail]

[22:15] <@GWRD> (If you don't cast defensively, if one or both of them hit you, you have a DC 10 + damage + spell level concentration check to make to avoid losing the spell)

[22:15] <@GWRD> Janken struggles to get a spell off, but can't get the gestures required quite right in the thick of combat.

[22:16] <@GWRD> (Darenel you are in range of Summon Nature's ally, or can double move to join the fight)

[22:16] <Darenel> (ill summon the eagle, me fighting is not gonna do anyone any good)

[22:16] <@GWRD> (Darenel, Orzady, Valio, Sasha)

[22:16] <@GWRD> (Ok roll attack(s) for your eagle)

[22:17] <Darenel> 1d20

[22:17] <PK> Darenel throws the numbered heads of dead players (1d20) and gets 16.

[22:18] <@GWRD> (hit)

[22:18] <Darenel> (do i roll 3 times for all 3 attacks or is it just one roll)

[22:18] <@GWRD> (1 roll per attack)

[22:18] <Darenel> 2 1d20

[22:18] <PK> Darenel throws the numbered heads of dead players (2 1d20) and gets 19 9.

[22:18] <@GWRD> (1 additional hit)

[22:19] <Darenel> 2 1d4

[22:19] <PK> Darenel throws the numbered heads of dead players (2 1d4) and gets 3 1.

[22:19] <@GWRD> An eagle comes out of nowhere and starts pecking and clawing at one of your attackers.



[22:19] <@GWRD> (Orzady, Valio, Sasha)
 [22:19] * Valio begins an inspiring drumbeat as he moves towards the combat. (+1 to stuffs)
 [22:20] <Janken> [stuffs?]
 [22:20] <@GWRD> (+1att/dam, save vs fear)
 [22:20] <Janken> [alrighty]
 [22:20] * Orzady sits up, grabs his knife and hits the shadows to try to stab someone in the back...
 [22:20] <Valio> (and vs charm)
 [22:20] <Janken> [and hits Theon_Tokko]
 [22:20] <Orzady> 1d20+6
 [22:20] <PK> Orzady throws the numbered heads of dead players (1d20+6) and gets 12.
 [22:22] <@GWRD> (Orzady sneaks towards the fight)
 [22:22] <Orzady> (brb)
 [22:22] <@GWRD> (Valio, Sasha)
 [22:23] <@GWRD> 2 1d20
 [22:23] <PK> GWRD throws the numbered heads of dead players (2 1d20) and gets 4 14.
 [22:23] <@GWRD> 1d4
 [22:23] <PK> GWRD throws the numbered heads of dead players (1d4) and gets 1.
 [22:23] <Valio> (are we already to rd 3?)
 [22:24] <@GWRD> Sasha giggles as she slashes across one of the men's cheeks. He lets out a yelp and you see that his teeth are filed into sharp points.
 [22:24] <@GWRD> (Yup)
 [22:24] <@GWRD> 1d20+3
 [22:24] <PK> GWRD throws the numbered heads of dead players (1d20+3) and gets 16.
 [22:25] <Darenel> (good lord we are surrounded by crazies and cannibals)
 [22:25] * Valio moves into battle while continuing his inspiring tune, and attacks one of the men with his longsword.
 [22:25] <Valio> 1d20+2
 [22:25] <PK> Valio throws the numbered heads of dead players (1d20+2) and gets 17.
 [22:25] <@GWRD> One of the men, the more wounded of the two withdraws from the fight and makes for the jungle, leaving the other swinging at Janken.
 [22:25] <@GWRD> (No wait, Valio... your song was your last action, my bad)
 [22:25] <Valio> (yeah, that was why I was wondering)
 [22:26] <Janken> [would the one leaving give me an AoO?]
 [22:26] <@GWRD> (Theon, Janken, Darenel)
 [22:26] <@GWRD> 1d20+4
 [22:26] <PK> GWRD throws the numbered heads of dead players (1d20+4) and gets 13.
 [22:26] <@GWRD> 1d8
 [22:26] <PK> GWRD throws the numbered heads of dead players (1d8) and gets 3.
 [22:26] * @Theon_Tokko attacks the nearest
 [22:26] <@GWRD> 1d2
 [22:26] <PK> GWRD throws the numbered heads of dead players (1d2) and gets 1.
 [22:26] <@Theon_Tokko> 1d20+4
 [22:26] <PK> Theon_Tokko throws the numbered heads of dead players (1d20+4) and gets 18.
 [22:27] <@Theon_Tokko> (oops, that should have been +1 not +4)
 [22:27] <@Theon_Tokko> (So 15)
 [22:27] <@GWRD> Aerys takes a shot at the fleeing man, who gets hit in the arm. He appears to still be alive, as Theon lands a hit against the other one.
 [22:27] <@Theon_Tokko> 1d10+4
 [22:27] <PK> Theon_Tokko throws the numbered heads of dead players (1d10+4) and gets 8.
 [22:27] <@GWRD> (No to the AoO question, as he withdrew)
 [22:27] <Janken> [how close is the other one?]
 [22:28] <@GWRD> (One is in your face, the other is 90' away... he moved very fast)
 [22:28] * Janken attempts a sickle slash and bite at the closest one



[22:28] <Janken> 1d20+1
 [22:28] <PK> Janken throws the numbered heads of dead players (1d20+1) and gets 18.
 [22:28] <Janken> 1d20+1
 [22:28] <PK> Janken throws the numbered heads of dead players (1d20+1) and gets 3.
 [22:28] <@GWRD> (1 hit)
 [22:29] <Janken> 1d6-1
 [22:29] <PK> Janken throws the numbered heads of dead players (1d6-1) and gets 1.
 [22:29] <Janken> [1 damage xD]
 [22:30] <Janken> [oh wait,didnt add the +1 dam,so 2]
 [22:31] <Valio> (look at me! I make everyone else better!)
 [22:31] <@GWRD> (Darenel, Orzady, Valio, Sasha)
 [22:31] <@GWRD> (That's what bards do best... that and skill whore)
 [22:31] <Darenel> (can i use sling to shoot at the the one enemy that stayed behind)
 [22:32] <Valio> (you better believe it 😊)
 [22:32] <@GWRD> (yup)
 [22:32] <Darenel> 1d20+1
 [22:32] <PK> Darenel throws the numbered heads of dead players (1d20+1) and gets 12.
 [22:32] <@GWRD> (hit)
 [22:32] * Orzady tries to get behind and attacker to ram his dagger through the man's throat.
 [22:33] <Darenel> 1d4
 [22:33] <PK> Darenel throws the numbered heads of dead players (1d4) and gets 1.
 [22:33] <Darenel> (plus whatever bonus from the bard)
 [22:33] <@GWRD> Darenel you smack him with a rock, which he barely notices.
 [22:33] <@GWRD> (+1)
 [22:34] <Darenel> (what about my eagle s he still around)
 [22:35] <@GWRD> (It is)
 [22:35] <Darenel> (well whenever its his turn)
 [22:35] <Darenel> 3 1d20
 [22:35] <PK> Darenel throws the numbered heads of dead players (3 1d20) and gets 2 15 20.
 [22:35] <@GWRD> (2 hits, 1 possible crit)
 [22:35] <Darenel> 1d20
 [22:35] <PK> Darenel throws the numbered heads of dead players (1d20) and gets 20.
 [22:36] <@GWRD> (Which easily confirms)
 [22:36] <Darenel> (well shave my legs and call me Ozardy its a crit)
 [22:37] <Darenel> 1d4
 [22:37] <PK> Darenel throws the numbered heads of dead players (1d4) and gets 2.
 [22:37] <Orzady> (you leave my sister out of this)
 [22:37] <Janken> [with PK,too!]
 [22:37] <Darenel> (how do i roll crit for the eagle)
 [22:37] <@GWRD> (Whatever the damage is, roll it twice)
 [22:37] <Darenel> 2d4
 [22:37] <PK> Darenel throws the numbered heads of dead players (2d4) and gets 5.
 [22:38] <Darenel> (yaay i am contributing in a fight)
 [22:39] <@GWRD> The eagle starts pecking and clawing the scarred man's face, injuring him severely.
 [22:39] <@GWRD> Before pucking out an eye, and killing him.
 [22:40] <@GWRD> (Orzady, Valio, Sasha)
 [22:40] <@GWRD> The last one is at the jungle's edge, nowhere near the rest of the group.
 [22:40] <Darenel> (anyone has entangle or something)
 [22:41] * Orzady lingers in the shadows, inching towards the man
 [22:41] <Janken> [not i]
 [22:41] * Valio targets the man and casts sleep.
 [22:41] <Valio> (DC 15, I think)



[22:41] <Darenel> (how can you think of sleep at a time like this)

[22:41] <Valio> (against will)

[22:42] <@GWRD> 1d20+3

[22:42] <PK> GWRD throws the numbered heads of dead players (1d20+3) and gets 14.

[22:42] <@GWRD> The man drops like a stone at the edge of the jungle.

[22:43] <Valio> "Someone go tie him up. I want to know why they attacked us."

[22:43] <Darenel> (this is not lunch Orzady)

[22:43] <Orzady> (too stringy)

[22:44] <Darenel> (if the fight is over i will work on healing the wounded)

[22:46] <@GWRD> (Fight is over)

[22:47] <Janken> [who needs healing besides me?]

[22:47] <Darenel> 1d8+2

[22:47] <PK> Darenel throws the numbered heads of dead players (1d8+2) and gets 5.

[22:48] <Darenel> (cure light wounds on J)

[22:48] <Janken> [ty]

[22:49] * Orzady walks back to his spot in camp and falls asleep

[22:50] * Darenel follows Orzady after helping with the heals

[22:50] <@GWRD> You tie up your prisoner easily enough.

[22:56] * Valio helps bring the man back to camp for questioning.

[22:56] <@GWRD> Orzady slinks back to sleep, while Valio drags him back to camp, leaving the other body on the shore.

[22:58] <@GWRD> The man wakes quickly and looks around with wide crazed eyes, before trying to break his bonds.

[22:59] * Janken sits and peers at the man [Celestial] "Well that wasn't very nice."

[22:59] * Janken sighs

[22:59] * Orzady rolls over on his side and closes his eyes

[23:00] * @Theon_Tokko goes back to sleep as well

[23:00] <@GWRD> The man glares at you, but doesn't respond.

[23:01] * Janken calms down enough to speak normally "Well that wasn't very nice."

[23:03] <@GWRD> The man continues to not respond, either not understanding or not caring to answer. His eyes though do start to dart back and forth between everybody in the camp, as if trying to get a count.

[23:04] <Valio> "Why did you attack us?" (intimidate)

[23:04] <Valio> 1d20+4

[23:04] <PK> Valio throws the numbered heads of dead players (1d20+4) and gets 10.

[23:04] <@GWRD> He seems unphased by your threats.

[23:04] * Valio tries to figure out what he is doing. (sense motive?)

[23:05] <@GWRD> (roll)

[23:05] <Valio> 1d20+10

[23:05] <PK> Valio throws the numbered heads of dead players (1d20+10) and gets 19.

[23:05] <Darenel> (he was hungry and we looked delicious)

[23:05] <Valio> (perhaps, but...)

[23:06] <@GWRD> Valio it looks like he's sizing up your group, and taking count of how many of you there are, and probably who the threats are.

[23:07] * Valio frowns. "I don't trust him."

[23:08] <Janken> "Well he did just attack us for no reason,I don't see why you would."

[23:08] <Orzady> "Then slit his throat."

[23:08] <Darenel> "Did anyone search the other one?"

[23:09] <Valio> "Either way, we should move out in the morning."

[23:10] * Darenel nods

[23:11] <@GWRD> (continuing watches?)

[23:12] <Valio> (yes, I was 2nd with Theon.)

[23:12] <@GWRD> (Perception)



[23:12] <Valio> "We should also make sure to double the watches. No more people on their own."
[23:12] <Valio> 1d20+5
[23:12] <PK> Valio throws the numbered heads of dead players (1d20+5) and gets 25.
[23:12] <@Theon_Tokko> 1d20+4
[23:12] <PK> Theon_Tokko throws the numbered heads of dead players (1d20+4) and gets 10.
[23:14] <Janken> [perception for everyone,or just those two?]
[23:15] <Valio> (we are 2nd watch, so...)
[23:15] <@GWRD> Valio, you spot it in the faint light that slips between several clouds. A dark figure with long wings and a muscular body, about the size of a large dog. It lands on the dead corpse on the shore and you think you hear sucking sounds between the crashes of the waves. The whole time you feel its red eyes piercing your very soul.
[23:15] <@GWRD> (Janken doesn't see it)
[23:16] <Janken> [ah right,didnt see the continuing watches,sorry]
[23:16] * Valio shivers, but keeps to the camp.
[23:16] * Janken is asleep at this point
[23:16] <@GWRD> (Theon doesn't see it either)
[23:16] <Darenel> (wave to him and ask for directions)
[23:17] <@GWRD> (It points to it's stomach and licks its blood-stained lips at you.)
[23:17] <Janken> [lol]
[23:17] <@GWRD> The creature eventually flies off...
[23:17] <Orzady> (Chupacabra! I knew it! Call Agent Mulder!)
[23:17] <@GWRD> As this session comes to a close.



Session 21 - 6/1/14 - Poor Morale

[19:52] <@GWRD> Last session the group was resting up in a beach side cave. Things seemed to be going well until they were attacked by two feral looking men, with mild deformities, and sharpened teeth.

[19:53] <@GWRD> They killed the younger of the two, and took the older one captive, but as of yet have not been able to communicate with him.

[19:53] <@GWRD> As this session begins.

[19:53] <@GWRD> Map reminder: <https://docs.google.com/presentation/d/...slide=id.p>

[19:55] <@Theon_Tokko> (uploaded last sessions log lol)

[19:56] <@GWRD> As the night cedes to daylight, the other body appears to have been mangled by something on the beach. Your prisoner continues to eye each of you with malice.

[19:59] <@GWRD> Gelik seems a bit unnerved by your prisoner, and is mumbling about you all getting him eaten by ugly humans.

[19:59] * +Valio takes a moment to look over the body on the beach.

[20:00] * +Androoin eyes the prisoner a moment

[20:00] <@Theon_Tokko> "Hey Orzady, our guest looks hungry.. maybe we should give him a bard-delight?"

[20:00] * +Orzady looks at the guest and grins.

[20:00] * +Darenel looks the prisoner over and mutters "there is madness in his eyes"

[20:01] * Tolman is now known as Ptolamir

[20:01] <@GWRD> The body on the beach looks like it has been mangled by a good sized creature. He has puncture wounds on his body, and appears to have been drained of his blood.

[20:02] * +Orzady looks around and shrugs his shoulders.

[20:02] <@GWRD> At the camp, Gelik does not look amused at all.

[20:02] <+Orzady> "Afraid that you'll be a snack, gnome?"

[20:03] <@GWRD> Gelik: "I'm sure you would make a better meal, and with how disease ridden you are lately, probably would fit right in to whatever plague he has."

[20:04] <+Janken> [can i study the corpse to determine what manner of beastie ravaged it?]

[20:04] * +Valio returns to the group. "Looks like the same creature that has been draining monkeys."

[20:04] <@GWRD> (Which reminds me... DC 12 fort saving throw for Darenel, Orzady +2Dex/Con back)

[20:05] <+Darenel> (do we still get that bonus thing)

[20:06] <@GWRD> (Yeah, Valio and you were playing doctor, so +4)

[20:07] <+Orzady> (test)

[20:07] <@GWRD> (Fail)

[20:07] <+Orzady> (not rolling -- shall I assume a success?)

[20:08] <+Darenel> 1d20+8 (i reckon)

[20:08] <+TolBot> [Darenel's 1d20(18)+8]: 26 (i reckon)

[20:08] <+Orzady> 1d20+3

[20:08] <+TolBot> [Orzady's 1d20(1)+3]: 4 (O the agony.)

[20:08] <@GWRD> Darenel still looks sick, but doesn't appear to be getting any worse at the moment.

[20:08] <+Orzady> (bleeping bleep bleepity bleep!)

[20:09] <+Janken> [meanwhile,Orzady's hand falls off]

[20:09] <+Darenel> (i might have forgotten to take off a penalty point)

[20:09] <@GWRD> Meanwhile Orzady starts looking a little stupider than usual.

[20:09] <@GWRD> (You didn't have to make a save for anything Orzady)

[20:09] <+Orzady> (oh, I mis read the directions)

[20:10] <+Darenel> (well no wonder you misread the directions with that roll)

[20:11] * +Valio puts on the coffee pot as he gathers his belongings to leave.

[20:12] * +Androoin approaches Valio's area "So, ah, did ya maybe put on lots of that coffee, maybe enough extra for a dwarf?"



[20:12] * +Orzady stands up -- a little more steadier than previously.
 [20:14] * +Valio smiles back. "There's always plenty of coffee to go around, even if I need to make a second pot."
 [20:14] * +Androoin appears glad
 [20:14] <+Orzady> "I'm having a little more feeling in my limbs."
 [20:16] * +Orzady looks around.
 [20:16] <+Orzady> "So, what are we doing today?"
 [20:16] * @Ptolamir moves behind Androoin.
 [20:19] * Disconnected
 Session Close: Sun Jun 01 20:19:13 2014

Session Start: Sun Jun 01 20:19:13 2014

Session Ident: #grovewood

[20:19] * Attempting to rejoin channel #grovewood
 [20:19] * Rejoined channel #grovewood
 [20:19] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid> - Logs available here: <http://konnen.wg2140.com/index.php?opti...id=2>
 [20:19] * Set by ChanServ! services@services.sorcery.net on Sat May 24 11:15:47
 [20:19] <***> Buffer Playback...
 [20:19] * @Ptolamir [20:30:07] glances at Orzady.
 [20:19] <+Orzady> [20:30:28] "Should we examine other areas of the island? I can go with the gnome."
 [20:19] * +Androoin [20:30:34] shuffles to the side a little
 [20:19] <@Ptolamir> [20:30:34] "I still don't understand why we made a permanent camp. Seems we should keep moving til we've seen all the island."
 [20:19] <***> Playback Complete.
 [20:19] * Theon_Tokko is now known as Ryu
 [20:19] <+Valio> "We made a camp to rest and heal. I believe it is time to be moving on once more."
 [20:19] <@GWRD> (Your party was dropping fast due to disease, it was to help the recovery process and boost up your food supplies)
 [20:20] <+Androoin> "Aye, the disease grips you hard, even I wasn't sure I would fight it off"
 [20:20] * Ryu is now known as Theon_Tokko
 [20:20] <@Ptolamir> "Okay."
 [20:22] <@GWRD> (What are you doing with your prisoner?)
 [20:22] <@Theon_Tokko> (feeding Gelik to him)
 [20:22] <+Orzady> "I should be back to full vigor in a few days."
 [20:23] <+Androoin> "Did any of ye figure out how to speak with the old prisoner?"
 [20:23] <+Janken> "Not yet."
 [20:24] <+Valio> "He is definitely not looking to help us. I do not think it wise to take him with us or let him go, but..."
 [20:24] <+Androoin> "Perhaps let the elf try"
 [20:26] * +Orzady unsheathes knife and picks under his nails.
 [20:27] <+Darenel> "There could be more of them out there"
 [20:27] <+Valio> "Nearly certain of it. Seems it would be hard to survive in this environment in small groups."
 [20:29] <+Androoin> (brb)
 [20:29] * +Valio checks his belongings over as he packs. "Anyone need a spare bedroll or some torches?"
 [20:29] <+Orzady> "So far, we know they need blood. Should we try to offer them something? Stake a live animal out for them, or something small?"
 [20:30] <+Darenel> (who needs blood? the demon thing?)
 [20:30] <+Orzady> (I think do)



[20:33] * +Valio asks the other survivors to help pack up and prepare.
 [20:34] * +Orzady gets his things together and makes sure his blade is handy.
 [20:34] * +Janken gathers his things as well
 [20:35] <@GWRD> You gather your belongings and break down your base camp, while your prisoner looks on.
 [20:36] * +Orzady looks to the prisoner.
 [20:36] <+Orzady> "Drag him or stab him?"
 [20:36] <+Valio> "I doubt there is a good solution to the problem."
 [20:37] * @Ptolamir packs up his roll.
 [20:38] * @Theon_Tokko packs up
 [20:40] <+Valio> "But we must decide before we leave."
 [20:41] <@Theon_Tokko> "Let him have his last meal of Gelik, then off him."
 [20:41] <+Valio> "I have heard stories of treachery, and those of redemption, but either way..."
 [20:41] <@GWRD> Gelik continues to glare, unamused.
 [20:42] * +Janken talks to the prisoner "We are getting ready to leave. We can either take you with us, or kill you here and now. I would prefer to have you alive, but you have to talk to us. What say you?"
 [20:43] <@GWRD> The prisoner just looks at you, tilts his head to the side, and licks his lips a little bit.
 [20:44] <+Orzady> "Walk or die?"
 [20:44] <+Janken> "...Perhaps he doesn't speak Common."
 [20:45] <+Orzady> "Then he goes."
 [20:45] * @Theon_Tokko draws his blade and stares at the guest.
 [20:46] * +Janken repeats his message in Celestial, and then Sylvan
 [20:46] <@Ptolamir> "I leave it to you as I was not here when they showed up."
 [20:46] <@GWRD> His countenance changes to one of alarm, and he starts struggling with his bonds again.
 [20:47] <@GWRD> 1d20+4
 [20:47] <+TolBot> [GWRD's 1d20(3)+4]: 7
 [20:47] <+Darenel> "Maybe we should tie him up and just leave him here!"
 [20:47] <@GWRD> His struggling seems to do him no good however.
 [20:47] <@Theon_Tokko> "Make a decision, quickly. We kill the beast now, or do we release it back into the wild."
 [20:48] <@Theon_Tokko> **beast
 [20:48] * +Orzady walks over to the beast, pushing it onto its stomach with his foot.
 [20:48] * +Orzady leans down and cuts off the rope binding it.
 [20:48] <+Orzady> "Leave!"
 [20:49] * @Theon_Tokko readies his blade should he need to use it
 [20:49] <@GWRD> "He looks confused for a moment that you are letting him go, but only hesitates for a moment before running as fast as he can."
 [20:50] * @Theon_Tokko sheathes his blade once the beast is at a safe distance away
 [20:50] <+Orzady> "Now we can go."
 [20:50] * @Ptolamir watches it disappear.
 [20:50] * +Orzady walks onto the trail.
 [20:51] * +Darenel follows the group
 [20:52] * +Janken follows close behind
 [20:52] <+Valio> "I hope it is one of redemption."
 [20:52] <@GWRD> The man disappears into the jungle and is quickly lost from sight.
 [20:52] * +Valio turns to his things and readies for the road ahead.
 [20:53] <+Orzady> "I hope it doesn't turn around and chew on our nethers."
 [20:54] <+Androoin> (back, sorry for the long afk, dogs fault)
 [20:54] <@GWRD> (Which way would you like to travel?)
 [20:55] <+Darenel> (we follow the signs for the quickest way off the island)



[20:57] <+Janken> [all signs point to death]
 [20:57] <+Orzady> (we'll try the interstate)
 [20:58] <@GWRD> (There's a sign which points towards the ocean)
 [20:58] <+Valio> (continue south? wait, which direction did he run off in?)
 [20:58] <+Darenel> (according to the map, we came from north and were heading south)
 [20:59] <+Valio> (which way did the prisoner run?)
 [21:00] <@GWRD> (NW)
 [21:01] <+Valio> "I suggest we continue South. I do not feel that we should follow him that way."
 [21:01] <+Androoin> "Let's stop wastn' time then and lets get to going"
 [21:01] * +Darenel nods
 [21:02] * @Ptolamir nods, "Yes, keep moving to see more new part of the island."
 [21:03] <+Orzady> "Let's go."
 [21:03] * +Orzady faces south and starts walking.
 [21:03] <+Orzady> "With any luck, we can find a raft."
 [21:03] <@GWRD> You travel down the beach for a little over two hours to a point where a trail breaks off towards the west, or the shore continues along the south by south east part of the island.
 [21:03] <+Valio> "Or a boat that is easily repaired."
 [21:04] <@GWRD> It's getting close to the hot time of the day, but there's still some travel time left before it becomes a problem. The sun though does not seem to want to give you much in the way of a break today.
 [21:05] <+Janken> "Or some magic portal so we don't crash onto the island as soon as we step foot on a boat."
 [21:05] * +Valio nods
 [21:06] * +Orzady looks for a copse to stand under when the heat hits.
 [21:07] * @Ptolamir moves along.
 [21:07] <@GWRD> This particular area does not have a lot of trees for cover, as you are travelling the beach. The game trail to the west does go into the jungle.
 [21:09] <@GWRD> The shore to the south / south east looks less promising for tree cover, though there is some. From where you stand now, it looks like a small mountain that peaks at about the mid-point of the eastern part of the isle.
 [21:09] * +Orzady starts moving to the game trail but keeping an eye on the shore.
 [21:10] <+Darenel> "game trail looks more promising
 [21:10] <+Darenel> "
 [21:10] <+Androoin> "those are good words to be hearing"
 [21:11] <+Darenel> (maybe i am the DMs inside man leading you into pit of traps and jelly cubes)
 [21:11] <@GWRD> You take to the game trail, breaking for a few hours shortly there after for the summer heat to roll by, which is broken a little pre-maturely by one of the heavy rainstorms common to the isle.
 [21:11] <+Orzady> (That's why you;re walking first.)
 [21:11] <+Orzady> "Here we go again."
 [21:12] <@GWRD> (Travelling in the rain?)
 [21:12] * +Androoin seems indifferent about the current rainfall
 [21:12] * +Valio fills the water stores while the opportunity presents itself.
 [21:12] <+Darenel> "Should we continue on or take a break for a snack and maybe the rain lessens?"
 [21:13] <+Orzady> "We should break."
 [21:13] <+Janken> "I say we keep going."
 [21:13] * +Valio shrugs and makes sure his belongings are staying dry.
 [21:14] <@GWRD> (FYI: You've already rested for 3 hours for the heat)
 [21:14] * +Orzady stays under the tree.
 [21:15] * @Ptolamir looks at the sky.
 [21:16] <+Orzady> "Let's wait for the rain to break."
 [21:16] * +Orzady unbuckles his jacket.



[21:16] <@GWRD> The storm looks fairly fierce, and it's coming down heavy.

[21:16] <+Androoin> "I can't be complaining anymore, after that sickness, a little rain aint much, but I aint for travelling if our sick need more rest"

[21:17] * +Valio fiddles with a bell in a pocket.

[21:17] <@GWRD> A few more hours pass, as you stay under the branches of one of the jungle trees. In time the rain passes, but it looks like you've lost a few good travelling hours.

[21:18] <+Valio> "I would like to distance ourselves more from the last camp, but I could use some time to craft something."

[21:18] <+Orzady> "I'm fine. Let's get going and try to make up for lost time."

[21:18] <+Valio> "In a day or two."

[21:19] <@GWRD> You continue along the game trail, which splits to your left and to your right.

[21:20] <+Orzady> (which one heads to the jungle?)

[21:20] <@GWRD> (Both)

[21:21] <@GWRD> (See the map for where you presently are.)

[21:22] <+Janken> [i vote we go right]

[21:22] <+Valio> (I want to go away from the other dudes)

[21:22] <+Orzady> (deeper into the island)

[21:22] <+Darenel> (so west is it?)

[21:23] <+Janken> [yes,west]

[21:23] * @Ptolamir looks down each path.

[21:24] <+Orzady> "This way."

[21:24] * +Orzady points west.

[21:24] <+Androoin> "Good as any"

[21:25] <+Valio> "lead on."

[21:25] <@GWRD> You start your way down the left path, which leads west, it's not long before you get the feeling this was a bad choice...

[21:26] <+Janken> [20 chickenbats inbound]

[21:26] <+Orzady> ("How are things?")

[21:26] <+Orzady> ("same as always.")

[21:26] <@GWRD> Out of the thick jungle canopy comes two large lizards, Shiv Dragons (Monitor Lizards). They charge towards the group, their maws dripping drool.

[21:26] <@GWRD> `init rolls please

[21:26] <+Orzady> (Where's the gnome?)

[21:26] <+Janken> 1d20+1

[21:26] <+Orzady> 1d10+5

[21:26] <+TolBot> [Janken's 1d20(7)+1]: 8

[21:26] <+TolBot> [Orzady's 1d10(8)+5]: 13

[21:26] <@Ptolamir> 1d20+2

[21:26] <+TolBot> [Ptolamir's 1d20(6)+2]: 8

[21:27] <+Orzady> 1d20+5

[21:27] <+TolBot> [Orzady's 1d20(15)+5]: 20

[21:27] <+Darenel> 1d20

[21:27] <+TolBot> [Darenel's 1d20(8)]: 8

[21:27] <@GWRD> 1d20+2 for Shiv Dragons

[21:27] <+TolBot> [GWRD's 1d20(18)+2]: 20 for Shiv Dragons

[21:27] <+Valio> 1d20+4

[21:27] <+TolBot> [Valio's 1d20(19)+4]: 23

[21:28] <@GWRD> 1d20+2 for Aerys

[21:28] <+TolBot> [GWRD's 1d20(18)+2]: 20 for Aerys

[21:28] <+Androoin> 1d10

[21:28] <+TolBot> [Androoin's 1d10(5)]: 5

[21:28] <@GWRD> 1d20+2 for Gelik

[21:28] <+TolBot> [GWRD's 1d20(19)+2]: 21 for Gelik



[21:28] <@Theon_Tokko> 1d20+3
 [21:28] <+Androoin> (sorry, my fault, not the dog)
 [21:28] <+TolBot> [Theon_Tokko's 1d20(18)+3]: 21
 [21:28] <@GWRD> 1d20+3 for Sasha
 [21:28] <+TolBot> [GWRD's 1d20(19)+3]: 22 for Sasha
 [21:28] <@GWRD> `init report
 [21:29] <+TolBot> Initiative Order:
 [21:29] * @GWRD bonks TolBot on his robotic head.
 [21:29] * +TolBot makes a 'shushing' sound.
 [21:29] <@Ptolamir> (hmm)
 [21:29] <+Janken> [lol]
 [21:29] <@Ptolamir> `init report
 [21:29] <+TolBot> Initiative Order:
 [21:29] <@Ptolamir> (I can see that it never started logging them)
 [21:30] <@Ptolamir> `init rolls
 [21:30] <+TolBot> Please make an initiative roll (1d20+modifier).
 [21:30] <@Ptolamir> (not sure what you typed, mage)
 [21:30] <@Ptolamir> 1d20
 [21:30] <+TolBot> [Ptolamir's 1d20(17)]: 17
 [21:30] <@Ptolamir> `init report
 [21:30] <+TolBot> Initiative Order: Ptolamir, 17
 [21:31] <@GWRD> Init: Valio, Sasha, Theon, Gelik, Orzady, Aerys, Shiv Dragons, Ptolamir, Janken, Darenel, Androoin
 [21:31] * +Valio instinctively casts sleep on the charging beasts before he even thinks about inspiring his allies.. (will vs DC15)
 [21:31] <@GWRD> (I typed: `init rolls please)
 [21:32] <@GWRD> 2#1d20+2
 [21:32] <+TolBot> [GWRD's 1d20(9)+2]: 11
 [21:32] <+TolBot> [GWRD's 1d20(15)+2]: 17
 [21:32] <@GWRD> One of the monitor lizards falls asleep, while the other continues on unphased.
 [21:33] <@GWRD> Sasha panics and flees back down the trail in the direction you came from.
 [21:33] <@GWRD> (Theon, Gelik, Orzady)
 [21:33] * @Theon_Tokko goes after the one thats awake
 [21:33] <@Theon_Tokko> 1d20+1
 [21:33] <+TolBot> [Theon_Tokko's 1d20(11)+1]: 12
 [21:33] * +Orzady limbers his bow and aims to take a shot at the lizard
 [21:33] <@GWRD> (AC 15, MISS)
 [21:33] <+Janken> [im surprised Sasha isnt trying to get it to be her pet]
 [21:34] <@GWRD> Gelik backs off as Theon meets the lizard in combat, and Orzady readies his bow.
 [21:34] <+Darenel> (its not as prety as a chickenbat)
 [21:34] <@GWRD> (Orzady, Aerys, Shiv Dragons)
 [21:34] <+Valio> (I think she gets a thrill from fleeing)
 [21:34] <@GWRD> (How you treat your NPCs affects their morale)
 [21:35] <+Orzady> 1d20+1
 [21:35] <+TolBot> [Orzady's 1d20(2)+1]: 3
 [21:35] <+Orzady> (seriously?)
 [21:35] <@GWRD> 1d20+7 for Aerys
 [21:35] <+TolBot> [GWRD's 1d20(7)+7]: 14 for Aerys
 [21:35] <+Darenel> (so he stumbeles face first into the lizards mouth, next)
 [21:36] <@GWRD> Aerys closes into melee also taking up a flanking position bare-fisted opposite Theon.
 [21:36] <@GWRD> 1d2\
 [21:36] <+TolBot> [GWRD's 1d2(1)]: 1



[21:36] <@GWRD> 1d20+5 against Theon.
 [21:36] <+TolBot> [GWRD's 1d20(16)+5]: 21 against Theon.
 [21:36] <@GWRD> 1d8+4 damage
 [21:36] <+TolBot> [GWRD's 1d8(1)+4]: 5 damage
 [21:36] <@GWRD> 1d20+9 Grapple attempt vs. Theon's CMD
 [21:36] <+TolBot> [GWRD's 1d20(16)+9]: 25 Grapple attempt vs. Theon's CMD
 [21:38] <@GWRD> The Shiv Dragon bites and latches onto Theon's leg biting deep into his flesh.
 [21:38] <@Theon_Tokko> (CMD = 16)
 [21:39] <@Ptolamir> (the dragon is flanked by a copule of ours?)
 [21:39] <@GWRD> (You are grappled, you can't move and take a -4 to Dex based actions, and can't use both hands in combat, which means no greatsword or katana)
 [21:39] <@GWRD> (The grapple broke flank for Aerys/Theon. Nobody else is in melee right now)
 [21:39] <@GWRD> (Ptolamir, Janken, Darenel, Androoin)
 [21:40] <@Ptolamir> (question is can I burn hands without frying compadres)
 [21:40] <@GWRD> (No)
 [21:40] * @Ptolamir remains on the periphery, waiting.
 [21:41] <+Janken> [how far away is the lizard biting Theon_Tokko from me?]
 [21:41] <+Darenel> (time to pile on and slit the beasts throat)
 [21:41] <@GWRD> Janken, Darenel, Androoin [Ptolamir holding])
 [21:41] <@GWRD> (We'll say 20')
 [21:42] <+Janken> [does it count as the animal type?]
 [21:43] <@GWRD> (Yes)
 [21:43] <@Theon_Tokko> (did I take any damage? lol)
 [21:44] <@GWRD> (Yes, you took 5 damage)
 [21:44] <@GWRD> Janken, Darenel, Androoin [Ptolamir holding])
 [21:44] * +Janken casts Charm animal on the lizard currently biting Theon_Tokko [Will negates, DC 16]
 [21:44] <@GWRD> 1d20+2
 [21:44] <+TolBot> [GWRD's 1d20(3)+2]: 5
 [21:44] <+Androoin> (so one is asleep and one is potentially charmed?)
 [21:46] <@GWRD> You believe your spell is successful, yet it still has a hold on Theon.
 [21:46] <@GWRD> (Darenel, Androoin [Ptolamir holding])
 [21:47] <+Darenel> (hmm)
 [21:47] <+Valio> (I start my inspire courage on my turn, if I'm not back before that...)
 [21:47] <@GWRD> (ok)
 [21:48] <@GWRD> (Darenel, Androoin, *Valio* [Ptolamir holding])
 [21:48] * +Androoin tries to find an opening to make an attack, swinging his axe down into one of the beasts (an awake one)
 [21:48] <@GWRD> (roll to hit)
 [21:48] <+Androoin> 1d20+4
 [21:48] <+TolBot> [Androoin's 1d20(17)+4]: 21
 [21:48] <@GWRD> (hit)
 [21:48] <+Androoin> 1d10+3
 [21:48] <+TolBot> [Androoin's 1d10(3)+3]: 6
 [21:49] <+Janken> [booo,spell breaks upon successful attack]
 [21:49] * +Darenel concentrates and summons an Eagle to attack the lizard that has Theon
 [21:49] <@Theon_Tokko> (afk, consider my attack held until I can get my hands free to use my sword)
 [21:49] <@GWRD> The Shiv Dragon with Theon in its mouth snaps out of its daze and lets out a throaty noise.
 [21:50] <@GWRD> (On your turn you can attempt to break out of the grapple with a CMB roll)
 [21:50] <+Androoin> (i was thinking there was more then 2)
 [21:50] <@GWRD> (Just 2)



[21:50] <+Androoin> (plus im a dwarf, spells dont solve anything, axes do 😊)

[21:51] <@GWRD> (Darenel's Eagle, Orzady, Aerys [Ptolamir & Theon holding])

[21:51] <+Darenel> 3#1d20

[21:51] <+TolBot> [Darenel's 1d20(13)]: 13

[21:51] <+TolBot> [Darenel's 1d20(1)]: 1 (Sorry.)

[21:51] <+TolBot> [Darenel's 1d20(10)]: 10

[21:51] <@GWRD> The eagle pecks and rends at the Shiv Dragon, but the beast's hide is too thick for the eagle to pierce.

[21:51] <@GWRD> (Orzady, Aerys [Ptolamir & Theon holding])

[21:52] * +Orzady throws down his bow and charges at thebeast knowing on Theon with his dagger

[21:52] <+Orzady> 1d20+2

[21:52] <+TolBot> [Orzady's 1d20(15)+2]: 17

[21:52] <+Orzady> (finally)

[21:52] <@GWRD> (hit)

[21:52] <+Darenel> (yeah i used up all the low ones)

[21:52] <+Orzady> 1d4+2

[21:52] <+TolBot> [Orzady's 1d4(1)+2]: 3

[21:53] <@GWRD> The dragon lets out another throaty growl, and continue to keep its teeth latched on to its meal.

[21:53] <@Theon_Tokko> (I'm back but still held lol)

[21:53] <+Darenel> (poke his eye out or something)

[21:53] <+Janken> [bite him back]

[21:54] <@GWRD> (Note: If you don't attempt to break out of the grapple, it gets a bonus to maintain it's hold on you.)

[21:54] <@Theon_Tokko> (IRL I would go for the eyes... lol, so can I? lol)

[21:54] <+Darenel> (just channel your inner Steve Irwin)

[21:54] <@GWRD> (You can make an attack roll and get stung by a jellyfish)

[21:54] <+Janken> [crikey!]

[21:55] <@GWRD> Aerys moves into a flanking position opposite of Androoin and attempts to punch the dragon again.

[21:55] <@GWRD> 1d20+7

[21:55] <+TolBot> [GWRD's 1d20(14)+7]: 21

[21:55] <@GWRD> 1d3+2

[21:55] <+TolBot> [GWRD's 1d3(1)+2]: 3

[21:55] <@GWRD> Punching it up-side the head bare-knuckle.

[21:55] <@Theon_Tokko> 1d20+5 (If I'm reading this right)

[21:55] <+TolBot> [Theon_Tokko's 1d20(16)+5]: 21 (If I'm reading this right)

[21:55] <+Valio> (I'm back)

[21:56] <+Darenel> (someone give that woman a knife or something, she obviously gots the skills)

[21:56] <@GWRD> (Hit)

[21:56] <@Theon_Tokko> (whats the damage for a fist lol)

[21:56] <@GWRD> (1d3 non-lethal)

[21:56] <@GWRD> (+str)

[21:56] <@Theon_Tokko> 1d3+3

[21:56] <+TolBot> [Theon_Tokko's 1d3(2)+3]: 5

[21:56] <@GWRD> 1d20+14 to maintain grapple

[21:56] <+TolBot> [GWRD's 1d20(12)+14]: 26 to maintain grapple

[21:57] <@GWRD> 1d8+4 damage to Theon.

[21:57] <+TolBot> [GWRD's 1d8(6)+4]: 10 damage to Theon.

[21:57] <+Orzady> (GO FOR THE EYE, BOO! GO FOR THE EYES! RUUUSSSSSS!)

[21:57] <@Theon_Tokko> (I'm down, at -2)

[21:57] <@Theon_Tokko> (haha! wait... I was going off my old sheet XD)

[21:58] <@Theon_Tokko> (at 11)



[21:58] <+Janken> [xD]
 [21:58] <+Orzady> (that makes a slight difference)
 [21:58] <@GWRD> The shiv dragon shreds the crap out of Theon's leg more and its now covered in a thick coat of Theon's blood.
 [21:58] <@GWRD> (Ptolamir, Janken, Darenel, Androoin)
 [21:59] * @Ptolamir tries to let loose an arrow.
 [21:59] <@Ptolamir> (there a clean shot?)
 [21:59] <@GWRD> (Yes)
 [21:59] <@Ptolamir> 1d20+3
 [21:59] <+TolBot> [Ptolamir's 1d20(17)+3]: 20
 [21:59] <@GWRD> (hit)
 [21:59] <@Ptolamir> 1d8
 [21:59] <+TolBot> [Ptolamir's 1d8(4)]: 4
 [22:00] <+Darenel> (you need to specify, a clean shot at the lizard...)
 [22:00] <@Ptolamir> (hehe)
 [22:00] <@GWRD> Ptolamir buries an arrow into the dragon's hind quarter, and it looks to be in very bad shape.
 [22:00] * +Janken goes up to the lizard and slashes at it with his sickle
 [22:00] <+Janken> 1d20
 [22:00] <+TolBot> [Janken's 1d20(19)]: 19
 [22:00] <@GWRD> (hit)
 [22:01] <+Janken> 1d6-1
 [22:01] <+TolBot> [Janken's 1d6(5)-1]: 4
 [22:01] <@GWRD> The dragon's jaw slackens and its eyes roll back into its head as it drops to the ground barely breathing.
 [22:02] * +Valio walks up to the sleeping beast and attempts to permanently end it.
 [22:03] <@GWRD> (Roll a critical hit)
 [22:03] * +Darenel checks to make sure the other dragon is still unmoving and then tries to help Theon with a heal
 [22:03] <@GWRD> (Still on init, since Valio's actions could awaken the sleeping beast)
 [22:04] <@GWRD> (Waiting to see if his blow is enough to drop it.)
 [22:04] <@GWRD> (Darenel, Androoin, Valio)
 [22:04] <+Janken> [silly Valio,havent you heard that old saying,let sleeping dragons lie?]
 [22:04] <@GWRD> (Though you do act before him, so you can heal)
 [22:05] <+Darenel> 1d8+2(not sure if there are any other bonuses)
 [22:05] <+TolBot> [Darenel's 1d8(5)+2]: 7 sure if there are any other bonuses)
 [22:05] <@GWRD> (Androoin, Valio)
 [22:05] * +Androoin charges over for the sleeping beast with his axe ready to cleave...
 [22:05] <+Androoin> 1d20+6
 [22:05] <+TolBot> [Androoin's 1d20(14)+6]: 20
 [22:05] <@GWRD> (Hit)
 [22:05] <+Androoin> 1d10+3
 [22:05] <+TolBot> [Androoin's 1d10(3)+3]: 6
 [22:06] <+Darenel> (and now we will need 2 crutches)
 [22:06] <@GWRD> Androoin rushes the sleeping dragon before Valio can deliver a coup, awakening the dragon with a throaty howl.
 [22:06] <@GWRD> (Valio, Theon, Orzady)
 [22:07] <+Orzady> (Seriously?) Who's side are you on?)
 [22:07] <+Valio> 1d20+2
 [22:07] <+TolBot> [Valio's 1d20(9)+2]: 11
 [22:07] <@GWRD> (miss)
 [22:07] <@GWRD> (Theon, Orzady, Aerys)
 [22:07] * @Theon_Tokko stumbles a step back , and slams his blade into the dragon that bit him



(assuming I can use it again now)

[22:08] <@GWRD> (Yes you can)

[22:08] <+Danel> (dont forget that 7 pt heal now that we have to fight the other one too)

[22:08] <@GWRD> Theon ends the life of the Shiv Dragon that got hold of his leg with a thrust to the cranium.

[22:08] <@GWRD> (Orzady, Aerys)

[22:09] * +Orzady rolls to his feet and looks to see if any other dragons need killing...like the one Androoin was awakening

[22:10] <@GWRD> Aerys shakes her head in disbelief and charges the remaining Shiv Dragon.

[22:10] <@GWRD> 1d20+7

[22:10] <+TolBot> [GWRD's 1d20(12)+7]: 19

[22:10] <@GWRD> 1d3+3

[22:10] <+TolBot> [GWRD's 1d3(3)+3]: 6

[22:10] <@GWRD> Punching it squarely in the snout.

[22:11] <+Androoin> "Well placed!"

[22:11] <@GWRD> 1d2

[22:11] <+TolBot> [GWRD's 1d2(1)]: 1

[22:11] <+Danel> (there is also my eagle around)

[22:11] <@GWRD> 1d20+5 vs Androoin's AC

[22:11] <+TolBot> [GWRD's 1d20(13)+5]: 18 vs Androoin's AC

[22:11] <@GWRD> (Then attack with it)

[22:11] <+Danel> 1d20

[22:11] <+TolBot> [Danel's 1d20(10)]: 10

[22:11] <@GWRD> 1d8+4 damage to Dwarf snacks

[22:11] <+TolBot> [GWRD's 1d8(2)+4]: 6 damage to Dwarf snacks

[22:12] <@GWRD> 1d20+9 vs Dwarf Jerky's CMD

[22:12] <+TolBot> [GWRD's 1d20(1)+9]: 10 vs Dwarf Jerky's CMD (*cough*)

[22:12] <+Androoin> (14)

[22:12] <@GWRD> The lizard snaps at Androoin's mid-section, taking a bite out of him, but can't get the greasy dwarf in its jaws.

[22:13] <@GWRD> (Ptolamir, Janken, Danel, Androoin)

[22:13] <@Ptolamir> (Can I move for a clean burn hands shot?)

[22:13] <@GWRD> (Reminder: +1hit/dam from Valio's performance)

[22:13] <@GWRD> (Damage adjusted on the creature)

[22:13] <@GWRD> (Sure Tol)

[22:14] * @Ptolamir moves into position, reaching out with his hand.

[22:14] <@Ptolamir> 3d4+1

[22:14] <+TolBot> [Ptolamir's 3d4(7)+1]: 8

[22:15] <@GWRD> 1d20+5 reflex

[22:15] <+TolBot> [GWRD's 1d20(8)+5]: 13 reflex

[22:15] <@GWRD> (What's the DC Tol?)

[22:15] <@Ptolamir> (DC15)

[22:16] <@GWRD> Ptolamir roasts the Shiv Dragon to death with his burning hands.

[22:16] <@GWRD> (END COMBAT)

[22:16] <+Janken> [ooh,dinner]

[22:16] <@Ptolamir> (My Burn hands DC is one higher than othe spells cause of my Gifted adept thing)

[22:17] <@Ptolamir> "Ash for you..."

[22:17] <+Orzady> "Dinner for us."

[22:17] * +Orzady sheathes his dagger.

[22:17] <+Janken> "Roasted lizard,anyone?"

[22:18] * +Androoin looks over his wounds but seems to shrug them off

[22:18] * @Theon_Tokko stumbles about, then sits down and slaps his leg, "Wake up you useless



thing!"

[22:18] * +Valio stops his inspiring performance and looks back the way Sasha ran. "Anyone want to go with me to find her?"

[22:19] <+Androoin> "Shes likely scouting to make sure non came from behind"

[22:19] * +Darenel looks over the wounded " I am going to try help with the wounds"

[22:20] <+Androoin> "have a look at mine if ye want"

[22:20] <@Theon_Tokko> "I think that beasts bite was poisonous.. My leg, where it bit me, is tingling"

[22:20] <+Valio> "With the prisoner we let go still less than a day away, I think we should find her before she wanders back."

[22:21] * +Valio looks worried.

[22:21] * +Darenel uses some water to clean the wounds out

[22:21] <@Ptolamir> "that is of concern."

[22:21] <@GWRD> (Heal check Darenel)

[22:22] <+Darenel> 1d20+10

[22:22] <+TolBot> [Darenel's 1d20(5)+10]: 15

[22:22] <+Androoin> "Aye, my wounds seem rather numbing"

[22:22] <@GWRD> (Whose wounds are you looking over first?)

[22:22] <+Darenel> (Androoin)

[22:23] * +Orzady looks around to see if anyone else decides to show up.

[22:23] <+Valio> "Gelik, would you join me in my search? It would probably raise her spirits to see us looking for her."

[22:23] <+Janken> "I'll look at Theon_Tokko."

[22:23] <+Janken> 1d20+7 heal

[22:23] <+TolBot> [Janken's 1d20(18)+7]: 25 heal

[22:23] <@GWRD> You look over his wounds, and the saliva does seem to be poisonous. You clean the bite out as best as you can.

[22:24] <@GWRD> Gelik: "Nah, she's bat shit crazy, like those Chickenbats she loves."

[22:25] <@GWRD> You look over Theon's wounds, and the poison has had more time to work through his large gapping wound, but you think you've cleaned out as much as you could.

[22:25] <@GWRD> (Both bitten roll DC 14 Fort saves vs. poison. +4 for Darenel's care)

[22:25] <@Theon_Tokko> 1d20+8 (+4 base + 4 Darenel)

[22:25] <+TolBot> [Theon_Tokko's 1d20(19)+8]: 27 (+4 base + 4 Darenel)

[22:25] <+Androoin> 1d20+6

[22:25] <+TolBot> [Androoin's 1d20(13)+6]: 19

[22:26] <+Androoin> "my thanks Darenel, damn beasts"

[22:26] <@GWRD> Theon and Androoin, you both start getting feeling back into your bitten areas after a short period of time, and damn it now stings and hurts like hell.

[22:26] * +Valio shifts from one leg to another, definitely not in his normal jovial mood.

[22:27] * @Theon_Tokko says his thanks, then gets up and hobbles over to the beast that bit him and kicks it a few times

[22:28] <@GWRD> Theon, it hurts to take out your aggression on the corpse, but at the same time feels satisfying.

[22:28] <+Janken> "Theon_Tokko, how are your wounds? Do you require healing?"

[22:28] <+Darenel> "Well you might as well tenderize our dinner a bit"

[22:28] <@Theon_Tokko> "Painfully satisfying."

[22:29] <@GWRD> (PRO DM TIP: The heal skill can be used to heal HPS too, once a day.)

[22:29] <+Darenel> 1d20+6 (alch)

[22:29] <+TolBot> [Darenel's 1d20(9)+6]: 15 (alch)

[22:29] <@Theon_Tokko> (got my 'gm dice' in .. they're pretty)

[22:29] <+Darenel> (ok can i roll with PK, he seems to like me more)

[22:30] * PK (Overlord@4643032a.cpe.92acce23.net.hmsk) has joined #grovewood

[22:30] <PK> Piss off!



[22:30] * PK (Overlord@4643032a.cpe.92acce23.net.hmsk) Quit (Client Quit)

[22:30] <+Janken> [xD]

[22:32] <@GWRD> Valio seems to be rather ansy, while Darenel is poking around in one of the lizard's mouths.

[22:32] <+Valio> "Is anyone else willing to go search with me?"

[22:33] * +Darenel walks away from the Dragon "Well this will not do at all"

[22:33] <+Janken> "If I am not needed here, I will go with you."

[22:34] <+Orzady> "I'll go."

[22:34] * +Valio nods "Thank you. She can't have gone far yet."

[22:35] <+Darenel> "Are we staying here much longer or are we pushing on? "

[22:36] <+Orzady> "Let's push on."

[22:36] <+Orzady> (brb -- speaking of pushing on)

[22:36] <@Theon_Tokko> (go drop the kids at the pool...)

[22:37] <@GWRD> (Splitting into two groups, a search party and a press on down the trail group?)

[22:37] <+Janken> [always a good idea to split the party]

[22:38] * +Valio hands some spare gear to the group not searching for Sasha.

[22:38] <@GWRD> (It is)

[22:38] <+Darenel> (this way we can find out just how many monsters are on this island)

[22:39] <@GWRD> (Just Valio and Janken on the search?)

[22:39] * +Androoin joins in the on the search

[22:39] <@GWRD> (Anybody else?)

[22:39] <+Androoin> "I suppose ill come along with my axe"

[22:40] <+Janken> [perhaps an elf with a bow?]

[22:40] <+Darenel> "maybe we should just all go searching, and when we find her we can try to find the path again"

[22:40] <@GWRD> (Anybody not searching?)

[22:40] <+Darenel> (looks like we are all going)

[22:41] <+Orzady> "Let's go then."

[22:41] <+Androoin> "Agreed"

[22:41] <@Ptolamir> (sure)

[22:42] <+Androoin> "Sasha, were coming to aid ya!"

[22:42] <+Valio> "Thank you, friends."

[22:43] <@GWRD> The group backtracks to where the fork in the path was. One route leads east, back the way you came, while the other leads north.

[22:45] <@GWRD> (Which way would you like to go?)

[22:45] <+Darenel> (do we see any fresh tracks)

[22:45] <+Orzady> (let's head north -- everyone one knows that the north is a friendly direction)

[22:45] * +Androoin looks around for tracks "I don't see any tracks"

[22:46] * +Androoin doesnt appear to be much of a tracker

[22:46] <@GWRD> (Survival-Tracking Check)

[22:46] <+Janken> 1d20+7 survival

[22:46] <+TolBot> [Janken's 1d20(5)+7]: 12 survival

[22:47] <+Darenel> (is tracking a special skill or does it fall under survival)

[22:48] <+Orzady> (tracking is a special skill)

[22:48] <@GWRD> (Falls under survival, but some classes, like ranger & inquistor, get a bonus to tracking specifically)

[22:48] <+Darenel> 1d20+12 (survival)

[22:48] <+TolBot> [Darenel's 1d20(10)+12]: 22 (survival)

[22:49] <+Darenel> (was checking the website to see if i need to have tracking specifically trained to use it)

[22:50] <@GWRD> Janken looks around for tracks, but doesn't find any on the firm game trail, Darenel however finds a pair of boot prints that head to the north, that match a similiar pair that was made by you when you came from the east about an hour ago.



[22:50] <+Darenel> "it looks like someone went North this way"
 [22:50] <+Orzady> (Hey! Look! Track! They lead...dammit...)
 [22:50] <@GWRD> (If you don't have survival trained with at least 1 rank, you can't make a survival roll for this)
 [22:51] <@GWRD> (But I'll give it to you for now regardless)
 [22:51] <+Valio> "North, you say?"
 [22:51] <+Darenel> (oh i have survival trained)
 [22:51] <+Janken> "We go north,it seems."
 [22:52] <+Darenel> (just didnt know if there was one of those things like Knowledge- religion but for Survival -tracking)
 [22:52] <@Theon_Tokko> 1d20+5 (Survival)
 [22:52] <+TolBot> [Theon_Tokko's 1d20(18)+5]: 23 (Survival)
 [22:52] <@GWRD> You press north for about a half hour, the sky starting to darken a little.
 [22:52] <+Androoin> "1 in 4 chance we are right"
 [22:52] * +Androoin follows along
 [22:52] <+Darenel> (what if she went up or down)
 [22:53] <+Androoin> (1 in 6 chance we are right)
 [22:53] <@GWRD> (Perception checks DC 20, adjusted for rogues with Trapfinding)
 [22:54] <+Androoin> 1d20+1
 [22:54] <+TolBot> [Androoin's 1d20(15)+1]: 16
 [22:54] <+Darenel> 1d20+8
 [22:54] <+TolBot> [Darenel's 1d20(14)+8]: 22
 [22:54] <+Valio> 1d20+5
 [22:54] <+TolBot> [Valio's 1d20(13)+5]: 18
 [22:54] <+Janken> 1d20+3
 [22:54] <+TolBot> [Janken's 1d20(5)+3]: 8
 [22:54] <@GWRD> (oh and marching order)
 [22:54] <@Ptolamir> 1d20+3
 [22:54] <+TolBot> [Ptolamir's 1d20(18)+3]: 21
 [22:54] <+Janken> [put me second from rear]
 [22:55] <+Darenel> (looks like i am near the front of this procession)
 [22:55] <+Valio> (you did track successfully...)
 [22:55] <+Darenel> (guys promise me you will avenge me!!)
 [22:56] <@GWRD> Ptolamir and Darenel, you're looking at some of the trees ahead, when you notice some spikes with a fresh coating of blood in one of the trees just ahead...
 [22:56] * +Darenel stops in his tracks and points towards the spikes "do you see those"
 [22:56] <+Janken> [they found sasha!]
 [22:57] * @Ptolamir nods with Darenel.
 [22:57] <@GWRD> Darenel, you also notice, as you were tracking, the tracks suddenly disappear near a camouflaged vine stretched out across the path.
 [22:57] <+Darenel> (paging all dwarves, please bring your darkvision to the front counter)
 [22:58] * +Darenel points out the vine to the others in the group so they don't trip it by accident
 [22:59] * +Janken nods
 [22:59] <@GWRD> There are also a fresh pair of additional tracks in the area, and it looks like some blood was hastily covered up in the dirt. There's definitely been signs of a struggle here, and whomever it was between made it very messy.
 [22:59] * +Androoin makes sure he avoids the pointed out trap
 [22:59] <+Valio> "That doesn't look good..."
 [22:59] <+Darenel> "Traps are not my area anyone knows how to disarm this one?"
 [23:00] <@GWRD> It looks to you like 2 pairs of barefoot human tracks dragged something off deeper to the north as...
 [23:00] <+Orzady> "I can."
 [23:00] * +Orzady steps forward and examines the trap.



[23:00] <@GWRD> (roll)
[23:00] <+Darenel> "there was a struggle here and someone was dragged north"
[23:00] <+Orzady> 1d20+7
[23:00] <+TolBot> [Orzady's 1d20(4)+7]: 11
[23:01] <+Orzady> (seriously?)
[23:01] <@GWRD> 1d20+10 vs Orzady's CMD
[23:01] <+TolBot> [GWRD's 1d20(1)+10]: 11 vs Orzady's CMD (Ugh.)
[23:02] <@GWRD> Orzady attempts to disarm the trap by kicking it, falling on his ass and almost going skyward into the spikes in the trees above.
[23:02] <@GWRD> Game over
[23:02] * Androoin is now known as Warbudgie
[23:02] <+Darenel> (yeah yeah rolls a 1 to throw us off our suspicions)
[23:02] <+Warbudgie> good game
[23:02] <@GWRD> (That was a 4)



Session 22 - 6/8/2014 - Untitled

[20:33] <@GWRD> The castaways, after they released their prisoner, made their way from their base camp down the shore line until they hopped on to one of the game trails to the west.

[20:36] <@GWRD> Running into a pair of Shiv Dragons, Sasha freaked out and fled, too demoralized from events on the island. Sustaining some serious injuries, the group took a bit to go look for Sasha. They then found signs of a struggle at a trap along the jungle trail.

[20:36] <@GWRD> With Sasha gone, this session of Souls for Smuggler's Shiv begins.

[20:37] <Orzady> "Let's follow the trail."

[20:38] <Valio> "This does not bode well."

[20:38] <@GWRD> (Map reminder: <https://docs.google.com/presentation/d/...slide=id.p>)

[20:39] <Orzady> "Nothing has, but we're here now."

[20:40] <Valio> "We should watch for more traps as we continue."

[20:40] * Sentagur (chatzilla@b55c5fcb.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood

[20:40] <Orzady> "Then I'll take the front."

[20:41] <Sentagur> (hi, sorry guys i am late)

[20:41] <Janken> [heya sent]

[20:42] <@GWRD> It's evening as you press northward along the new game trail, and the light has almost completely faded from the sky.

[20:43] * Sentagur is now known as Darenel

[20:43] * Orzady searches for traps along the trails.

[20:43] <@GWRD> (How long are you traveling for?)

[20:44] <Valio> (grr. lights are flickering. not happy)

[20:45] <Orzady> (I'm going until an hour before night fall, then setting up camp)

[20:45] <Valio> (I like that idea)

[20:46] <Orzady> (I'm checking for traps 1d20+6)

[20:46] <Valio> "We should keep a double watch tonight, and get an early start in the morning."

[20:46] <Janken> "Sounds good to me."

[20:47] <@GWRD> (It is an hour before night fall now)

[20:48] <Orzady> "We should camp."

[20:51] * Valio agrees.

[20:52] <Valio> "I will take first watch. Who will join me?"

[20:52] <Janken> "I will."

[20:53] <Orzady> "I'll take pre-dawn watch."

[20:53] <Darenel> " I can join you"

[20:55] <@GWRD> (quick afk, while you decide watches)

[20:56] <Orzady> "As you wish."

[20:56] * Tolman is now known as Ptolamir

[20:57] <Darenel> (so did i miss anything before i logged in)

[20:58] <Valio> (we walked a short bit, then decided to set up a camp for the night)

[21:00] * Disconnected

Session Close: Sun Jun 08 21:00:44 2014

Session Start: Sun Jun 08 21:00:44 2014

Session Ident: #grovewood

[21:00] * Attempting to rejoin channel #grovewood

[21:00] * Rejoined channel #grovewood

[21:00] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid> - Logs available here: <http://konnen.wg2140.com/index.php?opti...id=2>'

[21:00] * Set by ChanServ! services@services.sorcery.net on Sat May 24 11:15:47

[21:00] <***> Buffer Playback...

[21:00] <Orzady> [21:11:26] (we're looking for Sasha, or what's left of her -- no rush)

[21:00] <@GWRD> [21:11:58] (Sorry back)

[21:00] * Orzady [21:12:04] sets up his bed roll



[21:00] <***> Playback Complete.

[21:03] * TolBot yawns.

[21:04] * @Ptolamir finds a spot to lay down.

[21:04] <@GWRD> You break into watches, with folks volunteering for the first and last watches, but leaving the middle watches open... last watch roll perception checks.

[21:05] <Darenel> 1d20+8 perc

[21:05] <TolBot> [Darenel's 1d20(5)+8]: 13 perc

[21:05] <Orzady> 1d20+5

[21:05] <TolBot> [Orzady's 1d20(17)+5]: 22

[21:05] <@GWRD> (Does this camp have a campfire?)

[21:06] <Orzady> (do we?)

[21:06] <@GWRD> (That I would guess is a no.)

[21:07] <Darenel> (i would say no)

[21:07] <@GWRD> 3#1d7

[21:07] <TolBot> [GWRD's 1d7(7)]: 7

[21:07] <TolBot> [GWRD's 1d7(5)]: 5

[21:07] <TolBot> [GWRD's 1d7(5)]: 5

[21:07] <@GWRD> (Oddly enough I just rolled the 2 people on watch)

[21:08] <Darenel> (we won?)

[21:08] <Orzady> (we lost?)

[21:08] <Darenel> (a free kidnapping....)

[21:08] <Janken> [yes,you won the honor of being the first to die...]

[21:08] <@Theon_Tokko> (free blood draining)

[21:08] <@GWRD> Aerys awakens the two of you for your watches while it is still pitch black outside. Orzady when you shift position, you think you feel something move against your leg.

[21:09] <@GWRD> (Janken has it right on)

[21:09] <Orzady> "UP!"

[21:09] * Orzady kicks his leg and reaches for his dagger.

[21:10] <@GWRD> 2#1d20+5 Surprise attacks vs Darenel.

[21:10] <TolBot> [GWRD's 1d20(15)+5]: 20 Surprise attacks vs Darenel.

[21:10] <TolBot> [GWRD's 1d20(14)+5]: 19 Surprise attacks vs Darenel.

[21:10] * Darenel grabs his Staff and tries to see what alerted Orzady

[21:11] <@Ptolamir> (actually, sorry, I always take last watch.)

[21:11] <@GWRD> Darenel, you feel two sharp jabs into the sides of your legs, as you see Orzady recoil away from a viper that was sleeping with him for warmth.

[21:11] <@Ptolamir> 1d20+3

[21:11] <TolBot> [Ptolamir's 1d20(19)+3]: 22

[21:11] <Darenel> (or in this case gets stabbed in his sleep without realizing whats going on)

[21:11] <@GWRD> (2 damage and 2 DC 9 fort saves vs. poison)

[21:11] <Darenel> 1d20+4

[21:11] <TolBot> [Darenel's 1d20(4)+4]: 8

[21:12] <@GWRD> 1d2 Con damage

[21:12] <TolBot> [GWRD's 1d2(1)]: 1 Con damage

[21:12] <@GWRD> Your leg immediately begins to burn where you've been bitten.

[21:13] <@GWRD> `init rolls please

[21:13] <TolBot> Please make an initiative roll (1d20+modifier).

[21:13] <Valio> 1d20+4

[21:13] <TolBot> [Valio's 1d20(20)+4]: 24 (Amazing.)

[21:13] <Janken> 1d20+1

[21:13] <Orzady> 1d20+5

[21:13] <TolBot> [Janken's 1d20(15)+1]: 16

[21:13] <TolBot> [Orzady's 1d20(16)+5]: 21

[21:13] <@Ptolamir> 1d20+2



[21:13] <TolBot> [Ptolamir's 1d20(20)+2]: 22 (Yes!)

[21:13] <Darenel> 1d20

[21:13] <TolBot> [Darenel's 1d20(16)]: 16

[21:13] <@GWRD> 1d20+3 for Vipers

[21:13] <TolBot> [GWRD's 1d20(20)+3]: 23 for Vipers (Sweet!)

[21:13] <Orzady> (how can the vipers roll for init? They have no hands.)

[21:14] <Janken> [the hell is with all these nat 20's,TolBot?]

[21:14] * TolBot raises an eyebrow.

[21:14] <@Ptolamir> (lol)

[21:14] <Valio> (there goes our averages...)

[21:14] <@Ptolamir> (too bad wasted on init)

[21:14] <Janken> [lol]

[21:14] <@GWRD> (They just want to spoon and cuddle, maybe nibble on your bum a little. Why you got to go making fun of their lack of hands.)

[21:14] <@Ptolamir> (hehe)

[21:15] <@GWRD> `init report

[21:15] <TolBot> Initiative Order: Valio, 24, Vipers, 23, Ptolamir, 22, Orzady, 21, Darenel, 16, Janken, 16

[21:15] * Valio jolts awake and sends up some light globes as he draws his sword. "What is it, Orzady?"

[21:15] <@Ptolamir> (size of the vipers?)

[21:15] <@GWRD> (Valio awakens, Vipers, Ptolamir)

[21:15] <Orzady> "RUTTING SNAKES!"

[21:15] <@GWRD> (Tiny)

[21:16] <@GWRD> 3#1d20+5 1st vs. Orzady, last two vs. Darenel

[21:16] <TolBot> [GWRD's 1d20(4)+5]: 9 1st vs. Orzady, last two vs. Darenel

[21:16] <TolBot> [GWRD's 1d20(13)+5]: 18 1st vs. Orzady, last two vs. Darenel

[21:16] <TolBot> [GWRD's 1d20(15)+5]: 20 1st vs. Orzady, last two vs. Darenel

[21:16] <@GWRD> (2 Damage to Darenel, save DC increases by 4)

[21:16] <@GWRD> (Ptolamir, Orzady, Darenel)

[21:17] <@Ptolamir> (scene plz?)

[21:17] <Orzady> (one hit me I think)

[21:17] <@Ptolamir> (sorry, mage, but my main attack is an area attack, and every encounter I'm wishing we had a battle map)

[21:18] <@Ptolamir> (describe scene plz?)

[21:18] <@GWRD> It is the middle of the night in the jungle as your change of watch has just taken place. Orzady freaked out at something, awakening the camp as Darenel spooked the snakes sleeping with him.

[21:18] <@Ptolamir> (thanks. i meant like who is where)

[21:18] <@Ptolamir> ("It's a dark and stormy night...")

[21:18] <Darenel> (imagine me a s a plane with a bunch of snakes on me)

[21:19] <@Ptolamir> (LOL)

[21:19] <@Ptolamir> (Darenel is a MFin plane)

[21:19] <@GWRD> (You're all generally near by each other, sleeping by trees, or curled up in balls.

[21:19] <@GWRD> (There's a MFin Darenel on this MFin Snake)

[21:20] <Darenel> (haha)

[21:20] <Orzady> (lol)

[21:20] <@Ptolamir> (my main question is can i burn hands without hitting Darenel or others, of course)

[21:20] <Valio> (I have a makeshift hammock. I've used it often)

[21:20] <@Ptolamir> (sorry, not trying to be difficult, but hard to know what to do with my character without clarity)

[21:21] <@GWRD> (Sorry, no. The snakes are at each men's feet, biting at their calfs.)



[21:21] <Darenel> (you could bend down, snatch the two snakes off of me and turn them into ashes)

[21:21] <@GWRD> (Not difficult at all)

[21:21] <@Ptolamir> (pass till I figure anything out)

[21:21] <Orzady> (I'm wearing boots -- would that count as armor?)

[21:22] <@GWRD> (More or less)

[21:22] <@Ptolamir> (I cast IDENTIFY on the nearest snake.)

[21:22] <@Ptolamir> (DM: "The snake's name is Leonard.")

[21:23] <Darenel> (he likes long crawls along the beach and stargazing)

[21:23] <Orzady> (lol -- in front of you pops up the snakes Fangbook page)

[21:23] <Janken> [odd,he looks more like a Jim.]

[21:23] <@GWRD> (LOL)

[21:23] <Orzady> (30 friends? They all look alike.)

[21:23] <@GWRD> (Fangbook: Leonard is friends with Raj and Sheldon)

[21:24] <@GWRD> (Ptolamir, Orzady, Darenel)

[21:24] * Darenel curses as another snakes takes a bite

[21:25] <@GWRD> (Orzady, Darenel, Ptolamir -Holding)

[21:25] * @Ptolamir sends an arrow at a snake.

[21:25] * Orzady stabs at the nearest viper with his dagger.

[21:26] <@GWRD> (Roll to attack those attacking)

[21:26] <@Ptolamir> 1d20+3

[21:26] <TolBot> [Ptolamir's 1d20(17)+3]: 20

[21:26] <Orzady> 1d20+2

[21:26] <TolBot> [Orzady's 1d20(18)+2]: 20

[21:26] <@Ptolamir> 1d8

[21:26] <TolBot> [Ptolamir's 1d8(1)]: 1

[21:26] <Orzady> (yes!)

[21:26] <Darenel> 1d20+1

[21:26] <TolBot> [Darenel's 1d20(12)+1]: 13

[21:26] <@Ptolamir> (TB is rolling high tonight!)

[21:26] <Orzady> 1d4+2

[21:26] <TolBot> [Orzady's 1d4(3)+2]: 5

[21:26] <Orzady> (nice)

[21:27] * @Ptolamir backs far away from the snake as possible after letting loose the arrow.

[21:27] <Janken> [that just means we'll die faster!]

[21:27] <Orzady> (again?)

[21:27] <@GWRD> (Ptol and Orzady hit, Darenel was that an attack or saving throw?)

[21:27] <Darenel> (attack do i roll saving again?)

[21:28] <@GWRD> Orzady cuts the head off the snake attempting to bite him, while Ptolamir shoots the tail of one of Darenel's attackers.

[21:28] <@GWRD> (Yes to the save: DC 13)

[21:28] <Darenel> 1d20+3 fort

[21:28] <TolBot> [Darenel's 1d20(17)+3]: 20 fort

[21:28] <Orzady> (brb)

[21:29] <Darenel> (so take it the snake attacking me is nailed to the ground with an arrow now)

[21:30] <@GWRD> Darenel shakes off the effects of the poison in his body, but misses with his attack against the two snakes after him.

[21:30] <@GWRD> (Janken awakens, Valio then Vipers)

[21:31] * Valio attempts to cut through the one on Darenel.

[21:31] * Janken yawns,blinks away the sleep "Huhwhat?"

[21:31] <Valio> 1d20+2

[21:31] <TolBot> [Valio's 1d20(4)+2]: 6

[21:31] <@GWRD> (Miss)



[21:31] <@GWRD> 2#1d2
 [21:31] <TolBot> [GWRD's 1d2(1)]: 1
 [21:31] <TolBot> [GWRD's 1d2(1)]: 1
 [21:31] <@GWRD> 2#1d20+5
 [21:31] <TolBot> [GWRD's 1d20(15)+5]: 20
 [21:31] <TolBot> [GWRD's 1d20(5)+5]: 10
 [21:32] <@GWRD> (1 damage and new DC 9 saving throw)
 [21:32] <Darenel> 1d20+3 fort
 [21:32] <TolBot> [Darenel's 1d20(7)+3]: 10 fort
 [21:32] <@GWRD> Darenel continues to get bitten at by the vipers, who seem very aggitated now.
 [21:32] <@GWRD> (Ptolamir, Orzady, Darenel)
 [21:33] <Darenel> (the are agitated...._
 [21:33] <Darenel>)
 [21:33] * @Ptolamir lets loos another arrow.
 [21:33] <@Ptolamir> 1d20+3
 [21:33] <TolBot> [Ptolamir's 1d20(13)+3]: 16
 [21:33] <@GWRD> (hit)
 [21:33] <@Ptolamir> 1d8
 [21:33] <TolBot> [Ptolamir's 1d8(3)]: 3
 [21:33] <Orzady> (Getting a lot of "Hey -- don't judge us becuse we like is smoothy and fuzzy?" from the vipers?)
 [21:34] <@GWRD> (Yup, Leonard just defriend Darenel too
 [21:35] <Darenel> (if i ever get off this island, ima start a logging company, come back and deforest this whole place)
 [21:35] <Orzady> (I'm going to invent both Agent Orange and napalm)
 [21:35] <Orzady> (and flight)
 [21:36] <@GWRD> Ptolamir's arrow strikes the body of the viper he previously hit before, causing it to end its slithering and biting ways.
 [21:36] <@GWRD> (Orzady, Darenel)
 [21:36] <@Ptolamir> (tail and then head? hehe)
 [21:37] * Darenel swings at the snake again with his staff
 [21:37] <Darenel> (take that Leonard)
 [21:37] * Orzady stabs at a viper menacing Darenel
 [21:37] <Orzady> 1d20+2
 [21:37] <TolBot> [Orzady's 1d20(13)+2]: 15
 [21:37] <Darenel> 1d20+1
 [21:37] <TolBot> [Darenel's 1d20(7)+1]: 8
 [21:38] <Darenel> (bah should have tried to kick dust in its eyes)
 [21:38] <@GWRD> (AC 16, miss)
 [21:38] <@GWRD> (Janken, Valio, Viper)
 [21:38] <Orzady> (then he would have bought a Charles Atlas book and...oh, wait -- he would be able to turn the pages. Sorry, little snake dude.)
 [21:39] <Janken> [how far is the nearest snake from me?]
 [21:39] <@GWRD> (Eh, 10-15')
 [21:39] <Darenel> (how close would you like it? i can kick it next round right at you)
 [21:39] <@Ptolamir> [if it had been a snake, it would'a bit ya]
 [21:40] * Janken goes up to the closest one and slashes at it with his sickle
 [21:40] <Janken> 1d20
 [21:40] <TolBot> [Janken's 1d20(9)]: 9
 [21:41] <@GWRD> Wooosh!
 [21:41] <@GWRD> (Valio, Viper, Ptolamir)
 [21:41] * Valio takes another slash at the creature, trying to put it out of it's misery.
 [21:41] <Valio> 1d20+2



[21:41] <TolBot> [Valio's 1d20(13)+2]: 15
 [21:42] <@GWRD> (Miss)
 [21:42] <Darenel> (or blocked)
 [21:42] <@GWRD> 1d4
 [21:42] <TolBot> [GWRD's 1d4(3)]: 3
 [21:42] <@GWRD> 1d20 vs Valio
 [21:42] <TolBot> [GWRD's 1d20(13)]: 13 vs Valio
 [21:42] <@GWRD> (+5)
 [21:43] <@GWRD> (1 damage to Valio, DC 9 Poison Fort save)
 [21:43] <Valio> (wait, so 18 vs me?)
 [21:43] <Darenel> (pulls out the megaphone: Snake ... we have you surrounded... put your hands in the air and come out)
 [21:43] <Valio> 1d20
 [21:43] <TolBot> [Valio's 1d20(1)]: 1 (Sorry.)
 [21:43] <Valio> (ffffffffffffffff)
 [21:44] <@GWRD> The viper snaps its neck to the side and catches Valio off guard with a quick bite to his ankle.
 [21:44] <@GWRD> 1d2 con damage
 [21:44] <TolBot> [GWRD's 1d2(2)]: 2 con damage
 [21:44] <Orzady> (We have a Samuel L. Jackson and we're not afraid to use it.)
 [21:44] <@GWRD> (Ptolamir, Orzady, Darenel)
 [21:45] <@GWRD> (Serpentor: You'll never takessssss me alivessssss humanssss!)
 [21:45] <Darenel> (or only damage seems to come from a mage fumbling with a bow and arrow)
 [21:45] <@GWRD> (Don't knock the power of a mage)
 [21:45] <@Theon_Tokko> (I'm still sleeping 😊 lol)
 [21:45] <Orzady> (Serpentor? I'm going to assume you're bummed out over Father's Day and the cost of Father's Day cards.)
 [21:46] <Janken> [they can be real "stars" :p]
 [21:46] <@GWRD> (Ptolamir, Orzady, Darenel)
 [21:46] <Darenel> (shoot it Legolas)
 [21:47] <@Ptolamir> (any change? can I burn one square without hitting others?)
 [21:47] <@GWRD> (no, the viper has to occupy the same square as those it attacks)
 [21:47] <@GWRD> (If Valio moved however, you could)
 [21:48] * @Ptolamir holds his attack, "Get away from the snake!"
 [21:48] <Valio> (sure, blame it on me...)
 [21:48] <@Ptolamir> (rotfl)
 [21:48] <Orzady> (Thanks, Valio -- screwing it up for the rest of us)
 [21:49] <@Ptolamir> (geesh, man, Valio.)
 [21:49] <Janken> [curse you valio, whyd you have to go and get attacked?]
 [21:49] <Valio> (*runs away, sobbing*)
 [21:49] <@Ptolamir> (/me lowers head in disdain)
 [21:50] <@GWRD> (Orzady, Darenel, Ptolamir - holding)
 [21:50] * Orzady stabs at the snake again
 [21:50] <Orzady> 1d20+2
 [21:50] <TolBot> [Orzady's 1d20(6)+2]: 8
 [21:50] <Darenel> 1d20+1
 [21:50] <TolBot> [Darenel's 1d20(9)+1]: 10
 [21:51] <@GWRD> (Janken, Valio, Ptolamir)
 [21:51] * Janken slashes again at the snake
 [21:51] <Janken> 1d20
 [21:51] <TolBot> [Janken's 1d20(4)]: 4
 [21:52] * Valio swipes at the snake, then takes a step back.
 [21:52] <Valio> 1d20+2



[21:52] <TolBot> [Valio's 1d20(20)+2]: 22 (Yes!)

[21:52] * Janken then tries biting it, after missing

[21:52] * @Ptolamir burns the snake.

[21:52] <Janken> 1d20

[21:52] <TolBot> [Janken's 1d20(11)]: 11

[21:52] <Janken> [sigh...]

[21:52] <@Ptolamir> (enough room for cone? or just a blast?)

[21:52] <Valio> 1d20 (crit poss)

[21:52] <TolBot> [Valio's 1d20(8)]: 8 (crit poss)

[21:52] <Valio> 1d8+1

[21:52] <TolBot> [Valio's 1d8(2)+1]: 3

[21:53] <@GWRD> The viper is difficult to hit as it weaves between Valio's legs, it's only when Valio moves out of the way, is there a clear shot for him to behead the snake in one clean blow.

[21:53] -GWRD:#grovewood- Serpentor: "I Ssssshall be avenged! Hissssssss"

[21:53] <Darenel> (valio crit it so hard when the snake fell it turned into boots)

[21:53] * Valio takes a moment to check his wound.

[21:53] <Janken> [Snake? Snake?! Snaaaaaaaaaake!]

[21:53] <@GWRD> (Another DC 9 save Valio)

[21:54] * Valio winces at the pain

[21:54] <Valio> 1d20-1

[21:54] <TolBot> [Valio's 1d20(15)-1]: 14

[21:54] <@GWRD> You brush off the pain going through your leg, though the wound is quite uncomfortable.

[21:54] <Darenel> (thats it the next opportunity i am meditating to get a real pet)

[21:56] <@GWRD> The rest of the evening, goes by uneventful, and no more vipers attempt to try to use you to keep warm.

[21:56] * Valio hobbles back to his hammock. "Let us hope Sasha is surviving the night better than us."

[21:56] * Orzady shrugs his shoulders and goes back to his sleeping mat, after stomping on it to scatter any remaining snakes.

[21:57] <@GWRD> You notice, as you return to "bed" that Theon Tokko slept through the whole thing, along with Gelik.

[21:57] * Valio sighs and plops into his hammock, making sure to keep his leg raised a bit more than usual.

[21:57] <@GWRD> (And Androoin)

[21:58] * Orzady picks up a snake corpse and carefully lays it on his leg.

[21:58] <Darenel> (if i was a gnome i would put a dead snake in Theons sleeping bag)

[21:58] <@GWRD> (Good idea)

[21:59] <Janken> [cue zombie snakes]

[21:59] * Darenel helps heal the wounded

[21:59] * @Ptolamir looks at Valio, "Is he going to be alright?"

[22:00] <Orzady> (I'm going to take levels in sorcery for this)

[22:00] <Darenel> 1d8+2

[22:00] <TolBot> [Darenel's 1d8(2)+2]: 4

[22:03] * Darenel goes back to his bed after healing

[22:05] * Orzady sleeps

[22:05] <@GWRD> Morning comes soon enough. Orzady's new decorative leg band managed to stay in place during the evening, and no other visitors, except disease came to visit you. You do notice that the fresh blood has attracted a lot of flies and stinging insects to your camp.

[22:06] <@GWRD> (Ptolamir and Orzady were the victims of random chance and must make DC 12 Fort saves vs. disease)

[22:06] <Orzady> (to be clear, I put the dead snake on Gelik's leg)

[22:06] <Orzady> 1d20



[22:06] <TolBot> [Orzady's 1d20(1)]: 1 (*cough*)
 [22:06] <@GWRD> (Then it's not there in the morning)
 [22:06] <Orzady> (Seriously?)
 [22:06] * Valio wakes and attempts to see how hot he can make the coffee pot with prestidigitation.
 [22:06] * @GWRD gives Tolbot a cookie
 [22:06] * TolBot perks up.
 [22:07] <@Ptolamir> 1d20+0
 [22:07] <TolBot> [Ptolamir's 1d20(4)+0]: 4
 [22:07] <Darenel> (we dont even have to fight anyone to die here, disease will do it for us)
 [22:07] <@Ptolamir> (I'm sooooo glad to get great rolls when IT DOESN'T MATTER)
 [22:08] <@GWRD> Both of you feel a fever coming on, and have quite a few bug bites from the insects attracted to your camp.
 [22:08] * @Ptolamir awakes miserable.
 [22:08] <@GWRD> (Anybody down stats regain 1 point in your lost stat(s))
 [22:09] <Janken> [definitely grabbing "cure disease" next level if i can xD]
 [22:09] <@GWRD> (I think that's a 3rd level spell)
 [22:09] * Valio realizes something and dampens a rag and chills it, for Ptolamir and Orzady.
 [22:09] <Janken> [oh,boo]
 [22:10] * @Ptolamir stumbles to his feet, "I don't feel well at all."
 [22:10] <Darenel> 1d20+3
 [22:10] <TolBot> [Darenel's 1d20(5)+3]: 8
 [22:10] <Orzady> "I'm thinking that the island is taking our presence personally."
 [22:10] <@GWRD> 1d3 con
 [22:10] <TolBot> [GWRD's 1d3(1)]: 1 con
 [22:10] <@GWRD> 1d3 dex
 [22:10] <TolBot> [GWRD's 1d3(2)]: 2 dex
 [22:10] <Valio> "Here is a cool rag for your head. We still need to push on this morning."
 [22:11] <Orzady> "I'll walk on the water if it'll get us out of here."
 [22:11] <@GWRD> Darenel, who has been sick ever since the incident with the rats, seems to have over done it and looks worse this morning.
 [22:12] * Darenel wakes up looking like has been in a fight last night
 [22:12] <@GWRD> Aerys rubs the sleep out of her eyes, as Gelik looks inordinately chipper this morning.
 [22:14] * Valio works on making the others feel slightly better.
 [22:14] <Orzady> (dammit)
 [22:15] <@GWRD> You collectively resume your following of Sasha's trail, and head north along the game trail.
 [22:15] <@GWRD> (Checking for traps, if so who has point on that, and how far are you staying in front of the party?)
 [22:16] <Orzady> (I'll do it, but if we have someone better, feel free)
 [22:16] <@Ptolamir> (I lose 1 CON and 2 DEX?)
 [22:16] <@GWRD> (And note, that will slow your travel down to about half speed)
 [22:16] <Orzady> 1d20+6
 [22:16] <TolBot> [Orzady's 1d20(19)+6]: 25
 [22:16] <@GWRD> (No that was Darenel Ptolamir)
 [22:16] <Orzady> (traps?)
 [22:16] <@Ptolamir> (what do I lose? or just feeling awful?)
 [22:16] <@GWRD> (Just awful at the moment.)
 [22:17] <@Ptolamir> (ah... at the moment. wink)
 [22:18] <Orzady> (the death will come in time)
 [22:18] <@GWRD> (So to confirm, moving at half speed with Orzady regularly checking for traps?)
 [22:18] <@Ptolamir> (right)
 [22:18] <@GWRD> You travel for about 2 hours before Orzady stops everybody on the path,



discovering another trip wire on the ground.

[22:19] * Orzady follows the line, finding a way to disarm it.

[22:19] <Orzady> (disarm)

[22:19] <@Ptolamir> "Who is putting these here?"

[22:19] <Orzady> 1d20+7

[22:19] <TolBot> [Orzady's 1d20(20)+7]: 27 (Most impressive.)

[22:19] * @Ptolamir holds his stomach in pain.

[22:20] <Orzady> (Ha!)

[22:24] <@GWRD> With a flick of the wrist that makes disarming traps look like child's play, Orzady cuts the trip line in such a way that it doesn't even snap back like last time.

[22:25] <Orzady> "Rest or move on?"

[22:26] <Valio> "We must move on. Sasha's life may depend on it."

[22:26] <@GWRD> A few hundred feet ahead the path forks to the right down a wider path, or continues northbound.

[22:26] <Valio> "And if we delay, we may be found and the traps won't matter anyway."

[22:28] <Orzady> "I would much rather arrive alive and find her dead, than die from a trap and listen to her complain for eternity."

[22:31] * @Ptolamir nods.

[22:31] <@Ptolamir> "I do not know how much farther I can go."

[22:32] <Valio> "We will continue to go slow to keep searching for traps. You should be able to keep up."

[22:32] * @Theon_Tokko helps Ptolamir along

[22:32] <@Theon_Tokko> "Lean on me my friend."

[22:33] * @Ptolamir nods.

[22:33] * Orzady moves ahead to find other traps

[22:33] <@GWRD> A few hundred feet ahead the path forks to the right down a wider path, or continues northbound.

[22:34] <Orzady> "Which way?"

[22:34] <Darenel> (any one of those paths looks more "trappy")

[22:34] <Janken> "Which one has her trail?"

[22:34] * Valio takes a moment to see which looks more traveled.

[22:35] * Orzady lets his eyes unfocus for a minute

[22:35] <@GWRD> (Survival-tracking)

[22:36] <Janken> 1d20+7 survival

[22:36] <TolBot> [Janken's 1d20(4)+7]: 11 survival

[22:36] <Janken> [booo,everyone ELSE got nat 20s 😊]

[22:36] <@Theon_Tokko> 1d20+5

[22:36] <TolBot> [Theon_Tokko's 1d20(2)+5]: 7

[22:36] <@GWRD> You look at the trail, and can't tell which way is best.

[22:37] <@Theon_Tokko> (I'm going to go back to the bottle... XD)

[22:39] <Darenel> 1d20+12 survival

[22:39] <TolBot> [Darenel's 1d20(13)+12]: 25 survival

[22:40] <@GWRD> The wide trail shows signs of old travel of large numbers, while the northward trail has the fresh drag marks barely visible to the untrained eye.

[22:40] <Orzady> (drag marks)

[22:41] <Darenel> (are you sure its drag marks, it could be 2 snakes sneaking in front of us to make a trap)

[22:42] <@GWRD> (Serpentor's revenge?)

[22:42] <Orzady> ("Just hold that tripwire with your mouth until they come...")

[22:42] <@GWRD> (The choice is yours, north or east)

[22:43] <Valio> "Head North?"

[22:43] <Orzady> (North?)

[22:43] <Darenel> "seems right"



[22:44] <Janken> "North sounds good to me."
[22:44] <Orzady> "North."
[22:44] * @Ptolamir shrugs.
[22:45] * Orzady starts along the north trail, checking for traps.
[22:47] <Orzady> 1d20+6
[22:47] <ToIBot> [Orzady's 1d20(11)+6]: 17
[22:47] <@GWRD> You resume your travel northward, as the sun starts to beat down on you, as you come to a 10' wide gulch, flanked by steep 50' high slopes.
[22:48] <@GWRD> 1d20+10 vs Orzady's CMD
[22:48] <ToIBot> [GWRD's 1d20(14)+10]: 24 vs Orzady's CMD
[22:49] <@GWRD> 2#1d20+8 vs. AC
[22:49] <ToIBot> [GWRD's 1d20(13)+8]: 21 vs. AC
[22:49] <ToIBot> [GWRD's 1d20(16)+8]: 24 vs. AC
[22:49] <Janken> [nice knowing you,Orzady]
[22:49] <Orzady> (Everybody down!)
[22:49] <@GWRD> 2#1d6+2
[22:49] <ToIBot> [GWRD's 1d6(4)+2]: 6
[22:49] <ToIBot> [GWRD's 1d6(4)+2]: 6
[22:50] <@GWRD> Has Orzady achieves flight up the slopes, you realize that something is very wrong here...
[22:50] <Orzady> (Who armed the vipers? Then gave them bows?)
[22:50] <@GWRD> (Game Over)



Session 23 - 6/15/14 - Bikini Beach Brawl

[20:35] <@GWRD> Our journey begins with the pursuit of the missing Sasha, who fled during a fight with Shiv Dragons, only to get into a fight with 2 humanoids and dragged off.

[20:36] <@GWRD> As the group pursued, they came upon a 10' wide gulch flanked on either side by steep 30' high slopes. It was then that their party trap hunter achieved flight and got dragged up the slope and impaled upon spikes hidden along the sides of the steep slopes.

[20:37] <Orzady> (who's the poor guy who got -- oh, it was me)

[20:37] <Janken> [lol]

[20:38] <Orzady> (what's my current hp? I know I was fairly low)

[20:39] <@GWRD> (You'll have to check the logs.)

[20:40] <Valio> "That's probably not the best way to travel."

[20:41] <@GWRD> (Game grid stolen from Tol: <https://docs.google.com/spreadsheet/ccc...web#gid=50>)

[20:41] <@Theon_Tokko> (log is up btw)

[20:42] <Orzady> (got it -- and ouuuuucccccchhh)

[20:42] <@GWRD> As snarky comments about travel are made, the group gets to make Perception checks.

[20:42] <Janken> 1d20+3

[20:42] <TolBot> [Janken's 1d20(19)+3]: 22

[20:42] <Valio> 1d20+5

[20:42] <TolBot> [Valio's 1d20(9)+5]: 14

[20:43] <Orzady> 1d20+5

[20:43] <TolBot> [Orzady's 1d20(5)+5]: 10

[20:44] <@Ptolamir> 1d20+2

[20:44] <TolBot> [Ptolamir's 1d20(11)+2]: 13

[20:44] <Androoin> 1d20+1

[20:44] <TolBot> [Androoin's 1d20(7)+1]: 8

[20:45] <@Theon_Tokko> 1d20+4

[20:45] <TolBot> [Theon_Tokko's 1d20(11)+4]: 15

[20:45] <@Ptolamir> (sorry, guessed wrong. +3 makes it 14)

[20:45] <@GWRD> Only Janken sees a man at the top of the slope in a camouflaged blind near the top of the steep slope.

[20:46] <@GWRD> He has a similiar dress to the two you found on the beach several days ago, and looks to be eyeing Orzady.

[20:46] <Janken> "There's someone there!"

[20:46] * Janken points in his direction

[20:46] <@GWRD> `init rolls please

[20:46] <TolBot> Please make an initiative roll (1d20+modifier).

[20:46] <Janken> 1d20+1

[20:46] <TolBot> [Janken's 1d20(12)+1]: 13

[20:46] <@GWRD> 1d20+2 for MAN

[20:46] <TolBot> [GWRD's 1d20(4)+2]: 6 for MAN

[20:47] <Orzady> roll 1d20+5

[20:47] <Valio> 1d20+4

[20:47] <TolBot> [Valio's 1d20(13)+4]: 17

[20:47] <@GWRD> 1d20+2 for Aerys

[20:47] <TolBot> [GWRD's 1d20(12)+2]: 14 for Aerys

[20:47] <Orzady> roll 1d20+5

[20:47] <Androoin> 1d20+1

[20:47] <TolBot> [Androoin's 1d20(14)+1]: 15

[20:47] <Orzady> 1d20+5

[20:47] <TolBot> [Orzady's 1d20(8)+5]: 13

[20:48] <@GWRD> (Note please place your characters on the right side of the gulch near where it says "Party", except Orzady who has been placed.



[20:48] <@Ptolamir> (can you explain the grid? the white is the 10' wide canyon floor? what's the red?)

[20:51] <@GWRD> (White is the game trail, Green is sloped jungle, reddish is the gulch that Orzady just took a flight up.)

[20:51] <@Theon_Tokko> 1d20+3

[20:51] <TolBot> [Theon_Tokko's 1d20(10)+3]: 13

[20:52] <@GWRD> `init report

[20:52] <TolBot> Initiative Order: Valio, 17, Androoin, 15, Aerys, 14, Orzady, 13, Janken, 13, Theon_Tokko, 13, MAN, 6

[20:52] <@GWRD> (Valio, Androoin, Aerys)

[20:52] <@Ptolamir> (guess I'm last. still trying to understand map)

[20:53] * Valio sees where Janken pointed and sends a spell at the area. (guessing it's less than 120?)

[20:53] * Androoin roars at the man and starts to charge him...(if we did init it means hes engaging us right?)

[20:53] <@GWRD> (You group is on the game trail (white squares), the jungle here is steeply sloped (green), and the bare stone area of the gulch is where the trap got Orzady (red))

[20:54] <Valio> (sleep, dc 15 vs wis)

[20:54] <@GWRD> (Valio, you don't see anybody in that location, but yes it's less than 120')

[20:54] <@Ptolamir> (and it drug him 3 sqs south? And the green square where MAN is is 30ft above the adjacent red sq?)

[20:55] <@GWRD> (Yes the green and red squares are steep elevation)

[20:55] <@GWRD> 1d20+3

[20:55] <TolBot> [GWRD's 1d20(17)+3]: 20

[20:55] <@GWRD> (Orzady, saving throw please)

[20:55] <Androoin> (so whats the move for 20 speed charging on steep elevation?)

[20:55] <@GWRD> (You'll have to climb up this gulch)

[20:55] <Orzady> (fort?)

[20:56] <@GWRD> (So it would be a DC 10 climb check to move 1/4 your movement)

[20:56] <@GWRD> (Will)

[20:56] <Orzady> 1d20

[20:56] <TolBot> [Orzady's 1d20(19)]: 19

[20:56] <Orzady> (ahhahahahahahaa)

[20:56] <@GWRD> Valio's spell doesn't seem to have any effect that he can see.

[20:57] <@GWRD> (Androoin, Aerys)

[20:57] <Androoin> (k)

[20:57] <Androoin> 1d20 Climb check

[20:57] <@GWRD> 1d20+2

[20:57] <TolBot> [Androoin's 1d20(20)]: 20 Climb check (Awesome.)

[20:57] <TolBot> [GWRD's 1d20(8)+2]: 10

[20:58] * Androoin starts to move (can i charge at this point?)

[20:58] <@GWRD> Both Aerys and Androoin make for the cliff face, to try to climb up after the man that just ensnared Orzady.

[20:58] <@GWRD> (No you can't charge)

[20:58] <Androoin> (so whats 20 move at 1/4 on these squares?)

[20:59] <Androoin> (1 square?)

[20:59] <@GWRD> (Yup, if you double move it's 2 squares)

[20:59] <@GWRD> (Think of the slopes as a very steep children's slide with just enough slick to make it hard to run up)

[20:59] <Androoin> (i double move then 😊)

[21:00] <@GWRD> (Orzady, Janken, Theon)

[21:00] <@Ptolamir> (I don't understand the different between the green and red. They both have the same steep slope?)



[21:00] <@Ptolamir> (Or is red the same elevation as white trail?)

[21:00] * @Theon_Tokko moves

[21:01] <@Theon_Tokko> 1d20+3

[21:01] <@GWRD> (Sorry Tol yes. the green is just where the jungle meets this gulch. It's still sloped, just colored differently to show the difference)

[21:01] <TolBot> [Theon_Tokko's 1d20(6)+3]: 9

[21:01] <@Theon_Tokko> (haha, I failed XD)

[21:01] <@GWRD> (Orzady, Janken, MAN)

[21:01] <@Theon_Tokko> (Guess I'm back on the white?)

[21:01] <Janken> 1d20-4 climb

[21:01] <TolBot> [Janken's 1d20(9)-4]: 5 climb

[21:02] * Orzady tries to run for cover

[21:02] <@GWRD> (yup)

[21:02] <@GWRD> Orzady finds it hard to run for anything with a vine tied around his leg.

[21:02] <Janken> [so i fail the climb check,cant get up into the jungle,right?]

[21:02] <@GWRD> While hanging upside down on a slope.

[21:02] <@GWRD> (Correct)

[21:02] <Orzady> "Gods -- really?"

[21:03] * Orzady takes out his dagger and starts cutting at the vine.

[21:03] <@Ptolamir> (The red that orzady is on is higher than the white trail we were on? I still don't undersand)

[21:04] <@GWRD> (No Tol. The red is a clear of foliage slope and is still slanted like the green jungled slope)

[21:04] <@Ptolamir> (I'm so so sorry. Not trying to be difficult)

[21:04] <@Ptolamir> (OH, I get it)

[21:04] <@Ptolamir> (A gulch is a canyon floor isn't it'. not the right word for the red clearing)

[21:05] <@GWRD> Orzady cuts the rope and falls down the side of slope and lands hard on the trail.

[21:05] <@GWRD> 2d6 non-lethal damage

[21:05] <TolBot> [GWRD's 2d6(9)]: 9 non-lethal damage

[21:05] <Orzady> (ok -- I'm non-lethally dead)

[21:06] <@GWRD> Orzady lands in a crumpled mess and isn't moving anymore.

[21:07] <@GWRD> (Janken, MAN)

[21:07] <@Theon_Tokko> (*waits for Gelik to taunt Orzady*)

[21:08] <Orzady> ("Quick, while's out -- get in the cruise ship and leave!")

[21:08] <@GWRD> Janken, you spot the man making a break for the jungle behind him, apparently abandoning the fight.

[21:08] <@GWRD> (End combat)

[21:08] <Androoin> (must have seen the dwarves)

[21:08] * Valio moves to Orzady's location and tries to heal him.

[21:09] <Valio> 1d8+2

[21:09] <TolBot> [Valio's 1d8(4)+2]: 6

[21:09] <@GWRD> Orzady looks like a crumpled mess... abit a breathing crumpled mess.

[21:10] <Valio> "We need to find a place to regroup."

[21:11] * @Ptolamir rushes up to Orsady, "Someone do something or him"

[21:11] <Orzady> ("We are, we're not pointing and giggling.")

[21:11] <Valio> "He should live, but we need to get out of here. This is a dangerous position."

[21:11] <Janken> "Agreed."

[21:12] * @Theon_Tokko poke Orzady with his foot

[21:12] <@GWRD> Gelik laughs a little.

[21:12] <Valio> "Someone going to help me with him?"

[21:12] <@Theon_Tokko> "No more teasing.. Get up before Gelik decides to hump your leg or something."

[21:13] * Janken helps carry Orzady



[21:13] <Androoin> "/me helps gather Orzady
 [21:13] * Androoin helps gather Orzady
 [21:14] * @Theon_Tokko slaps Gelik hard upon the head (Gibbs style)
 [21:14] <Orzady> (did you kneel to do that?)
 [21:14] <@GWRD> (Make an attack roll if you are attempting to do that)
 [21:14] <Valio> (hehe, I could see that. If Gelik wasn't so annoying and non-Tony-like...)
 [21:14] <@Theon_Tokko> 1d20+5
 [21:14] <TolBot> [Theon_Tokko's 1d20(5)+5]: 10
 [21:14] <@Theon_Tokko> (really... evil tolbot)
 [21:14] * TolBot makes a 'shushing' sound.
 [21:15] <@GWRD> Gelik ducks out of the way and backs way off, drawing his longsword in defense.
 [21:16] <@Theon_Tokko> "Its not polite to laugh at a friend when they're down little man."
 [21:16] <Valio> "Can we get somewhere safe? I think the cannibals are enough of a threat right now."
 [21:16] <Janken> [i have a feeling of deja vu here]
 [21:17] <@GWRD> Gelik: "This coming from a buffoon?"
 [21:17] <@Theon_Tokko> "Better a bafoon than a coward."
 [21:17] * Valio starts dragging Orzady towards the forest.
 [21:17] <Androoin> "I'm not thinking there is any place safe"
 [21:17] * @Theon_Tokko walks away to help with Orzady
 [21:18] <Androoin> "Any cannibals bother us, I'll make sure they find a quick end with me axe"
 [21:19] <Androoin> (thats a challenge to the DM)
 [21:20] <@GWRD> (Challenge accepted)
 [21:20] <Janken> [you HAD to say something]
 [21:21] <Orzady> (I might be the lucky one at this game for once)
 [21:21] <Androoin> (lol)
 [21:21] <Androoin> (have we healed any since last battle btw?)
 [21:21] <@GWRD> (nope)
 [21:22] <Androoin> (k)
 [21:23] <@GWRD> (Continuing on down the trail, healing up Orzady, doing something else?)
 [21:23] <@Ptolamir> "Orzady, can you go on?"
 [21:24] <@GWRD> Orzady is presently knocked out, and is unable to answer you.)
 [21:24] <Janken> "Is anyone other than Orzady injured?"
 [21:24] <Orzady> ("I think I'll go for a walk...")
 [21:25] <Valio> "I am not, but I won't be able to help much if others get injured."
 [21:25] <Janken> "I can heal if needed."
 [21:25] <Androoin> (i am down 4 hps)
 [21:26] <Androoin> (nothig major)
 [21:26] <@GWRD> As you assess the extent of your injuries, the heal is starting to get brutal outside.
 [21:28] * Androoin starts to remove a layer of armour, brining several fresh battle wounds into plain sight briefly.
 [21:28] <@GWRD> (Heal = heat)
 [21:29] <Androoin> (too late you said heal)
 [21:29] * Valio thinks a moment, then works some prestidigation on his clothing to cool it down.
 [21:29] <Janken> [that is some terrible heal!]
 [21:30] <Androoin> (thats selfish Valio)
 [21:30] * Valio smiles as his microclimate drops into comfortable levels.
 [21:30] * Janken creates some cool water for everyone
 [21:30] <@GWRD> Your prestidigation does little to cool you.
 [21:31] * Androoin grunts through the heat and continues to lower his armour levels as it progresses (we should play a soccer match right now)
 [21:32] <@GWRD> (Camping out here?)



[21:32] <Orzady> (softly snoring)

[21:35] <@GWRD> Aerys grumbles about the dangers of staying here and goes over to Orzady and throws him over her shoulder like a sack of flour.

[21:35] <@GWRD> Aerys: "It's not safe here, let's go."

[21:35] <Orzady> (at least my dignity is still intact)

[21:35] <Valio> "We need to find some better shelter. Even with my cooling, this is bad."

[21:39] <@GWRD> Aerys starts walking down the path in the blistering heat.

[21:40] * @Ptolamir nods.

[21:40] <@Ptolamir> "We should go"

[21:40] * Androoin follows "I suppose we go"

[21:40] * Valio follows Aerys.

[21:41] * Janken follows as well

[21:43] <@GWRD> You head down the trail, travelling for an hour in the blistering heat, before the trail splits into 2 directions, one to the east, and one to the north.

[21:45] <Androoin> "Part of me says go East, part of me says go North, I won't be much help here"

[21:46] <Valio> "I would rather go North. We know nothing about the East right now."

[21:48] * Androoin continues to follow Aerys "You have a point"

[21:50] <@GWRD> Aerys puts Orzady down, using this moment to take a break. You can easily see that where she was carrying Orzady is soaked in sweat.

[21:50] <@GWRD> Aerys: "Which way?"

[21:51] <Valio> "North."

[21:51] <Orzady> (Am I going to need a shower?)

[21:51] <Androoin> (yes)

[21:51] <@GWRD> (yes, mostly because you're covered in a lake of your own blood and Aerys's sweat)

[21:52] <@GWRD> Aerys throws Orzady back up over her shoulder and you all continue north.

[21:52] <Janken> "Would you like help with him,Aerys?"

[21:53] <Valio> "We need to keep moving, but this heat is going to cause trouble. Perhaps north for a short distance, then off the trail for the rest of the heat?"

[21:53] * Androoin nods in agreement

[21:53] <Androoin> (afk, dog)

[21:54] <@GWRD> Aerys dismisses you with a wave of her hand, but you think you hear a sigh of relief at the mention of a break.

[21:55] <@GWRD> You travel for a bit before breaking off to the side for a bit of relief from the sun.

[21:55] <Janken> [cue wave of chickenbats as soon as we leave the trail]

[21:56] <Valio> "It seems that we need a better plan than charging in to save Sasha."

[21:56] <@GWRD> As the sun breaks later that afternoon, you resume travelling the trail once more until you arrive at the beach, it's there you see something new...

[21:58] <@GWRD> Several small shelters made from driftwood have all but collapsed here. A lone woman, covered in what appears to be yellow pollen or fine sand stands in the middle of the camp, staring out at the sea, oblivious to your being there.

[22:02] <Orzady> (my allergies are starting up again)

[22:02] <@GWRD> (Aerys stuffs a hankerchief up your nose)

[22:03] <@GWRD> (Actions?)

[22:03] <@GWRD> (Anybody here)

[22:03] <Valio> (I'm here, not sure what to do...)

[22:03] <Androoin> (back)

[22:03] <Janken> "Greetings!"

[22:03] * @Ptolamir calls out to Sasha.

[22:03] * Janken waves at the woman

[22:03] * Androoin watches

[22:04] <Orzady> (Is it Sasha?)

[22:04] <@Ptolamir> "Sasha!?"



[22:04] <@GWRD> The woman turns, her pale yellow skin and stark white eyes appearing very inhuman against her otherwise human form. The unknown woman lets out a moan and starts shambling towards you.

[22:04] <@GWRD> `init rolls please

[22:04] <TolBot> Please make an initiative roll (1d20+modifier).

[22:05] <@GWRD> 1d20-1 for woman

[22:05] <TolBot> [GWRD's 1d20(4)-1]: 3 for woman

[22:05] <@Ptolamir> 1d20+2

[22:05] <TolBot> [Ptolamir's 1d20(20)+2]: 22 (Wow)

[22:05] <Janken> 1d20+1

[22:05] <TolBot> [Janken's 1d20(4)+1]: 5

[22:05] <Valio> 1d20+4

[22:05] <TolBot> [Valio's 1d20(13)+4]: 17

[22:05] <@GWRD> 1d20+2 for Aerys

[22:05] <TolBot> [GWRD's 1d20(10)+2]: 12 for Aerys

[22:05] <Orzady> (Aerys drops Orzady on hte ground)

[22:05] <@GWRD> (Shortly)

[22:06] <@GWRD> `init report

[22:06] <TolBot> Initiative Order: Ptolamir, 22, Valio, 17, Aerys, 12, Janken, 5, woman, 3

[22:06] <@GWRD> (Ptolamir, Valio, Aerys)

[22:06] <@Ptolamir> (Her distance?)

[22:06] <@GWRD> (We'll say 40')

[22:06] <@GWRD> (I can battlegrid it if you want)

[22:07] * @Ptolamir lays down a wall of flame and then steps backward.

[22:07] <@Theon_Tokko> 1d20+3

[22:07] <TolBot> [Theon_Tokko's 1d20(4)+3]: 7

[22:07] * a8wj3 (28472@de9915fb.2c4e0837.net.hmsk) has joined #grovewood

[22:07] <@Ptolamir> (20ft wide)

[22:07] <@GWRD> (Valio, Aerys)

[22:08] <@GWRD> Aerys withdraws with Orzady back down the trail far enough to either get away or drop him and get into the fight if need be)

[22:08] <Androoin> (sorry missed init there, dog again)

[22:09] <@GWRD> (Valio, Janken, Woman)

[22:09] * Valio starts humming a little tune. (inspire)

[22:09] <@GWRD> (You go after Theon at init 0)

[22:09] <@GWRD> (Everybody gets +1 att/dam/save vs. fear)

[22:09] <Androoin> (k)

[22:09] <@GWRD> (Janken, Woman)

[22:10] <Janken> [delaying action until she gets closer]

[22:10] <@Ptolamir> (note guys, there a wall of flame in front of use this round)

[22:11] <@GWRD> The woman shambles towards you and walks right through the wall of fire to close to melee range with the group.

[22:11] <@GWRD> (Damage Tol)

[22:11] <@GWRD> (Janken, Theon, Androoin)

[22:11] <@Ptolamir> (1d6+1)

[22:12] * Androoin starts to put the pieces of his armour back on...

[22:12] <@Ptolamir> (refl halves it)

[22:12] * Janken slashes with his sickle, followed by a bite

[22:12] <@Ptolamir> 1d6+1

[22:12] <TolBot> [Ptolamir's 1d6(4)+1]: 5

[22:12] <@GWRD> 1d20+2

[22:12] <TolBot> [GWRD's 1d20(18)+2]: 20

[22:12] <@Ptolamir> (sorry, you meant to roll it. duh)



[22:12] <Janken> 1d20+1
 [22:12] <TolBot> [Janken's 1d20(14)+1]: 15
 [22:13] <Janken> 1d20+1
 [22:13] <@Ptolamir> (save also means didn't catch fire)
 [22:13] <TolBot> [Janken's 1d20(4)+1]: 5
 [22:13] <@GWRD> The fire does not seem to phase her much, though the air now smells of burned hair and flesh.
 [22:13] <@GWRD> (AC 17)
 [22:13] <Janken> [booo]
 [22:13] <@GWRD> (Androoin, Ptolamir, Valio)
 [22:14] * Androoin starts to put the pieces of his armour back on...
 [22:14] <Androoin> "Crap"
 [22:14] <@Ptolamir> (she didn't reach melee range? so technically hasn't attack us?)
 [22:14] <@GWRD> (She's in melee range, but couldn't attack... double moved)
 [22:15] <@GWRD> (Ptolamir, Valio, Janken)
 [22:15] * @Ptolamir fires a burning hands and then retreats.
 [22:16] <@Ptolamir> 3d4
 [22:16] <TolBot> [Ptolamir's 3d4(5)]: 5
 [22:16] <@GWRD> 1d20+2
 [22:16] <TolBot> [GWRD's 1d20(1)+2]: 3 (Tsk, tsk)
 [22:16] <@Ptolamir> (DC15)
 [22:16] <Orzady> (brb)
 [22:16] <@GWRD> 1d20+5
 [22:16] <TolBot> [GWRD's 1d20(8)+5]: 13
 [22:17] <@GWRD> (Valio, Janken)
 [22:17] * Valio continues his inspiring hum while drawing his longsword and attacking the woman.
 [22:17] <Valio> 1d20+3
 [22:17] <TolBot> [Valio's 1d20(8)+3]: 11
 [22:17] * Janken tries again to slash and bite
 [22:18] <Janken> 1d20+1
 [22:18] <TolBot> [Janken's 1d20(5)+1]: 6
 [22:18] <Janken> 1d20+1
 [22:18] <TolBot> [Janken's 1d20(18)+1]: 19
 [22:18] <Janken> 1d4
 [22:18] <TolBot> [Janken's 1d4(3)]: 3
 [22:19] <@GWRD> Janken lands his bite, which tastes rather earthy and more like a plant than a person.
 [22:19] <@GWRD> 1d2
 [22:19] <TolBot> [GWRD's 1d2(2)]: 2
 [22:19] <@GWRD> 1d20+5 vs Valio
 [22:19] <TolBot> [GWRD's 1d20(13)+5]: 18 vs Valio
 [22:19] <@GWRD> 1d6+4
 [22:19] <TolBot> [GWRD's 1d6(1)+4]: 5
 [22:20] <@GWRD> The woman swings her arm wildly, hitting Valio on the side of his head.
 [22:20] <@GWRD> (Ptolamir, Valio)
 [22:20] * @Ptolamir blasts her again.
 [22:20] <@Ptolamir> 3d4
 [22:20] <TolBot> [Ptolamir's 3d4(10)]: 10
 [22:21] <@GWRD> (Note: You backed off and Janken and Valio closed to melee, you would have to relocate yourself to BH)
 [22:21] <@Ptolamir> (ok, NM)
 [22:21] <@GWRD> (I have the Battlegrid updated if you want to look at positioning)
 [22:22] <@Ptolamir> (oh, awesome, thank, that helps)



[22:22] * @Ptolamir holds action.
 [22:22] <@GWRD> (Valio, Janken, Ptolamir - holding)
 [22:22] <@Ptolamir> (so, still a climb on either side of the path?)
 [22:22] * Valio strikes again, managing to keep up his hum.
 [22:22] <@GWRD> (no that's regular jungle now)
 [22:22] <Valio> 1d20+3
 [22:22] <TolBot> [Valio's 1d20(16)+3]: 19
 [22:23] <Valio> 1d8+2
 [22:23] <@GWRD> (hit)
 [22:23] <TolBot> [Valio's 1d8(4)+2]: 6
 [22:23] <Valio> (brb, shouldn't take long)
 [22:23] <@GWRD> Valio cuts off one of her arms. There's no blood and she keeps pressing on.
 [22:23] <@GWRD> (Janken, Ptolamir - holding)
 [22:23] * Janken continues to slash and bite
 [22:23] <Janken> 1d20+1
 [22:23] <TolBot> [Janken's 1d20(6)+1]: 7
 [22:23] <Janken> 1d20+1
 [22:24] <TolBot> [Janken's 1d20(16)+1]: 17
 [22:24] <@GWRD> (hit)
 [22:24] <Janken> 1d4
 [22:24] <TolBot> [Janken's 1d4(2)]: 2
 [22:24] <@Theon_Tokko> (Sorry, was AFK)
 [22:24] <@GWRD> Janken tears out a chunk of her throat. Her head bobs to the side slightly, but she's not down yet.
 [22:24] <@GWRD> 1d2
 [22:24] <TolBot> [GWRD's 1d2(2)]: 2
 [22:24] <@GWRD> 1d20+5 vs Valio
 [22:24] <TolBot> [GWRD's 1d20(15)+5]: 20 vs Valio
 [22:25] <@GWRD> 1d6+4
 [22:25] <TolBot> [GWRD's 1d6(1)+4]: 5
 [22:25] <@GWRD> She wails on Valio with her remaining arm, smacking him hard in the chest this time.
 [22:25] <@GWRD> (Theon, Androoin, Ptolamir)
 [22:26] * @Ptolamir moves to the side through the jungle at half speed to attack when clear.
 [22:26] <@GWRD> (If you move 5' to your left, you would have a clear shot)
 [22:27] <Valio> (damage noted, and I'm back)
 [22:27] <@GWRD> (Theon, Androoin, Valio)
 [22:28] <@GWRD> (Theon, Androoin, Valio, Janken)
 [22:28] * Androoin continues to strap on the missing parts of his armour (how many round does that take?)
 [22:28] <@GWRD> (Depends on the armor. Light armor usually 1 rd, Med/Hvy 1 minute)
 [22:28] * @Theon_Tokko attacks
 [22:29] <@GWRD> (roughly that is)
 [22:29] <@Theon_Tokko> 1d20+5
 [22:29] <TolBot> [Theon_Tokko's 1d20(14)+5]: 19
 [22:29] <Androoin> (k so mine takes a minute)
 [22:29] <@GWRD> (Hit)
 [22:29] <@Theon_Tokko> 1d10+4
 [22:29] <TolBot> [Theon_Tokko's 1d10(10)+4]: 14
 [22:29] <@Theon_Tokko> (OH! I crit on 19/20, so crit confirm)
 [22:29] <@Theon_Tokko> 1d20+5
 [22:29] <TolBot> [Theon_Tokko's 1d20(2)+5]: 7
 [22:30] <@Theon_Tokko> (so standard hit)



[22:30] <@GWRD> Theon severs the woman's torso from her legs, and what remains of her drops.

[22:31] <Androoin> "Well struck!"

[22:32] <@GWRD> (Combat over, current xp total: 2,629)

[22:33] * Valio looks over his wounds with his shaving mirror.

[22:33] * @Ptolamir moves back out of the jungle.

[22:33] <Janken> "Valio,are you alright?"

[22:33] * Androoin gives Theron a warrior pat..."couldn't have done it better myself"

[22:33] * @Theon_Tokko cleans his blade and throws it back on his back

[22:33] <@GWRD> Valio, you're definitely going to have a lot of bruising on the side of your face, and it feels like your chest took a good solid hit as well.

[22:33] <Valio> "I can take a bit of a beating, this wasn't too bad."

[22:34] <Valio> "A bit of healing, a bit of rest, and I should be good again."

[22:34] <Androoin> "Thats the spirit"

[22:34] <Janken> 1d8+2 CLW on Valio

[22:34] <ToIBoT> [Janken's 1d8(5)+2]: 7 CLW on Valio

[22:35] * Valio thanks Janken.

[22:35] <@GWRD> (Somebody actually has healing left, and didn't heal Orzady hours ago?)

[22:35] <Janken> [xD]

[22:35] <@GWRD> Gelik starts chuckling.

[22:35] <Valio> (I healed him right after he fell... He didn't wake.)

[22:35] <@GWRD> (You did?)

[22:36] <Janken> [he did]

[22:36] <Androoin> (Orzady is resistant to healing though)

[22:36] <@GWRD> (Ah yes, you did. I don't think either of us noticed)

[22:37] <Orzady> (you did?)

[22:37] <Valio> (I did...)

[22:37] <@GWRD> (Wake up Sleeping Beauty, your prince kissed you hours ago.)

[22:37] * Orzady sits up and looks around.

[22:37] <Androoin> (you kissed him to heal him?)

[22:37] <Janken> [xD]

[22:37] <Orzady> "Oh, crap. I'm still here."

[22:38] <Orzady> (Hey! Hey! Eyes up here!)

[22:38] <Janken> "Welcome back to the living,Orzady."

[22:38] <Orzady> "So, what did I miss?"

[22:38] <@GWRD> Aerys drops Orzady like a sack of potatoes.

[22:38] <Janken> "The usual,unbearable heat followed by zombie-pollen woman."

[22:39] * Androoin chuckles "Glad you're alright!"

[22:39] <Orzady> "In any other circumstance, I would call you a liar. Here? You speak the truth."

[22:40] <Androoin> "ye shoulda seen the chop Theron crushed it with"

[22:41] * Orzady checks to see if everything is still there.

[22:41] * Orzady nods to Theron

[22:41] <Orzady> "So, do we take advantage of this camp?"

[22:42] <Valio> "We should set up a perimeter and use it for the evening. We can continue in the morning."

[22:43] <@GWRD> The camp consists of collapsed shelthers, none of which are usable in their current state, however could be shored up and re-built before the evening.

[22:43] <@Ptolamir> "Who dwelt here?"

[22:46] * Disconnected

Session Close: Sun Jun 15 22:46:12 2014

Session Start: Sun Jun 15 22:46:12 2014

Session Ident: #grovewood

[22:46] * Attempting to rejoin channel #grovewood



[22:46] * Rejoined channel #grovewood
[22:46] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid> - Logs available here: <http://konnen.wg2140.com/index.php?opti...id=2>'
[22:46] * Set by ChanServ! services@services.sorcery.net on Sat May 24 11:15:47
[22:46] <***> Buffer Playback...
[22:46] <Janken> [22:56:40] "Does it matter? They are not here anymore."
[22:46] <Androoin> [22:57:06] "Perhaps when we take a look around we will know more"
[22:46] <***> Playback Complete.
[22:46] <Valio> "We need to set traps this evening."
[22:46] * Orzady pokes around the camp.
[22:47] <@GWRD> (perception check)
[22:47] <@Ptolamir> 1d20+3
[22:47] <ToIbot> [Ptolamir's 1d20(6)+3]: 9
[22:47] * Janken starts rebuilding the shelters
[22:47] * @Ptolamir follows in looking around the camp.
[22:47] * Androoin joins in
[22:47] <@GWRD> (Well that was mostly for Orzady, who was looking around, but you can too.)
[22:49] <@GWRD> The shelters are in bad shape, but with your own supplies, and salvaging from other shelthers you are able to build up several of the structures.
[22:50] <@GWRD> It's close to evening when you finish, and though the clouds look like they were threatening rain, you get an afternoon free of it.
[22:50] <Orzady> (just ilke home)
[22:51] <Janken> [i do what i can]
[22:53] * @Ptolamir looks at the sky.
[22:53] * @Ptolamir then looks out over the water.
[22:54] * Androoin takes a moment to rest.
[22:54] <@GWRD> The clouds are dark and the sun is almost gone, leaving the clouds a red and purple hue this evening. The sea looks a bit choppy.
[22:54] * Orzady makes sure his lean-to is secure
[22:54] <@GWRD> (For a moment you feel the looming eyes of a GM watching you over his GM's screen on the ocean)
[22:55] <Orzady> (...so cold...)
[22:56] <@GWRD> Your shelthers look like they will do well to protect you from the elements as you divy up watches for the horrors that await you this evening...
[22:56] <@GWRD> GAME OVER



Session 24 - 6-29-14 - Another Boat

[20:31] <@GWRD> Our band of castaways, on their search for the abducted Sasha made their way along one of the game trails, until ending up on one of the northern beaches. There they found a zombified woman amidst a bunch of ruined huts and shelthers.

[20:31] <Tasso> (back... salads take a while to make...)

[20:32] <@GWRD> Fighting her to the point she stopped moving after dismemberment, they rebuilt up a couple of the huts to use as shelthers for the evening. It is now just after dark as we begin...

[20:32] <@GWRD> Game On

[20:32] * Harlequin_J_Goat is now known as Orzady

[20:33] * Tasso is now known as Valio

[20:34] * Valio uses his last remaining spell of the day on himself before getting some sleep. "I'll take morning watch."

[20:35] <Orzady> "I'll take the evening watch."

[20:35] <Janken> "I shall take second watch."

[20:36] <Darenel> "I can take third watch"

[20:39] <@GWRD> (So I see three watches)

[20:39] <Darenel> (is this a trap)

[20:39] <@Theon_Tokko> "I'll take first wach I guess."

[20:40] <@GWRD> (Sure, we'll go with that. A horrible trap.)

[20:40] <Janken> [its always a horrible trap]

[20:41] <@Ptolamir> (you jumped out of hyperspace too close to the deathstar!)

[20:42] <@GWRD> 1d3

[20:42] <ToIBot> [GWRD's 1d3(1)]: 1

[20:42] <@GWRD> (Watch 1: Perception checks)

[20:43] <@Theon_Tokko> 1d20+4

[20:43] <ToIBot> [Theon_Tokko's 1d20(7)+4]: 11

[20:43] <@Ptolamir> 1d20+2

[20:43] <ToIBot> [Ptolamir's 1d20(15)+2]: 17

[20:47] <@GWRD> Ptolamir you hear skittering across the boards of your shelter, like tiny little feet crawling up the sides of it.

[20:47] <Darenel> (wait a minute... snakes dont have feet)

[20:48] <Orzady> (but rats do)

[20:48] * @Ptolamir perks up, and whispers, "Orzady..."

[20:48] * Orzady opens his eyes and looks to Ptolamir

[20:48] <Orzady> (whispers) "What?"

[20:48] <@GWRD> (Same shelters or separate shelters?)

[20:48] <@Ptolamir> "Something's scuttling around."

[20:49] <@Ptolamir> (hmm, good ?)

[20:49] * Orzady unsheathes his dagger.

[20:49] <Orzady> (whispers) "Where?"

[20:49] * @Ptolamir steps outside the shlter and whispers towards Orzady's shelter nearby.

[20:49] * @Ptolamir looks to examine what's assaulting the shelter.

[20:50] * Orzady rolls to his feet and listens for other movement outside.

[20:51] <@GWRD> You step outside of your shelther and out of the corner of your eyes it looks like the walls are pulsating and black, until you look a little harder and see that it is thousands of spiders climbing up the sides and back of your shelter.

[20:51] <@GWRD> (Battlegrid: <https://docs.google.com/spreadsheet/ccc...web#gid=50>)

[20:51] <Darenel> (oh my god he is gonna burn us all inside here)

[20:51] * @Ptolamir yells, "Everybody OUT. Spiders!!!"

[20:51] <Orzady> (Seriously?)

[20:52] * Orzady grabs his bow and quiver and rushes out of the shelter.

[20:52] <@GWRD> (Purple spot on map is shelter with spiders on it.)

[20:52] <Orzady> "TORCHES!"



[20:52] <@GWRD> `init rolls please
 [20:52] <TolBot> Please make an initiative roll (1d20+modifier).
 [20:52] <Janken> 1d20+1
 [20:52] <TolBot> [Janken's 1d20(13)+1]: 14
 [20:53] <Valio> 1d20+4
 [20:53] <TolBot> [Valio's 1d20(6)+4]: 10
 [20:53] <@GWRD> (Also please place yourselves on the map)
 [20:53] <Darenel> 1d20+1
 [20:53] <TolBot> [Darenel's 1d20(8)+1]: 9
 [20:53] <Orzady> 1d20+5
 [20:53] <TolBot> [Orzady's 1d20(9)+5]: 14
 [20:53] <@Theon_Tokko> 1d20+3
 [20:53] <@Ptolamir> 1d20+2
 [20:53] <TolBot> [Ptolamir's 1d20(11)+2]: 13
 [20:53] <TolBot> [Theon_Tokko's 1d20(4)+3]: 7
 [20:53] <@GWRD> 1d20+3 for Spider Swarm
 [20:53] <TolBot> [GWRD's 1d20(12)+3]: 15 for Spider Swarm
 [20:54] <@GWRD> `init report
 [20:54] <TolBot> Initiative Order: Spider Swarm, 15, Orzady, 14, Janken, 14, Ptolamir, 13, Valio, 10, Darenel, 9, Theon_Tokko, 7
 [20:55] <@GWRD> 1d2 for Aerys
 [20:55] <TolBot> [GWRD's 1d2(2)]: 2 for Aerys
 [20:55] <@GWRD> 1d2 for Gelik
 [20:55] <TolBot> [GWRD's 1d2(1)]: 1 for Gelik
 [20:56] <@GWRD> 1d2
 [20:56] <TolBot> [GWRD's 1d2(2)]: 2
 [20:58] <@GWRD> The spiders swarm off the top of the shelter like a black wave and swarm all over Ptolamir and Darenel, biting and crawling all over their bodies...
 [20:58] <@Ptolamir> (ooh, fun)
 [20:58] <@GWRD> 1d6
 [20:58] <TolBot> [GWRD's 1d6(6)]: 6
 [20:59] <@GWRD> (Each take 6 damage and need 2 DC 11 Fort saves)
 [21:00] <@Ptolamir> 2#1d20+0
 [21:00] <TolBot> [Ptolamir's 1d20(5)+0]: 5
 [21:00] <TolBot> [Ptolamir's 1d20(18)+0]: 18
 [21:00] <@GWRD> (1st for poison if that gives you a bonus)
 [21:00] <Darenel> 2#1d20+4
 [21:00] <TolBot> [Darenel's 1d20(6)+4]: 10
 [21:00] <TolBot> [Darenel's 1d20(1)+4]: 5 (Ouch!)
 [21:01] <@Ptolamir> (I failed first one)
 [21:01] <@Theon_Tokko> (Darenel falls over dead from anafalatic shock...)
 [21:01] <@GWRD> 1d2 str damage both.
 [21:01] <TolBot> [GWRD's 1d2(1)]: 1 str damage both.
 [21:02] <@GWRD> The spider bites burn and sting and your limbs don't feel as responsive as they should. Darenel starts looking very ill in the pale moonlight, and starts wretching.
 [21:02] <@GWRD> (Condition: Nauseated - No attacks, spells, or attention type actions. Only get a single move)
 [21:03] <@GWRD> (Orzady, Janken, Ptolamir)
 [21:03] * Darenel tries to defend himself from spiders but seems unsuccessful
 [21:03] <@Theon_Tokko> (how big are these spiders?)
 [21:04] <@GWRD> (Thousands of normal looking spiders)
 [21:04] <Orzady> (are they bigger than poodles?)
 [21:04] <@GWRD> (Think shower / basement spiders, but in greater numbers)



[21:04] <Orzady> "WHERE IS A GODS-RUTTING TORCH?!"

[21:05] <@Ptolamir> "Move back!"

[21:05] <@Theon_Tokko> (*grabs the towel and starts snapping them with it*)

[21:06] <@GWRD> Orzady starts yelling for a torch, and doesn't realize that most people are still too groggy to think straight)

[21:06] <@GWRD> (Orzady, Janken, Ptolamir, Valio)

[21:06] * Janken heads outside to see what all the commotion is

[21:06] * Orzady swears in orchish as he looks for some torch material.

[21:07] <@GWRD> (Janken, Ptolamir, Valio)

[21:07] <@GWRD> (Janken needs to place himself on the map)

[21:08] <Janken> [internet is being stupid,im trying to be at E7]

[21:08] <@Ptolamir> (so the spiders are all on hte purple squares which is a 10x10 shelter?)

[21:08] <@GWRD> (Spiders have moved)

[21:09] * Valio grabs his remaining torches and casts spark on one as he advances slightly.

[21:09] <@Ptolamir> (then the DM needs to place spiders on the map) 😊

[21:09] <@GWRD> (Spiders are the purple squares on the map, they take up the 10 x 10 area.)

[21:10] <@Ptolamir> (ah, ok)

[21:10] <Valio> (4 torches in a group. guessing they'll catch next round?)

[21:10] <@GWRD> (Sure)

[21:10] <@GWRD> (Ptolamir, Darenel, Theon)

[21:10] * @Ptolamir prepares to take a step back, "Darwell!! Step to the side!

[21:11] <@Ptolamir> (Holding a sec to wait for Daranel to be out of his cone range)

[21:11] * Darenel tries to shake off some of the spiders and steps back

[21:11] * @Theon_Tokko moves towards the horde of spiders looking for something ot bash them with, and wonders how well the bard would work

[21:11] * @Ptolamir steps back then and let's loose a burning hands.

[21:12] <@Ptolamir> 3d4

[21:12] <TolBot> [Ptolamir's 3d4(10)]: 10

[21:12] <@GWRD> 1d20+3

[21:12] <TolBot> [GWRD's 1d20(14)+3]: 17

[21:12] <@GWRD> (What's your DC?)

[21:13] <@Ptolamir> (DC15 for that spell... so half damage)

[21:14] <Janken> [consider me delaying until i can get browser to connect >.<]

[21:14] <@GWRD> Ptolamir sets the area ablaze and wipes out many hundreds of spiders, though his spell was tipped a little too high to get all of them in one swoop.

[21:14] <Darenel> (Dont retreat.. Reload Ptolamir)

[21:14] <@GWRD> 1d2

[21:14] <TolBot> [GWRD's 1d2(2)]: 2

[21:15] <@GWRD> The spiders seem repulsed by the fire, and go after the fleeing Darenel, who is still too close for comfort.

[21:16] * Orzady runs towards Darenel -- looking to shove him clear of the spidermass

[21:16] <@GWRD> 1d6

[21:16] <TolBot> [GWRD's 1d6(1)]: 1

[21:17] <@GWRD> (1 damage, 2 fort saves for you, and one for Ptolamir... DC 11)

[21:17] <Darenel> 2#1d20+4

[21:17] <TolBot> [Darenel's 1d20(10)+4]: 14

[21:17] <TolBot> [Darenel's 1d20(12)+4]: 16

[21:17] <Orzady> (spidermass, spidermass, does whatever a spider can)

[21:18] <@Ptolamir> 1d20+0 FORT vs DC11

[21:18] <TolBot> [Ptolamir's 1d20(17)+0]: 17 FORT vs DC11 Success

[21:18] <@GWRD> The reduced number of spiders makes composing yourself much easier, though they are still crawling all over you, biting your body and making your life miserable.

[21:18] * Darenel seems to get some of his composure back



[21:18] <@GWRD> (Orzady, Janken,)
[21:19] * Orzady runs to Darnel to try to now pull him out of the spider crowd.
[21:19] <Darnel> "Get off of me you vile creatures"
[21:19] <@GWRD> (Orzady apparently doesn't move very fast)
[21:19] <@GWRD> (Janken, Ptolamir, Valio)
[21:20] <Janken> [still having connection issues here]
[21:20] <Orzady> (I don't want to pull a hammy...)
[21:20] <@Ptolamir> (hehe)
[21:20] <@GWRD> (Ptolamir, Valio, Darnel - Janken holding)
[21:22] * @Ptolamir positions himself, "Darwell, get past Orzady", holding up his hands ready to blast.
[21:23] <Orzady> ("Orzady, get out of that tub of sallow and attract the spiders.")
[21:23] <Darnel> (what is to our left, or can i step through those two trying to get away from the spider mass)
[21:23] <@Ptolamir> (you can move through spaces occupied by friendlies)
[21:23] <@Ptolamir> (to the left is the edge of the world. DON'T go THAT way!)
[21:24] <@GWRD> (Yesssss, go into the sea)
[21:25] <Darnel> (are we talking cliff here or can i try to get into the water to wash off some of those pasts)
[21:25] <Darnel> (pests too)
[21:26] * @Ptolamir blasts the spiders once Darnel moves.
[21:26] <@GWRD> (Sure you can go into the water... the green glowing waters... muhahah<Cough Cough>haha)
[21:26] <@Ptolamir> 3d4 damage, DC15 REFL save halves
[21:26] <ToIBot> [Ptolamir's 3d4(8)]: 8 damage, DC15 REFL save halves
[21:26] * Darnel tries to shake off some of the spiders by going into the shallows
[21:27] <Janken> [and is promptly eaten by whatever lurks in the water,RIP]
[21:27] <@GWRD> Ptolamir burns away the rest of the large mass of spiders. A few that managed to survive somehow harmlessly scatter.
[21:27] <@GWRD> Ptolamir burns away the rest of the large mass of spiders. A few that managed to survive somehow harmlessly scatter.
[21:27] <Darnel> (yaay, better swift death then being slowly sucked dry by hundreds of spiders))
[21:28] * @Ptolamir takes to a knee, "I feel weak."
[21:28] * Valio watches the spiders scatter while holding his remaining torches, now on fire. "huh."
[21:29] * Valio positions the torches for maximum light for the moment.
[21:29] * Darnel tries to shake the last of the spiders off and returns to land before taking care of his bites
[21:29] <Orzady> (shaking four of their limbs and swearing revenge)
[21:30] <Darnel> (we all hear "release the kraken" in the distance and the water starts to churn)
[21:30] <@GWRD> One of your shelters is a red burning mess of flames and fire, fit for no living after that show.
[21:30] <Orzady> (this neighborhood sucks)
[21:31] <@GWRD> (yup, too many arsonists)
[21:31] * Valio yawns and looks back to his own shelter.
[21:31] <Darnel> (next time i am playing a class that can create a safe pocket dimension to sleep in)
[21:32] * @Ptolamir rubs his arm.
[21:32] <@GWRD> (LOL)
[21:32] <Valio> (that would be awesome... so many nice magical things that would help)
[21:32] * Darnel looks miserable with bites all over him
[21:33] <Darnel> (how do you expect us to fight chicken bats and zombies when we cant even get our 12 hours of beauty sleep)
[21:33] <Orzady> (Worst! Wake-up call! Ever!)



[21:33] <Darenel> (yeah , not going to stay i this hotel again)

[21:33] <Janken> [some of us NEED that beauty sleep,i mean have you looked at the dwarf lately? yikes.]

[21:34] <Orzady> (Does the gnome ever sleep?)

[21:34] * Orzady looks around, stomping out the various small fires and spiders -- heading to his shelter for sleep.

[21:34] <@GWRD> (With how paranoid he is of you and Theon?)

[21:35] * Valio goes back to sleep.

[21:36] <Darenel> (i am still nauseous and cant heal myself)

[21:37] <@GWRD> You all eventually go back to sleep, most of you crowding in the remaining shelter to do so. Morning comes quickly enough, with faint trails of smoke coming off the remains of your previous shelter.

[21:37] <@GWRD> (That only lasted 1 rd)

[21:39] * @Ptolamir begins studying his spell book.

[21:39] * Orzady sleeps until morning.

[21:39] <Janken> [you need healing,Darenel?]

[21:39] <Darenel> (yeah)

[21:40] <Darenel> 1d8+2

[21:40] <TolBot> [Darenel's 1d8(1)+2]: 3

[21:40] * Darenel casts cure light wounds on himself

[21:40] <Janken> 1d8+2

[21:40] <TolBot> [Janken's 1d8(1)+2]: 3

[21:40] * Janken casts CLW on Darenel

[21:42] <Darenel> (may i suggest a 3' wide moat around our camps in the future, with automated defense turrets and active radar)

[21:43] <Orzady> (only if we dump our skill points into the sentry)

[21:44] * Orzady wakes up at first light, still a little stiff from the unhealed wounds and looks around.

[21:44] <Orzady> "We're alive another day, you rut-dumb island."

[21:44] * Valio passes out more coffee as the others wake.

[21:45] * Janken accepts gratefully

[21:46] * Darenel nods and accepts the coffee

[21:46] <@GWRD> (The DM's notes suggest that Ptolamir & Orzady are still suffering from Mind Fire DC 12 Fort, and Darenel still has Filth Fever DC 11)

[21:46] * Orzady takes a cup.

[21:47] <Darenel> 1d20+10(healing)

[21:47] <TolBot> [Darenel's 1d20(2)+10]: 12

[21:47] <@GWRD> (Ptolamir and Darenel also get their 1 str loss back, and everybody gets their level in hps back)

[21:47] <@Ptolamir> (I only ever had a DC11 save vs poson)

[21:47] <@Ptolamir> 1d20+0 vs DC12

[21:47] <TolBot> [Ptolamir's 1d20(1)+0]: 1 vs DC12 Critical fail

[21:47] <@Ptolamir> (uh oh)

[21:47] <@GWRD> (This would be from about 2 weeks back)

[21:47] <Orzady> (...and he dies...)

[21:47] <Darenel> (so if my healing roll is higher than disease DC i get a bonus right)

[21:47] <Janken> [and Ptolamir dies,his body exploding from disease]

[21:47] <@GWRD> (+4)

[21:48] <Darenel> 1d20+8 fort

[21:48] <TolBot> [Darenel's 1d20(10)+8]: 18 fort

[21:48] <@GWRD> 1d4 int damage for Ptolamir

[21:48] <TolBot> [GWRD's 1d4(1)]: 1 int damage for Ptolamir

[21:49] <@Ptolamir> (This isn't sounding right. I've never made this check. What gave the disease to me?)



[21:49] <Darenel> (guys i can help with your rolls)
 [21:49] <@GWRD> (1000's of spiders erupt from Ptolamir's brain!)
 [21:49] <@Ptolamir> (I've certainly never lost an INT point before, or any stat point until tonight)
 [21:50] <Darenel> 1d20+10 (healing to assist with disease checks)
 [21:50] <TolBot> [Darenel's 1d20(17)+10]: 27 (healing to assist with disease checks)
 [21:50] <@GWRD> (Being on the island you have a chance each evening of contracting something. Red Ache I attribute to pesky spiders, Mind Fire is typically a fever. This is the first time you've failed a save Ptolamir)
 [21:50] <@GWRD> (Pesky ants, not spiders)
 [21:51] <Darenel> (i guess as Ptolamir already rolled this bonus is for Orz)
 [21:51] <Valio> "Shall we continue exploring the island?"
 [21:52] * @Ptolamir finds it hard to concentrate on his spellbook.
 [21:52] <@GWRD> (Map reminder: [https://docs.google.com/presentation/d/ ... slide=id.p](https://docs.google.com/presentation/d/...slide=id.p))
 [21:52] <Orzady> (I can roll again to see if I can shake this disease?)
 [21:53] <@GWRD> (Well considering you haven't rolled yet, yes?)
 [21:53] <Darenel> (orzady rolled his luck d20 die)
 [21:53] <Orzady> 1d20+1
 [21:53] <TolBot> [Orzady's 1d20(4)+1]: 5
 [21:53] <Orzady> (...and no...still sick)
 [21:53] <@GWRD> 1d4 int
 [21:53] <TolBot> [GWRD's 1d4(2)]: 2 int
 [21:54] <Orzady> (so...this island is taking it personally)
 [21:55] <@GWRD> From your present location on the island, you may travel along the shore to the east, west, or back the way you came to the south.
 [21:56] <Valio> "Shall we head west today?"
 [21:56] <Darenel> (that fella in the west looks friendly, we should check out what he has to say)
 [21:56] <Janken> "West is as good as any direction,let's go."
 [21:56] <Darenel> "West sounds good"
 [21:57] <@GWRD> You travel to the west, and not even an hour out...
 [21:57] <Darenel> (dum dum doooooom)
 [21:57] <Janken> [who crossbred spiders with chickenbats?!]
 [21:57] <@GWRD> The waves crash against a narrow beach of white sand, swirling around an immense red and orange crab the size of a small house that crouches on spiny legs.
 [21:58] <Valio> "Is that thing edible?"
 [21:58] <Darenel> (is that thig killable you mean)
 [21:58] <Janken> [time to break out the butter]
 [21:59] <Orzady> "I think dinner has volunteered."
 [21:59] <@GWRD> (It looks like it's about 26 feet wide)
 [21:59] <Darenel> (Ptolamir, we like this thing well done, ill go looking for lemons while you fry it)
 [21:59] <Valio> (that's big...)
 [21:59] <Orzady> "...and breakfast."
 [21:59] <Janken> "Possibly lunch as well."
 [22:00] * Orzady looks at Janken with a grin.
 [22:00] <@GWRD> Terrible moans and wails start coming from the crab, like the sound of a dying man, as it starts moving and shaking.
 [22:00] <Orzady> "Let's not get ahead of ourselves."
 [22:00] <Darenel> (robot crab???)
 [22:01] <Orzady> (someone turn off the holodeck...the safeties were disengaged again)
 [22:01] <@GWRD> (You want a nature check Darenel?)
 [22:02] <Darenel> 1d20+9
 [22:02] <TolBot> [Darenel's 1d20(17)+9]: 26
 [22:02] * @Ptolamir looks on curiously.
 [22:02] <Orzady> (that's not natural)



[22:03] <Janken> [his roll,or the giant crab?]

[22:03] <@GWRD> It raises one of its claws and swings it around.

[22:04] <@GWRD> More moans and shrieks come out of the crab.

[22:04] <Darenel> "The crab looks like it has been dead for a long time"

[22:05] <Darenel> " we shoudl be very carefull"

[22:05] * Janken looks sad "I don't know if giant zombie crabs are edible."

[22:06] <@GWRD> Some of its eye stalks twitch and twist, and a few of its legs rise and fall in place.

[22:06] <Valio> "Are we fighting this, or skirting around?"

[22:06] <Darenel> (does it sound like there is a bunch of gnomes with a steam machine powering the crab shell)

[22:06] <@GWRD> (No)

[22:06] <@GWRD> (Gelik will roll his eyes if you ask him too)

[22:07] <Orzady> "We should skirt this."

[22:08] <Darenel> "Agreed"

[22:08] * Janken nods

[22:08] <@GWRD> It moans some more, but quieter this time.

[22:11] <@GWRD> The giant crab continues to twitch and move its limbs.

[22:12] * Orzady walks around, making sure the gnome stays between it and him

[22:12] <@GWRD> You decide to skirt it, and it stops shrieking and moaning like a dying man when you move far enough away.

[22:14] <Darenel> (hey if that thing wants us to do a quest it should follow the union rules and attach a golden exclamation mark to its head)

[22:14] <@Ptolamir> (nod)

[22:14] <Orzady> (what would you call the mission: "Get Crabby")

[22:14] <@GWRD> (But it wasn't a quest giver. We're sorry Orzady, but your quest giver is on another part of the island.)

[22:15] <Orzady> (I'm sorry island, I'm staying here as long as there's rum)

[22:15] <Janken> [a crab that size probably WAS the quest]

[22:15] <@Theon_Tokko> (No, it'd be "Crabs, theres a medicine for that")

[22:15] <Orzady> (LOL)

[22:15] <Orzady> (that sounds like BL2 would call a mission that involved crabs)

[22:17] * Orzady looks around near the shoreline, looking for other signs of crab approach

[22:19] <@GWRD> You travel along the beach for a while, not running into anything as scary as giant crabs. You reach this western corner of the island, where it looks like rocks jut from the sea to one of the larger small islands to the north. The shore also travels southwards from here, and you spot a shipwreck off one of the small islands to the east.

[22:20] <@GWRD> (We'll say that's Dexter's ship, so you know there will be some stainless steel murder tools for loot)

[22:20] <Valio> "Should we check out the ship?"

[22:20] * @Ptolamir shakes his head, "Why does any ship go near this island?"

[22:20] <@GWRD> (Checking out the ship will require swimming or a tide that isn't high tide.)

[22:21] <@Theon_Tokko> (I have +7 swim lol)

[22:21] <Valio> "Or maybe the island. We need to do something before dark."

[22:22] <Janken> [i have -1 swim lol]

[22:22] <Darenel> (i would swim better if i was a rock)

[22:22] <Orzady> "Let's see if there is anything salvagabe from the ship."

[22:22] <@GWRD> (It's presently noon)

[22:23] <Valio> (swimming during the hottest part of the day? not the worst idea we've had)

[22:23] <@Theon_Tokko> (probably feel good lol)

[22:24] <Darenel> "i am not fond of swimming after the way i ended up on this island"

[22:26] <Orzady> "I'm less fond of dying. Might as well see if there's anything useful in that ship."

[22:27] <@GWRD> (Who's going swimming then?)

[22:27] * Valio searches for anything that would help them reach the ship.



[22:27] <@Theon_Tokko> (how many swim checks will it be? lol)
[22:27] * Orzady hands his bow, quiver and sword to Theon.
[22:27] <@Theon_Tokko> "I'm taking the plunge too my friend."
[22:28] * Orzady shrugs and looks to see who's not swimming.
[22:28] <Janken> "I can hold on to those for you."
[22:28] * Orzady hands his items to Janken
[22:28] <@GWRD> (Well it's a 1/4 mile out, so 1320 feet of swimming.)
[22:29] <Valio> "We need a way to get over there without swimming."
[22:29] <@GWRD> (I'll round that down to 1000 feet)
[22:30] <Darenel> "maybe we should wait for low tide to see if there is way across"
[22:30] <Janken> [thats quite a ways away]
[22:30] <@Ptolamir> "I will remain out of the water."
[22:30] <Valio> "perhaps. If low tide allows access to the small island, that would be another option."
[22:33] <Orzady> "How long is the tide out?"
[22:35] <Darenel> (we should get the flying demon thing to get us over there, ill it want is a few sips of blood as fare)
[22:36] <Orzady> (I volunteer the gnome as a sippie cup)
[22:36] <@GWRD> (Low tide is typically early morning or late afternoon)
[22:37] <Orzady> (when does the tide come back in?)
[22:37] <@GWRD> (It's noon presently and high tide, so your looking about 5-6 PM)
[22:38] <Valio> "Do we want to work towards crossing the water this evening during low tide? We could probably make things to help us across."
[22:38] <Valio> "floatation of some kind."
[22:43] <Darenel> "could mike some sort of a raft"
[22:45] <Janken> "Because entrusting our lives to something that floats on water has worked out well for us in the past,yes?"
[22:46] <Valio> "I didn't build anything that failed on me, just something someone else made."
[22:48] <Orzady> "A raft would be safer and would keep up from getting stranded on high tide. Let's get started."
[22:49] <Valio> "Aerys, would you help us?"
[22:49] <Darenel> (we should have just talked to the giant crab)
[22:49] <Valio> (maybe...)
[22:50] <@GWRD> Aerys: "Sure"
[22:51] <Orzady> "What do we need to do?"
[22:51] <@GWRD> The group goes about building a raft to sail to the shipwrecked ship, as this session comes to a close for the evening.
[22:52] <@GWRD> Game Over



Session 25 - 7-6-2014

[21:05] <@GWRD> Last we left off, our group was previously on the search for the missing Sasha, but got detoured by a shiny shipwreck off the coast of the west side of the island.

[21:05] <Darenel> (oh yeah, we were searching for her)

[21:05] <@GWRD> (oh yeah)

[21:06] <Janken> [shhh,shinies!]

[21:06] <Darenel> (i blame the crab)

[21:07] <@GWRD> As the group waits for low tide to attempt to cross, they go about trying to figure out how to cross as safely as possible... as this session begins!

[21:07] * @Ptolamir reads in his book.

[21:08] * Valio looks for objects that will provide floatation.

[21:08] * Darenel tries to forget the encounter with the spiders

[21:10] <Orzady> "Let's find some wood and make a raft to paddle across.

[21:10] <@GWRD> Almost mockingly, a spider crawls across your shoulder and down your chest.

[21:10] <@Theon_Tokko> (hehe)

[21:11] * Janken plays with some magical water

[21:11] * Darenel looking very concerned brushes the spider off and checks his clothes for more of his friends

[21:12] * Orzady looks for some wood

[21:12] <Darenel> "I will help looking for wood"

[21:12] <@GWRD> There is little in the way of spare wood here, with the jungle being about 1/2 a mile away. You could construct a crude raft using some of your shelter material, but could run the risk of losing it to the sea.

[21:13] <Orzady> "Who likes sleeping under the stars?"

[21:13] <Janken> "Depends on the weather."

[21:14] <Valio> "We need to get something together to help us over there. It doesn't need to be a boat that can keep us dry."

[21:14] <Orzady> "If we want a raft, we'll have to sacrifice shelter."

[21:15] <Darenel> "maybe we should wait with exploring the shipwreck until we find Sasha"

[21:17] <Orzady> "Do you want to risk losing the wreckage and whatever salvage to find a woman who's crazier than a drunken outhouse rat?"

[21:17] <Valio> "I can't think of a way to safely get through that canyon. Until we do, we may as well look through that wreckage."

[21:18] <@GWRD> Aerys raises a brow at "drunken outhouse rat"

[21:20] <Darenel> (so we are hoping for teleportation rings or para gliders on that wreck right)

[21:20] <Orzady> (or at least a 747 with a well stocked minibar)

[21:21] <@GWRD> (Sorry only a Stargate and a Tardis on the shipwreck)

[21:21] <@GWRD> (How are you building your raft?)

[21:22] <Orzady> (With a building montage)

[21:22] <@Theon_Tokko> (funny, I have stargate universe playing on my other screen 😊)

[21:22] <Orzady> (wife's watching Rockies baseball while job hunting -- we're living the dream)

[21:23] <Valio> (IDK... two pontoons with braces across, and space for us in the center?)

[21:23] * Orzady takes out his shelter and scavenges materials from it and Sasha's gear (mostly Sasha's) and tries to cobble together a raft

[21:24] <Darenel> "How long till low tide?"

[21:24] <@GWRD> (I meant more on the lines of "Where are you getting the wood?")

[21:25] <Janken> [gnomes are made of wood,right?]

[21:25] <@GWRD> (No witches are, and your group has no witches)

[21:28] * Disconnected

Session Close: Sun Jul 06 21:28:11 2014

Session Start: Sun Jul 06 21:28:11 2014



Session Ident: #grovewood

[21:28] * Attempting to rejoin channel #grovewood

[21:28] * Rejoined channel #grovewood

[21:28] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid> - Logs available here: <http://konnen.wg2140.com/index.php?opti ... id=2>

[21:28] * Set by ChanServ! services@services.sorcery.net on Sat May 24 11:15:47 2014

[21:28] <@GWRD> (You don't have Sasha's gear)

[21:28] <Janken> [nono,they weigh less than ducks]

[21:28] <Darenel> "If we are going to wait for low tide, we could try to get some wood from the jungle"

[21:28] <@GWRD> Using the part of the shelther that Orzady has been carrying, you construct something basic to help with the swim... or at least you think you constructed something decent.

[21:28] <@GWRD> (Anybody working on this have Knowledge: Engineering?)

[21:28] * Darenel knowing nothing of construction keeps out of the way

[21:28] <Valio> (not until lvl 5)

[21:28] <Orzady> (I don't -- so it looks fine enough to drown with)

[21:28] * Janken doesn't know anything about building things,and thus supervises the construction

[21:29] <Darenel> (i mean if Tom hanks did it with nothing but help from Wilson... how hard can it be)

[21:29] <@GWRD> (ok then, elect one person to make an intelligence check to see who is going to be responsible for your impending death.)

[21:29] <@GWRD> (You have Gelik, not Wilson)

[21:29] <Valio> (ptol)

[21:29] <Darenel> (same ballpark)

[21:29] <Orzady> (I nominate Darenel to be the captain of the 'Leave Sasha to Die' -- long may she sail)

[21:30] <Janken> [not i,i have a +-0 mod]

[21:30] <@Theon_Tokko> (I have a +1 Int lol)

[21:30] <Orzady> (still suffering under the penalty so no bonus for me)

[21:31] <@Ptolamir> (I don't)

[21:31] <Darenel> (isnt wisdom = Intelligence + practice)

[21:31] <Valio> 1d20+1

[21:31] <ToBot> [Valio's 1d20(1)+1]: 2 (Tsk, tsk)

[21:31] * @Ptolamir asks others to assist in his plans.

[21:32] <@Ptolamir> (your rolls will add bonus to mine)

[21:32] <@GWRD> After a few hours of work, rework, and more work using Orzady's parts, you build the raft.

[21:32] <Darenel> (haha acording to Valio this thing is as sturdy as the ship we came in on)

[21:32] <@Ptolamir> 1d20+2

[21:32] <ToBot> [Ptolamir's 1d20(16)+2]: 18

[21:32] <@Theon_Tokko> 1d20+1 (insert curocity)

[21:32] <ToBot> [Theon_Tokko's 1d20(16)+1]: 17 (insert curocity)

[21:32] <Valio> (I suggested tol. I just felt like rolling as well)

[21:32] <@Ptolamir> (plus, my bonus is down to +2 cause of INT damage)

[21:33] <@GWRD> It's getting on to a few hours before nightfall now, with the tide nice and low, and you are ready for the maiden voyage of your craft.

[21:33] <@GWRD> (Who's going to go)

[21:33] * @Ptolamir remains on the shore watching.

[21:33] * Janken stays on the shore as well

[21:33] * Darenel assists Ptolamir with watching

[21:34] * @Ptolamir nods at Darenel.

[21:34] * Valio looks at the water and the distance needed to travel.

[21:34] * Darenel looks at Ptolamir " we should prepare the rope if there is any left"



[21:35] <@GWRD> (1/4 of a mile)
 [21:35] <@Ptolamir> "Prepare it for?"
 [21:35] <@GWRD> (A hanging)
 [21:35] <Darenel> "in case anyone of them going makes it back to throwing distance"
 [21:35] * @Ptolamir nods.
 [21:36] <Orzady> "Ready Darenel? We can't leave without you."
 [21:36] <Valio> "I will go. Who will join me?"
 [21:36] <Orzady> "I'll go."
 [21:36] <Darenel> (it aint a proper ship unless you keelhaul someone on it)
 [21:36] * Valio makes a pile of unnecessary gear to leave behind with the others.
 [21:37] <Darenel> " i will leave this to more experienced sailors"
 [21:38] <Orzady> "That eliminates most of us, then."
 [21:38] * Orzady starts pushing the boat(?) towards the water.
 [21:38] <Darenel> (i am down to 2 STR if i recal correctly , i would swim like a rock)
 [21:38] <Darenel> (and not the floaty kind of rock either)
 [21:39] * Valio realizes most of the others don't want to go, and wonders what to do.
 [21:39] <@GWRD> The two brave explorers push the craft into the sea and hop on. (Swim checks)
 [21:39] <@Theon_Tokko> (I have +4 swim lol)
 [21:39] <Valio> 1d20+1
 [21:39] <TolBot> [Valio's 1d20(16)+1]: 17
 [21:41] <Orzady> 1d20+6
 [21:41] <TolBot> [Orzady's 1d20(3)+6]: 9
 [21:41] <Orzady> (glub)
 [21:42] <@GWRD> Orzady starts off to a bad start as one of the boards rolls dunking him briefly under water.
 [21:42] <Orzady> (another roll to surface?)
 [21:43] <@GWRD> (Nah, you're still on the beach, you can stand and be ok.)
 [21:43] <@GWRD> (Swim checks if you both plan on continuing onward)
 [21:44] <Orzady> (onward!)
 [21:44] <Orzady> 1d20+6
 [21:44] <TolBot> [Orzady's 1d20(8)+6]: 14
 [21:44] <Orzady> (Spongebob taunts me...)
 [21:44] <Janken> [ill start making the empty graves]
 [21:45] <@Ptolamir> (changinc computers, brb)
 [21:45] * @Ptolamir (Joe@18a092e9.hsd1.mo.5aa6454b.net.hmsk) Quit (Quit: Ptolamir)
 [21:45] * TolBot (TolBot@18a092e9.hsd1.mo.5aa6454b.net.hmsk) Quit (Quit: TolBot)
 [21:45] * Tolman (joe@18a092e9.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood
 [21:45] * TolBot (joew@18a092e9.hsd1.mo.5aa6454b.net.hmsk) has joined #grovewood
 [21:45] * ChanServ sets mode: +o Tolman
 [21:46] <@GWRD> 1d20+1 swim check for Valio
 [21:46] <TolBot> [GWRD's 1d20(9)+1]: 10 swim check for Valio
 [21:46] <@GWRD> As you continue out deeper, Orzady continues to struggle with the "raft", while Valio slips off.
 [21:47] <@GWRD> (Actions?0
 [21:47] <Valio> (sorry, I had people talking to me...)
 [21:47] <Orzady> (I'm pushing on...another roll?)
 [21:47] <@GWRD> (Sure)
 [21:47] * Valio tries to get back to the raft
 [21:47] <Orzady> 1d20+6
 [21:47] <TolBot> [Orzady's 1d20(13)+6]: 19
 [21:47] <Valio> 1d20+1
 [21:47] <TolBot> [Valio's 1d20(4)+1]: 5
 [21:47] <Orzady> (that's better)



[21:48] <@GWRD> Orzady pushes on as Valio disappears below the surface of the water.
 [21:48] * Valio decides to head back to shore.
 [21:48] <Darenel> "this does not look good"
 [21:48] <Valio> 1d20+1
 [21:48] <TolBot> [Valio's 1d20(1)+1]: 2 (Uh oh.)
 [21:48] * Orzady pushes on -- more stuff for me
 [21:48] <Valio> (the heck with the rolling today?)
 [21:48] <@Theon_Tokko> (Goodbye Valio...)
 [21:49] <@GWRD> Valio gets caught up in an undercurrent and is having a great deal of trouble getting back to the surface.
 [21:49] <@GWRD> (Orzady roll)
 [21:49] <@Theon_Tokko> (how far is Valio from the shore?)
 [21:50] <Orzady> 1d20+6
 [21:50] <TolBot> [Orzady's 1d20(3)+6]: 9
 [21:50] <Orzady> (...sigh...)
 [21:50] <Valio> 1d20+1
 [21:50] <TolBot> [Valio's 1d20(7)+1]: 8
 [21:50] <Valio> 1d20+1
 [21:50] <TolBot> [Valio's 1d20(12)+1]: 13
 [21:50] <@GWRD> (Not terribly far when you saw him go under)
 [21:50] * @Theon_Tokko goes in after him
 [21:51] <@Theon_Tokko> 1d20+4 (Swim)
 [21:51] <TolBot> [Theon_Tokko's 1d20(14)+4]: 18 (Swim)
 [21:51] <@GWRD> Orzady continues to paddle along, when the raft breaks apart, spilling the cocky Orzady into the sea.
 [21:51] <Orzady> "Son of a biuurgh!"
 [21:52] <Darenel> (swimming should not be this hard)
 [21:52] <Janken> [xD]
 [21:52] <@GWRD> (Swim checks, all in the sea)
 [21:52] <@Theon_Tokko> 1d20+4
 [21:52] <TolBot> [Theon_Tokko's 1d20(14)+4]: 18
 [21:52] <Valio> 1d20+1
 [21:52] <TolBot> [Valio's 1d20(12)+1]: 13
 [21:53] * Darenel wades in as far as he can go without having to swim with some rope
 [21:53] <@GWRD> Theon, you get to the point where you think you saw Valio go under, but don't yet see him surface.
 [21:53] * @Theon_Tokko searches for the poor thing
 [21:53] <@GWRD> (Swim checks, all in the sea, 2 from Orzady)
 [21:53] <Valio> 1d20+1
 [21:53] <TolBot> [Valio's 1d20(7)+1]: 8
 [21:53] <@Theon_Tokko> 1d20+4
 [21:53] <TolBot> [Theon_Tokko's 1d20(17)+4]: 21
 [21:53] <Orzady> 1d20+6
 [21:53] <TolBot> [Orzady's 1d20(20)+6]: 26 (You da man.)
 [21:55] <@GWRD> Orzady emerged where the raft collapsed.
 [21:55] <@GWRD> (Perception Theon)
 [21:55] <@Theon_Tokko> 1d20+7
 [21:55] <TolBot> [Theon_Tokko's 1d20(9)+7]: 16
 [21:55] <Orzady> "Gods! I hate the water!"
 [21:55] <Orzady> (another check?)
 [21:55] <@GWRD> You spot Valio several feet away, struggling against the current to get upright and back to the surface.
 [21:55] <@GWRD> (Yup)



[21:55] <Orzady> 1d20+6
 [21:55] <TolBot> [Orzady's 1d20(13)+6]: 19
 [21:55] * @Theon_Tokko swims over and grabs Valio and starts dragging him back to shore
 [21:56] <Orzady> (brb)
 [21:56] <@GWRD> (Swim check to dive and reach him)
 [21:56] <@Theon_Tokko> 1d20+4
 [21:56] <TolBot> [Theon_Tokko's 1d20(13)+4]: 17
 [21:56] <Valio> (my average rolls today have been 7.16)
 [21:56] * Darenel prepares to throw one end of the rope to Theon as soon as he is in range with Valio
 [21:56] <@GWRD> Theon dives under the water to get Valio, as Orzady treads water.
 [21:57] <Darenel> (you also had 2x 1 rolls)
 [21:57] <@GWRD> (Swim checks)
 [21:58] <@Theon_Tokko> 1d20+4
 [21:58] <TolBot> [Theon_Tokko's 1d20(3)+4]: 7
 [21:58] <Valio> 1d20+1
 [21:58] <TolBot> [Valio's 1d20(9)+1]: 10
 [21:58] <@GWRD> Theon, you get caught in the same under-current as Valio as he flails under the water and grabs at you in desperation.
 [21:58] <@GWRD> 1d20+6 swim for Orzady
 [21:58] <TolBot> [GWRD's 1d20(15)+6]: 21 swim for Orzady
 [21:59] * @Theon_Tokko mentally growls
 [21:59] <@GWRD> (The DM forces Orzady to start swimming back to shore)
 [21:59] <@GWRD> (Another roll)
 [21:59] <@GWRD> 1d20+6 swim for Orzady
 [21:59] <TolBot> [GWRD's 1d20(19)+6]: 25 swim for Orzady
 [21:59] <@Theon_Tokko> 1d20+4
 [21:59] <TolBot> [Theon_Tokko's 1d20(16)+4]: 20
 [22:00] <Valio> 1d20+1
 [22:00] <TolBot> [Valio's 1d20(14)+1]: 15
 [22:00] <Orzady> (back)
 [22:00] <Darenel> (you roll better afk than when you are here)
 [22:00] <@GWRD> Theon, you grab Valio, who has calmed down slight, and you both manage to break free of the undertow and surface.
 [22:00] <Orzady> (Good night everbody!)
 [22:00] <Valio> (up to 8.3 average for the night)
 [22:00] <Janken> [lol]
 [22:00] <@GWRD> (LOL)
 [22:01] * @Theon_Tokko drags the fool to the shore
 [22:01] <@GWRD> (1 more check for you two to reach the shore, Orzady has 4)
 [22:01] <@Theon_Tokko> 1d20+4
 [22:01] <TolBot> [Theon_Tokko's 1d20(20)+4]: 24 (Stunning.)
 [22:01] * Darenel helps Theon with said fools
 [22:01] * Orzady sputters and coughs up a significant amount of seawater.
 [22:01] <Orzady> 1d20+6
 [22:01] <TolBot> [Orzady's 1d20(10)+6]: 16
 [22:01] <@GWRD> (3 remain)
 [22:01] <Orzady> 1d20+6
 [22:01] <TolBot> [Orzady's 1d20(20)+6]: 26 (Stunning.)
 [22:02] <Janken> "Welcome back."
 [22:02] <Orzady> 1d20+6
 [22:02] <TolBot> [Orzady's 1d20(16)+6]: 22
 [22:02] <Valio> 1d20+1



[22:02] <TolBot> [Valio's 1d20(18)+1]: 19
 [22:02] <Orzady> 1d20+6
 [22:02] <TolBot> [Orzady's 1d20(16)+6]: 22
 [22:02] <Darenel> (you on a roll man, want to try swimming back to the ship)
 [22:02] * Valio pulls himself away from the water's edge and takes a moment to breath air instead of water.
 [22:03] <@GWRD> Orzady sputters back to shore, tired from the vigorous swim that cost you part of your shelther materials.
 [22:03] <@Theon_Tokko> "You fool! If you couldn't swim that well you shouldn't have gone!"
 [22:03] <Orzady> "Fine...fine...we'll find the bitch."
 [22:03] * @Theon_Tokko growls and stomps off
 [22:03] <Valio> "We need to do something to get off the island."
 [22:04] <@GWRD> (The DM presents the map: <https://docs.google.com/presentation/d/...PwEh8/edit>)
 [22:04] * Orzady rolls onto his back.
 [22:04] * Valio goes over to his gear and changes into a dry outfit after a few minutes of rest.
 [22:04] <@GWRD> (LOL Pandora just played a ship commerical)
 [22:05] <Darenel> after we find Sasha we are all taking swimming classes)
 [22:05] <Valio> (lol, good idea)
 [22:05] <@GWRD> (Where to, you have about 2 hours before night fall?)
 [22:05] <Orzady> (A bar)
 [22:05] <Janken> [off the godsforsaken island]
 [22:06] <Valio> (I'd suggest south?)
 [22:06] <Darenel> (next time i am vacationing on nothing without at least a 4 star hotel)
 [22:06] <Orzady> (takes out his copy of Lonely Planet and pitches it into the sea)
 [22:07] <Orzady> "Let's try to find some shelter somewhere."
 [22:07] * Darenel nods
 [22:08] <Valio> "This island is horrible."
 [22:10] <Orzady> "I no longer fear hell."
 [22:10] * Orzady goes off looking for shelter.
 [22:11] * @Theon_Tokko grins and offers Orzady some water
 [22:11] <Orzady> "I had my fill, already. Thanks."
 [22:11] <@Theon_Tokko> "Are you sure?"
 [22:11] * Orzady rings some water out of his sleeve.
 [22:12] <Orzady> "Very."
 [22:12] * Darenel smiles
 [22:12] * @Tolman shakes his head.
 [22:12] <Darenel> (who is Tolman)
 [22:12] <@Theon_Tokko> (*pokes Tolman's nick*)
 [22:12] * Tolman is now known as Ptolamir
 [22:12] * @Ptolamir shakes his head.
 [22:12] <Darenel> (ah)
 [22:13] <Darenel> (for a second you looked like someone else)
 [22:13] <Darenel> "We should try to find some shelter before it gets too dark!"
 [22:13] * Janken nods
 [22:14] <Orzady> (That's better -- Ptolamir's disappointment I can withstand)
 [22:14] <Orzady> "It's a walk to the forest."
 [22:14] <Darenel> (onward , back to the spider huts)
 [22:14] <Valio> "Agreed, we need to find some rest."
 [22:15] <@GWRD> (So into the jungle?)
 [22:15] <Orzady> (at least we can set the spiders on fire and keep warm)
 [22:15] <Janken> [burninate everything?]
 [22:16] <Darenel> (thats the spell Ptolamir has been memorizing this whole time)
 [22:16] <Orzady> (Let nothing stand but the memory)



[22:17] <@GWRD> Sunlight slowly slips towards the horizon to the west, while the larger sub-islands loom to the north, and more beach to your south.

[22:18] <Darenel> (i think we are heading to the edge of the jungle to make a camp)

[22:18] <Orzady> (yep)

[22:18] <@GWRD> (Ok, Survival check for whomever is doing the searching.)

[22:19] <Orzady> 1d20

[22:19] <TolBot> [Orzady's 1d20(1)]: 1 (That stinks.)

[22:19] <Darenel> 1d20+12 Survival

[22:19] <TolBot> [Darenel's 1d20(8)+12]: 20 Survival

[22:19] <Orzady> (Oh, God...I wandered off the edge of the map)

[22:20] <Darenel> (either that or walked right into that dead crab thing)

[22:20] <@GWRD> Orzady leads you on a search that wastes an hour of time, before Darenel finds something suitable for a campsite.

[22:20] <@GWRD> 1d8

[22:20] <TolBot> [GWRD's 1d8(4)]: 4

[22:20] <@GWRD> (Evening watches?)

[22:20] <Darenel> (1st)

[22:21] <Janken> [2nd]

[22:21] <Orzady> (3rd)

[22:21] <Valio> (3rd)

[22:22] <@Ptolamir> (1st)

[22:22] <@Theon_Tokko> 1d20+4

[22:22] <TolBot> [Theon_Tokko's 1d20(8)+4]: 12

[22:24] <@GWRD> The evening passes by uneventfully. Theon gets bit by mosquitos during the night, and is a bit itchy, but otherwise feels ok. (Ptolamir and Darenel saving throws vs. disease please)

[22:25] <Darenel> (one sec)

[22:25] <@GWRD> (Oh and my notes say Orzady too)

[22:25] <Darenel> 1d20+10 treat disease

[22:25] <TolBot> [Darenel's 1d20(2)+10]: 12 treat disease

[22:25] <Darenel> (what was my DC)

[22:25] <@GWRD> (11)

[22:26] <Darenel> (so that gives me a 4 bonus)

[22:26] <Orzady> 1d20

[22:26] <TolBot> [Orzady's 1d20(7)]: 7

[22:26] <Orzady> (beep)

[22:26] <Darenel> 1d20+8 fortitude

[22:26] <TolBot> [Darenel's 1d20(3)+8]: 11 fortitude

[22:27] <@GWRD> 1d4 int damage for Orzady

[22:27] <TolBot> [GWRD's 1d4(3)]: 3 int damage for Orzady

[22:27] <Darenel> (orz rolled before i could help him out)

[22:27] <@Ptolamir> (what's the save v disease?)

[22:27] <Darenel> 1d20+10 treat disease for Ptol

[22:27] <TolBot> [Darenel's 1d20(17)+10]: 27 treat disease for Ptol

[22:27] <Orzady> (so my intelligence goes down by 3?)

[22:27] <@GWRD> (Fort DC 12 for you)

[22:27] <@GWRD> (yup, but on the plus side your con/dex is back to normal)

[22:27] <Darenel> (and +4 bonus from my healing)

[22:28] * @Ptolamir nods at Daraenel with gratitude.

[22:28] <@Ptolamir> 1d20+0 FORT DC12

[22:28] <TolBot> [Ptolamir's 1d20(18)+0]: 18 FORT DC12 Success

[22:28] <@GWRD> (1st success noted. One more next game day and you're good to go)

[22:29] <@GWRD> (Darenel you've finally cured your Filth fever and get back 1 con & dex)



[22:29] <Darenel> (nice)

[22:31] <@GWRD> The sun shines warmly through the canopy of the trees, shining brightly on the blood drained goat hanging by its horns in the branches above your place of camp.

[22:31] * Janken yawns, sees the goat, yells

[22:32] <@GWRD> Aerys looks up from her epic, to see what Janken is looking at, before shrugging and going back to her book.

[22:32] <Darenel> "another one?"

[22:32] <Orzady> (Uncle Bob?)

[22:32] <Janken> "Looks like."

[22:33] * Orzady looks up and tilts his head to the side.

[22:33] <Orzady> "Who left the goat?"

[22:33] <Valio> "I wonder how many goats this island has."

[22:33] <@GWRD> (FYI - Food supplies: 68.5, need per day: 8.5)

[22:34] <@GWRD> (Continuing south along the beach?)

[22:34] <Darenel> "anyone thinks that thing is edible?"

[22:36] <Orzady> "Sure. What's the worse that can happen?"

[22:36] * @Ptolamir shrugs, shaking his head.

[22:37] <Janken> "We all die of poisoned meat?"

[22:38] <Darenel> "Are those things supposed to be a warning or is someone trying to help us with food?"

[22:38] <@Theon_Tokko> "It probably just wants to fatten us up so it can suck us all dry..."

[22:38] * Orzady takes the goat down.

[22:39] <Orzady> "Let's make a fire."

[22:39] <@GWRD> The goat is presently a good 40' up in the jungle trees.

[22:40] <Orzady> "I can climb it."

[22:40] <@Theon_Tokko> "I'm not catching him..."

[22:40] * Darenel sighs and gets the rope again

[22:41] <@GWRD> (roll a climb check)

[22:41] <Orzady> 1d20+6

[22:41] <TolBot> [Orzady's 1d20(19)+6]: 25

[22:42] <Darenel> "If he falls down, Theon you got him right?"

[22:42] <@Theon_Tokko> (he's going to past the first 3, but get a Nat1 for the 4th)

[22:42] <@Theon_Tokko> "Nah, I'll leave that for the ground..."

[22:42] <@GWRD> (2 more checks to reach the goat)

[22:42] <@Theon_Tokko> "Hey Orzady! If you fall, aim for Gelik!"

[22:43] <@GWRD> Gelik takes a few steps back and sneers.

[22:43] <Orzady> 1d20+6

[22:43] <TolBot> [Orzady's 1d20(9)+6]: 15

[22:43] <@GWRD> (1 more)

[22:43] <@Theon_Tokko> (dun dun dun~)

[22:43] <Orzady> 1d20+6

[22:43] <TolBot> [Orzady's 1d20(14)+6]: 20

[22:44] <Darenel> (he still needs to get down)

[22:44] <Orzady> (how high up am I?)

[22:44] <@GWRD> Orzady reaches the goat with ease and sends it crashing down to the earth below.

[22:44] <@Ptolamir> (just let go)

[22:44] <@GWRD> (40')

[22:44] <@Theon_Tokko> (True... Throw the goat at Gelik!)

[22:44] <Orzady> "Catch it!"

[22:44] * @Theon_Tokko just watches it

[22:44] * Orzady turns around and looks for a minute...like he's trynig to remember how he got up there in the first place



[22:45] <@GWRD> (2 down, you can jump the last 10 with no injury)

[22:45] <Orzady> 1d20+6

[22:45] <TolBot> [Orzady's 1d20(19)+6]: 25

[22:45] <Orzady> 1d20+6

[22:45] <TolBot> [Orzady's 1d20(19)+6]: 25

[22:45] <@Theon_Tokko> "You know, the goat hit every branch on the way down, and its still better looking that Gelik.." *grins*

[22:46] <@GWRD> Orzady climbs down like he was born in a tree and raised by monkeys.

[22:46] <Darenel> (should have rolled climbing checks to swim i see)

[22:46] * Orzady hops down the rest of the way, grinning.

[22:46] <Orzady> (I'm not swimming, I'm climbing horizontally through the water)

[22:46] <Janken> [lol]

[22:46] <Orzady> "Now we can eat."

[22:47] <@GWRD> (Theon, charisma check)

[22:47] <@Theon_Tokko> 1d20

[22:47] <TolBot> [Theon_Tokko's 1d20(20)]: 20 (Amazing.)

[22:48] <@Theon_Tokko> (booyah! lol)

[22:48] <Darenel> (sexy beast)

[22:48] <Valio> (because I'm not rolling...)

[22:48] <@Theon_Tokko> (*struts his stuff*)

[22:49] <@GWRD> Gelik pauses about to deliver a come-back, as if he mildly impressed by your joke, but shakes his head and rolls his eyes.

[22:50] <Orzady> "Should I start a fire?"

[22:51] * Darenel eyes the goat suspiciously

[22:51] <@GWRD> Gelik: I'll not be eating that, it looks like Theon's mother.

[22:52] <@GWRD> Gelik: The diseased, poisoned, flea-ridden goat that she was.

[22:52] <@Theon_Tokko> "'fraid I don't know my mother. Kinda glad I don't. The question is, how do you know my mother, had a little fun with her have ya? Explains your condition a bit."

[22:52] * Orzady starts looking around for wood because...that's what you do when you need a fire.

[22:52] <Darenel> (a day late and a dollar short there gelik, there is a 20 second comeback rule)

[22:52] <@GWRD> Gelik: Nah, I just saw her at a petting zoo that's all.

[22:53] * @Theon_Tokko laughs.

[22:53] <@Theon_Tokko> "So thats what the old man did with her, was probably for the best!"

[22:54] * Orzady comes back with a variety of wood and dumps it into a small pile...

[22:54] <Orzady> "Now fire."

[22:54] * Janken casts spark on the pile of wood

[22:54] * Orzady looks for some rocks to use as flint...if he knew what flint really looked like.

[22:54] * Valio does the same a moment after Janken.

[22:55] * @Theon_Tokko starts to pull out his flint and steel, but puts it away instead

[22:57] <Orzady> "Umm... flint's a round light colored rock, right?"

[22:57] <@GWRD> Gelik: "Brains of a monkey too."

[22:58] * @Ptolamir nearly smiles... a rare occurrence.

[22:58] <@GWRD> You get a fair sized fire going.

[22:59] * Orzady comes back with some rocks.

[22:59] <Orzady> "Oh -- great! The fire's going and we can cook up some goat for the morning meal...thing..."

[22:59] * Janken chuckles at Orzady "Where have you been?"

[23:00] * Orzady points to the rocks he dropped on the ground.

[23:00] <Orzady> "Finding flint."

[23:01] * Janken grins wider "What for?"

[23:02] <@GWRD> A large fire already burns.

[23:03] <Orzady> "To start a fire."

[23:04] * Orzady starts looking confused



[23:04] * Janken laughs

[23:05] <@GWRD> As the group actually laughs, a rare treat on the Smuggler's Shiv, this session comes to a close for the night.

[23:05] <@GWRD> Game over.



Session 26 - 7-13-14

[21:24] <@GWRD> So if memory is correct you built a horrible raft, it broke apart, Valio almost died, and you all camped for the night only to encounter a dead goat in the morning, which you foolishly thought to eat.

[21:24] <+Janken> [sounds about right]

[21:24] <+Valio> I didn't eat it. I only helped start the fire.

[21:25] <+Darenel> (well whats the worst that can happen)

[21:25] <@GWRD> Our story begins with the party sitting around an early morning campfire with a blood-drained goat roasting over the open flames.

[21:25] <@GWRD> Game on.

[21:25] * PK (Overlord@4643032a.cpe.92acce23.net.hmsk) has joined #grovewood

[21:26] * PK grins evilly

[21:26] * Orzady waits patiently for the goat to cook.

[21:26] * +Valio starts brewing the morning coffee.

[21:27] <@GWRD> (Anybody have Profession: Cook?)

[21:28] <Orzady> (I don't)

[21:28] <+Janken> [nope]

[21:28] <+Valio> (is fire a magical device?)

[21:28] <@GWRD> (Anybody want to take responsibility for cooking the goat then?)

[21:29] <+Darenel> (i can give it a go but if the goat wakes up i am outta here)

[21:29] <@GWRD> (ok give me a 1d20+wis then)

[21:30] <+Darenel> 1d20+3

[21:30] <PK> Darenel throws the numbered heads of dead players (1d20+3) and gets 9.

[21:30] <@Theon_Tokko> 1d20

[21:30] <PK> Theon_Tokko throws the numbered heads of dead players (1d20) and gets 20.

[21:30] <@Theon_Tokko> (haha...)

[21:30] <+Darenel> (we start early with the lows)

[21:30] <+Darenel> (so goat is gonna be a bit crispy on one side)

[21:30] <@GWRD> The goat, when it is done, tastes dry and stringy, with a severe lack of flavor.

[21:31] <Orzady> "Not bad. It's edible."

[21:31] <+Janken> "Better than nothing,at least."

[21:32] <@GWRD> (Fort saves for those of you eating it.)

[21:32] * Orzady chews (and chews) on the goat he's been served.

[21:32] <+Janken> 1d20

[21:32] <PK> Janken throws the numbered heads of dead players (1d20) and gets 15.

[21:32] <+Darenel> 1d20+4 fort

[21:32] <+Darenel> 1d20+4

[21:32] <PK> Darenel throws the numbered heads of dead players (1d20+4) and gets 6.

[21:32] <+Darenel> (lol)

[21:32] <Orzady> 1d20+1 fort

[21:33] <Orzady> 1d20+1

[21:33] <PK> Orzady throws the numbered heads of dead players (1d20+1) and gets 18.

[21:33] * +Valio takes a moment to appraise a piece before eating it.

[21:33] <Orzady> (hurray for botulism!)

[21:33] <+Valio> 1d20+5

[21:33] <PK> Valio throws the numbered heads of dead players (1d20+5) and gets 8.

[21:35] * Disconnected

Session Close: Sun Jul 13 21:35:31 2014

Session Start: Sun Jul 13 21:35:31 2014

Session Ident: #grovewood

[21:36] * Attempting to rejoin channel #grovewood

[21:36] * Rejoined channel #grovewood



[21:36] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid> - Logs available here: <http://konnen.wg2140.com/index.php?opti ... id=2>

[21:36] * Set by ChanServ! services@services.sorcery.net on Sat May 24 11:15:47 2014

[21:36] * ChanServ sets mode: +o Ryu

[21:36] * Ryu is now known as Theon_Tokko

[21:36] <+Valio> "We decided to take a different approach to hopefully find Sasha?"

[21:38] <@Theon_Tokko> (connection is being wonkey)

[21:40] <@GWRD> (Continuing south today or elsewhere?)

[21:40] * +Valio pulls the map out to see about a potential different path.

[21:41] <@GWRD> (<https://docs.google.com/presentation/d/ ... PwEh8/edit>)

[21:43] <+Valio> "Perhaps we should go in from the West? We could skirt around on the beach and then head inland from there?"

[21:44] <Orzady> "Sounds like a good idea. We probably stay awya from the water for a while."

[21:46] <@GWRD> (So you're following the shore line from the jungle until you get more south?0

[21:47] <+Darenel> (sounds like a plan)

[21:48] <+Darenel> (well at least until Valio and i start turning)

[21:48] <+Valio> (I didn't eat the goat... I decided on coffee only...)

[21:48] <Orzady> (coward)

[21:49] <@GWRD> You follow the shoreline south, keep to the edge of the jungle as you can. The shoreline recedes and inclines until you are following a cliff face as you continue south.

[21:50] * Orzady looks around for any signs of someone running through here

[21:51] <@GWRD> By late mid-day, you come to a jungle trail that comes to an abrupt end at a fifty-foot high cliff overlooking the sea below.

[21:51] * +Valio looks around, but keeps a good distance from the edge.

[21:51] <@GWRD> A number of knotted ropes and vines hang over the edge, leading down to a rocky beach below.

[21:53] <+Valio> "Interesting"

[21:56] <+Valio> "Do we want to explore down there or keep going?"

[21:57] <Orzady> "Do you think Sasha would have gone down there?"

[21:57] <+Darenel> "It is possible"

[21:57] <+Valio> "Depends on what they use the beach for."

[21:58] * Orzady tries to see if there is a cave down there or not.

[21:58] <+Janken> "I say we check it out."

[21:58] <@GWRD> From your vantage point you don't see anybody on the beach.

[21:58] <@GWRD> or a cave.

[21:59] <+Valio> "The best climbers should go see while the rest protect the cliff and make sure we don't get cornered."

[21:59] <Orzady> "See you at the bottom."

[22:00] * Orzady takes to the ropes and climbs down

[22:00] * +Valio shuffles his feet. "I'm not a good climber."

[22:00] <@GWRD> (It is not possible to fail the climb check, unless you have a -5 to your check)

[22:01] <+Janken> "Nor am I."

[22:01] <+Janken> [close,-4 xD]

[22:01] <@Theon_Tokko> (I for some reason have a -3 climb... trying to figure out why now XD)

[22:01] <+Darenel> (yeah with my rolls i would not surprised if i roll a -5 on a 1d20)

[22:01] <Orzady> (+6, muahahhahahaha!)

[22:02] <+Valio> (Okay, I'll go.)

[22:02] <@GWRD> (Wearing armor?)

[22:02] * +Valio looks to the others and shrugs. "I'll go."

[22:02] <@Theon_Tokko> (Yes, thats a -3, trying to figure out where the other -3 is coming from)

[22:02] <+Valio> (I have a +1. I just didn't want to fall)

[22:03] <+Darenel> (you have low STR?)

[22:03] <@Theon_Tokko> (if you consider 17 STR low...)



[22:03] <@GWRD> Anybody climbing down makes it down with ease. The surf on the beach is remarkably calm, though the water is deep, going about 20' down very close to the shore. Discarded oyster shells are scattered across parts of the beach.

[22:03] <Orzady> (only 17? Pathetic.)

[22:04] * Orzady gets down to the base and looks around.

[22:05] * +Darenel waits for Orzady to make it down then follows

[22:06] <+Valio> (hmm, I can't sign in to my myth weavers account right now...)

[22:07] <Orzady> (is it safe?)

[22:10] <@GWRD> Aside from the discarded oyster shells, there's nothing special about this beach from casual glance.

[22:10] <Orzady> "NOTHING's HERE!"

[22:10] * Orzady hops up and pulls himself up the rope.

[22:11] <@Theon_Tokko> (the 'mermaid' jumps up and pulls Orzady back under)

[22:12] <@GWRD> (No the Kraken does, mermaids don't want him.)

[22:12] <+Darenel> (do the ropes we used to climb down look like they are used regularly)

[22:12] <Orzady> (I have the hots for the Medusa anyways)

[22:14] <@GWRD> (Do you have any skill or way of determining that?)

[22:14] <+Valio> (I could appraise them?)

[22:15] <@GWRD> The vines look worn, but that could be by weather, use, or both.

[22:16] <+Darenel> "Should we take a better look down there or continue some other way?"

[22:17] <+Valio> "We should head inland if we think we can save Sasha."

[22:18] <Orzady> "Head inland, I didn't see anything."

[22:20] <+Darenel> "Sounds like a plan"

[22:20] <Orzady> "Let's go"

[22:23] <@GWRD> You travel the rest of the day, light fading as you make progress inward.

[22:23] * Orzady starts walking inland, seemingly completely oblivious to the dangers of charging ahead

[22:23] <@GWRD> 1d5

[22:23] <PK> GWRD throws the numbered heads of dead players (1d5) and gets 3.

[22:23] <@GWRD> (Well instead of Janken being the random winner, if Orzady is charging ahead...)

[22:24] <+Janken> [lol]

[22:24] <@GWRD> 1d20+10

[22:24] <PK> GWRD throws the numbered heads of dead players (1d20+10) and gets 29.

[22:24] <@GWRD> 1d20+8

[22:24] <PK> GWRD throws the numbered heads of dead players (1d20+8) and gets 10.

[22:26] <+Darenel> (uh oh)

[22:26] <@GWRD> Close to evening, you come to a point where the game trail crosses a small stream. It's here where Orzady once again achieves flight, but luckily avoids impaling himself on the spikes hidden in the trees.

[22:26] <+Valio> "You okay, Orzady?"

[22:27] <Orzady> "Hey, this looks familiar!"

[22:27] * Orzady hits the ground with a whuff of forced air

[22:27] <@GWRD> (Who said you hit the ground?)

[22:28] * +Darenel watches as Orzady dangles in the air

[22:29] <Orzady> "This feels familiar."

[22:30] <+Valio> "We should get you down and make camp nearby for the evening. I'm sure we will want double watches. Seems we are getting near their camp again."

[22:30] * +Janken nods

[22:30] <Orzady> "Who's camp? Do they have a ship?"

[22:31] <Orzady> "Hang on -- I'll cut myself down."

[22:31] * Orzady reaches up with his dagger and cuts at the vine wrapped around his ankle.

[22:31] <@GWRD> 1d6

[22:31] <PK> GWRD throws the numbered heads of dead players (1d6) and gets 2.



[22:32] <@GWRD> As the vine snaps to the application of a dagger to it, it's former passenger rediscovers gravity and lands with a hard thump on the ground.

[22:32] <Orzady> "Ooooff!"

[22:32] * Orzady sits up and looks at the vine...then laughs.

[22:33] <@GWRD> (2 hp non-lethal damage, heals at 1hp / hr)

[22:33] <Orzady> "I should have held on!"

[22:33] <+Valio> "At least it didn't have spikes this time. You should live. But a camp would be a good idea for the evening."

[22:36] <+Darenel> "Are you good there?"

[22:37] <Orzady> "Yeah!"

[22:37] * Orzady starts laughing again.

[22:38] * +Valio looks to the dimming sky. "Upstream a bit and camp?"

[22:38] <Orzady> "Let's find a camp."

[22:40] * Orzady gets up and brushes himself off with uncharacteristic glee.

[22:41] * +Darenel nudges Valio and whispers "Does he look normal to you?"

[22:42] * +Valio shakes his head.

[22:43] <Orzady> "Think we can build a fire to signal Sasha we're here? She's bound to be looking for us as well."

[22:43] <+Valio> "We should get some sleep and worry about Sasha in the morning."

[22:44] <+Darenel> "Or the fire is going to let everyone know we are here, we found traps so that means we are close to those crazies"

[22:47] <Orzady> "then we just set up watches."

[22:50] <@GWRD> The group makes camp up the river way slightly, foregoing a fire for safety sakes. As the evening roles to a close, the sounds of wildlife picks up, as...

[22:50] <@GWRD> This session comes to a close.



Session 27 - 7-27-2014 - Cannibals

[20:37] <@GWRD> Last session the group made their way along one of the game trails to a place where a small river meets the game trail, and regrettably Orzady found the trap the hard way. Luckily though he didn't get impaled on the spikes hidden in the trees, before cutting himself down.

[20:38] <@GWRD> The group then made camp for the evening, a little off the trail, and had a mostly restful night as this session begins.

[20:38] <@GWRD> Game on.

[20:38] * Orzady shakes his head and stretches

[20:39] <@GWRD> It's the 24th day stranded on the Smuggler's Shiv, and the weather today is actually rather mild, though there is a slight fog in places.

[20:39] <Orzady> "At least it ain't raining."

[20:39] * Valio makes the coffee as usual.

[20:39] <@Theon_Tokko> (Distracted for a few got a call from my folks)

[20:40] <Valio> "I'm glad I was stocked up on beans when we wrecked."

[20:41] <Orzady> ("Your wife said you couldn't come to teh reunion baecause of a parachuting accident leaving you paralyzed from the neck down.")

[20:41] <Orzady> "What should we do now?"

[20:41] <Valio> "We were going to look for an alternative way into the camp. Hopefully Sasha is still alive."

[20:42] <Darenel> "And we should try to avoid traps from now on"

[20:42] <Orzady> "Right!"

[20:42] <Valio> "But you can continue leading the way, if you'd like."

[20:43] <Orzady> "Umm..."

[20:43] * Orzady looks down the trail

[20:43] <Orzady> "...OK."

[20:43] <Janken> "Yes, traps are bad. Try not to get caught in them anymore?"

[20:44] <Valio> "Last night you seemed to be enjoying it. Just offering."

[20:44] <@Theon_Tokko> (afk for a bit still, well kinda... have kiddos in here while the wife runs cloths to my folks for my niece)

[20:44] <Valio> "I can always heal you if you're injured."

[20:45] <@GWRD> (Map reminder: <https://docs.google.com/presentation/d/...PwEh8/edit>)

[20:47] <Orzady> "No! No -- I feel useful when I do that. Don't worry -- I totally won't set any off this time."

[20:48] <PK> (Challenge accepted)

[20:49] <Darenel> (uh oh)

[20:49] <Orzady> (quiet you)

[20:49] <@GWRD> (Continuing your travels South/ South East along the trail?)

[20:49] <Darenel> (yeah wherever the highest concentration of traps is)

[20:49] * Orzady looks down the both ends of the trail and follows along

[20:50] <Orzady> 1d20+6

[20:50] <PK> Orzady throws the numbered heads of dead players (1d20+6) and gets 24.

[20:50] <Valio> (I don't remember what our plans were...)

[20:50] <Orzady> (leave this gods-forsaken hellhole)

[20:50] <Valio> (They might have been something to do with up the river?)

[20:50] <Orzady> (other than us being up it?)

[20:52] <@GWRD> (Checking for traps the whole time? That will half your movement if you do.)

[20:52] * Orzady starts down the trail, being on the lookout for tripwires, dead falls and covered pit of spikes.

[20:52] <@Theon_Tokko> (alright, wifey is back)

[20:52] <Orzady> (guys? check the whole time or not?)

[20:53] <Darenel> (sounds like a plan)

[20:53] <Valio> (yes?)



[20:53] <Orzady> (I'm checking the whole time)

[20:53] <Janken> [sure]

[20:54] <Orzady> (roll again?)

[20:54] <@GWRD> You slow your travel for the day to make sure you don't spring any traps (yes roll again)

[20:54] <Orzady> 1d20+++++6

[20:54] <PK> Do you like typing crap Orzady ?.

[20:54] <Janken> [xD]

[20:54] <Orzady> 1d20+1

[20:54] <PK> Orzady throws the numbered heads of dead players (1d20+1) and gets 6.

[20:54] <Orzady> 1d20+6

[20:54] <PK> Orzady throws the numbered heads of dead players (1d20+6) and gets 12.

[20:54] <@GWRD> (That was perception, correct?)

[20:55] <Orzady> (specifically for trapfinding)

[20:55] <@GWRD> (Who's travelling directly behind you?)

[20:55] <Orzady> (I get a +1 for that)

[20:55] <Orzady> (The unluckiest man in the world...)

[20:55] <Darenel> (i am going behind)

[20:55] <Orzady> (my apologies)

[20:56] <@GWRD> (Darenel, perception check)

[20:56] <Darenel> 1d20+8

[20:56] <PK> Darenel throws the numbered heads of dead players (1d20+8) and gets 21.

[20:56] <@GWRD> 1d20+10

[20:56] <PK> GWRD throws the numbered heads of dead players (1d20+10) and gets 14.

[20:57] <@GWRD> (Darenel, make a reflex check, DC 15)

[20:58] <Darenel> 1d20+2

[20:58] <PK> Darenel throws the numbered heads of dead players (1d20+2) and gets 16.

[20:59] <@GWRD> Darenel manages to grab the back of Orzady's shirt, just as a rope hooks around Orzady's leg and pulls him up. Thankfully he manages to keep him from getting launched into a set of concealed spikes in the tree.

[21:00] <Orzady> "WHOA!"

[21:00] * Darenel blinks looking at Orzady not believing he was able to catch him in time

[21:00] * Orzady looks at Darenel and smiles

[21:00] <Janken> "...Didn't I say to AVOID the traps?"

[21:00] <Orzady> "That would have been messy!"

[21:01] <Darenel> "That was close!"

[21:01] <Orzady> "ha-Ha!"

[21:01] <@GWRD> Orzady presently is suspended in the air by his leg and back of his shirt at the moment.

[21:01] <Darenel> "Someone cut the rope please"

[21:01] * Valio offers to cut the rope

[21:02] * Darenel takes a better grip on Orzady until rope is cut

[21:02] * Orzady waits patiently to get cut down -- it then it hits him

[21:03] <Orzady> "You think they might be trying to keep us from finding what's at the end of this river?"

[21:03] * Valio cuts the rope. "Perhaps."

[21:04] <Darenel> "or they could be a trap maker just trying to generate business"

[21:04] <@Theon_Tokko> "Or.. They're hungry..."

[21:04] <@GWRD> (You're not following the river, but the game trail)

[21:05] <@GWRD> This particular snare trap was setup at a T-intersection in the game trail. One trail goes west, the other south-east, while the final trail leads north back the way you came.

[21:05] <Valio> (I think we've lost our plan. Now that we're in this position, let's go right?)

[21:07] <Orzady> (west?)



[21:08] <Valio> (I guess? The original loop idea seems to have failed...)

[21:08] <Darenel> (west seems like it leads to a cove, that might be a good spot for a settlement)

[21:08] <Orzady> (ok -- let's see ho many more traps there are between here and there)

[21:09] <@GWRD> It is a couple hours before evening, the strangely cooler day, cut your mid-day hot time by a little, giving you extra travel time.

[21:09] <Orzady> (roll for traps?)

[21:10] <Darenel> (roll higher this time)

[21:12] <@GWRD> (You have 2 hours for travel, before it's completely dark out. How far do you want to travel?)

[21:12] <Orzady> 1d20+6

[21:12] <PK> Orzady throws the numbered heads of dead players (1d20+6) and gets 11.

[21:12] <Darenel> (might not be wise strolling around this path at dusk when we cant see traps)

[21:14] <Darenel> (i would say 1 to 1.5 hours unless u guys want to chance traveling at night)

[21:14] <Orzady> (No, staying put in the dark is good)

[21:14] <Janken> [i dont think Orzady can chance traveling at all,with all the traps :p]

[21:14] <Valio> (about middle of Q5 where it meets the river again)

[21:16] <Darenel> (oh great fire alarm in the building, brb)

[21:17] <@GWRD> You travel to where a wide river feeds into the ocean, before stopping for the night.

[21:17] <@GWRD> (Perception checks)

[21:17] <Orzady> 1d20+5

[21:17] <PK> Orzady throws the numbered heads of dead players (1d20+5) and gets 8.

[21:17] <Valio> 1d20+5

[21:17] <PK> Valio throws the numbered heads of dead players (1d20+5) and gets 24.

[21:17] <Orzady> (seriously?)

[21:18] <PK> 😊

[21:18] <Janken> 1d20+3

[21:18] <PK> Janken throws the numbered heads of dead players (1d20+3) and gets 13.

[21:21] <@GWRD> The jungle here is very quiet, with not a lot of wildlife making noise, it's kinda unsettling.

[21:21] <Orzady> "It's quiet. Too Quiet."

[21:21] <Valio> "We should have an easier time hearing our death approach."

[21:22] <Orzady> "Unless it's already here?"

[21:23] * Valio grins.

[21:24] <@GWRD> (Watches?)

[21:25] <@Theon_Tokko> (Guess I'll take first)

[21:25] <Janken> [2nd for me]

[21:25] <Orzady> (I'm taking the pre-dawn watch)

[21:25] <Valio> (I'll take it with Orzady)

[21:26] <Orzady> (Good idea)

[21:27] <@GWRD> (Oh and finding a place to camp?)

[21:27] <Valio> (yes, of course)

[21:27] <@GWRD> (Have somebody make their Survival check)

[21:27] <Darenel> (im back and ill take whatever watch is free)

[21:28] <Darenel> 1d20+12

[21:28] <PK> Darenel throws the numbered heads of dead players (1d20+12) and gets 26.

[21:28] <@Theon_Tokko> (pulling my sheet up, forgot to do it earlier XD)

[21:28] <Darenel> (survival)

[21:28] <Orzady> 1d20

[21:28] <PK> Orzady throws the numbered heads of dead players (1d20) and gets 20.

[21:28] <Orzady> (finally)

[21:28] <@GWRD> (Sorry that's wasted, because Darenel rolled before you.)

[21:28] <Valio> (so, we find a perfect location, with a fire set and food ready on the table?)



[21:29] <@GWRD> Darenel finds a suitable site with plenty of water, and fair cover from the elements where you can spend the night.

[21:29] <Darenel> (and sasha pouring us all a goblet of ale)

[21:29] <Orzady> (little for us, and a little for our dead homies)

[21:30] <Orzady> (which are becoming one and the same)

[21:30] * Valio sets up his bedroll and tries out the water, flavoring it for a sweet tangy effect.

[21:31] * Orzady flips out his roll and falls asleep quickly because he's had a hard day

[21:31] <@GWRD> The water has a bit of a mineral taste to it, but is fresh and clean.

[21:31] <Orzady> (have you had mineral water -- guh...)

[21:32] <Valio> (I can't even drink purified water...)

[21:32] <@GWRD> Morning rises, and with it the heat has returned. The air is muggy today, and uncomfortable.

[21:32] <Orzady> (I like my water frozen and surrounded by rum and coke)

[21:32] * Orzady takes off his armor.

[21:32] <Valio> (yum. I need to get more rum...)

[21:33] <Orzady> "Gah. It's never bee hot like this."

[21:33] <@GWRD> (Let's see who needs to make disease checks today...)

[21:33] <@GWRD> 7 1d100

[21:33] <PK> GWRD throws the numbered heads of dead players (7 1d100) and gets 58 17 83 34 79 35 2.

[21:33] <Orzady> (I would like to be smarter, please)

[21:33] <Darenel> (before you roll i can help with the check)

[21:33] <Orzady> (thank you for reminding us)

[21:33] <@Theon_Tokko> (If I get diseased again I'm going to make Theon dive head first off a cliff.. XD)

[21:33] <@GWRD> (Orzady gets to, and because he's already diseased, doesn't get a 2nd one to roll against)

[21:34] <Janken> [xD]

[21:34] <Darenel> 1d20+10

[21:34] <PK> Darenel throws the numbered heads of dead players (1d20+10) and gets 18.

[21:34] <@GWRD> (Roll a heal check for Ptolamir too)

[21:34] <Darenel> (if that beats the disease check u get a 4 bonus)

[21:34] <Darenel> 1d20+10

[21:34] <@GWRD> (DC12)

[21:34] <PK> Darenel throws the numbered heads of dead players (1d20+10) and gets 19.

[21:34] <@GWRD> 1d20+4

[21:34] <PK> GWRD throws the numbered heads of dead players (1d20+4) and gets 24.

[21:35] <@GWRD> (Ptolamir is cured and gets his intelligence back)

[21:35] <Orzady> (fortitude, right?)

[21:35] <Orzady> (+4 from Darenel as well?)

[21:35] <Darenel> (i think so)

[21:35] <@GWRD> (Yup)

[21:35] <@Theon_Tokko> (I wonder if heal checks would fix the disease known as stupidity)

[21:35] <Orzady> 1d20+5

[21:35] <PK> Orzady throws the numbered heads of dead players (1d20+5) and gets 16.

[21:35] <@GWRD> (Nope)

[21:35] <@GWRD> (1 success, no int loss)

[21:36] <Orzady> (do I regain any int?)

[21:36] <@GWRD> (No, you are still diseased, but anybody else down points get back 1 point per down stat)

[21:37] <@GWRD> It's the 25th day on the isle, and food supplies sit at about 7 days remaining, after eating for today.

[21:38] <@GWRD> (Continuing down the trail?)



[21:38] <Orzady> (Sure, it hasn't killed us yet)
 [21:38] <Valio> (yeah, this is our path for now)
 [21:38] <@GWRD> (1/2 speed for traps?)
 [21:39] <Orzady> (sure)
 [21:39] <@GWRD> (1 roll)
 [21:39] <Orzady> 1d20+6
 [21:39] <PK> Orzady throws the numbered heads of dead players (1d20+6) and gets 23.
 [21:40] <@GWRD> As you are travelling, not even an hour out you come across another trap, which Orzady manages to spot.
 [21:40] <Orzady> "See -- trap."
 [21:40] <Valio> "Good job, Orzady. Keep finding them that way."
 [21:40] <@GWRD> (Disarming or avoiding?)
 [21:40] <Orzady> (avoiding -- I am not risking)
 [21:41] * Orzady carefully steps around the tripwire.
 [21:42] * Orzady points to it as he steps around it
 [21:42] <Orzady> "trap"
 [21:42] <Darenel> "So does this mean we are on the right track?"
 [21:43] <Valio> "I have no idea. Where are we trying to go?"
 [21:44] <Orzady> "There's a grotto thing..."
 [21:45] * Valio steps around the trap and continues to follow Orzady down the trail.
 [21:45] <Orzady> "I think."
 [21:45] * Orzady walks down the trail, still looking for traps and things."
 [21:46] * Darenel makes sure to avoid the trap and follows
 [21:46] <Orzady> (afk -- checking for traps and pushing the gnome into them)
 [21:46] <@GWRD> Another hour and a half travel you spot the one thing you thought you would never see on this island. Off in the distance you spot the top of a lighthouse, just over the tips of the trees.
 [21:47] <Darenel> (did we see any lighthouse light during the storm that crashed us here)
 [21:47] <Valio> "Is that a way off the island? I don't believe it."
 [21:48] <@GWRD> (Nope, original players were drugged, and newer players never saw any)
 [21:48] <Darenel> "usually someone operates a light house, maybe they know a way off!"
 [21:48] <Valio> (and we're on the opposite side of the island, too)
 [21:48] <@GWRD> (Correct, you landed on the north side)
 [21:49] <Darenel> "we should check out the lighthouse, it is the first sign of civilization on this island"
 [21:49] <Darenel> (unless i missed other signs of civilization)
 [21:49] <Valio> "First sign of civilized civilization."
 [21:50] <Orzady> "A lighthouse? Not that it worked."
 [21:50] <Darenel> (im a Druid... i should be loving it on this island... yet somehow i feel not welcome)
 [21:51] <@GWRD> The path and the area beneath the lighthouse is still obscured by trees.
 [21:51] <Janken> [the nature oracle feels your pain,Darenel]
 [21:51] <PK> (Because you're not welcome)
 [21:52] <Darenel> (oh yeah, as soon as i hit level 4, i am morphing into an albatross and i am outta here)
 [21:52] <Valio> "If it is intact, it would at least make a decent camp. Defensible."
 [21:54] <Orzady> (This island is Ed Norton to Darenel's Elliot Gould in "American History X")
 [21:55] <@GWRD> (So what's the plan?)
 [21:55] <Valio> "Of course, the savages might decide it's defensible as well... We need to be aware of traps and ambushes on the way there."
 [21:55] <Darenel> (i wouldnt mind checking out the lighthouse)
 [21:55] <Orzady> (I say grotto until whatever's in the grotto eats us)
 [21:55] <Orzady> (Yeah -- I say lighthouse.)



[21:57] <Orzady> (The grotto can eat us later)

[21:57] <@GWRD> The path continues onward towards the lighthouse, the air still and quiet, except for the buzzing of bugs.

[21:57] <@GWRD> (Preception checks: DC 22)

[21:57] <Valio> 1d20+5

[21:57] <PK> Valio throws the numbered heads of dead players (1d20+5) and gets 15.

[21:57] <@Theon_Tokko> 1d20+7

[21:57] <PK> Theon_Tokko throws the numbered heads of dead players (1d20+7) and gets 27.

[21:57] <@Theon_Tokko> booyah!

[21:58] <Janken> 1d20+3

[21:58] <PK> Janken throws the numbered heads of dead players (1d20+3) and gets 7.

[21:58] <Darenel> 1d20+8

[21:58] <PK> Darenel throws the numbered heads of dead players (1d20+8) and gets 23.

[21:58] <Orzady> (trapfinding perception or regular perception?)

[21:58] <Valio> (yay, theon!)

[21:58] <@GWRD> (regular)

[21:58] <@Theon_Tokko> (*tacks () around the booyah*)

[21:58] <Orzady> 1d20+5

[21:58] <PK> Orzady throws the numbered heads of dead players (1d20+5) and gets 23.

[21:59] <Janken> [starts drawing up a new character...]

[21:59] <@GWRD> 2 1d20

[21:59] <PK> GWRD throws the numbered heads of dead players (2 1d20) and gets 9 18.

[21:59] <@GWRD> Several of you as you round a turn, spot a structure standing behind a set of trees. It looks like a watch post of some sort, and you spot 2 figures manning it. One of the figures is facing your direction.

[21:59] <Darenel> (some men are born into greatness, some have it thrust upon them and yet others roll a natural 20)

[21:59] <Orzady> (I'm playing a jester in my next life)

[22:00] * Orzady hides

[22:00] <@GWRD> (Stealth)

[22:00] <Valio> (there are enough bards right now. wait until Gelik dies 😊)

[22:00] <Orzady> 1d20+7

[22:00] <PK> Orzady throws the numbered heads of dead players (1d20+7) and gets 9.

[22:01] <Orzady> (*sigh*)

[22:01] <@GWRD> 2 1d20+2

[22:01] <PK> GWRD throws the numbered heads of dead players (2 1d20+2) and gets 19 14.

[22:01] <@GWRD> Aerys and Gelik both also hop into the jungle to hide, figuring it was a good idea.

[22:02] * Darenel looks at the others jumping behind trees and figures to do the same

[22:02] * @Theon_Tokko knows he's going to regret trying to hide, due ot his size, but tries anyways

[22:02] <Orzady> (I just cover my eyes)

[22:02] <@Theon_Tokko> 1d20-2

[22:02] <PK> Theon_Tokko throws the numbered heads of dead players (1d20-2) and gets 15.

[22:02] <@GWRD> (Stealth - 1d20 + Dex if you don't have the skill)

[22:03] * Janken attempts to hide as well

[22:03] <Janken> 1d20-2

[22:03] <PK> Janken throws the numbered heads of dead players (1d20-2) and gets 14.

[22:03] <Darenel> 1d20+1

[22:03] <PK> Darenel throws the numbered heads of dead players (1d20+1) and gets 4.

[22:03] <Valio> 1d20

[22:03] <PK> Valio throws the numbered heads of dead players (1d20) and gets 15.

[22:03] <Darenel> (i close my eyes too)

[22:03] <@GWRD> 1d20

[22:03] <PK> GWRD throws the numbered heads of dead players (1d20) and gets 14.



[22:04] <@GWRD> The guard facing your direction points in your direction and raises an alarm. You hear a LOT of yelling and screaming.

[22:04] <Valio> "I suppose a fight is in order?"

[22:04] <Janken> "Looks that way."

[22:04] <Orzady> "Would rather run and let the traps take care of them."

[22:05] <@GWRD> PAUSE

[22:05] <Darenel> (are the guards of the cannibal sort that we met before?)

[22:05] * Valio prepares to start inspiring his allies.

[22:05] <@GWRD> (Yes the guards are the same cannibal variety)

[22:05] <Darenel> (oh goody)

[22:05] <@GWRD> (What do you want to do with your NPCs and inactive players. Fight or Retreat?)

[22:05] <Orzady> (have them fight)

[22:06] <@GWRD> (1 vote for fight)

[22:06] <Darenel> (given that we just roused the whole camp .. i am not sure fighting is the best way)

[22:06] <Valio> (I doubt a whole camp is going to let us get away...)

[22:06] <Janken> [i side with valio here,have them fight

[22:06] <@GWRD> (2 votes for fight)

[22:07] <Valio> "We fight. Hopefully Sasha is there and capable of being saved."

[22:07] <@Theon_Tokko> (she's off resucing chicken bats)

[22:08] <@GWRD> (3 votes for fight, out of 5 possible votes. Inactives will fight to the death.)

[22:08] <@GWRD> Resume

[22:09] <@GWRD> 1d20+2

[22:09] <PK> GWRD throws the numbered heads of dead players (1d20+2) and gets 19.

[22:09] <@GWRD> 1d20+1

[22:09] <PK> GWRD throws the numbered heads of dead players (1d20+1) and gets 5.

[22:09] * Orzady draws knives and gets ready.

[22:10] <@GWRD> 1d20+2

[22:10] <PK> GWRD throws the numbered heads of dead players (1d20+2) and gets 6.

[22:10] * Valio draws his sword and starts tapping it against his shield. "We'll fight what they send at us and win."

[22:10] <@GWRD> 1d20+2

[22:10] <PK> GWRD throws the numbered heads of dead players (1d20+2) and gets 10.

[22:10] * Darenel gets ready with my staff

[22:10] <@GWRD> INIT

[22:11] <Janken> 1d20+1

[22:11] <PK> Janken throws the numbered heads of dead players (1d20+1) and gets 20.

[22:11] <Darenel> 1d20+1

[22:11] <PK> Darenel throws the numbered heads of dead players (1d20+1) and gets 12.

[22:11] <Orzady> 1d20+6

[22:11] <PK> Orzady throws the numbered heads of dead players (1d20+6) and gets 18.

[22:11] <Valio> 1d20+4

[22:11] <PK> Valio throws the numbered heads of dead players (1d20+4) and gets 8.

[22:12] <@Theon_Tokko> 1d20++

[22:12] <PK> Do you like typing crap Theon_Tokko ?.

[22:12] <@Theon_Tokko> 1d20+3

[22:12] <PK> Theon_Tokko throws the numbered heads of dead players (1d20+3) and gets 18.

[22:12] <@GWRD> ~initload Janken 20, Cannibals 19, Orzady 18, Theon 18, Darenel 12, Aerys 10, Valio 8, Ptolamir 6, Andoorin 5,

[22:12] <PK> To see current initiative /msg me the text ~init or ~initative

[22:12] <@GWRD> (Janken)

[22:13] <Orzady> (tactic -- going to sneak up on someone and rip their kidneys apart with my knife...just to change things up)



[22:13] <Janken> [delaying until an enemy comes near me]
 [22:14] <Valio> (distance?)
 [22:15] <Darenel> (If I knew we were gonna fight i would have given you my memorized spell list: Aspect of falcon; CLW; Shillelagh)
 [22:16] <@GWRD> (60' distance, I can draw a map if you like)
 [22:16] <Valio> (I just needed to know when to start my inspiring performance.)
 [22:16] <Orzady> (That's so modest of you)
 [22:17] <Valio> (I can take 10 a great performance... I'm being modest 😊)
 [22:18] <@GWRD> 2 1d9
 [22:18] <PK> GWRD throws the numbered heads of dead players (2 1d9) and gets 9 5.
 [22:18] <@GWRD> 2 1d20-1
 [22:18] <PK> GWRD throws the numbered heads of dead players (2 1d20-1) and gets 11 18.
 [22:19] <@GWRD> One of the guards in the post attempts to skewer the gnome with a javelin, while the other does manage to hit Valio with his.
 [22:19] <@GWRD> 1d6+4
 [22:19] <PK> GWRD throws the numbered heads of dead players (1d6+4) and gets 8.
 [22:20] <@GWRD> (Orzady, Theon, Darenel)
 [22:20] * @Theon_Tokko draws his greatsword and sets to work making mincemeat
 [22:21] * Valio reels from the strike. (but still in the game)
 [22:21] <@Theon_Tokko> 1d20+5
 [22:21] <PK> Theon_Tokko throws the numbered heads of dead players (1d20+5) and gets 10.
 [22:21] * Orzady tries to disappear into the bush to backstab one of the natives.
 [22:21] <@GWRD> (Enemies are 60' away)
 [22:21] <@Theon_Tokko> (wow... see if I protect PK from it again...)
 [22:21] <Orzady> (I'll make my way there)
 [22:22] <Orzady> 1d20+7
 [22:22] <PK> Orzady throws the numbered heads of dead players (1d20+7) and gets 10.
 [22:22] <Orzady> (seriously? Seriously?)
 [22:22] <@GWRD> (Darenel, Aerys, Valio)
 [22:22] <@GWRD> 1d20+4
 [22:22] <PK> GWRD throws the numbered heads of dead players (1d20+4) and gets 24.
 [22:22] <Darenel> (ill use spontaneous casting to summon an eagle again)
 [22:22] <@GWRD> 1d20+4
 [22:22] <PK> GWRD throws the numbered heads of dead players (1d20+4) and gets 9.
 [22:22] <@GWRD> 1d8
 [22:22] <PK> GWRD throws the numbered heads of dead players (1d8) and gets 5.
 [22:23] <@GWRD> Aerys lets fly an arrow, hitting one of the guard post cannibals in the shoulder.
 [22:24] * Darenel says a few words and calls out an Eagle to attack the other enemy
 [22:24] <@GWRD> (Darenel's eagle, Valio, Ptolamir)
 [22:24] * Valio starts the inspiring performance and tries to better position his shield.
 [22:24] <Darenel> 3 1d4
 [22:24] <PK> Darenel throws the numbered heads of dead players (3 1d4) and gets 3 3 4.
 [22:24] <Darenel> (oops sorry, didnt roll attack)
 [22:25] <Darenel> 3 1d20
 [22:25] <PK> Darenel throws the numbered heads of dead players (3 1d20) and gets 5 1 14.
 [22:25] <@GWRD> Ptolamir increases his defenses with a magical spell, then draws his bow as Valio inspires courage in all.
 [22:26] <@GWRD> (+1 Att / Dam / Save vs. Fear)
 [22:26] <@GWRD> (AC 11, last one hit)
 [22:26] <@GWRD>
 [22:26] <@GWRD>
 [22:26] <@GWRD>
 [22:27] <Darenel> 1d4



[22:27] <PK> Darenel throws the numbered heads of dead players (1d4) and gets 1.
 [22:27] <@GWRD> (Janken, Cannibals)
 [22:27] <Darenel> (i assume eagle doesnt get any bonuses)
 [22:27] <@GWRD> Andoorin holds his ground.
 [22:27] <@GWRD> (No)
 [22:28] <Janken> [distance from me?]
 [22:28] <@GWRD> (2 guards are still 60' away)
 [22:28] <Darenel> (and 30 other cannibals are just behind them)
 [22:29] <Janken> [delaying until they get closer]
 [22:30] <@GWRD> (Battle map: <https://docs.google.com/spreadsheet/ccc...web#gid=50>)
 [22:32] <@GWRD> (Party starts from the top right corner in the AE-AH area)
 [22:32] <@Theon_Tokko> (drop me on there somewhere lol)
 [22:32] <@GWRD> (Not all of the map is revealed)
 [22:34] <@GWRD> (Dar will need to be in a spot he can see the guard post, to cast his spell)
 [22:34] <@GWRD> (I recommend to the right of Jan)
 [22:35] <Darenel> (yeah mean righ on the map, or right from him while he is facing the enemies)
 [22:35] <@GWRD> 2 1d8
 [22:35] <PK> GWRD throws the numbered heads of dead players (2 1d8) and gets 2 5.
 [22:35] <@GWRD> 2 1d20+1
 [22:35] <PK> GWRD throws the numbered heads of dead players (2 1d20+1) and gets 16 16.
 [22:35] <@GWRD> 1d6+4
 [22:35] <PK> GWRD throws the numbered heads of dead players (1d6+4) and gets 9.
 [22:36] <@GWRD> 1d6+4
 [22:36] <PK> GWRD throws the numbered heads of dead players (1d6+4) and gets 10.
 [22:36] <@GWRD> The two guards on the guard post throw additional javelins, hitting Theon (for 9), and Valio (for 10)
 [22:37] <@GWRD> While 4 additional Cannibals approach from the path
 [22:37] <Orzady> (nice)
 [22:37] <@GWRD> (Orzady, Theon, Darenel)
 [22:37] <@GWRD> (Reminder: (+1 Att / Dam / Save vs. Fear))
 [22:37] * Orzady plunges into the brush to move around to get to one of the cannibals)
 [22:37] <Valio> (Does 16 hit 16?)
 [22:38] <@GWRD> (yes)
 [22:38] <Orzady> (hoping the brush gives some cover)
 [22:38] <@GWRD> 1d20+2
 [22:38] <PK> GWRD throws the numbered heads of dead players (1d20+2) and gets 16.
 [22:39] <@GWRD> (Theon, Darenel, Aerys)
 [22:39] * Darenel casts Cure Light Wounds on Valio
 [22:39] * @Theon_Tokko moves and goes for another round of mincemeat
 [22:39] <@Theon_Tokko> 1d20+5
 [22:39] <Darenel> (also what about my eagle)
 [22:39] <PK> Theon_Tokko throws the numbered heads of dead players (1d20+5) and gets 13.
 [22:40] <@GWRD> (AC 11)
 [22:40] <@GWRD> Aerys drops her bow and swings bare-knuckle at the cannibal nearest her.
 [22:40] <@Theon_Tokko> 2d6+4
 [22:40] <PK> Theon_Tokko throws the numbered heads of dead players (2d6+4) and gets 7.
 [22:40] <@GWRD> 1d20+6
 [22:40] <PK> GWRD throws the numbered heads of dead players (1d20+6) and gets 16.
 [22:40] <@GWRD> 1d3+3
 [22:40] <PK> GWRD throws the numbered heads of dead players (1d3+3) and gets 5.
 [22:40] <@Theon_Tokko> (actually, I forgot to add the additional +1 from yea)
 [22:41] <Darenel> 1d8+2
 [22:41] <PK> Darenel throws the numbered heads of dead players (1d8+2) and gets 9.



[22:41] <@GWRD> (Darenel's eagle, Valio, Ptol)
 [22:41] <Darenel> 3 1d20
 [22:41] <PK> Darenel throws the numbered heads of dead players (3 1d20) and gets 14 12 20.
 [22:42] <@GWRD> (roll to confirm Nat 20)
 [22:42] <Darenel> 1d20
 [22:42] <PK> Darenel throws the numbered heads of dead players (1d20) and gets 6.
 [22:42] <@GWRD> (not confirmed)
 [22:42] <@GWRD> 2 1d20+2
 [22:42] <PK> GWRD throws the numbered heads of dead players (2 1d20+2) and gets 5 9.
 [22:42] <Darenel> (so is that 2 or 3 hits)
 [22:42] <@GWRD> (3 hits)
 [22:43] <@GWRD> 1d6+1
 [22:43] <PK> GWRD throws the numbered heads of dead players (1d6+1) and gets 4.
 [22:43] <Valio> (total defense this round. AC 20)
 [22:43] <Darenel> 3 1d4
 [22:43] <PK> Darenel throws the numbered heads of dead players (3 1d4) and gets 1 4 2.
 [22:44] <@Theon_Tokko> (I have to go soon guys, need to take my pain meds + antibiotics and they pretty much KO me)
 [22:44] <@GWRD> The Eagle claws and pecks at one of the guardpost cannibals as Ptolamir lets loose a jet of fire, setting a pair of the cannibals on fire.
 [22:45] <Darenel> (feed them to the Cannibals would make the fight easier)
 [22:45] <@GWRD> (Andoorin, Janken, Cannibals - Round 3)
 [22:45] <@Theon_Tokko> ("They lived a good life, lets feast!")
 [22:45] <@GWRD> 1d20+5
 [22:45] <PK> GWRD throws the numbered heads of dead players (1d20+5) and gets 8.
 [22:46] <Janken> [i wonder if the cannibals are hungry now,smelling their charred flesh]
 [22:46] <@GWRD> Andoorin swings with his dwarven waraxe, but misses the raging cannibal.
 [22:46] <Darenel> (whats that blue border on the north side?)
 [22:46] <@GWRD> (Water)
 [22:46] <PK> (An escape path > 😊)
 [22:46] <@GWRD> (Janken, Cannibals - Round 3)
 [22:47] <Darenel> (lets swim for it, it always works out so great)
 [22:47] * Janken moves up closer to the group
 [22:48] <@GWRD> 1d20+3
 [22:48] <PK> GWRD throws the numbered heads of dead players (1d20+3) and gets 18.
 [22:48] <@GWRD> 1d20+3
 [22:48] <PK> GWRD throws the numbered heads of dead players (1d20+3) and gets 4.
 [22:48] <@GWRD> 1d20+1
 [22:48] <PK> GWRD throws the numbered heads of dead players (1d20+1) and gets 9.
 [22:48] <@GWRD> 1d20+1
 [22:48] <PK> GWRD throws the numbered heads of dead players (1d20+1) and gets 19.
 [22:48] <@GWRD> 1d8
 [22:48] <PK> GWRD throws the numbered heads of dead players (1d8) and gets 2.
 [22:48] <@GWRD> 1d6+2
 [22:48] <PK> GWRD throws the numbered heads of dead players (1d6+2) and gets 6.
 [22:48] <@GWRD> 1d6+4
 [22:48] <PK> GWRD throws the numbered heads of dead players (1d6+4) and gets 8.
 [22:49] <@GWRD> Theon is simultatiously hit with a javelin near the shoulder blade and cut across his chest with a broken scimitar (14 damage)
 [22:49] <@Theon_Tokko> (At 5 HP)
 [22:50] <@GWRD> You hear the howling of more approaching cannibals in the distance
 [22:50] <@GWRD> (Orzady, Theon, Darenel)
 [22:51] <@GWRD> 1d20+4



[22:51] <PK> GWRD throws the numbered heads of dead players (1d20+4) and gets 5.
[22:51] * Orzady rushes to cannibal #4 -- sacrificing stealth for surprise and a knife to the throat
[22:51] * @Theon_Tokko growls and attempts to mutilate Can3
[22:51] <@Theon_Tokko> 1d20+6
[22:51] <PK> Theon_Tokko throws the numbered heads of dead players (1d20+6) and gets 13.
[22:51] <@Theon_Tokko> 2d6+5
[22:51] <PK> Theon_Tokko throws the numbered heads of dead players (2d6+5) and gets 9.
[22:51] <@Theon_Tokko> (PK loves me tonight...)
[22:52] <Orzady> 1d20+4
[22:52] <PK> Orzady throws the numbered heads of dead players (1d20+4) and gets 17.
[22:52] <Orzady> (hope that's a hit...)
[22:52] <@GWRD> (AC 11)
[22:53] <Orzady> (finally something good)
[22:53] <@GWRD> (Valio, Ptolamir, Andoorin)
[22:53] <Orzady> 1d6+3
[22:53] <PK> Orzady throws the numbered heads of dead players (1d6+3) and gets 7.
[22:54] <@GWRD> Aerys swings at Can 4, but Orzady gets in her way, striking true to the juggular before she can connect.
[22:54] <@GWRD> 1d20+4
[22:54] <PK> GWRD throws the numbered heads of dead players (1d20+4) and gets 24.
[22:54] <@GWRD> 1d20+4
[22:54] <PK> GWRD throws the numbered heads of dead players (1d20+4) and gets 15.
[22:54] * Darenel moves closer to the fight
[22:55] <@GWRD> Ptolamir lets fly an arrow which impales itself in the eye socket of the cannibal getting attacked by the eagle.
[22:55] * Valio continues inspiring the group as he attempts to sling a stone at can6.
[22:55] <Valio> 1d20+1
[22:55] <PK> Valio throws the numbered heads of dead players (1d20+1) and gets 10.
[22:55] <@GWRD> (Andoorin)
[22:55] <Valio> (duh, forgot my own +1...)
[22:56] <Valio> 1d4+1
[22:56] <PK> Valio throws the numbered heads of dead players (1d4+1) and gets 4.
[22:56] <@GWRD> 1d20+6
[22:56] <PK> GWRD throws the numbered heads of dead players (1d20+6) and gets 16.
[22:56] <@GWRD> 1d10+4
[22:56] <PK> GWRD throws the numbered heads of dead players (1d10+4) and gets 13.
[22:57] <@GWRD> Andoorin assists in the kill on Can 6, doing most of the work with that swing...
[22:57] <@GWRD> As this session ends at the start of Round 4.



Session 28 - 8-3-2014 - TPK?

[20:21] <@GWRD> Stranded on the infamous Smuggler's Shiv now for upwards of 25 days now, the surviving castaways and their companions followed one of the many game trails of the island to a lighthouse in the southwest portion of the island.

[20:23] <@GWRD> However approaching the location of the lighthouse, they spotted an elevated platform in the trees, a lookout. Unfortunately they did not duck well enough into the trees in time and the guard spotted them and raised the alarm.

[20:24] <@GWRD> The fight thus far has been bloody and relentless between the cannibals and the castaways. As we move into our fourth round of combat, a frenzy of cannibals can be heard in the background.

[20:24] <@GWRD> As this session resumes...

[20:25] <@GWRD> (Reminders Incoming:)

[20:25] <@GWRD> (Battlegrid: <https://docs.google.com/spreadsheet/ccc...web#gid=50>)

[20:25] <@GWRD> (Current Init Order: Janken 20, Cannibals 19, Orzady 18, Theon 18, Darenel 12, Aerys 10, Valio 8, Ptolamir 6, Andoorin 5)

[20:26] <@GWRD> (Abilities active: Inspire Courage: +1 Att / Damage / Saves vs. fear)

[20:27] <@GWRD> (Round 4: Janken, Cannibals)

[20:27] <@GWRD> (Oh and Summoned Eagle active)

[20:28] <@Theon_Tokko> (google spreadsheet failing to load for me)

[20:30] * Janken moves up and casts guidance on Theon_Tokko

[20:32] <@Theon_Tokko> (my whole network is goign wonky.. surprised this is even working)

[20:32] * Disconnected

Session Close: Sun Aug 03 20:32:50 2014

Session Start: Sun Aug 03 20:32:50 2014

Session Ident: #grovewood

Session Start: Sun Aug 03 20:43:15 2014

Session Ident: #grovewood

[20:43] * Now talking in #grovewood

[20:43] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid> - Logs available here: <http://konnen.wg2140.com/index.php?opti...id=2>'

[20:43] * Set by ChanServ! services@services.sorcery.net on Sat May 24 11:15:47 2014

[20:43] <Valio> (there's a god attacking us? or is he there to help?)

[20:43] <Tolman> (sorry, that was obnoxious of me)

[20:43] <Tolman> (ok, what's green and white? where did these cannibals appear from? where's the lighthouse?)

[20:43] <@GWRD> 1d20+3

[20:43] <TolBot> [GWRD's 1d20(16)+3]: 19

[20:43] <@GWRD> (one moment)

[20:43] <@GWRD> 1d6+2

[20:43] <TolBot> [GWRD's 1d6(6)+2]: 8

[20:43] <@GWRD> One of the cannibals slashes at Andoorin with an old pitted scimitar, leaving a serious looking gash on the dwarf's chest.

[20:43] <@GWRD> (Green = Jungle, White = Pathway. Not all terrain is visible (Fog of war effect)

[20:43] <@GWRD> 1d20+3 vs eagle

[20:43] <TolBot> [GWRD's 1d20(9)+3]: 12 vs eagle

[20:43] <@GWRD> 1d6+2 to Eagle if that's a hit.

[20:43] <TolBot> [GWRD's 1d6(4)+2]: 6 to Eagle if that's a hit.

[20:43] <@GWRD> (Orzady, Theon, Darenel, Aerys)

[20:43] * Orzady rushes for Cannibla #9, blades ready.

[20:43] * Tolman begins to warm his hands.

[20:43] * @Ptolamir begins to warm his hands.



[20:43] <@GWRD> (Going to attack Orzady?)
 [20:43] <Orzady> (oh -- yeah)
 [20:43] <Orzady> roll 1d20+3
 [20:43] <Orzady> 1d20+3
 [20:43] <TolBot> [Orzady's 1d20(4)+3]: 7
 [20:43] <Orzady> (*sigh* -- aaaaand we're back!)
 [20:43] <@GWRD> Orzady swings wildly, getting spooked by a large shiv dragon tied to a tree in the underbrush a few feet from him.
 [20:43] <@GWRD> (Theon, Monitor Lizard, Darenel, Aerys)
 [20:43] <Janken> [monitor lizard,what.]
 [20:43] <@GWRD> (Err shiv dragon)
 [20:43] * Theon_Tokko is now known as Ryu
 [20:43] <Orzady> (I tap mana and throw down CoP: Red)
 [20:43] <@GWRD> 1d20+5 vs Orzady
 [20:43] <TolBot> [GWRD's 1d20(14)+5]: 19 vs Orzady
 [20:43] * Ryu is now known as Theon_Tokko
 [20:44] <Janken> [wrong game,Orzady]
 [20:44] <@Theon_Tokko> (*grumbles something about taking a sledgehammer to this PC*)
 [20:44] <@GWRD> 1d8+4 & Save vs Poison DC 14
 [20:44] <TolBot> [GWRD's 1d8(6)+4]: 10 & Save vs Poison DC 14
 [20:44] <Orzady> (yikes)
 [20:44] <Orzady> 1d20+1
 [20:44] <TolBot> [Orzady's 1d20(1)+1]: 2 (Uh oh.)
 [20:44] <@GWRD> 1d20+9 vs Orzady's CMD
 [20:44] <TolBot> [GWRD's 1d20(3)+9]: 12 vs Orzady's CMD
 [20:45] * @Theon_Tokko beats on the nearest mob (jus' because I missed a bit)
 [20:45] <@Theon_Tokko> 1d20+6
 [20:45] <TolBot> [Theon_Tokko's 1d20(5)+6]: 11
 [20:45] <Orzady> ("Bloody brilliant..." -- Giles, BtVS)
 [20:45] <Janken> [dont forget the guidance,gives you +1 to hit]
 [20:45] <@GWRD> The shiv dragon bites Orzady's leg, leaving a trail of rancid drool all over his leg.
 [20:45] <@Theon_Tokko> (so that should have be 12)
 [20:46] <@GWRD> (That would be a hit, also don't forget Valio's Inspire Courage is +1 hit/dam/fear until he ends the performance)
 [20:46] <@Theon_Tokko> 2d6+5
 [20:46] <TolBot> [Theon_Tokko's 2d6(10)+5]: 15
 [20:46] <@Theon_Tokko> (guess tahts Can6 that I'm beating on)
 [20:47] <@GWRD> Theon Tokko steps nimbly over the corpse of the dead cannibal in front of him, and thrusts his blade into the center of the cannibal's chest that's in front of him.
 [20:47] <@GWRD> (No it was 5)
 [20:47] <@Theon_Tokko> (your the DM your call 🙄)
 [20:48] * Disconnected
 Session Close: Sun Aug 03 20:48:34 2014

Session Start: Sun Aug 03 20:48:34 2014

Session Ident: #grovewood

[20:48] * Attempting to rejoin channel #grovewood

[20:48] * Rejoined channel #grovewood

[20:48] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid> - Logs available here: <http://konnen.wg2140.com/index.php?opti ... id=2'>

[20:48] * Set by ChanServ! services@services.sorcery.net on Sat May 24 11:15:47 2014

[20:48] <@GWRD> (Darenel, Aerys, Valio, Ptolamir)

[20:48] * Theon_Tokko is now known as Ryu



[20:48] <@Ryu> (... wtf...)
 [20:48] * Ryu is now known as Theon_Tokko
 [20:49] <@GWRD> 1d20+3 for Darenel's sling
 [20:49] <ToIBot> [GWRD's 1d20(7)+3]: 10 for Darenel's sling
 [20:49] <@GWRD> 3 1d20+3 for Darenel's eagle
 [20:49] <@GWRD> 3#1d20+3 for Darenel's eagle
 [20:49] <ToIBot> [GWRD's 1d20(16)+3]: 19 for Darenel's eagle
 [20:49] <ToIBot> [GWRD's 1d20(15)+3]: 18 for Darenel's eagle
 [20:49] <ToIBot> [GWRD's 1d20(13)+3]: 16 for Darenel's eagle
 [20:49] <@GWRD> 3d4
 [20:49] <ToIBot> [GWRD's 3d4(10)]: 10
 [20:49] <@Ptolamir> (go eagle go)
 [20:50] <@GWRD> The summoned eagle goes to town on the Cannibal's face in the lookout post, gouging much of the scarred man's face.
 [20:51] <@GWRD> 1d20+6 for Aerys vs Dragon
 [20:51] <ToIBot> [GWRD's 1d20(15)+6]: 21 for Aerys vs Dragon
 [20:51] <@GWRD> 1d3+3
 [20:51] <ToIBot> [GWRD's 1d3(3)+3]: 6
 [20:52] <@GWRD> While Aerys advances to Orzady's rescue, and punches the Shiv Dragon upside its head bareknuckled.
 [20:52] <@GWRD> (Valio, Ptolamir, Andoorin)
 [20:52] * Valio continues his inspiring performance as he takes a total defense.
 [20:52] <Orzady> (lol)
 [20:53] <@GWRD> (Ptolamir, Andoorin)
 [20:53] * @Ptolamir contineus to warm his hands, moving into position.
 [20:54] <@GWRD> 1d20+6 for Androoin
 [20:54] <ToIBot> [GWRD's 1d20(20)+6]: 26 for Androoin (Stunning.)
 [20:54] * @Ptolamir casts burning hands.
 [20:54] <@GWRD> 1d20+6 for crit
 [20:54] <ToIBot> [GWRD's 1d20(16)+6]: 22 for crit
 [20:54] <Janken> [huzzah!]
 [20:54] <Orzady> (Yaaa! We're not going to completely die!)
 [20:54] <@Ptolamir> hitting shiv darg, Canibals 6, 7, 9, 8, & 10
 [20:54] <Orzady> (brb)
 [20:55] <@GWRD> (That would be a range of 20, from your position and a 15' cone, you would hit Shiv, 9, & 7)
 [20:56] <@Ptolamir> (i'm an idiot... hold on_-
 [20:56] <@GWRD> 3d10+12 for Androoin's damage
 [20:56] <ToIBot> [GWRD's 3d10(22)+12]: 34 for Androoin's damage
 [20:56] <@Ptolamir> (I would hit 10 too)
 [20:57] <@Ptolamir> (oops, no wouldn't)
 [20:58] <@GWRD> Androoin swings his dwarven battle axe with an unearthly rage and disconnects his target's head from its shoulders.
 [20:58] * @Ptolamir shifts into position.
 [20:58] <@GWRD> (Your new position would hit 7,8,9, Shiv and provoke an AoO)
 [20:59] <@GWRD> (This position provokes 2 AoO)
 [20:59] <@Ptolamir> (casting from here)
 [20:59] <@GWRD> (Casting defensively or provoking AoO's?)
 [20:59] <@Ptolamir> (what's fule for casting defensivley?)
 [21:00] <@Ptolamir> (rule)
 [21:00] <@GWRD> (Casting defensively is DC15+ 2x spell level (so DC 17). You roll 1d20+2 (your level) plus bonuses for feats)
 [21:00] <@GWRD> (If you fail you lose the spell, but you don't provoke AoO's this way)



[21:02] <@Ptolamir> (I'll try that. Since I cast Burn Hands at +1 level, is it d20+3?)
 [21:02] <@GWRD> (I think so, not 100% sure, so we will say yes for flow of combat)
 [21:02] <@Ptolamir> 1d20+3 vs DC17
 [21:02] <TolBot> [Ptolamir's 1d20(17)+3]: 20 vs DC17 Success
 [21:02] <@Ptolamir> 3d4 damage
 [21:02] <TolBot> [Ptolamir's 3d4(12)]: 12 damage
 [21:03] <@Ptolamir> (I think that affects all of them)
 [21:03] <Valio> (people remembering the +1 att/dmg?)
 [21:03] <@GWRD> 4#1d20+2
 [21:03] <TolBot> [GWRD's 1d20(2)+2]: 4
 [21:03] <TolBot> [GWRD's 1d20(20)+2]: 22 (Most impressive.)
 [21:03] <TolBot> [GWRD's 1d20(3)+2]: 5
 [21:03] <TolBot> [GWRD's 1d20(12)+2]: 14
 [21:03] <@Ptolamir> (save DC is 15)
 [21:03] <@GWRD> 1d20+5
 [21:03] <TolBot> [GWRD's 1d20(17)+5]: 22
 [21:04] <@Ptolamir> (ok, so 13 damage, or 6 if they save)
 [21:04] <@GWRD> (what's the DC?)
 [21:05] <@Ptolamir> Ptolamir: (save DC is 15) [9:03pm]
 [21:05] <@Ptolamir> (sorry i took so long on my turn, guys)
 [21:05] <@GWRD> (Janken, Cannibals)
 [21:06] <@GWRD> Ptolamir lays waste to the cannibals and the Shiv dragon at the edge of the jungle with a blast of fire.
 [21:09] * Janken moves up and casts CLW on Androoin
 [21:09] <Janken> 1d8+2
 [21:09] <TolBot> [Janken's 1d8(2)+2]: 4
 [21:09] <@Theon_Tokko> (I'm at 5hp btw)
 [21:09] <Janken> [ok]
 [21:10] <@GWRD> (I don't know exactly what Androoin is, since I have a level 1 sheet for him, so he flees at level 2 min. hps for him)
 [21:10] <Valio> (I can get you, if the cannibals don't first)
 [21:11] <@Ptolamir> (uh, non of them dropped from the fire? uh oh)
 [21:12] <@GWRD> (Nope, though many of them are SEVERELY burned... and pissed off)
 [21:13] <@GWRD> 2#1d20+3 vs Ptol
 [21:13] <TolBot> [GWRD's 1d20(11)+3]: 14 vs Ptol
 [21:13] <TolBot> [GWRD's 1d20(5)+3]: 8 vs Ptol
 [21:13] <@Ptolamir> (so what... a 1HP cannibal thrusts a spear just as well as a full HP one.... a bit of a flaw in the game mechanic, really)
 [21:13] <@GWRD> (One could say that about PCs too)
 [21:13] <@GWRD> 1d20+3 vs Androoin
 [21:13] <TolBot> [GWRD's 1d20(7)+3]: 10 vs Androoin
 [21:14] <@GWRD> 1d20+3 vs Orzady
 [21:14] <TolBot> [GWRD's 1d20(4)+3]: 7 vs Orzady
 [21:14] <@GWRD> 1d20+5 vs Aerys
 [21:14] <TolBot> [GWRD's 1d20(19)+5]: 24 vs Aerys
 [21:14] <@GWRD> 1d8+4
 [21:14] <TolBot> [GWRD's 1d8(1)+4]: 5
 [21:14] <@GWRD> 1d20+9
 [21:14] <TolBot> [GWRD's 1d20(3)+9]: 12
 [21:15] <@GWRD> 1d20+4
 [21:15] <TolBot> [GWRD's 1d20(8)+4]: 12
 [21:16] <@GWRD> The Shiv Dragon catches Aerys' foot and bites down hard, yanking it off with its firm jaws.



[21:16] <@GWRD> 1d20+3 vs Eagle
 [21:16] <TolBot> [GWRD's 1d20(7)+3]: 10 vs Eagle
 [21:16] <@GWRD> (Orzady, Theon, Darenel, Aerys)
 [21:17] <@Theon_Tokko> (Looks like CAN7)
 [21:17] <@Theon_Tokko> 1d20+7
 [21:17] <TolBot> [Theon_Tokko's 1d20(3)+7]: 10
 [21:17] <@GWRD> (miss)
 [21:17] <@Theon_Tokko> (and a miss lol)
 [21:17] <@GWRD> (Orzady, Darenel, Aerys)
 [21:18] <@GWRD> 1d20+3 for Darenel's sling vs 10
 [21:18] <TolBot> [GWRD's 1d20(3)+3]: 6 for Darenel's sling vs 10
 [21:18] <@GWRD> (Orzady, Aerys, Valio)
 [21:19] * Orzady lunges at the cannibal again
 [21:19] <Orzady> 1d20+3
 [21:19] <TolBot> [Orzady's 1d20(16)+3]: 19
 [21:19] <Orzady> (finally)
 [21:19] <Orzady> 1d6+3
 [21:19] <TolBot> [Orzady's 1d6(1)+3]: 4
 [21:20] <@GWRD> Orzady stabs the severely burned cannibal repeatedly in the chest until he falls to the ground lifeless.
 [21:20] <@GWRD> 1d20+6 for Aerys
 [21:20] <TolBot> [GWRD's 1d20(2)+6]: 8 for Aerys
 [21:20] <@GWRD> (Valio, Ptolamir, Ando)
 [21:20] * Valio moves over to Theon and casts Cure Light Wounds while continuing his inspiring performance.
 [21:21] <Valio> 1d8+2
 [21:21] <TolBot> [Valio's 1d8(1)+2]: 3
 [21:21] <@Ptolamir> (Aerys lost a foot?)
 [21:21] <@Ptolamir> (ack)
 [21:21] <@GWRD> Aerys kicks at the shiv dragon with her bloody foot, while yelling at the thing to give her boot back.
 [21:21] <Valio> (what a waste of a spell... min healing?)
 [21:22] <@GWRD> (Not a waste if it keeps him alive)
 [21:22] <@Ptolamir> (way to block me in, too, guys... diving into the ocean)
 [21:22] <@Ptolamir> (hehe)
 [21:22] <Janken> [its ok,i can hit him with a CLW too]
 [21:24] <@GWRD> (Ptolamir, Ando, Janken)
 [21:24] <@GWRD> 1d20+5 for Andoorin vs Can7
 [21:24] <TolBot> [GWRD's 1d20(18)+5]: 23 for Andoorin vs Can7
 [21:24] <@GWRD> 1d10+3
 [21:24] <TolBot> [GWRD's 1d10(10)+3]: 13
 [21:25] <@GWRD> Androoin drops another burned cannibal, giving Ptolamir some breathing room.
 [21:25] * @Ptolamir sends a fire jet.
 [21:26] <@Ptolamir> (over cannibals 8, 11, 12)
 [21:26] <@GWRD> (yup)
 [21:26] <@Ptolamir> 1d6+2
 [21:26] <TolBot> [Ptolamir's 1d6(1)+2]: 3
 [21:26] <@GWRD> 3#1d20+2 Reflex saves
 [21:26] <TolBot> [GWRD's 1d20(17)+2]: 19 Reflex saves
 [21:26] <TolBot> [GWRD's 1d20(1)+2]: 3 Reflex saves (Not good.)
 [21:26] <TolBot> [GWRD's 1d20(18)+2]: 20 Reflex saves
 [21:27] <@Ptolamir> (DC is 14)
 [21:28] <@GWRD> Ptolamir lights up a row of cannibals, one of them getting hit enough to catch his



clothes on fire.

[21:28] <@GWRD> (Janken, Cannibals)

[21:28] <@GWRD> (Note: XX is difficult terrain, if you relocate to your current location Ptol, you will provoke 2 AoOs)

[21:29] <Janken> [i can CLW Theon_Tokko from where im at,right?]

[21:29] <@GWRD> (Yes Janken, you can cast diagonally)

[21:29] * Janken casts CLW on Theon_Tokko

[21:29] <@Ptolamir> (ok, moved back)

[21:29] <Janken> 1d8+2

[21:29] <TolBot> [Janken's 1d8(5)+2]: 7

[21:29] <@Ptolamir> (I thought you can shift one sq with no OA)

[21:30] <@GWRD> (You normally can yes, as long as it's not difficult terrain. Dead bodies count as difficult terrain)

[21:30] <@Ptolamir> (interesting factoid)

[21:30] <@GWRD> (Hence why they are marked on the map.)

[21:31] <Orzady> (I'll keep that in mind at work)

[21:32] <@GWRD> 2#1d20+3 vs Ptolamir

[21:32] <TolBot> [GWRD's 1d20(20)+3]: 23 vs Ptolamir (Sweet!)

[21:32] <TolBot> [GWRD's 1d20(19)+3]: 22 vs Ptolamir

[21:32] <@GWRD> 1d20+3 Crit

[21:32] <TolBot> [GWRD's 1d20(4)+3]: 7 Crit

[21:32] <@GWRD> 2d6+4 for two hits on Ptolamir

[21:32] <TolBot> [GWRD's 2d6(10)+4]: 14 for two hits on Ptolamir

[21:33] * @Ptolamir dies.

[21:33] <@GWRD> 2#1d20+3 vs Androoin

[21:33] <TolBot> [GWRD's 1d20(19)+3]: 22 vs Androoin

[21:33] <TolBot> [GWRD's 1d20(12)+3]: 15 vs Androoin

[21:33] <@GWRD> 1d6+2

[21:33] <TolBot> [GWRD's 1d6(5)+2]: 7

[21:33] <Valio> (dies, or falls unconscious? pto?)

[21:33] <@Ptolamir> (at -1)

[21:34] <@GWRD> 1d20+3 vs Aerys

[21:34] <TolBot> [GWRD's 1d20(14)+3]: 17 vs Aerys

[21:34] <@GWRD> 1d6+2

[21:34] <TolBot> [GWRD's 1d6(5)+2]: 7

[21:34] <Valio> (who let them have good rolls tonight?)

[21:34] <Janken> [i can stabilize pto on my next turn]

[21:35] <@Ptolamir> (which 2 cann's attacked Ptol, and which 2 attacked Androo?)

[21:35] <@GWRD> Androoin and Aerys take some solid hits and both look to be in bad shape as Ptolamir goes down. You hear more cannibals being stirred up from their camp.

[21:35] <@GWRD> (10 & 8 vs Ptol, 12 & 14ranged vs Androoin. Can 11 is rolling on the ground screaming because he's on fire)

[21:36] <@GWRD> 1d20+6 reflex for Can 11

[21:36] <TolBot> [GWRD's 1d20(5)+6]: 11 reflex for Can 11

[21:36] <@GWRD> (Fire damage for that one please)

[21:36] <Orzady> (Can 11 -- such a quitter)

[21:36] <@GWRD> (Orzady, Theon, Shiv Dragon, Danel)

[21:36] <@Ptolamir> 1d6+2

[21:36] <TolBot> [Ptolamir's 1d6(5)+2]: 7

[21:37] <@GWRD> (thanks)

[21:37] * Orzady scrambles for Can 12

[21:37] <Orzady> 1d20+3

[21:37] <TolBot> [Orzady's 1d20(19)+3]: 22



[21:37] <Orzady> (Yes!!)

[21:38] <Orzady> 1D6+3

[21:38] <TolBot> [Orzady's 1d6(1)+3]: 4

[21:38] <Orzady> (well, I hit)

[21:38] * @Theon_Tokko moves (down 1, then diagonal onto Z4) and attacks CAN12 (or 8 if Orz kills it off)

[21:38] <@Theon_Tokko> 1d20+7

[21:38] <TolBot> [Theon_Tokko's 1d20(3)+7]: 10

[21:38] <@Theon_Tokko> (and a bloody 10 again xD)

[21:38] <@GWRD> (Orzady has no clear path to Cannibal 12)

[21:39] <Valio> (he did before Theon went out of init)

[21:39] <@GWRD> (Unless you are moving through Theon's square and ending up on the left side of the Shiv Dragon... in which case that's 2 AoOs)

[21:39] <Orzady> (OK -- I'll just climb over the bodies and get to him that was)

[21:39] <@GWRD> (Oh)

[21:39] <@GWRD> (Still would provoke 1 AoO for the Shiv Dragon if he moves after Can 12)

[21:39] <@Theon_Tokko> (Oh the ShivDrgn is still alive? I thought it was dead lol)

[21:40] <@GWRD> (nope, it's nomming on a boot)

[21:40] <Janken> [a boot, or a foot?]

[21:40] <Shaddow> (a boot)

[21:40] <Orzady> (still scrambling, I'll take my chances with the dragon)

[21:41] <@GWRD> 1d20+5 vs Orzady for AoO

[21:41] <TolBot> [GWRD's 1d20(13)+5]: 18 vs Orzady for AoO

[21:41] <@Theon_Tokko> (if you want CAN12 I can alter, I guess i did go out of order lol)

[21:41] <@GWRD> 1d8+4 at Orzady

[21:41] <TolBot> [GWRD's 1d8(8)+4]: 12 at Orzady

[21:41] <@GWRD> 1d20+9 vs Orzady's CMD

[21:41] <TolBot> [GWRD's 1d20(2)+9]: 11 vs Orzady's CMD

[21:42] <@GWRD> The Shiv Dragon spits out the boot at surprising speed and snaps at the more tastier looking meal trying to run by him, and clamps on to Orzady's torso.

[21:44] <Orzady> (well, I have been marinating myself)

[21:44] <@GWRD> ((I have Orzady at 22 damage taken this combat, I suspect he didn't make it past the Shiv Dragon?))

[21:44] <Orzady> (Nope -- he's DRT)

[21:44] <@GWRD> ((I have Orzady at 22 damage taken this combat, I suspect he didn't make it past the Shiv Dragon?))

[21:44] <@GWRD> (oops)

[21:45] <@Theon_Tokko> (want me to re-go since I fubared? lol, which in that case I'll be going after the ShivDrgn)

[21:45] <@GWRD> (Sure)

[21:45] <@Theon_Tokko> 1d20+7

[21:45] <TolBot> [Theon_Tokko's 1d20(18)+7]: 25

[21:45] <@Theon_Tokko> 2d6+5

[21:45] <TolBot> [Theon_Tokko's 2d6(4)+5]: 9

[21:46] <@GWRD> The Shiv dragon's meal time is interrupted by a smack to the head, which makes it look really mad, and nearly dead.

[21:46] <@GWRD> (Shiv Dragon, Darenel)

[21:46] <@GWRD> 1d20+5 vs Theon

[21:46] <TolBot> [GWRD's 1d20(1)+5]: 6 vs Theon (Oh, no)

[21:46] <Orzady> (*whack* Oww! Why did-- *thunk*)

[21:47] <@Theon_Tokko> (Nat1, c'mon let me hit him again lol)

[21:47] <@GWRD> 1d8+2 CLW on Ptolamir from Darenel

[21:47] <TolBot> [GWRD's 1d8(3)+2]: 5 CLW on Ptolamir from Darenel



[21:47] <@GWRD> (+5 hps Ptolamir)
 [21:47] <@GWRD> (Aerys, Valio, Ptolamir)
 [21:47] <@GWRD> 1d20+6
 [21:47] <TolBot> [GWRD's 1d20(11)+6]: 17
 [21:48] <@GWRD> 1d3+3
 [21:48] <TolBot> [GWRD's 1d3(1)+3]: 4
 [21:48] <@GWRD> Aerys kicks the Shiv dragon in the head with her bloody foot, knocking the life out of the creature's body.
 [21:49] <@GWRD> (Valio, Ptolamir, Androoin, Janken)
 [21:49] * @Ptolamir opens his eyes, groaning.
 [21:49] * Valio shifts over to heal Aerys and continues his performance.
 [21:49] <Valio> 1d8+2
 [21:49] <TolBot> [Valio's 1d8(1)+2]: 3
 [21:50] <Valio> (arg!!!)
 [21:50] <@GWRD> (Ptolamir, Androoin, Janken)
 [21:50] <@Ptolamir> (I can't move without provoking?)
 [21:50] <@GWRD> (Correct, and you are prone)
 [21:51] <@GWRD> 1d20+6 for Androoin vs Can 10
 [21:51] <TolBot> [GWRD's 1d20(4)+6]: 10 for Androoin vs Can 10
 [21:51] <@GWRD> (Ptolamir, Janken)
 [21:51] * @Ptolamir stands and sends another fire jet.
 [21:52] <@GWRD> (Note: Standing will provoke 2 AoOs)
 [21:52] <@Ptolamir> (NM, then)
 [21:53] <Shaddow> (quick question, the 2 AoOs would be from canibals 10 and 8?)
 [21:53] <@GWRD> Correct)
 [21:53] <Shaddow> (thanks)
 [21:53] <@Theon_Tokko> (So the ShivDrgn is now a corpse right?)
 [21:53] <Valio> "Fall back and use their dead as obstacles!"
 [21:54] <@GWRD> (His fire jet could also provoke an AoO if it is a spell like ability, if they have combat reflexes... which allows more than 1 AoO a round)
 [21:54] <@Ptolamir> (I think it's a spelllike ability)
 [21:54] <Shaddow> (good to know, thank you 😊)
 [21:54] <@GWRD> (Might I recommend you hold action to see if your situation improves Ptolamir?)
 [21:55] <@Ptolamir> (I'm obviously doing nothing.)
 [21:55] <@GWRD> (Round 7: Janken, Cannibals. Holding: Ptolamir)
 [21:56] <@Ptolamir> (It doesn't call it a spell-like ability, actually)
 [21:56] * Janken moves up and casts CLW on Orzady
 [21:56] <Janken> 1d8+2
 [21:56] <TolBot> [Janken's 1d8(6)+2]: 8
 [21:56] <@GWRD> (Wasn't sure, that's why I said "if")
 [21:58] <@GWRD> 4#1d20+3 vs Andoorin
 [21:58] <TolBot> [GWRD's 1d20(8)+3]: 11 vs Andoorin
 [21:58] <TolBot> [GWRD's 1d20(17)+3]: 20 vs Andoorin
 [21:58] <TolBot> [GWRD's 1d20(8)+3]: 11 vs Andoorin
 [21:58] <TolBot> [GWRD's 1d20(18)+3]: 21 vs Andoorin
 [21:59] <@GWRD> 2#1d6+2
 [21:59] <TolBot> [GWRD's 1d6(6)+2]: 8
 [21:59] <TolBot> [GWRD's 1d6(1)+2]: 3
 [21:59] <@GWRD> 1d20+3 vs Theon
 [22:00] <TolBot> [GWRD's 1d20(6)+3]: 9 vs Theon
 [22:00] <@GWRD> 1d20+3 vs Aerys
 [22:00] <TolBot> [GWRD's 1d20(13)+3]: 16 vs Aerys
 [22:00] <@GWRD> 1d6+2



[22:00] <TolBot> [GWRD's 1d6(3)+2]: 5
 [22:01] <@GWRD> Aerys and Androoin are both hit by Canibals, and are severely wounded.
 [22:01] <@GWRD> 1d3 to pick a PC to hit with ranged
 [22:01] <TolBot> [GWRD's 1d3(1)]: 1 to pick a PC to hit with ranged
 [22:01] <@GWRD> 1d20+3 vs Darenel
 [22:01] <TolBot> [GWRD's 1d20(10)+3]: 13 vs Darenel
 [22:01] <@GWRD> 1d6+4
 [22:01] <TolBot> [GWRD's 1d6(3)+4]: 7
 [22:01] <@Theon_Tokko> (I should use my Berserker powers sometime lol)
 [22:02] <@GWRD> One hits Darenel with a javelin, which sticks out of his leg.
 [22:02] <@GWRD> (Orzady, Theon, Darenel)
 [22:03] <@Theon_Tokko> (I'm waiting for Orzy to go.., but I'll be going after CAN2)
 [22:03] <@GWRD> (You can roll now)
 [22:03] <Orzady> (I'm dead, Jim)
 [22:03] <@Theon_Tokko> 1d20+7
 [22:03] <TolBot> [Theon_Tokko's 1d20(4)+7]: 11
 [22:03] <Janken> [no youre not,i healed you]
 [22:03] <@GWRD> Darenel grabs Ptolamir and drags him to safer grounds.
 [22:03] <Orzady> (oh, by how much? I missed that)
 [22:03] <Janken> [8]
 [22:04] <@Theon_Tokko> (11 is a hit right?)
 [22:04] <@GWRD> (Miss)
 [22:04] <@GWRD> (AC 12)
 [22:04] <@Theon_Tokko> (ah, couldn't remember if it was 11 or 12 lol)
 [22:05] <@GWRD> (Orzady, Aerys, Valio, Holding: Ptolamir)
 [22:06] <@GWRD> 1d20+5 Aerys vs Can 11
 [22:06] <TolBot> [GWRD's 1d20(14)+5]: 19 Aerys vs Can 11
 [22:06] * Orzady stumbles towards Can 12
 [22:06] <@GWRD> 1d3+2 vs Can 11
 [22:06] <TolBot> [GWRD's 1d3(1)+2]: 3 vs Can 11
 [22:06] <Orzady> 1d20+3
 [22:06] <TolBot> [Orzady's 1d20(19)+3]: 22
 [22:06] <Orzady> (It was meant to be)
 [22:06] <@Ptolamir> (Me shifting one squar drawing an OA, but another character dragging me not provoking one makes no sense to me)
 [22:06] <@GWRD> (Did you stand up to attack?)
 [22:07] <Orzady> 1d6+3
 [22:07] <TolBot> [Orzady's 1d6(6)+3]: 9
 [22:07] <Orzady> (standing up? me? Yeah)
 [22:07] <@GWRD> 1d20+3 AoO
 [22:07] <TolBot> [GWRD's 1d20(11)+3]: 14 AoO
 [22:08] <@GWRD> 1d6+2 AoO damage to Orzady.
 [22:08] <TolBot> [GWRD's 1d6(1)+2]: 3 AoO damage to Orzady.
 [22:08] <@GWRD> (Valio, Holding: Ptolamir)
 [22:08] <@GWRD> (Valio, Ptolamir, Androoin)
 [22:09] * Orzady falls down again and doesn't rise back up
 [22:09] <Janken> [dammit,i just fixed that]
 [22:09] * Valio casts sleep (targeting W3), inspires, "Fall back a bit!"
 [22:09] * @Ptolamir stands and sends a fire jet at 10.
 [22:10] <@Ptolamir> 1d6+2
 [22:10] <TolBot> [Ptolamir's 1d6(3)+2]: 5
 [22:10] * Janken curses in Sylvan
 [22:10] <Valio> (4HD, Will negates, centered on W3 but lowest HD first within 10' radius)



[22:11] <@GWRD> 4#1d20+3 will saves
 [22:11] <TolBot> [GWRD's 1d20(6)+3]: 9 will saves
 [22:11] <TolBot> [GWRD's 1d20(18)+3]: 21 will saves
 [22:11] <TolBot> [GWRD's 1d20(13)+3]: 16 will saves
 [22:11] <TolBot> [GWRD's 1d20(14)+3]: 17 will saves
 [22:11] <Valio> (I'm very upset with the way my rolls have been tonight. Where do I complain?)
 [22:11] <@GWRD> The cannibal (14) in the background throwing javelins at Androoin suddenly falls asleep.
 [22:11] <@Theon_Tokko> (*informs Tolbot that Zionia will be returning*)
 [22:12] * TolBot shakes its head.
 [22:12] <@GWRD> (Send complains to TolBot)
 [22:12] * TolBot makes a 'shushing' sound.
 [22:12] <@GWRD> (Ptolamir, Androoin)
 [22:12] <@GWRD> 1d20+6 for Androoin
 [22:12] <@Ptolamir> (did you see my fire jet?)
 [22:12] <TolBot> [GWRD's 1d20(5)+6]: 11 for Androoin
 [22:12] <@GWRD> (oops, let me scroll back up)
 [22:12] <Janken> [i thought PK handled any and all complaints]
 [22:13] <@GWRD> 1d20+2 reflex for fire jet
 [22:13] <TolBot> [GWRD's 1d20(4)+2]: 6 reflex for fire jet
 [22:13] <Orzady> (it does it the way I handle complaints at work -- just hand it off to the morning shift:D)
 [22:13] <@Theon_Tokko> (I think we need to change TolBots difficulty from Extreme to Normal)
 [22:13] * TolBot raises an eyebrow.
 [22:14] <@GWRD> Ptolamir's fire jet drops another as Androoin swings his axe in desperation. It does not look like he has much left in him.
 [22:14] <@GWRD> (Round 9: Janken, Cannibals)
 [22:15] * Janken casts stabilize on Orzady
 [22:16] <Orzady> (You might want to go on ahead and cast 'power word: barbeque sauce' while you're at it)
 [22:16] <@GWRD> 2#1d20+3 vs Androoin
 [22:16] <TolBot> [GWRD's 1d20(12)+3]: 15 vs Androoin
 [22:16] <TolBot> [GWRD's 1d20(11)+3]: 14 vs Androoin
 [22:16] <Janken> [sorry Orzady,i dont have that spell :p]
 [22:17] <@GWRD> 1d20-1 ranged vs Janken
 [22:17] <TolBot> [GWRD's 1d20(13)-1]: 12 ranged vs Janken
 [22:17] <@GWRD> 1d20+3 vs Theon
 [22:17] <TolBot> [GWRD's 1d20(11)+3]: 14 vs Theon
 [22:17] <Janken> [miss]
 [22:17] <@GWRD> 1d20+3 vs Aerys
 [22:17] <TolBot> [GWRD's 1d20(10)+3]: 13 vs Aerys
 [22:18] <@GWRD> 1d3 select target
 [22:18] <TolBot> [GWRD's 1d3(3)]: 3 select target
 [22:18] <@GWRD> 1d20+3 ranged vs Theon
 [22:18] <TolBot> [GWRD's 1d20(20)+3]: 23 ranged vs Theon (Stunning.)
 [22:18] <@GWRD> 1d20+3 crit
 [22:18] <TolBot> [GWRD's 1d20(14)+3]: 17 crit
 [22:18] <@Theon_Tokko> (miss and a crit)
 [22:18] <@Theon_Tokko> (AC15)
 [22:19] <@Theon_Tokko> (*prepares to be dead*)
 [22:19] <@GWRD> 2d6+8
 [22:19] <TolBot> [GWRD's 2d6(7)+8]: 15
 [22:19] <@Theon_Tokko> (Yup, had 12, so at -3)



[22:20] <@GWRD> One of the cannibals (15) pitches his javelin at Theon, catching him off guard while his attention was on Can2.

[22:20] * Janken curses again in celestial

[22:20] <@GWRD> (Theon-stabilize save, Danel, Aerys, Valio)

[22:21] <@Theon_Tokko> (what modifiers? if any)

[22:21] <@GWRD> 1d8+2 CLW from Danel to Androoin

[22:21] <ToIBot> [GWRD's 1d8(6)+2]: 8 CLW from Danel to Androoin

[22:21] <@Theon_Tokko> 1d20

[22:21] <ToIBot> [Theon_Tokko's 1d20(1)]: 1 (Tsk, tsk)

[22:21] <@Theon_Tokko> (HAHA! I'm dead)

[22:21] <Janken> [xD]

[22:21] <@GWRD> (DC10+hps under 0 Fort save, or -1 hp)

[22:22] <@Theon_Tokko> (fort is +4)

[22:22] <@GWRD> (Aerys, Valio, Ptolamir)

[22:23] * Valio draws his longsword and moves up beside Aerys to swing at a cannibal (11). (inspire continuing)

[22:23] <Valio> 1d20+3

[22:23] <ToIBot> [Valio's 1d20(6)+3]: 9

[22:23] <@GWRD> 1d20+6 for Aerys

[22:23] <ToIBot> [GWRD's 1d20(12)+6]: 18 for Aerys

[22:24] <@GWRD> 1d3+3 vs Canibal2

[22:24] <ToIBot> [GWRD's 1d3(2)+3]: 5 vs Canibal2

[22:25] <@GWRD> Aerys caves in the nose of Can2 before withdrawing back to the game trail.

[22:25] <@GWRD> (Ptolamir, Androoin)

[22:25] <@GWRD> 1d20+6 for Androoin vs Can 8

[22:25] <ToIBot> [GWRD's 1d20(19)+6]: 25 for Androoin vs Can 8

[22:25] <@GWRD> 1d10+3 damage to Can 8

[22:25] <ToIBot> [GWRD's 1d10(5)+3]: 8 damage to Can 8

[22:27] <@GWRD> Androoin drops another cannibal, his breathing labored and heavy.

[22:27] * @Ptolamir sends a fire jet at 16 & 11

[22:27] <@Ptolamir> 1d6+2

[22:27] <ToIBot> [Ptolamir's 1d6(3)+2]: 5

[22:27] <@GWRD> 2#1d20+2 reflex

[22:27] <ToIBot> [GWRD's 1d20(14)+2]: 16 reflex

[22:27] <ToIBot> [GWRD's 1d20(20)+2]: 22 reflex (Marvelous)

[22:27] <@Ptolamir> (DC15)

[22:27] <@GWRD> (Round 10: Janken, Cannibals)

[22:28] <Janken> [is Theon_Tokko dead dead, or just nearly dead?]

[22:28] <@GWRD> (Want to make a heal check to find out?)

[22:29] <Janken> [is that a standard action?]

[22:29] <@GWRD> (yes)

[22:29] <Janken> [boo]

[22:31] <Janken> [remind me how moving over difficult terrain works?]

[22:31] <@GWRD> (Instead of being a 5' move, it's 10' and you can't charge or run)

[22:31] <@Ptolamir> (When and why did you make up this new rule, Mage?)

[22:32] <@GWRD> (15' if diagonal)

[22:32] <@GWRD> (It's not a new rule.)

[22:32] <@Ptolamir> (this is the first battle I remember you marking corpses)

[22:33] <Valio> (and the harder terrain is causing almost as much trouble as my rolling 1s)

[22:33] <Janken> [hmmm...so i couldnt make it to Y3 without an AoO]

[22:33] <@Ptolamir> (I don't remember it from PF... and if it's in there, it's an illogical rule)

[22:34] <@Ptolamir> (Explain to me how an unconscious person does not impede progress, but a dead one does)



[22:34] <Valio> (gah, need to afk for 5 minutes. I attack can16 if I'm not back before my turn)

[22:34] * Janken chances it and moves up

[22:34] <@GWRD> (See PM Tol)

[22:35] <Janken> [awaiting AoO]

[22:35] <@GWRD> 1d20+3

[22:35] <TolBot> [GWRD's 1d20(16)+3]: 19

[22:35] <Janken> [AC is 19]

[22:36] <@GWRD> 1d6+2

[22:36] <TolBot> [GWRD's 1d6(1)+2]: 3

[22:36] * Janken takes a hit, but slices Can12 with his sickle

[22:37] <Janken> 1d20+1

[22:37] <TolBot> [Janken's 1d20(5)+1]: 6

[22:37] <@GWRD> 1d20+3 vs Janken

[22:37] <TolBot> [GWRD's 1d20(19)+3]: 22 vs Janken

[22:37] <@GWRD> 1d6+2

[22:37] <TolBot> [GWRD's 1d6(1)+2]: 3

[22:37] <@GWRD> 1d20+3 vs Androoin

[22:37] <TolBot> [GWRD's 1d20(9)+3]: 12 vs Androoin

[22:38] <@GWRD> 1d20+5 AoO for Androoin

[22:38] <TolBot> [GWRD's 1d20(10)+5]: 15 AoO for Androoin

[22:38] <@GWRD> 1d10+4

[22:38] <TolBot> [GWRD's 1d10(7)+4]: 11

[22:38] <@GWRD> 1d20+3 vs Androoin

[22:38] <TolBot> [GWRD's 1d20(9)+3]: 12 vs Androoin

[22:38] <@GWRD> 1d20+3 vs Valio

[22:38] <TolBot> [GWRD's 1d20(5)+3]: 8 vs Valio

[22:40] <@GWRD> (AoO for Valio vs Can18)

[22:40] <Valio> (hmm?)

[22:40] <Valio> (oh!)

[22:40] <@GWRD> (One provoked)

[22:40] <Valio> 1d20+3

[22:40] <TolBot> [Valio's 1d20(3)+3]: 6

[22:41] <@GWRD> (Theon save, Darenel, Aerys, Valio)

[22:41] <@Theon_Tokko> 1d20

[22:41] <TolBot> [Theon_Tokko's 1d20(10)]: 10

[22:41] <@Theon_Tokko> (10+4 Fort, guess I made that one...)

[22:42] <@GWRD> (Darenel, Aerys, Valio)

[22:43] <@GWRD> 1d20+3 sling attack from Darenel

[22:43] <TolBot> [GWRD's 1d20(6)+3]: 9 sling attack from Darenel

[22:43] <@GWRD> Darenel takes a shot at one of the Cannibals before withdrawing down the trail.

[22:43] <@GWRD> 1d20+6 for Aerys

[22:43] <TolBot> [GWRD's 1d20(14)+6]: 20 for Aerys

[22:44] <@GWRD> 1d3+3

[22:44] <TolBot> [GWRD's 1d3(1)+3]: 4

[22:44] <@GWRD> Aerys sees Valio in trouble and doubles back to give him assistance.

[22:45] <@GWRD> (Valio, Ptolamir, Andoorin)

[22:45] * Valio takes another swing at can16 (inspire)

[22:45] <Valio> 1d20+3

[22:45] <TolBot> [Valio's 1d20(6)+3]: 9

[22:46] <@GWRD> (Ptolamir, Andoorin)

[22:46] * @Ptolamir sends another fire jet.

[22:46] <@Ptolamir> 1d6+2

[22:46] <TolBot> [Ptolamir's 1d6(6)+2]: 8



[22:46] <@Ptolamir> (woot)
 [22:46] <@GWRD> 2#1d20+2 reflex
 [22:46] <TolBot> [GWRD's 1d20(7)+2]: 9 reflex
 [22:47] <TolBot> [GWRD's 1d20(6)+2]: 8 reflex
 [22:47] <@Ptolamir> (woot woot)
 [22:47] <@Ptolamir> (only one of those left)
 [22:47] <@GWRD> Ptolamir drops one and sets the other one on fire.
 [22:48] <@GWRD> 1d20+6 for Andoorin
 [22:48] <TolBot> [GWRD's 1d20(13)+6]: 19 for Andoorin
 [22:48] <@GWRD> 1d10+4
 [22:48] <TolBot> [GWRD's 1d10(9)+4]: 13
 [22:48] <@GWRD> Androoin cuts down another cannibal(12) and withdraws back, his wounds severe.
 [22:48] <@GWRD> (Correction, doesn't)
 [22:49] <@GWRD> (As #15 is standing on Orzady at the moment)
 [22:49] <@GWRD> (Round 11: Janken, Cannibals)
 [22:50] * Janken attacks Can15 with his sickle and a bite
 [22:50] <Janken> 1d20+1
 [22:50] <TolBot> [Janken's 1d20(4)+1]: 5
 [22:50] <Janken> 1d20+1
 [22:50] <TolBot> [Janken's 1d20(12)+1]: 13
 [22:50] <Janken> 1d4-1
 [22:50] <TolBot> [Janken's 1d4(2)-1]: 1
 [22:51] <@GWRD> The cannibal tastes like burnt flesh and blood as you sink your teeth into him.
 [22:51] <Janken> [excellent,my dinner comes pre-cooked]
 [22:52] <@GWRD> 2#1d20+3 vs Janken
 [22:52] <TolBot> [GWRD's 1d20(5)+3]: 8 vs Janken
 [22:52] <TolBot> [GWRD's 1d20(2)+3]: 5 vs Janken
 [22:52] <Janken> [miss miss]
 [22:52] <@GWRD> 1d20+3 vs Androoin
 [22:52] <TolBot> [GWRD's 1d20(18)+3]: 21 vs Androoin
 [22:52] <@GWRD> 1d6+2
 [22:52] <TolBot> [GWRD's 1d6(3)+2]: 5
 [22:53] <@GWRD> Androoin takes a sword to the chest and looks like he can't go on.
 [22:53] <@GWRD> 1d2 ranged target
 [22:53] <TolBot> [GWRD's 1d2(2)]: 2 ranged target
 [22:53] <@GWRD> 1d20+1 vs Androoin
 [22:53] <TolBot> [GWRD's 1d20(19)+1]: 20 vs Androoin
 [22:53] <@GWRD> 1d6+4
 [22:53] <TolBot> [GWRD's 1d6(1)+4]: 5
 [22:54] <@GWRD> Androoin takes another javelin to the torso and collapses.
 [22:54] * Janken swears in Celestial
 [22:54] <@GWRD> (Darenel, Aerys, Valio)
 [22:54] <@GWRD> 1d20+0 sling for Darenel
 [22:54] <TolBot> [GWRD's 1d20(10)+0]: 10 sling for Darenel
 [22:55] <@Ptolamir> (are those more mobs now? animated skeletons?)
 [22:55] <@GWRD> Darenel: "Valio is correct, we should flee."
 [22:56] <@GWRD> (Actually the skeletons aren't in line of sight yet, but yet those are more mobs.)
 [22:56] <@GWRD> 1d20+6 for Aerys
 [22:56] <TolBot> [GWRD's 1d20(10)+6]: 16 for Aerys
 [22:56] <@Ptolamir> "Flee!"
 [22:56] <@GWRD> 1d3+3
 [22:56] <TolBot> [GWRD's 1d3(3)+3]: 6



[22:57] <Orzady> (I knew I should have played a necromancer)
 [22:57] <JanKen> [i knew i shouldnt have taken that boat]
 [22:57] <@GWRD> (Aerys punches out the cannibal attacking Valio, then withdraws.
 [22:57] <@GWRD> (Valio, Ptolamir)
 [22:58] * Valio stops his performance and grabs theon's body and tries to retreat. (speed dragging a body?)
 [22:58] <@GWRD> (Probably 1/2 speed)
 [22:58] * @Ptolamir flees.
 [22:59] <@GWRD> (Round 12: JanKen, Cannibals)
 [22:59] * JanKen attempts to flee while grabbing androoin's body]
 [22:59] <@GWRD> (You will provoke AoOs)
 [23:00] <JanKen> [acceptable]
 [23:00] <@GWRD> 3#1d20+3
 [23:00] <TolBot> [GWRD's 1d20(4)+3]: 7
 [23:00] <TolBot> [GWRD's 1d20(17)+3]: 20
 [23:00] <TolBot> [GWRD's 1d20(5)+3]: 8
 [23:00] <JanKen> [miss hit miss]
 [23:00] <@GWRD> 1d6+1
 [23:00] <TolBot> [GWRD's 1d6(1)+1]: 2
 [23:00] <@Theon_Tokko> (Alright, I really need to get to bed, 0400 comes uber quick)
 [23:00] <@GWRD> One of the Cannibals grazes you with a hit, as you start to escape.
 [23:01] <@GWRD> (Alrighty, will be done in a moment)
 [23:01] <Orzady> (My final act of revenge? I'm gonna raise that cannibal's cholesterol count exponentially)
 [23:01] <JanKen> [lol]
 [23:02] <@GWRD> 3#1d20+3
 [23:02] <TolBot> [GWRD's 1d20(19)+3]: 22
 [23:02] <TolBot> [GWRD's 1d20(3)+3]: 6
 [23:02] <TolBot> [GWRD's 1d20(15)+3]: 18
 [23:02] <@GWRD> 1d6+1
 [23:02] <TolBot> [GWRD's 1d6(3)+1]: 4
 [23:02] <JanKen> [is that against me?]
 [23:02] <@GWRD> (Yes)
 [23:02] <JanKen> [alrighty]
 [23:03] <Orzady> (brb)
 [23:03] <@GWRD> (Valio, Ptolamir)
 [23:03] <@Ptolamir> (do we have any dying people left to carry?)
 [23:03] <JanKen> [orzady,and i might not make it]
 [23:03] <@GWRD> (Orzady and Ando)
 [23:04] <JanKen> [ive got ando]
 [23:04] * Valio continues to drag Theon
 [23:04] * @Ptolamir retreats
 [23:04] <Valio> (hey, if full move is 60' and drag is 1/2, I'd have 30' travel?)
 [23:05] <@Theon_Tokko> (*is dragged... gets 'nuttet' by sapling*)
 [23:05] <@GWRD> (yes)
 [23:05] <@GWRD> (Round 13: JanKen, Cannibals)
 [23:06] <Orzady> (lol)
 [23:06] * JanKen attempts to flee while grabbing androoin's body
 [23:07] <@GWRD> 3#1d20+3
 [23:07] <TolBot> [GWRD's 1d20(11)+3]: 14
 [23:07] <TolBot> [GWRD's 1d20(10)+3]: 13
 [23:07] <TolBot> [GWRD's 1d20(2)+3]: 5
 [23:07] <@GWRD> (3 misses)



[23:07] <Janken> [excellent]
 [23:07] <Janken> [er,wait,1/2 speed]
 [23:08] <Janken> [thats where i should be]
 [23:08] * Janken gets surrounded,whimpers
 [23:09] <@Theon_Tokko> (alright, I'm poofing..)
 [23:09] * Theon_Tokko is now known as Ryu
 [23:09] <@GWRD> 4#1d20+3
 [23:09] <TolBot> [GWRD's 1d20(10)+3]: 13
 [23:09] <TolBot> [GWRD's 1d20(4)+3]: 7
 [23:09] <TolBot> [GWRD's 1d20(10)+3]: 13
 [23:09] <TolBot> [GWRD's 1d20(4)+3]: 7
 [23:09] <Janken> [night ryu]
 [23:09] <@Ptolamir> Skeletons don't have difficult terrain in the jungle?
 [23:10] <Janken> [woo,all misses]
 [23:10] <@GWRD> (Round 14: Janken, Cannibals... all other players fleeing escape)
 [23:10] <@Ryu> (night... call in the hounds to deal with the skellies...)
 [23:10] <Shaddow> (night whelp)
 [23:10] <Janken> [AoOs]
 [23:10] <@GWRD> Janken, you hear an older voice barking out commands in a language you can't understand. Several skeletons turn their attention towards you.
 [23:10] <@GWRD> 4#1d20+3
 [23:10] <TolBot> [GWRD's 1d20(15)+3]: 18
 [23:10] <TolBot> [GWRD's 1d20(4)+3]: 7
 [23:11] <TolBot> [GWRD's 1d20(14)+3]: 17
 [23:11] <TolBot> [GWRD's 1d20(6)+3]: 9
 [23:11] <@GWRD> (2 hits with flanking)
 [23:11] <@GWRD> 1d6+1
 [23:11] <TolBot> [GWRD's 1d6(3)+1]: 4
 [23:11] <@GWRD> 1d6+1
 [23:11] <TolBot> [GWRD's 1d6(5)+1]: 6
 [23:11] * Janken falls
 [23:12] <@GWRD> Several people escape the cannibal's camp with their lives, while the rest are dragged off to be eaten... or worse.
 [23:12] <Janken> [at -4,but automatically stabilize because of Spirit of Nature]
 [23:12] <@GWRD> Game over



Session 29 - 8/17/2014 - Soylent Green

[20:30] <@GWRD> We begin the 25th day on the Smuggler's Shiv in tragedy. The castaways discovered the location of the cannibal camp, nestled under the watchful eye of an old lighthouse.

[20:31] <@GWRD> Going right in the front entrance with no regard for danger, the castaways were quickly spotted by the cannibals in a watch tower, who alerted the camp to their presence. In the resulting battle, several of them were felled, before the rest escaped.

[20:31] <@GWRD> As the mid-day sun begins to beat down on the island, the survivors must decide what to do... before it is too late.

[20:32] <Harlequin_J_Goat> (just remember, I had a +1 dagger, it's all yours now)
 _____06[20:32] * Valio continues to drag Theon to safety.

[20:33] <Valio> (relative safety)

[20:34] <@GWRD> (Thanks)

[20:34] <@GWRD> The survivors pull whom they can to relative safety under a canopy of trees, thankful there are no cannibals pursuing.

[20:35] <Valio> "Can anyone heal him up? He's heavy and I'm out of spells."
 _____06[20:35] * @Tolman rubs his neck.
 _____03[20:37] * Harlequin_J_Goat is now known as Etsu

[20:39] <Valio> (my internet is still working, right?)

[20:40] <@GWRD> (No, I'm taking your bandwidth)

[20:40] <Darenel> (he is stealin yer gigabytes)

[20:40] <Janken> [i thought i was being the bandwidth thief]

[20:41] <Etsu> (I just need to download this HD version of 2001 with director's commentary...won't take long at all)

[20:41] <@GWRD> The sun beats harshly down from above and the air stinks of foliage, sweat, and blood.
 _____06[20:42] * Valio checks on Theon

[20:42] <Valio> 1d20

[20:42] <TolBot> [Valio's 1d20(3)]: 3

[20:42] <Valio> (and more poor rolls. Not trained in Heal, anyway)

[20:44] <Valio> "This isn't looking good."

[20:44] <@GWRD> Theon looks like crap, and you are surprised he is even alive... at least you think he's alive.

[20:45] <Valio> (he looks to sickly to be dead...)

[20:45] <Valio> (too... cat on my desk)
 _____04[20:48] [@GWRD:#grovewood PING]

[20:49] <Janken> [/me hums]
 _____06[20:49] * Valio looks for a place to set up a camp for a bit

[20:50] <Valio> 1d20

[20:50] <TolBot> [Valio's 1d20(15)]: 15

[20:51] <@GWRD> Valio, being the only one not in a state of shock, sets up a camp with enough shelter and cross wind to keep wild animals and canibals from easily finding the surviving members, where he rests for the night.

[20:51] <@GWRD> (ALL WOUNDED +2 hps.)
 _____11[20:52] <@Ryu> (at -2 HP)

[20:52] <@GWRD> (Who got captured and is now at positive hps?)

[20:52] <Etsu> (contributing to the smell)

[20:53] <Valio> (who's active in camp with me?)

[20:54] <@GWRD> (Ptol and Theon escaped, I think Darenel did too?)
 _____06[20:55] * Valio tries to see if Theon is still alive.

[20:55] <Valio> 1d20

[20:55] <TolBot> [Valio's 1d20(11)]: 11

[20:55] <@Tolman> (i'm a little disoriented)

[20:55] <Janken> [i was captured i think?]



[20:55] <@GWRD> (Androoin, Orzady, and Janken were captured)
 [20:55] <Darenel> (from your email last week i was captured too but if i wasnt i have no idea what condition i am in)

[20:56] <@GWRD> (Consider yourself at 0 hps as of this morning then Darenel.)

[20:56] <Darenel> (but i am captured .. right)

[20:57] <@GWRD> (If I sent you an e-mail, then yes.)

_____02[20:57] * Disconnected

Session Close: Sun Aug 17 20:57:47 2014

Session Start: Sun Aug 17 20:57:47 2014

Session Ident: #grovewood

_____02[20:57] * Attempting to rejoin channel #grovewood

_____03[20:57] * Rejoined channel #grovewood

_____03[20:57] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST

Sundays. Game battle grid at <http://tiny.cc/battlegrid>- Logs available

here: <http://konnen.wg2140.com/index.php?opti...id=2>

_____03[20:57] * Set by ChanServ! services@services.sorcery.net on Sat May

24 11:15:47 2014

_____06[21:14] * Valio heals Theon

[20:58] <Valio> 1d8+2

[20:58] <TolBot> [Valio's 1d8(1)+2]: 3

_____03[20:58] * Etsu is now known as Orzady

_____03[20:59] * Ryu is now known as Theon_Tokko

[21:00] <@GWRD> Darenel and Orzady, both of you awaken in a muddy pen, open to the sky and fenced in by bamboo and driftwood fencing. Numerous stakes are driven into the ground, binding you two, and one very battered and unconscious Androoin. Sasha can not be seen at the moment.

_____06[21:00] * Valio tries to make some coffee using his prestiditation to warm the coffee pot. He doesn't want to create a fire that can be seen.

_____06[21:01] * Darenel groans

[21:01] <@GWRD> In one corner of the pen is a reeking muddy pit of bones, flies, and stank like no other you have smelled before.

_____06[21:01] * Orzady opens up part of one eye and looks around trying to feign unconsciousness

[21:03] <Valio> "Theon, wake up. I made some half-decent coffee."

[21:04] <@GWRD> In a room overlooking the pit, you spot a cannibal chopping up one of the dead cannibals, and stripping the skin from the rest of the meat, in preparation of whatever meal it might be time for.

[21:05] <@Tolman> (so scene right now is the two capturees?)

[21:05] <@GWRD> (Oh forgot Janken)

[21:05] <Janken> [lol]

[21:06] <@GWRD> (Sorry Janken)

[21:06] <Janken> [its ok,i dont mind not being mentioned in relation to cannibals :p]

[21:06] <@GWRD> Orzady, as you discreetly look around, you see Janken lying nearby, also secured to a stake in the ground.

[21:08] <@GWRD> Back at the survivor's camp, you hear rustling in the underbrush near your camp. Not too close, but close enough to make it uncomfortable.

_____06[21:08] * Valio shakes Theon gently, trying to wake him.

[21:09] <@Tolman> (ok, afk packing another box)

_____06[21:11] * Orzady looks around carefully and tests the knots. Gently moving his wrists open and closed, he tries to work his hands out of the loops.

[21:11] <Orzady> roll 1d20+7

[21:14] <@GWRD> The knots are tight, but maybe workable given time and some effort.

_____06[21:15] * Darenel looks around then closes his eyes and tries to



meditate

[21:16] <Valio> "Aerys, Ptol, can one of you check the rustling? Theon's not waking up, even after I healed him..."

-----11[21:16] <@Theon_Tokko> (I'm at 1HP now I beleive)

[21:16] <Valio> (yes, 1hp. I healed you)

[21:16] <@GWRD> Aerys: "I'll look."

[21:17] <@GWRD> Aerys gets up to look, though her wounds are still severe.

-----11[21:17] <@Theon_Tokko> (Sorry I'm distracted, trying to get Jade down for bed, but she's all excited that school starts tomorrow)

[21:18] <Orzady> (that's what vodka's for)

[21:18] <Janken> [am i conscious?]

-----06[21:19] * Valio realizes Aerys is missing a boot. "I might have a spare, if my shoes will fit."

[21:20] <@GWRD> (If you want to be)

[21:20] <@GWRD> Aerys returns with a gnome, a familiar one who ran away at the beginning of the battle.

-----06[21:21] * Janken slowly opens an eye and looks for any cannibals nearby

[21:21] <@GWRD> Aerys: I found the source of the noise.

[21:21] <Valio> "Gelik! Glad to see you were not an appetizer. We could use a bit of help healing up."

-----06[21:21] * @Tolman walks over to watch on as he checks on Theon.

-----06[21:22] * Valio leaves Theon for a moment and searches his waterproof bag for a spare pair of boots. "Aerys, try these on?"

[21:22] <@GWRD> At the cannibal camp, one cannibal has a rather large grin as he hacks off the arm of one of the dead cannibals with a broken cleaver. He smiles a sharp toothy grin at you.

-----11[21:22] <@Theon_Tokko> (/me poke Tolman's nick)

-----03[21:22] * Tolman is now known as Ptolamir

[21:23] <@GWRD> Gelik mutters to himself and touches Aerys arm long enough for some of her wounds to close.

-----06[21:23] * Orzady continues to fake being unconscious

[21:23] <@GWRD> 1d8+2

[21:23] <TolBot> [GWRD's 1d8(1)+2]: 3

[21:24] <@GWRD> 1d8+2

[21:24] <TolBot> [GWRD's 1d8(8)+2]: 10

[21:24] <@GWRD> And then the rest.

[21:25] <@GWRD> He looks at Theon with malace, then touches Janken.

[21:25] <@GWRD> 1d8+2

[21:25] <TolBot> [GWRD's 1d8(5)+2]: 7

[21:25] <@GWRD> (+7 hps to Janken)

[21:25] <@GWRD> Gelik: "All you're getting, so don't bother grovelling for more."

[21:25] <Janken> [arent i with the cannibals tho?]

[21:25] <Valio> "Thank you, Gelik. Glad you made it out of there."

[21:26] <@GWRD> (Damn it, make that somebody that isn't Theon who's wounded)

[21:26] <Janken> [xD]

[21:26] <Valio> (I can take 7 to full HP)

[21:26] <@GWRD> (ok)

[21:27] <Valio> (ptol, where are you for hp?)

[21:27] <@GWRD> Aerys:"When are we mounting a rescue?"

[21:27] <@GWRD> She asks as she tries in vain to slip on one of Valio's spare boots.

[21:27] <Valio> "I think Theon needs to wake before we decide on anything else."

-----11[21:28] * @Theon_Tokko stares blankly before simply saying, "owwww...."



[21:29] <Valio> "Speaking of... Here's some warm coffee. Didn't make a fire, so it isn't hot."
 _____06[21:29] * Valio cures his wounds some more as he passes the coffee over.

[21:29] <Valio> 1d8+2

[21:30] <TolBot> [Valio's 1d8(3)+2]: 5
 _____03[21:32] * Darenel_ (chatzilla@b55c5fcb.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood

_____02[21:32] * Darenel (chatzilla@b55c5fcb.cpe.net.cable.f33844f1.com.hmsk) Quit (Read error: Connection reset by peer)

_____03[21:32] * Darenel_ is now known as Darenel

[21:33] <Valio> "If we can prepare a plan, we could get back to them before they're dinner. I'm nearly out of spells, but I feel well enough."
 _____06[21:33] * Orzady waits until he's alone to look around.

[21:33] <@GWRD> The cannibal preparing the meal of dead cannibal, gathers all the cut up parts and moves them to another room, leaving the prisoners to their discomfort in the pens.

[21:34] <Darenel> (testing)
 _____06[21:34] * Orzady opens his eyes and looks around, then at his knot. He finally looks around to see if there are any other survivors.

[21:34] <Orzady> (you're still alive. don't worry, we're working on that)

[21:34] <Valio> "Ptolamir, how are you holding up? Feel up to attacking them again?"

[21:35] <Darenel> (hmm weird stuff going on with my internet)

[21:35] <@GWRD> You count among the living at the moment, yourself, Darenel, Janken, and barely Androoin.

[21:36] <@Ptolamir> "I am still reeling from the attack."

[21:37] <@Ptolamir> "Weakened I feel."
 _____06[21:37] * Orzady checks the door.

[21:37] <@GWRD> (Note: It is the day after the attack now)

[21:37] <@GWRD> The door remains out of reach from your staked location in the pen.
 _____06[21:38] * Darenel whispers: Is any one of you good with getting out of those ropes? I might be able to help someone get out.

_____06[21:38] * Janken waits for the cannibals to not be looking at him

[21:38] <@GWRD> (No cannibals present at the moment)

[21:38] <Orzady> "I can, but if I do, I'm going to open my wounds."
 _____06[21:38] * Janken whispers back "I can try setting them on fire with Spark"

[21:38] <Darenel> (i thought the one canibal looking at us just moved with some lunch packs)

[21:38] <@GWRD> (Yeah he left)

[21:39] <Darenel> "Sparks might call attention to us"

[21:39] <Orzady> (brb)

[21:39] <@GWRD> (Note: Spells with somantic requirements can't be cast while bound.)

[21:39] <Orzady> "If I can get some rest, I can get out of these restraints."

[21:40] <Darenel> (what i am getting at i can give someone bonus to escape artist thingy)

[21:40] <Orzady> "I need to be alive to filet that gnome."

[21:40] <Janken> [it has v or s requirements]

[21:40] <Darenel> (just V according to the page i am looking at)

[21:41] <Valio> 1d8+2

[21:41] <TolBot> [Valio's 1d8(8)+2]: 10
 _____06[21:41] * Valio heals Theon a bit more.

_____11[21:42] * @Theon_Tokko tests his movement in his injured condition after Valio heals him a bit more

[21:43] <Valio> "We should try to save our comrades. They'll definitely not survive long if we don't try."
 _____06[21:46] * Darenel whispers: So which one of you thinks they can



get out of the ropes with a little help? You Orzady?

[21:47] <@GWRD> (Currently known map of the cannibal camp: https://drive.google.com/file/d/0B_pCDb..._sp=sharing)

[21:47] <Orzady> "I have some skill, but I'm weak. If I fail, it's going to open my wounds and make them worse.

[21:49] <Janken> "I am not a good choice for escaping."

[21:49] <@GWRD> (Are both parties going to wait a day for their conditions to improve?)

[21:51] <Orzady> (I'm willing to wait. I'm sure the cannibals are going to fill up on breadsticks anyway)

[21:51] <Janken> [those breadsticks are ridiculously tasty,i dont blame them]

[21:52] <Valio> "Theon, Ptolamir, Aerys, if you feel the need to heal more before going back, I will understand. I spent my spells already, but can still fight alongside you if we go in."

[21:52] <Shaddow> (for some reason i wanna make a corny joke about sweetbreads but can't think of one)

[21:52] <Darenel> (those cannibals might run out of friends to eat and decide to try something fresh)

[21:52] <@GWRD> Aerys: "My wounds are closed, I'm ready to go now or later."

-----11[21:53] <@Theon_Tokko> "I as well can go now or later..."

[21:53] <@GWRD> It begins to rain.

[21:54] <@Ptolamir> (we haven't had an extended rest yet, right?)

[21:54] <@GWRD> (It's the next day, so yes you have.)

[21:54] <Valio> (^ ^ that)

[21:54] <@Ptolamir> "I can make it."

[21:55] <Valio> "We can use the rain as cover."

[21:55] <Valio> "Gelik, are you up for this?"

-----06[21:55] * Darenel whispers: Maybe the rain will make it easier to slip out of those ropes...

[21:56] <@GWRD> Gelik lets out a long sigh.

[21:57] <Darenel> (are we in V8... or is that just vegetable juice storage?)

[21:57] <@GWRD> (V8 is the refuse pit, you are in V7)

[21:57] <@GWRD> (V6 is where you saw breakfast being prepared through the open wall.)

[21:58] <Orzady> (ok)

[21:58] <@GWRD> (Of which you had none.)

[21:59] <Darenel> (i doubt those guys even had anything we could stomach)

[21:59] <Valio> "We need you on this. I'm sure Darenel and Janken will appreciate the rescue."

[22:01] <Orzady> "Heal me, and I'll get us out of here."

[22:01] <@GWRD> Gelik: "Fine... whatever."

[22:01] <Orzady> (sorry)

[22:01] <Valio> "That's the spirit."

[22:02] <Valio> (brb, gotta swap clothes)

[22:02] <Darenel> (might be time to pull a "Shawshank" guys)

[22:04] <Janken> [im not crawling through their poop]

[22:04] <Orzady> (let's replace shaw with shank)

[22:04] <Orzady> (do a shankshank)

[22:05] <@GWRD> (You have two kidneys, until shankshank!)

-----06[22:06] * Valio uses his prestigitation to create a mediocre map of what he saw at the camp.

[22:06] <Darenel> (maybe the cannibals will let us out to tar some of their roofs while we sip some cold beer)

[22:07] <Orzady> (Well, I am Irish)

[22:08] <Darenel> (well whenever you are ready i can do the Liberating command)

[22:08] <@GWRD> (Survivors only saw the top right half of the map, not the snack pen part)

[22:09] <Valio> (understood. still, a map.)



_____06[22:09] * @Ptolamir looks at the map.
 [22:09] <Valio> "If we try to sneak past the tower and through the forest, we might have a chance to find a different entrance."
 _____11[22:12] <@Theon_Tokko> (Across the river and through the woods, to grandmothers house we go. She may be old, she may smell of mold. Perhaps she sold her soul for some gold; but, in the end a snack she seeks, and a snack she sees, so to grandmothers house we go~)
 [22:13] <Orzady> (childrens song are always creepy)
 [22:14] <@GWRD> Aerys taps her bare foot impatiently, as she cracks her knuckles.
 [22:15] <Valio> "The boot didn't work? Shame."
 _____03[22:15] * Darenel_
 (chatzilla@b55c5fcb.cpe.net.cable.f33844f1.com.hmsk) has joined #grovewood
 [22:15] <@GWRD> Aerys: "Too small"
 _____02[22:15] * Darenel (chatzilla@b55c5fcb.cpe.net.cable.f33844f1.com.hmsk)
 Quit (Read error: Connection reset by peer)
 _____03[22:15] * Darenel_ is now known as Darenel
 _____11[22:16] <@Theon_Tokko> "Bet thats not the first time she's told a man that before."
 [22:16] <Valio> "Are we going to attempt this rescue plan? While it's raining."
 _____06[22:16] * @Ptolamir looks up.
 [22:16] <@Ptolamir> "I do not prefer the rain."
 [22:16] <@GWRD> Aerys looks over at Theon and glares.
 [22:16] <@Ptolamir> "But it will not stop me either."
 _____06[22:16] * Valio raises an eye. "Let the bards make the jokes."
 _____06[22:16] * Orzady looks up at the sky.
 _____11[22:16] * @Theon_Tokko grins, "Just kidding my friend, just kidding."
 [22:17] <Orzady> (how long will this rain continue, can I tell?)
 [22:17] <Darenel> (bah, i am back)
 [22:17] <@GWRD> (Maybe an hour or two)
 [22:21] <Valio> "We head back and aim for sneaking through the forest. Keep together, and if we need to, fall back as we down their attackers."
 _____11[22:21] <@Theon_Tokko> "Me.. sneak..." He laughs.
 _____06[22:22] * Darenel nods at Orzady and casts the Liberating
 command on him
 _____06[22:22] * Valio shrugs. "Best plan I've come up with yet... Unless you want to be a diversion for the rest of us..."
 _____06[22:22] * @Ptolamir follows.
 _____06[22:23] * Orzady works his wrists back and forth, trying to get his hands free to undo the others knots.
 [22:23] <@GWRD> (roll your check if you want to try it.)
 [22:23] <Darenel> (do i roll anything or does he just get the bonus)
 _____11[22:24] <@Theon_Tokko> "Gelik is good at running let him be the distraction"
 [22:24] <@GWRD> (He gets the bonus)
 [22:24] <Orzady> (do we have a dice roller?)
 [22:25] <@GWRD> Gelik "Did you want my help, or did you want to run your mouth instead?"
 [22:25] <Darenel> (bot of the Tol variety is on)
 [22:25] <@GWRD> `Tolbot are you a dicebot?
 [22:25] <TolBot> My sources say no.
 [22:25] <Orzady> roll 1d20+15
 [22:25] <Valio> "He's a fighter, not a talker."
 [22:25] <@GWRD> (There you have it, no dice bot.)



[22:25] <@GWRD> (No ROLL in front of your roll)
[22:25] <Orzady> 1d20+15
[22:25] <ToIBot> [Orzady's 1d20(13)+15]: 28
[22:26] <Orzady> (Boo-yah!)
[22:26] <@GWRD> Orzady slips out of his bonds with ease, and then passes out as blood seeps out of his freshly opened wounds.
[22:26] <@GWRD> (Fort save, DC 11)
[22:27] <Orzady> 1d20+1
[22:27] <ToIBot> [Orzady's 1d20(12)+1]: 13
[22:27] <@GWRD> (You stablized at -1 hp)
[22:27] <Darenel> (well there goes that plan)
[22:27] <@GWRD> (I warned you that would happen.)
[22:28] <@GWRD> (Or at least him twice)
[22:28] <Valio> (I was wondering how people expected it to go... We knew he was at 0hp...)
[22:29] <@GWRD> As one group makes their way back to the cannibal camp in hopes of rescuing their friends before it's too late, the others try to figure out a way to escape that won't endanger their lives in the process...
[22:29] <@GWRD> As this session comes to a close for the evening.
[22:29] <Orzady> (wife: "Are you even alive?" me: "it's a mage game." wife: "so you'll be finishing soon?" me: "figuratively speaking, yes.")
[22:29] <@GWRD> (Since it's going to be combat soon depending on how you proceed.)



Session 30 - 8/24/2014 - CHARGE!

[20:05] <@GWRD> We start our story in a filthy holding pen, where Orzady just freed himself from his bonds... and passed out from blood loss. The air reeks of stale blood and refuse, and flies buzz around, even in the warm heavy rain.

[20:07] <@GWRD> Meanwhile the others (mostly afk) prepare to launch a rescue of their friends in hopes they will get there in time.

[20:07] <@GWRD> Game on

_____06[20:09] * Orzady lies face down in hte mud.

[20:09] <Valio> "Make sure we hide well before we reach the tower. We don't need another headlong attack, especially with only half the group."

[20:11] <@GWRD> Aerys paces back and forth in her single boot, waiting for action.

_____06[20:12] * Janken waits for his situation to improve

_____03[20:14] * Ryu is now known as Theon_Tokko

[20:14] <@GWRD> Your situation doesn't look too good at the moment. Orzady and Androoin are both out cold, and while the rain helps slate your thirst, it does little to help to fill your empty stomach.

_____11[20:14] <@Theon_Tokko> (I'm back, and lost my +5 Aura of

Rancid Smelling

[20:15] <@GWRD> (No longer a Troglodyte huh?)

[20:15] <@GWRD> Aerys: "Can we go?"

_____11[20:16] <@Theon_Tokko> (Meat Shield, ready and reporting for duty, Sir!)

[20:16] <@GWRD> Gelik: "Calm down princess."

[20:16] <Darenel> (guys i just got a call from work, need to join a bridge call for some emergency. gonna stay logged on but i am not sure if i will have to leave soon)

[20:16] <Valio> "We will attack, when the moment is right."

[20:16] <@GWRD> Aerys gives Gelik a glare, that the gnome dismisses as expected.

[20:17] <@GWRD> (OK)

[20:17] <Valio> "Gelik, how are you at scouting ahead? We need more information before we go in."

_____11[20:17] <@Theon_Tokko> (Aight Warb)

[20:17] <@GWRD> (That's not Warb)

_____11[20:18] <@Theon_Tokko> (so, maybe I hit the left over booze earlier.... j/k lol)

_____02[20:19] * Disconnected

Session Close: Sun Aug 24 20:19:37 2014

Session Start: Sun Aug 24 20:19:37 2014

Session Ident: #grovewood

_____02[20:19] * Attempting to rejoin channel #grovewood

_____03[20:19] * Rejoined channel #grovewood

_____03[20:19] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST

Sundays. Game battle grid at <http://tiny.cc/battlegrid>- Logs available

here: [http://konnen.wg2140.com/index.php?opti ... id=2'](http://konnen.wg2140.com/index.php?opti...id=2)

_____03[20:19] * Set by ChanServ! services@services.sorcery.net on Sat May 24 11:15:47 2014

[20:34] <@GWRD> Gelik "Pffft, do I look like a scout to you? Why don't you go?"

_____03[20:19] * Theon_Tokko is now known as Ryu

_____03[20:19] * Ryu is now known as Theon_Tokko

[20:22] <Valio> "I am not skilled in stealth, sadly."

[20:23] <@Ptolamir> (back)

[20:23] <@GWRD> Gelik "Then send roots for brains then."

_____06[20:24] * @Ptolamir looks at both of them.

_____06[20:24] * Valio glances at Theon. "He'd be a better distraction than



a scout."

_____11[20:24] <@Theon_Tokko> "I say we send in the cowardly hobbit," he grins at Gelik, "but; then again, he'd probably just run away again."

[20:24] <@Ptolamir> "I am considered 'heavy of foot' for my kind."

_____06[20:25] * @GWRD looks at Theon quizzically.

[20:25] <@GWRD> Gelik: "See, he still must have roots in his head, he's making up words now. Who ever heard of a hobbit?" (Certainly not the wizard of the group)

[20:27] <Valio> "Aerys, are you trained in stealth? If not, I believe we will need to head blindly into the area."

[20:27] <@Ptolamir> (crap... we just got sued by the tolkien estate)

[20:27] <Valio> "We cannot wait much longer. Every hour we delay may be another ally dead."

_____11[20:28] * @Theon_Tokko grabs up his weapon and gets ready to move, "I may not be stealthy but I can atleast draw them out."

[20:28] <@GWRD> Aerys: "I walk with as heavy a foot as Ptolamir."

[20:28] <Orzady> (Is anyone else concerned that there are nine lawyers for the Tolkein estate?)

[20:31] <Valio> (lots of money at stake, I can see 9.)

[20:31] <Darenel> (i need to fire up my work computer, will not be able to pay much attention to IRC, sorry guys i need to handle this)

[20:31] <@GWRD> The survivors of the massacre prepare to move out, as things start to get grim back at the cannibal camp.

[20:31] <@GWRD> (No worries)

[20:31] <Valio> "We should still try to sneak past."

[20:33] <@GWRD> In the background, there is the sound of a large camp fire and cooking meat, along with some hooting and hollering.

_____06[20:37] * Janken whispers at Orzady and Androoin in attempt to wake them

_____06[20:37] * Valio prepares his shield and makes sure his sword is ready for battle.

[20:37] <Orzady> (do I mutter something or am I still out like a light?)

[20:38] <@GWRD> (Well you did try to kill yourself, but you can mutter in your sleep if you like.)

[20:38] <Orzady> "...idiot elf..."

[20:39] <@GWRD> "Arms and equipment is gathered for the ensuing battle, as everybody back at the camp appears ready to go.

[20:42] <@GWRD> (So go, and quit stalling)

_____11[20:43] * @Theon_Tokko walks over to Valio and whispers, "If I run in there and die and the bastard gnome runs away. Do me a favor and cut off his jollies and feed them to the cannibals when you find him."

[20:43] <Valio> "Pray that doesn't happen, but if it does..."

_____06[20:43] * Valio grins and nods.

[20:44] <Valio> "Move out."

_____11[20:44] <@Theon_Tokko> "Alright! Lets go get our friends," he grins a devilish grin, a hint of rage in his eyes.

[20:44] <@GWRD> 1d20+1

[20:44] <TolBot> [GWRD's 1d20(6)+1]: 7

_____06[20:44] * @Ptolamir stands.

_____06[20:45] * @Ptolamir nods.

_____06[20:46] * Janken obtains an itch on his nose,curses quietly

[20:48] <@GWRD> (Where would you like to enter the camp from?)

[20:50] <Valio> (I'd like to approach through the woods, 5 or so squares under where V1 is listed)

[20:50] <Valio> (slowly and trying to see more as I go)

[20:51] <@GWRD> (Being sneaky at all?)

[20:52] <Valio> (yeah, quarter speed if necessary)

[20:52] <@Ptolamir> (how many of us (and who exactly) are in this infiltration group?)



[20:55] <Valio> (Me, Theon, you, Aerys and Gelik?)

[20:58] <@GWRD> As you approach, you spy a pen of wood planks and bamboo. 4 skeletons start rattling their broken scimitars as their gazes turn to you.

_____11[20:58] * @Theon_Tokko grins widely, "Oh, is it time for sweet revenge?"

[20:59] <@GWRD> They haven't approached you yet, as the pen keeps them contained at the moment.

[21:00] <Janken> [clearly you should open the pen]

[21:00] <@GWRD> (Indeed)

_____11[21:00] <@Theon_Tokko> "Are you ready my friends and.. gnome?"

[21:00] <Darenel> (should let skeletons attack the canibals)

_____11[21:01] * @Theon_Tokko keeps moving

[21:01] <@GWRD> (Moving where?)

_____11[21:02] <@Theon_Tokko> (I guess it'd be towards v5, avoiding the pen if possible)

[21:02] <Valio> "Fall back and we can circle around. This might alert them of our presence"

[21:02] <@GWRD> You also smell cooking meat.

[21:03] <@GWRD> "The scent is faint in the air, but smells delicious.

_____06[21:04] * Orzady stirs slightly

[21:04] <Orzady> "...elf cooking...kills us all..."

[21:06] <@GWRD> (Falling back, going forward, something else?)

[21:07] <@GWRD> The skeletons rattle louder, and somebody lets out a shout.

_____11[21:07] <@Theon_Tokko> "I'll distract them, you go around."

_____11[21:07] <@Theon_Tokko> "Besides, its time to let loose and play with no friends around, I can let it all out."

_____06[21:09] * Janken tries waking Orzady again

_____06[21:10] * @Ptolamir cocks his head.

[21:11] <Valio> (I wanted to get a bit of distance and swing around the pen...)

[21:13] <Valio> "When the fighting starts, make sure you can fall back. We were cut down because we pushed too far forward last time."

_____11[21:14] * @Theon_Tokko grins widely, and draws his blade

_____11[21:15] <@Theon_Tokko> (actually, will be using the Katana...)

[21:15] <Orzady> (am I up or still out?)

[21:15] <@GWRD> (Still out at -1 hp)

[21:15] <@GWRD> (Charging into the camp Theon?)

[21:16] <@GWRD> Theon gets ready to wade into battle as the others start going around the pen to the south more.

[21:16] <Orzady> (where is there a starbucks?)

[21:16] <@GWRD> (No Starbucks on the Isle)

_____11[21:16] <@Theon_Tokko> (Yes, entering rage as soon as I make contact with the first cannibal too)

[21:16] <Janken> [no starbucks? and i thought the island was evil before...]

[21:20] <@GWRD> Theon rushes into the middle of the camp from out of the jungle, where he immediately catches the attention of six cannibals standing around a fire eating.

_____11[21:21] <@Theon_Tokko> 1d20+3 init

[21:21] <ToIBot> [Theon_Tokko's 1d20(3)+3]: 6 init

[21:21] <@GWRD> (Full map: https://drive.google.com/file/d/0B_pCdb...sp=sharing)

[21:22] <@GWRD> 1d20+1 Cannibal init

[21:22] <ToIBot> [GWRD's 1d20(11)+1]: 12 Cannibal init

_____11[21:22] <@Theon_Tokko> (do I get a surprise attack? rofl)

[21:22] <@GWRD> (Theon's location, between the buildings to the right of V2)

[21:23] <@Ptolamir> 1d20+2



[21:23] <TolBot> [Ptolamir's 1d20(19)+2]: 21
 [21:23] <@GWRD> (Your surprise action would likely to be to close to melee range)
 _____11[21:23] <@Theon_Tokko> (well Rage will start with my first
 attack)
 [21:24] <@GWRD> Meanwhile the rest of you make your way around the pen to a foot path that
 leads to a small building.
 [21:24] <@GWRD> (Round 1: 1 cannibal provokes an AoO as they draw their weapons.
 _____11[21:25] * @Theon_Tokko grins and growls in rage (attacking, Rage
 + Power Attack)
 _____11[21:25] <@Theon_Tokko> 1d20+6
 [21:25] <TolBot> [Theon_Tokko's 1d20(15)+6]: 21
 [21:25] <@GWRD> In the prisoner pen, you start to hear a loud commotion, and sounds of panic and
 alarm from where the fire was burning.
 [21:25] <@GWRD> (hit)
 _____11[21:25] <@Theon_Tokko> 1d10+10
 [21:25] <TolBot> [Theon_Tokko's 1d10(1)+10]: 11
 [21:26] <Valio> "We should check for enemies in the building before moving on, but we need to make
 it fast. Theon found enemies."
 [21:26] <@GWRD> You land a clean deep hit, that looks very bad, but the cannibals begin their
 attack by moving to surround you and attacking.
 [21:26] <@GWRD> 6#1d20+3
 [21:26] <TolBot> [GWRD's 1d20(3)+3]: 6
 [21:26] <TolBot> [GWRD's 1d20(6)+3]: 9
 [21:26] <TolBot> [GWRD's 1d20(15)+3]: 18
 [21:26] <TolBot> [GWRD's 1d20(13)+3]: 16
 [21:27] <TolBot> [GWRD's 1d20(19)+3]: 22
 [21:27] <TolBot> [GWRD's 1d20(15)+3]: 18
 _____11[21:27] <@Theon_Tokko> (ouch, 4 hits)
 [21:27] <Valio> (and... there goes the rescue/distraction)
 [21:27] <@GWRD> 4d6+8
 [21:27] <TolBot> [GWRD's 4d6(14)+8]: 22
 [21:27] <@GWRD> (22 damage)
 [21:28] <@GWRD> They immediately start to jab and stab into you, but your rage doesn't even
 register most of the hits.
 [21:28] <Janken> [byebye theon]
 [21:29] <Orzady> (on the upside -- the cannibals will be fed for weeks)
 [21:30] <@GWRD> The Rest of you make your way to the door of the small building.
 [21:30] <@GWRD> (Theon's action)
 [21:30] <Darenel> (wait i just cought up on reading this and Theon went to solo the camp???)
 _____11[21:31] <@Theon_Tokko> (*waits for an answer to what he asked
 in PM*)
 [21:31] <@GWRD> (Yup, like a boss)
 [21:32] <@GWRD> Both groups hear cheering coming from the center of the camp.
 _____06[21:32] * Janken raises an eyebrow
 [21:33] <Valio> "Search quickly. I'm thinking the cannibals were not occupied long."
 _____11[21:33] <@Theon_Tokko> (had to confirm my HP with Rage.. I'm
 at -2 so yea... lol)
 _____11[21:33] <@Theon_Tokko> 1d20
 [21:33] <TolBot> [Theon_Tokko's 1d20(15)]: 15
 _____11[21:34] <@Theon_Tokko> (+4, so 19, pass)
 [21:34] <@GWRD> (Rescue rangers, action?)
 [21:34] <Orzady> (brb)
 _____06[21:34] * Valio tries to explore V10 without alerting the cannibals.



[21:35] <Valio> (and not the one on battlegrid.)
 [21:35] <@GWRD> 1d2
 [21:35] <TolBot> [GWRD's 1d2(2)]: 2
 [21:36] <@Ptolamir> (that me?)
 _____11[21:36] <@Theon_Tokko> (don't forget our agreement Valio)
 [21:37] <@GWRD> You enter a workshop of sorts. The air is foul smelling, like bad plants mixed together with unsavory things. Many mixtures, bottles, balms, potions, and vials line some crude shelves on the wall. In the other room, you hear some chanting, and the squeal of a monkey.
 [21:37] <Darenel> (oh i would have liked this room)
 [21:38] <@GWRD> Gelik waits outside to guard the rear, as it would be too crowded if he went in with you.
 _____06[21:38] * Valio motions for Gelik to stash the vials and such and motions Aerys towards the door. "Cover me?"
 [21:38] <@GWRD> Sasha nods.
 [21:39] <Valio> "Ptol, identify if possible?"
 [21:39] <Valio> (Sasha?)
 [21:39] <@GWRD> (Aerys)
 _____06[21:39] * Valio draws his sword and opens the door to V11.
 _____06[21:39] * @Ptolamir nods and takes a vial.
 [21:39] <Janken> [turns out sasha was aerys all along!]
 [21:40] <@GWRD> `init rolls please
 [21:40] <TolBot> Please make an initiative roll (1d20+modifier).
 [21:40] <Orzady> (...and we're all a product of Ptolamir's mind)
 [21:40] <Valio> 1d20+4
 [21:40] <TolBot> [Valio's 1d20(12)+4]: 16
 [21:40] <@Ptolamir> 1d20+2
 [21:40] <TolBot> [Ptolamir's 1d20(19)+2]: 21
 [21:42] <@GWRD> 1d20-1 Malikadma
 [21:42] <TolBot> [GWRD's 1d20(17)-1]: 16 Malikadma
 [21:43] <@GWRD> 1d20+2 Aerys
 [21:43] <TolBot> [GWRD's 1d20(14)+2]: 16 Aerys
 [21:44] <@GWRD> `init report
 [21:44] <TolBot> Initiative Order: Ptolamir, 21, GWRD, 16, Valio, 16
 _____06[21:45] * Valio strikes at the cannibal with his longsword.
 [21:45] <Darenel> (who is this guy)
 [21:45] <@GWRD> (Foe: [https://encrypted-tbn2.gstatic.com/imag ... dqYWzXBVvQ](https://encrypted-tbn2.gstatic.com/imag...dqYWzXBVvQ))
 [21:46] <Valio> (eep)
 [21:46] <Valio> 1d20+2
 [21:46] <TolBot> [Valio's 1d20(2)+2]: 4
 [21:47] <@GWRD> Valio rushes into the room and takes a swing at the foul smelling hag of a woman, but nearly wretches from the stink of body odor, monkey stink, and alchemical waste.
 [21:47] <@GWRD> (Ptol, Sasha, Old Crone)
 [21:48] <Janken> [aerys?]
 [21:48] <@GWRD> (Grrr, yes Aerys)
 [21:48] <Janken> [:p]
 [21:48] <Darenel> (so just admit where you stashed sasha already)
 [21:49] <Janken> [i think aerys got hungry and actually ate sasha, thats why he gets them mixed up]
 [21:49] <@GWRD> Aerys enters the room and takes a swing at the woman.
 [21:49] <@GWRD> 1d20+3
 [21:49] <TolBot> [GWRD's 1d20(11)+3]: 14
 [21:49] <@GWRD> 1d3+2
 [21:49] <TolBot> [GWRD's 1d3(1)+2]: 3



[21:50] <@GWRD> And punches her in the stomach.

[21:50] <@GWRD> (Ptol, Old Crone)

-----06[21:50] * @Ptolamir fires an arrow through the doorway at one of them.

[21:50] <@Ptolamir> 1d20+3

[21:50] <ToIBot> [Ptolamir's 1d20(19)+3]: 22

[21:51] <@GWRD> (The woman or her monkey?)

[21:51] <@Ptolamir> (woman I guess)

[21:51] <@GWRD> (Hit)

[21:52] <@Ptolamir> 1d8

[21:52] <ToIBot> [Ptolamir's 1d8(5)]: 5

[21:54] <@GWRD> The arrow sticks from her shoulder, and she does not look happy as she produces a wand from her waistband and points it at Valio.

[21:55] <@GWRD> 1d20+2 vs Touch AC

[21:55] <ToIBot> [GWRD's 1d20(15)+2]: 17 vs Touch AC

-----11[21:55] <@Theon_Tokko> (I wish, I wish, I wish you where a fish!)

[21:55] <@GWRD> 2d6

[21:55] <ToIBot> [GWRD's 2d6(12)]: 12

-----06[21:56] * Valio staggers from the attack, but remains standing

[21:56] <@GWRD> Black energy crackles from the wand, and Valio feels as if his very life is being sucked out of his body and into the witch's body.

[21:56] <@GWRD> (Ptol, Valio, Aerys, Old Crone)

[21:56] <@Ptolamir> (grid?)

[21:57] <@Ptolamir> (which room is this?)

[21:57] <@GWRD> (You're in a doorway, Aerys and Valio are occupying the first two squares of V11)

[21:57] <@GWRD> 1d20+3

[21:57] <ToIBot> [GWRD's 1d20(16)+3]: 19

[21:58] <@Ptolamir> (wow, tiny. Ok, another arrow)

[21:58] <@GWRD> 1d3+2

[21:58] <ToIBot> [GWRD's 1d3(2)+2]: 4

[21:58] <@Ptolamir> 1d20+3

[21:58] <ToIBot> [Ptolamir's 1d20(15)+3]: 18

[21:58] <@Ptolamir> 1d8

[21:58] <ToIBot> [Ptolamir's 1d8(6)]: 6

[21:58] <@GWRD> 1d20+4

[21:58] <ToIBot> [GWRD's 1d20(8)+4]: 12

[21:58] <@GWRD> Aerys kicks the monkey as it leaps to the ground and starts trying to bite at her bare foot.

-----06[21:58] * Valio attacks back.

[21:58] <Valio> 1d20+2

[21:58] <ToIBot> [Valio's 1d20(18)+2]: 20

[21:59] <Valio> 1d8+1

[21:59] <ToIBot> [Valio's 1d8(2)+1]: 3

[21:59] <Valio> (my d8 rolls have been horrid for the past few weeks... d20s aren't too bad, though)

[21:59] <Darenel> (wow stuff is going down all over the place)

[22:00] <@GWRD> Your bow finds its mark again, but the wound seems to close with the same black crackle that hit Valio. Valio's sword cuts, but the wound heals the same way.

[22:00] <@GWRD> 1d20+3

[22:00] <ToIBot> [GWRD's 1d20(4)+3]: 7

[22:00] <@GWRD> Aerys distracted by the monkey, misses a swing at the cannibal witch.

[22:02] <@GWRD> Valio, the witch's eye seemingly twitches as she gazes at you, muttering what sound like curses. (Will save: DC 17)



[22:02] <Valio> 1d20+3
 [22:02] <TolBot> [Valio's 1d20(10)+3]: 13
 [22:03] <@GWRD> (You are now suffering the Misfortune Hex. You have to roll all attacks, ability checks, saves, or skill checks twice and take the WORSE of the two)
 [22:03] <@GWRD> 1d20+4
 [22:03] <TolBot> [GWRD's 1d20(11)+4]: 15
 [22:04] <Valio> (so, I fail doubly well now?)
 [22:04] <@GWRD> The monkey bites Aerys's foot, and she screams in frustration and pain.
 [22:04] <@GWRD> (Ptol, Valio, Aerys, Old Crone)
 [22:05] <Orzady> (Furious George!)
 _____06[22:05] * @Ptolamir sends another arrow.
 [22:05] <@Ptolamir> 1d20+3
 [22:05] <TolBot> [Ptolamir's 1d20(17)+3]: 20
 [22:05] <@Ptolamir> 1d8
 [22:05] <TolBot> [Ptolamir's 1d8(1)]: 1
 [22:05] <@GWRD> (hit)
 [22:06] <@GWRD> The hit grazes the witch, which heals over with black crackling energy.
 [22:06] <Darenel> (wow dmg rolls are bad tonight)
 [22:06] <Janken> [damage rolls dont seem to matter tonight]
 [22:07] <@GWRD> (Valio, Aerys, Old Crone)
 _____06[22:07] * Valio strikes out again, feeling odd.
 [22:07] <Valio> 1d20+2
 [22:07] <TolBot> [Valio's 1d20(13)+2]: 15
 [22:07] <Valio> 1d20+2
 [22:07] <TolBot> [Valio's 1d20(17)+2]: 19
 [22:08] <@GWRD> (Hit, AC 13)
 [22:08] <Valio> (is it 2 rolls of damage as well?)
 [22:08] <Valio> 1d8+1
 [22:08] <TolBot> [Valio's 1d8(8)+1]: 9
 [22:08] <@GWRD> (no)
 [22:09] <@GWRD> Some of that wound closes, but the magic that seemed to be healing the rancid smelling witch seems to have worn off.
 [22:09] <@GWRD> 1d20+3
 [22:09] <TolBot> [GWRD's 1d20(5)+3]: 8
 [22:09] <Darenel> (time to behead)
 [22:09] <@GWRD> Aerys: "Get off my foot you thrice damned monkey!"
 [22:10] <@GWRD> The crone lets out a cackle, sending chills up Valio's spine, as she reaches out with the wand again.
 [22:10] <@GWRD> 1d20+2 vs touch
 [22:10] <TolBot> [GWRD's 1d20(3)+2]: 5 vs touch
 [22:10] <@GWRD> 1d20+4
 [22:10] <TolBot> [GWRD's 1d20(2)+4]: 6
 [22:11] <@GWRD> She however misses as the monkey continues to snap at Aerys' foot.
 [22:11] <@GWRD> (Ptol, Valio, Aerys, Witch)
 [22:12] <@GWRD> Meanwhile those currently prisoner, see the door in the other room open. The cannibal who was cutting up body parts earlier seems to be dragging something into the pen.
 _____06[22:12] * Janken stays still
 _____06[22:12] * Darenel pretends to be unconscious
 [22:13] <@Ptolamir> (ok, wait while that scene goes?)
 [22:13] <@GWRD> (You can continue)
 [22:14] <@GWRD> He drags Theon Tokko into the pen and secures him to one of the free stakes, grinning a sharp toothy grin as he does. He then ties Orzady back up, taking pleasure in making the bonds extra tight.



[22:14] <@Ptolamir> "Bull rush her!"
 -----06[22:14] * Orzady acts unconscious
 [22:14] <@GWRD> Theon looks like he's been recently stabbed four times in the chest. His blood is fresh and still oozing a little.
 [22:15] <@GWRD> (Ptol, Valio, Aerys, Witch)
 -----06[22:15] * Janken waits for the cannibal to leave
 [22:15] <Orzady> (someone open my mouth and lift Theon up to have his blood drip down onto my tongue. Nothing can go wrong with this)
 [22:16] <@GWRD> The cannibal goes into the other room and lifts up an unconcious Sasha and puts her on the table.
 [22:16] <@GWRD> (Anybody from the other group want to attack?)
 [22:16] <@GWRD> 1d20+3
 [22:16] <TolBot> [GWRD's 1d20(11)+3]: 14
 -----06[22:17] * Janken casts stabilize on Theon_Tokko
 [22:17] <Darenel> (didnt ptol bull rush the hag)
 [22:17] <@GWRD> (He yelled for somebody to do it)
 [22:17] <@GWRD> (Can't cast that with your hands tied)
 [22:18] <Janken> [boo]
 [22:18] <@GWRD> Aerys continues to struggle with the monkey snapping at her foot.
 [22:18] <@GWRD> (Ptol, Valio, Witch)
 [22:18] <Darenel> (oh, didnt read that right i get some weird characters from Tols quotation marks)
 [22:19] <@GWRD> (likewise, it's a Mac thing)
 -----06[22:19] * Valio tries to attack again.
 [22:19] <Valio> 1d20+2
 [22:19] <TolBot> [Valio's 1d20(9)+2]: 11
 [22:19] <Janken> [i get boxes]
 [22:19] <@GWRD> (miss)
 [22:19] <Valio> 1d20+2
 [22:19] <TolBot> [Valio's 1d20(8)+2]: 10
 [22:19] <Valio> (look, a worse miss!)
 [22:19] <Valio> (hehe)
 [22:19] <@GWRD> Valio's swing goes wide.
 -----11[22:19] <@Theon_Tokko> (do I need to roll another stabilize check yet? or am I good since I passed the first one?)
 [22:19] <@GWRD> (you're good)
 [22:20] <@GWRD> (Ptol, Witch)
 -----06[22:21] * @Ptolamir tries to bull rush her.
 [22:21] <@Ptolamir> (tho I'm the worst one to try it...)
 [22:21] <@GWRD> (Roll)
 [22:21] <@Ptolamir> 1d20+2
 [22:21] <TolBot> [Ptolamir's 1d20(13)+2]: 15
 [22:21] <@Ptolamir> (straight melee)
 [22:21] <@GWRD> 1d20-1
 [22:21] <TolBot> [GWRD's 1d20(13)-1]: 12
 [22:22] <@GWRD> She swings at you with her quarterstaff, missing as you plow into her, pushing her back into the corner.
 [22:23] <@GWRD> 1d20-1 touch vs. Ptolamir
 [22:23] <TolBot> [GWRD's 1d20(4)-1]: 3 touch vs. Ptolamir
 [22:23] <Valio> (she holding the staff and the wand right now?)
 [22:23] <@GWRD> 1d20+4
 [22:23] <TolBot> [GWRD's 1d20(15)+4]: 19
 [22:23] <@GWRD> (yes)
 [22:24] <@GWRD> She attempts to jab the wand into Ptolamir's side, as Aerys once again yelps in



pain from getting bit.

[22:24] <@GWRD> (Ptol, Valio, Aerys, Witch)

[22:25] <@Ptolamir> (can I burning hands her from this position?)

[22:25] <@Ptolamir> (other options are to hold/take wand/throw/what else?)

[22:25] <Darenel> (dont do it, she is surrounded by methane)

[22:25] <@Ptolamir> (hehe)

[22:25] <@GWRD> (Sure)

[22:26] <@GWRD> (She may hit you with her staff though, which may require a concentration check)

—————06[22:26] * @Ptolamir tries to disarm her.

[22:26] <@GWRD> (Disarming will provoke if you don't have Improved Disarm as a feat)

[22:27] <@Ptolamir> (don't think a held person can OA)

[22:27] <@GWRD> (You bull rushed, not grapple.)

[22:27] <@Ptolamir> (I thought that ends in a hold)

—————06[22:28] * @Ptolamir sustains the grapple.

[22:28] <@Ptolamir> (STR roll?)

[22:28] <@GWRD> (No a bull rush pushes the target back one or more spaces. You wanted a grapple, so to maintain it you would make a CMB roll)

[22:29] <@Ptolamir> sigh

—————06[22:29] * @Ptolamir casts burning hands.

[22:29] <@GWRD> 1d20-1

[22:29] <ToIBot> [GWRD's 1d20(3)-1]: 2

[22:30] <@GWRD> 1d20 reflex

[22:30] <ToIBot> [GWRD's 1d20(16)]: 16 reflex

[22:30] <@Ptolamir> 3d4

[22:30] <ToIBot> [Ptolamir's 3d4(4)]: 4

[22:30] <@GWRD> She swings her staff, but goes wide as flames jet out of Ptolamir's hands.

[22:30] <@Ptolamir> (DC15)

[22:30] <@GWRD> (ok)

[22:31] <@GWRD> She misses the brunt of the flames, though her bed catches on fire.

[22:31] <@GWRD> (Valio, Aerys, Witch)

—————06[22:32] * Valio tries to stick her with the pointy end.

[22:32] <Valio> 1d20+2

[22:32] <ToIBot> [Valio's 1d20(20)+2]: 22 (Yahoo!)

[22:32] <Darenel> (2 grown men and a woman cant subdue an old lady... what kind of adventurers are we)

[22:32] <Valio> 1d20+2

[22:32] <ToIBot> [Valio's 1d20(4)+2]: 6

[22:32] <@GWRD> 1d20+3

[22:32] <ToIBot> [GWRD's 1d20(6)+3]: 9

[22:32] <Orzady> (My Sleep Number Mattress! No! I got it just right!)

[22:32] <Valio> (crit hi... oh, nevermind.)

[22:32] <Janken> [xD]

[22:33] <@GWRD> Aerys lets out a few choice words as she tries to stomp on the monkey darting around her leg, as Valio thinks he's about to connect, and fumbles with his sword.

[22:33] <Darenel> (wasnt that just crit confirmation roll 😊)

[22:33] <@GWRD> 1d20-1 vs Ptol touch

[22:33] <ToIBot> [GWRD's 1d20(13)-1]: 12 vs Ptol touch

[22:33] <Valio> (that was my hex reroll)

[22:33] <@GWRD> She continues to cackle, sending chills up Valio's spine.

[22:34] <@GWRD> She barely misses, though Ptolamir can feel the dark energy crackle along the wand.

[22:34] <@GWRD> (Ptol, Valio, Aerys, Witch)



[22:34] <@GWRD> 1d20+4
 [22:34] <TolBot> [GWRD's 1d20(3)+4]: 7
 [22:34] <@GWRD> The cannibal grins a wicked grin as he raises his pitted old cleaver to begin chopping up Sasha.
 -----06[22:35] * @Ptolamir grapples the woman.
 [22:35] <@GWRD> 1d20-1
 [22:35] <TolBot> [GWRD's 1d20(10)-1]: 9
 [22:35] <@GWRD> (Roll a CMB)
 -----06[22:35] * Janken screams out "No!"
 [22:35] <@GWRD> (Your sheet says it's a +2)
 [22:35] <@Ptolamir> 1d20+2
 [22:35] <TolBot> [Ptolamir's 1d20(16)+2]: 18
 [22:36] <@GWRD> Ptolamir grabs the rank smelling witch, getting a nostril full of armpit stank as he hampers her.
 [22:36] <@GWRD> (Valio, Aerys, Witch)
 [22:36] <Valio> 1d20+2
 [22:36] <TolBot> [Valio's 1d20(20)+2]: 22 (Perfect!)
 [22:36] <Valio> 1d20+2
 [22:36] <TolBot> [Valio's 1d20(2)+2]: 4
 [22:36] <Janken> [xD]
 [22:36] <@GWRD> (Now Tolbot is just teasing you)
 -----06[22:36] * TolBot raises an eyebrow.
 [22:36] <Darenel> (now its just toying with u)
 [22:36] <Valio> (**** you.)
 [22:37] <@GWRD> 1d20+3
 [22:37] <TolBot> [GWRD's 1d20(16)+3]: 19
 [22:37] <@GWRD> 1d3+2
 [22:37] <TolBot> [GWRD's 1d3(3)+2]: 5
 [22:37] <@GWRD> 1d20+4
 [22:37] <TolBot> [GWRD's 1d20(17)+4]: 21
 [22:38] <@GWRD> Aerys steps on the monkey with a satisfying grin, until it bites her foot again, and she screams out several elven cuss words.
 [22:38] <@GWRD> 1d20-1 vs Ptol CMD to break grapple.
 [22:38] <TolBot> [GWRD's 1d20(1)-1]: 0 vs Ptol CMD to break grapple. (Not good.)
 [22:38] <@GWRD> (Ptol, Valio, Aerys, Witch)
 -----11[22:38] <@Theon_Tokko> (wow, the DM actually rolled a 0... I think this is a first)
 -----06[22:39] * @Ptolamir disarms witch.
 [22:39] <@GWRD> The cannibal grins and begins chopping at the neck.
 [22:39] <@Ptolamir> 1d20+2
 [22:39] <TolBot> [Ptolamir's 1d20(17)+2]: 19
 [22:39] <@GWRD> (If you attempt a disarm, you will release your grapple)
 [22:39] <Janken> [can i cast spark on the cannibal's clothes?]
 [22:40] <Darenel> (time to use that wand on her stanky arse)
 [22:40] <@Ptolamir> (ok... I thought that was one of the `things you do with a grapple)
 [22:40] <@Ptolamir> (don't have book open)
 [22:41] <@GWRD> (You can damage the target, move the target, attempt to pin)
 [22:42] <@GWRD> (Disarm, Bull Rush, Overrun, and Sunder are different manuevers you could attempt instead of grapple.)
 [22:42] <@Ptolamir> (ok, just read the PF rules... guess I'll just maintain)
 [22:43] <@Ptolamir> 1d20+7 to maintain grapple
 [22:43] <TolBot> [Ptolamir's 1d20(20)+7]: 27 to maintain grapple (Marvelous)
 [22:43] <@Ptolamir> (boom!)



[22:43] <Orzady> (Ptolamir channels his inner Macho Man)
 _____06[22:43] * Valio steps back and cheers the others on. (bardic inspire)
 [22:43] <@GWRD> 1d20+4
 [22:43] <ToIBot> [GWRD's 1d20(16)+4]: 20
 [22:43] <@GWRD> 1d3+3
 [22:43] <ToIBot> [GWRD's 1d3(2)+3]: 5
 [22:44] <@Ptolamir> (can't really tell any advantagious place to move her without a grid)
 [22:44] <@Ptolamir> (I can move her up to half my speed)
 [22:44] <Darenel> (throw her on her burning bed)
 [22:44] <@GWRD> Aerys lets out a satisfying grin as she crushes the monkey's skull in with her booted foot.
 [22:44] <@GWRD> (Correct)
 [22:45] <@Ptolamir> (wait, I can do damage, too!)
 [22:45] <@Ptolamir> (damage plz)
 [22:45] <@GWRD> (ok)

_____02[22:48] * Disconnected
 Session Close: Sun Aug 24 22:48:26 2014

Session Start: Sun Aug 24 22:48:26 2014
 Session Ident: #grovewood

Session Start: Sun Aug 24 22:49:23 2014
 Session Ident: #grovewood

_____03[22:49] * Now talking in #grovewood
 _____03[22:49] * Topic is 'Souls for Smuggler's Shiv - 8:30 EST Sundays. Game battle grid at <http://tiny.cc/battlegrid>- Logs available here: <http://konnen.wg2140.com/index.php?opti...id=2>
 _____03[22:49] * Set by ChanServ! services@services.sorcery.net on Sat May 24 11:15:47 2014

[23:02] <@Ptolamir> (It's just unarmed strike only)
 [23:03] <@GWRD> (Yes)
 [23:03] <Orzady> (Layin' the smackdown)
 [23:03] <@Ptolamir> (no... I'm telling you the rule is just unarmed strike...)
 [23:04] <@Ptolamir> 1d3+1
 [23:04] <ToIBot> [Ptolamir's 1d3(2)+1]: 3
 [23:04] <@GWRD> (Damage
 [23:04] <@GWRD> You can inflict damage to your target equal to your unarmed strike, a natural attack, or an attack made with armor spikes or a light or one-handed weapon. This damage can be either lethal or nonlethal.
 [23:04] <@Ptolamir> (* boom *)
 [23:04] <@Ptolamir> (hum, the doc I jsut read only said unarmed)
 [23:04] <@GWRD> Ptolamir applies a choke hold, and starts punching the witch in the face.
 [23:04] <@GWRD> 1d20-1
 [23:04] <ToIBot> [GWRD's 1d20(4)-1]: 3
 [23:05] <@Ptolamir> (nm, didn't read far enough)
 [22:49] <@GWRD> She struggles to get free, but is unable to break out of the grasp of the younger man.
 [22:49] <@GWRD> Damage
 [22:49] <@GWRD> You can inflict damage to your target equal to your unarmed strike, a natural attack, or an attack made with armor spikes or a light or one-handed weapon. This damage can be either lethal or nonlethal.
 [22:49] <@GWRD> (oops)



[22:49] <@GWRD> (Ptol, Valio, Aerys, Witch)
 [22:50] <Darenel> (time to rip out the arrow from her shoulder and reopen that wound and stab her in the neck with the arrow..... maybe i watched too many action movies)
 [22:50] <@Ptolamir> (how come no one else is helping me?)
 [22:51] <Janken> [not enough,id say. the eye is a better target,its softer]
 [22:51] <Valio> (I'm doing more giving you a +1 than I was the previous 2 turns of attempting to attack)
 [22:51] <Janken> [im tied up in another area]
 [22:51] <@GWRD> (I'm the DM)
 -----06[22:52] * @Ptolamir maintains the grapple.
 [22:52] <@GWRD> (And Aerys just killed the familiar)
 [22:52] <@Ptolamir> 1d20+7
 [22:52] <TolBot> [Ptolamir's 1d20(4)+7]: 11
 [22:52] <@Ptolamir> (uh oh)
 [22:52] <@GWRD> (Success)
 [22:52] <Valio> (aerys just killed the monkey. I used my standard action to start my performance. both of us should get back in now)
 [22:52] <@Ptolamir> (mo damage)
 [22:53] <@GWRD> (roll damage then)
 [22:53] <@Ptolamir> 1d3+1
 [22:53] <TolBot> [Ptolamir's 1d3(3)+1]: 4
 [22:53] <@Ptolamir> (I don't understand the advantage of moving her to 'pinned')
 [22:54] <Darenel> (if he has her pinned cant the rest of them just kill her?)
 -----06[22:55] * Valio moves back to attack again, while continuing to cheer them on.
 [22:55] <Valio> 1d20+3
 [22:55] <TolBot> [Valio's 1d20(8)+3]: 11
 [22:55] <Valio> 1d20+3
 [22:55] <TolBot> [Valio's 1d20(2)+3]: 5
 [22:56] <@GWRD> (A Pinned creature: Can't move, is denied dex to AC, takes an additional -4 to ac, can't cast spells)
 [22:56] <@GWRD> (If the spell requires somatic or material)
 [22:56] <@Ptolamir> (yes, I read it... just no practical adv I see here)
 [22:57] <Darenel> (so she is much easier to hit)
 [22:57] <@GWRD> 1d20+4
 [22:57] <TolBot> [GWRD's 1d20(14)+4]: 18
 [22:57] <@GWRD> 1d3+3
 [22:57] <TolBot> [GWRD's 1d3(1)+3]: 4
 [22:57] <@Ptolamir> (But NO ONE ELSE in my group is attacking her)
 [22:57] <@GWRD> Aerys punches out the witches' teeth, as she blacks out in Ptolamir's arms.
 -----06[22:58] * @Ptolamir takes the wand staff, "Take her head off"
 [22:58] <Valio> (hello!!! I've been trying!)
 -----06[22:58] * @Ptolamir looks at the monkey.
 [22:58] <@Ptolamir> (lol)
 [22:59] <@GWRD> The monkey looks like somebody smashed a juicy watermelon on the floor.
 -----06[23:00] * @Ptolamir brushes off the nasty smell.
 [23:00] <@GWRD> As the rescue continues with the defeat of the old cannibal witch and her little monkey too, this session comes to a close for the night.



Session 31 - 9/7/2014 - Escape from the Dinner Menu

[20:31] <@Magestar> In that case...

[20:33] <@Magestar> It is day 24 on the horrific island known as "The Smuggler's Shiv", where a group of shipwreck survivors fight for their very survival against the unforgiving jungle and its cannibal occupants.

[20:34] <@Magestar> Several of their members have already been captured, after wandering into the cannibal camp, while the rest escaped and are even now attempting to rescue their companions from certain death in the stomach of the cannibals.

[20:35] <@Magestar> As a few of them dispatch with the cannibal tribe's witch, one more is dragged into the pits to await being eaten, as a cannibal carves up their 'friend' Sasha in front of their eyes.

[20:35] <@Magestar> As this session commences.

[20:36] <Valio> "Where'd her wand go? I wonder if I could use it on the cannibals."

[20:37] <@Magestar> The witch's wand lies on the ground next to her corpse.

_____06[20:37] * Valio picks it up

_____06[20:37] * @Ptolamir picks up th ewand

[20:37] <@Ptolamir> (scratch)

[20:37] <@Ptolamir> (I disarmed it, right?)

[20:37] <@Magestar> (I think you did)

[20:38] <@Ptolamir> "Be careful with that, Valio."

[20:39] <Valio> "I plan on trying it out on the cannibals, not us."

[20:39] <Valio> (grr, brb)

[20:40] <Darenel> (all of this has a very 13th Warrior feel, we need to kill the witch and their leader and they will all run away)

[20:40] <@Magestar> (uh yeah... that's all... uh huh)

[20:41] <@Magestar> (though Pathfinder is known for taking real world things and putting them into their games. Like that treasure pit, and the Jabberwocky)

[20:42] <@Magestar> (What would the non-captured group like to do?)

_____11[20:43] <@Theon_Tokko> (*drools in his near death state*)

_____06[20:43] * Janken mourns the loss of Sasha

[20:43] <Orzady> (passed out from blood loss)

[20:44] <Valio> "Ready to move out?"

_____06[20:44] * @Ptolamir searches the room for anything else.

[20:46] <@Magestar> Combined in the two rooms were 3 antitoxins, 2 smokesticks, 3 tanglefoot bags, 1 thunderstone, 6 light green potions that look like pureed leaves, and 2 potions that look like smashed up berries. The witch herself had the wand and a quarterstaff.

_____06[20:46] * Valio sheaths his sword and prepares to use the wand at the next opportunity.

[20:49] <Valio> "We should continue to sneak around through the woods. Seemed a decent plan so far."

_____06[20:49] * Valio moves towards the front door.

_____06[20:50] * @Ptolamir makes sure the items are gathered, and then moves towards Gelik.

[20:51] <@Ptolamir> "See anything? Do we know which directin the group is being held?"

[20:51] <Darenel> (in regards to this board, i think the team version has access right management and should allow u to share control of dots)

[20:51] <@Magestar> (probably)

[20:51] <Valio> "We can keep circling the compound and hopefully find them without finding more cannibals."

_____06[20:56] * @Ptolamir nods.

_____06[20:56] * @Ptolamir moves out and continues circling sneakily on the outskirts.

[20:57] <@Magestar> As you circle around the perimeter, you spy a campfire setup in what you think is the middle of the camp. Several cannibals are cooking fresh meat at the fire, and you spot a few



buildings from your vantage point.

_____06[20:58] * Valio motions the others to continue around.

_____06[20:59] * @Ptolamir stops and looks and listens.

_____06[21:00] * @Ptolamir whispers, "I'm afraid that may be it... where they are cooking."

_____06[21:00] * @Ptolamir stares into the fire.

[21:00] <@Magestar> You circle around to an area of the camp that reeks of rotten meat, garbage, and human waste, a smell that has attracted quite a lot of flies.

_____06[21:01] * Darenel mutters softly fearing what faith has planned for his companions and him

[21:01] <@Magestar> A makeshift fence of bamboo and driftwood pen in an area to your north, and through some narrow cracks you occasionally see some movement.

_____06[21:01] * Valio uses prestidigitation on his clothing to mask the smell of the area.

[21:02] <@Magestar> Your prestidigitation does very little to mask the smell.

_____06[21:03] * Valio goes to look through the fence.

[21:03] <@Magestar> You peer through the fence to see a cannibal holding up the severed head of Sasha as he gazes down mockingly at the rest of your friends tied to stakes.

[21:04] <@Magestar> Several of them look like they are barely alive, or so close to dead you're not sure if they actually are alive or not.

_____06[21:04] * Valio clenches his fist on his shield and motions the others over.

_____06[21:05] * Valio whispers "We have failed Sasha, but the others may survive."

[21:05] <@Magestar> The cannibal grins and shouts something incomprehensible at those in the holding cell, as if goading the prisoners.

[21:06] <@Magestar> 1d20-5 vs DC 4

[21:06] <TolBot> [Magestar's 1d20-5 vs DC 4]: -3

[21:06] <@Magestar> (Well that was DC 14, but still a fail)

[21:07] <@Magestar> Theon and Androoin are closest to the wall you are peering through, and both appear to be in horrible shape and are unresponsive.

[21:08] <@Magestar> The cannibal finishes chopping up bits of Sasha and starts putting her parts in a worn blood-stained burlap sack.

[21:09] <@Magestar> (What are you doing?)

_____06[21:10] * Valio whispers "If we wait for him to leave, we may be able to free some of them before he returns."

_____06[21:10] * @Ptolamir whispers, "I can cause a ... distraction... first if we need."

[21:11] <@Ptolamir> "I can attempt to stun that one, too."

[21:11] <@Ptolamir> (There's just one cannibal we see?)

[21:11] <@Magestar> (Correct)

[21:12] <@Ptolamir> (what exactly is V*?)

[21:12] <@Ptolamir> (V8)

[21:12] <Valio> "Let him go. If we get into better position before he returns, that would work."

[21:12] <Darenel> (garbage dump)

[21:12] <@Ptolamir> (Can we enter that way?)

[21:12] <Orzady> (vegetables you normally don't eat, but can be tricked into drinking)

[21:13] <@Magestar> V8: This muddy 10 foot deep pit is full of the remains of the cannibals past meals, and with other refuse.

[21:13] <@Magestar> (From your vantage point, you think it may be possible, but very slippery and foul smelling.)

[21:14] <@Magestar> The cannibal looks back at the prisoners and says something, licks his lips, and laughs before leaving through the right side door.



_____06[21:15] * Valio motions the others. "Time to go, before he gets back."
 [21:17] <@Magestar> (Actions?)
 _____11[21:17] <@Theon_Tokko> (*drools*)
 [21:17] <Orzady> (waste away)
 _____06[21:17] * Valio looks for a good way in or a place to tie a rope.
 [21:18] <@Magestar> (You could enter through the waste pit, attempt to climb the wall, or break through it)
 _____06[21:20] * @Ptolamir looks up and around.
 _____06[21:20] * @Ptolamir shrugs.
 [21:22] <@Magestar> You hear the distant sound of laughing in the direction of the campfire.
 _____06[21:23] * Valio finds a place to tie a rope to the wall, then tries to swing around the side of the fence and inside.
 [21:23] <Valio> (that make sense?)
 [21:24] <@Magestar> (That makes sense, make a climb check)
 [21:24] <Valio> 1d20+1
 [21:24] <ToIBot> [Valio's 1d20+1]: 21 (Perfect!)
 [21:24] <Orzady> (shall I have the march from 'Raider's of the Lost Ark' queued up?)
 _____06[21:25] * Valio ties the other side of the rope off and begins to untie the conscious allies.
 [21:25] <@Magestar> Valio swings around the side of the pit and into the food pen, where his companions lie in various levels of life.
 _____06[21:25] * Darenel looks at Valio and nods
 _____06[21:25] * Valio smiles at his skill and luck.
 [21:27] <@Magestar> It looks like everybody here is in need of healing of some sort, and have sustained some very serious wounds, that could be life-threatening soon.
 [21:27] <Darenel> (i have 3 CLWs queued up ho needs them first)
 [21:27] <@Magestar> (Orzady, Androoin, and Theon are all unconcious. I don't know about Janken)
 [21:27] <Orzady> (Theon, me, Androoin -- Gelik gets a punch to the face)
 [21:28] <Janken> [i dont know about Janken either,lol. definitely stable tho]
 _____06[21:28] * Valio unties Darenel once the other end of the rope is securely tied for his allies to enter with.
 [21:28] <Darenel> (can i cast those heals without alerting the cannibals?)
 _____06[21:28] * @Ptolamir scrambles up the secured rope.
 [21:29] <@Magestar> (You can try)
 [21:29] <@Magestar> (Climb check Ptol)
 [21:29] <@Ptolamir> 1d20+1
 [21:29] <ToIBot> [Ptolamir's 1d20+1]: 17
 [21:29] <@Ptolamir> (bonus with the rope, right?)
 [21:29] <@Magestar> Ptolamir scurries over the rope with eloquent grace for somebody climbing into a filthy pen.
 _____06[21:31] * Valio unties Androoin on the way to the door.
 [21:31] <@Magestar> (Who are you healing, and note you will have to make rolls)
 [21:32] <Darenel> (hmm we have 5 people that require healing and i only have 3 heals)
 [21:32] <Janken> [i have heals as well]
 [21:32] <@Ptolamir> (I thought I had some time of 'make a fire enlarge out of control' spell. don't see it tho)
 _____06[21:32] * Valio looks for a decent place to guard from.
 [21:33] <Darenel> (ok i will heal Janeken, Orz and myself)
 [21:34] <Darenel> 3#1d8+2
 [21:34] <ToIBot> [Darenel's 3#1d8+2]: 9, 9, 10 (Sum:28)
 [21:34] <@Magestar> The prisoner pen is open to the sky, with muddy ground on which to walk. Stakes have been pounded into the ground to contain prisoners before they are carved up and



eaten. The room beyond is open to the prisoner pen by a slight elevation, so prisoners can watch meals being prepared.

[21:34] <@Magestar> (Nice rolls)

[21:35] <Janken> [iirc,i was at -2,so that puts me at 7?]

[21:35] <@Magestar> (Yes)

[21:35] <Janken> [but still tied up]

[21:35] <@Magestar> (You've likely been untied by this point)

—————06[21:36] * Darenel after healing, points to Androoin and Theon that still need heals

[21:37] <Janken> [ok,then ill heal theon and androoin]

[21:37] <@Magestar> (DM recommends healing the person here before the one not here. You can always have Sasha drag that person to safety)

[21:38] <Valio> (aerys?)

—————06[21:38] * Darenel can not wait to wash the stink off of himself and then find some shelter to gather strength

[21:38] <Janken> [wait,who all is with us?]

[21:38] <@Magestar> (Grrrr... yes)

[21:38] <Janken> [apparently i have 5 heals]

[21:38] <@Magestar> (Everybody at this point)

[21:38] <Darenel> (how can sasha drag anything, wasnt she reduced to a head)

[21:38] <@Magestar> (Shush)

—————06[21:39] * Valio continues to guard the door while the others prepare to evacuate.

[21:39] <Orzady> (she has a mouth)

—————06[21:39] * Orzady stands up and looks around for a sharpened stick.

[21:39] <Orzady> "Time to get even."

[21:39] <Janken> 2#1d8+2

[21:39] <TolBot> [Janken's 2#1d8+2]: 10, 7 (Sum:17)

[21:39] <@Magestar> There are no sharpened sticks nearby. You could grab at femur from the refuse pit, if you wanted to climb in.

[21:40] <@Ptolamir> "How do we get everyone over the wall?"

—————06[21:40] * Orzady looks for a place to climb out away from prying eyes of natives

[21:40] <@Ptolamir> (fence)

[21:41] <Darenel> (you could go all "2000 the space odyssey" on them cannibals with a femur)

[21:41] <Orzady> (I intend to)

[21:41] <@Magestar> Your healing stirs Theon from his scimitar induced slumber, but doesn't quite get Androoin up.

—————11[21:42] <@Theon_Tokko> (I'm at what, 4HP now?)

[21:42] <@Magestar> (yup)

—————06[21:42] * Janken heals them again

[21:42] <Janken> 2#1d8+2

[21:42] <TolBot> [Janken's 2#1d8+2]: 6, 4 (Sum:10)

—————11[21:42] <@Theon_Tokko> "owww"

[21:42] <Valio> (hey, that's not bad for the group. I'm only at 6hp...)

—————06[21:42] * Orzady scrambles up the edge of the pit, looking for a femur to bludgeon someone to death with

—————11[21:42] <@Theon_Tokko> (do I still have my equipment?)

[21:42] <Orzady> "I hope someone remembered to pick up my knife."

[21:43] <@Magestar> Androoin groans and stirs, muttering something about too much rot grub and rum.

[21:43] <@Magestar> (Of course you don't have your equipment)



[21:43] <Janken> [last heal,who needs it?]
 -----06[21:43] * @Ptolamir keeps his eyes trained on the cannibal in the kitchen.

[21:43] <@Magestar> (Other than the clothes on your back (not armor))
 [21:43] <@Ptolamir> (ok, awesome band name: Cannibal in the Kitchen)
 [21:43] <@Magestar> (LOL)
 [21:43] <Janken> [lol]
 [21:44] <Orzady> (lol)
 [21:44] <Valio> (woo! I'm a fan of Citk!)
 [21:44] <@Magestar> The Cannibal in the Kitchen (TM - Joe Weaks), left a few minutes ago.
 [21:44] <Darenel> (ahaha, sound grungey)
 [21:44] <Janken> [i liked them on FB]
 [21:44] <@Ptolamir> (just started their MySpace page)
 [21:44] <Orzady> (they sold out...)
 [21:44] <Darenel> (dibbs on drums)
 [21:45] <@Magestar> (<https://myspace.com/118886920>)
 [21:46] <Darenel> (so yeah we should get our move on and blow this dump)
 [21:48] <Orzady> (I am so disappointed in them)
 [21:49] <@Magestar> There's some more laughter coming from beyond the wall, and the air smells of fresh cooking meat.
 -----06[21:49] * Valio fiddles with the wand while he waits for the others to retreat.
 -----06[21:50] * Orzady tries to climb up the side of the pit
 [21:50] <Darenel> (can we use the rope to get out, like they used to come in?)
 [21:51] <Valio> (I tied it on both sides. Should be usable to escape)
 [21:51] <@Magestar> (Yes you can)
 -----06[21:52] * Darenel starts moving out the same way the others came in
 [21:52] <@Magestar> 1d20+4 climb for Androoin
 [21:52] <TolBot> [Magestar's 1d20+4 climb for Androoin]: 18
 [21:53] <@Magestar> Androoin doesn't seem to want to wait and climbs over the bamboo and driftwood wall.
 -----06[21:53] * Orzady climbs up the rope, scooping up a femur
 [21:53] <@Magestar> (Climb check Orzady)
 [21:54] <Orzady> 1d20+6 climb
 [21:54] <TolBot> [Orzady's 1d20+6 climb]: 16
 [21:54] <Darenel> 1d20+4 climb
 [21:54] <TolBot> [Darenel's 1d20+4 climb]: 13
 -----06[21:54] * Janken attempts to climb out as well
 [21:54] <Janken> 1d20-1 climb
 [21:54] <TolBot> [Janken's 1d20-1 climb]: 8
 [21:55] <Darenel> (did Janken make it?)
 [21:56] <@Magestar> Janken doesn't move well on the rope and ends up dangling over the pit clinging on for his nose's dear life. (Roll again)
 [21:56] <Janken> 1d20-1 climb
 [21:56] <TolBot> [Janken's 1d20-1 climb]: 14
 [21:56] <@Magestar> He manages to regain his footing however, and makes it the rest of the way.
 [21:57] <Darenel> (climb, like your life depended on it)
 [21:58] <Orzady> (maybe I should light the rope?)
 -----11[21:58] <@Theon_Tokko> (guess we're escaping?)
 -----11[21:58] <@Theon_Tokko> 1d20 climb
 [21:58] <TolBot> [Theon_Tokko's 1d20 climb]: 15
 [21:58] <Darenel> (heal up, then come back and straight up murder the rest of those bastages)



[21:59] <Janken> [bastages?]
 [22:00] <Darenel> (bastard savages)
 [22:00] <Janken> [ah,i see now]
 _____06[22:01] * @Ptolamir will go last.
 [22:01] <@Magestar> Most everybody has made it to the other side of the fencing now, except Valio and Ptolamir.
 _____06[22:01] * @Ptolamir looks around as best he can for everybody's sacks.
 [22:01] <@Ptolamir> (their equip)
 _____06[22:01] * Valio backs up past ptol and then crosses the rope again.
 [22:01] <Valio> 1d20+1
 [22:01] <TolBot> [Valio's 1d20+1]: 19
 [22:01] <Darenel> (quick guy roll before he types up that the cannibal returned)
 [22:04] <@Magestar> Valio quickly swings around the refuse pit, leaving only Ptolamir in the prisoner pen.
 _____06[22:05] * @Ptolamir scurries over.
 [22:05] <Darenel> (our stuff is most likely in v6 or one of the other buildings we havent seen yet)
 [22:05] <@Ptolamir> 1d20+1 climb plus rope bonus
 [22:05] <TolBot> [Ptolamir's 1d20+1 climb plus rope bonus]: 16
 [22:05] <@Ptolamir> (gotta go afk, sorry)
 _____06[22:07] * Valio suggests going wider out on the way back.
 _____06[22:09] * Orzady grabs a bone or two
 _____06[22:11] * Valio passes a sling and 3 stones and a dagger to those wanting them.
 [22:11] <Valio> (claim them)
 [22:12] <Orzady> (dagger)
 _____06[22:12] * Orzady tosses the bones aside in favor for the dagger.
 _____06[22:12] * Darenel takes the sling and thanks Valio
 _____06[22:12] * Valio nods and motions them forward.
 _____06[22:13] * Orzady follows along
 _____06[22:14] * Darenel follows trying to avoid making any noise
 _____06[22:14] * Janken does the same
 [22:15] <@Magestar> 1d20-5
 [22:15] <TolBot> [Magestar's 1d20-5]: -3
 [22:16] <@Magestar> The cannibals don't seem to notice you all as you sneak your way out of the cannibal camp and back to where the others made camp the night before.
 [22:16] <Darenel> (i hope that noise was one of the cannibal guards poking his eye out)
 [22:16] <Orzady> (we can double back and make sure...)
 [22:17] <Orzady> (brb)
 [22:18] <Valio> "We need to get enough distance to make a decent camp. Doubled watches will help."
 _____06[22:18] * Valio hands off his spare bedroll once they're clear of danger.
 _____06[22:21] * Orzady looks for a good place to set up a hidden watch.
 [22:24] <Orzady> "We should consider making some traps."
 [22:25] <@Magestar> The area you are brought to, is far enough from the game trail to avoid being spotted without great scrutiny, and provides adequate shelther from the mid-day heat which is bearing down.
 _____06[22:26] * Orzady wobbles a little in the heat.
 [22:27] <@Magestar> (Note: Those of you not recently captured are probably starving at this point.)
 [22:28] <Orzady> (Y'know -- cannibalism isn't that bad of an idea...)
 _____06[22:28] * Valio passes a waterskin to the others.
 [22:28] <Darenel> (should have brought some Sasha kabobs)



[22:30] <Orzady> (no thanks -- it's not Friday)
 [22:32] <Darenel> (are we far enough from the cannibal camp to forage for food somewhat safe?)
 [22:33] <@Magestar> (Probably not)
 _____11[22:33] <@Theon_Tokko> (Forage for cannibals)
 [22:33] <Janken> [forage for Sasha]
 _____11[22:33] <@Theon_Tokko> (Feed the weak, the weak are meat!)
 _____11[22:33] <@Theon_Tokko> (Err... Feed the strong, the weak are meat!)
 _____06[22:34] * Valio sets out his spare belongings for anyone that might want or need them. (10 candles, spool of string, a spare outfit)
 [22:34] <Orzady> (now my .mp3 player is playing "Eat the Rich" by Motorhead)
 [22:35] <Valio> "I have some string if someone knows how to set up traps for food."
 [22:36] <Orzady> (would that be survival?)
 [22:36] <Valio> (yeah)
 [22:37] <Orzady> (never mind)
 _____11[22:37] * @Theon_Tokko tries his hand at setting up the traps, being of little use for anything else currently
 _____11[22:37] <@Theon_Tokko> 1d20+5
 [22:37] <TolBot> [Theon_Tokko's 1d20+5]: 6 (Not good.)
 _____11[22:37] <@Theon_Tokko> (wow... nat1)
 _____06[22:37] * Janken sighs at Theon_Tokko
 [22:37] <Janken> "Let me."
 [22:38] <Janken> 1d20+9
 [22:38] <TolBot> [Janken's 1d20+9]: 17
 [22:38] <@Magestar> Theon sets up traps around the camp, which to him look just fine.
 _____11[22:39] <@Theon_Tokko> (They're so bad, they're good)
 [22:41] <Orzady> (until the animals leave snarky messages)
 _____06[22:42] * Valio sets some traps on the other side of camp.
 [22:42] <Valio> 1d20
 [22:42] <TolBot> [Valio's 1d20]: 14
 [22:43] <@Magestar> You go about securing the camp from snarky animals, and recuperate from the trying ordeal of the cannibal camp encounter as this session comes to a close for the evening.
 [22:43] <@Magestar> (Game over)





Identified Monsters

Ochre Eurypterid (Session 2)

XP 135

AC 14

N Small [vermin](#) ([aquatic](#))

TACTICS

During Combat If a eurypterid is struck for damage, it focuses its attacks (sting and all) on the attacker that struck it.

Morale Eurypterids fight to the death.

SPECIAL ABILITIES

Poison (Ex)

Sting—injury;

ECOLOGY

Environment temperate or warm ocean

Organization solitary

Treasure none

Known to some as sea scorpions, eurypterids are aquatic crustaceans that blur the line between their terrestrial cousins and lobsters. Primeval and voracious, these vermin range in size from relatively harmless ochre eurypterids the size of a dog up to the truly immense spitting eurypterids. There are even rumors of yet larger beasts, called whale eating eurypterids by sailors. Regardless of their size, all share one thing in common—an aggressive attitude. Eurypterids lash out at anything that might be food, and once they've tasted prey, are single-minded in their pursuit. Although quite at home in the open sea, most eurypterids are capable of scuttling around on land and can exist out of water indefinitely. Unlike rats, eurypterids don't spread disease or cause much damage to most cargos—traits that have led some captains to experiment with seeding colonies of ochre eurypterids in their holds to keep rodent populations under control. Alas, one can often tell the ships that use this tactic by the unusually high number of crewmen with missing fingers.



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